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| Moonbane Studio  A sword and moon on a black background  AI-generated content may be incorrect. |
| Bowie |
| **“Arcane Archer / Magic Marksman”** |
| Version #XX  All work Copyright © 2025 by Moonbane Games.  All rights reserved. |
| **Ido Isaac** |
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| April 23th 2025 |

**Table of Contents**

## Version History

1. Concept, Apr 23rd 2025
2. Version 0.1, Apr 23rd 2025

## Game Overview

*Bowie* is a side-scrolling archery game set in a mystical medieval world inspired by the Feywild. Players control a skilled archer who wields a variety of magical arrows with unique effects. Each level challenges players with different objectives—like surviving timed waves of enemies, rescuing civilians, or defending key locations. As players progress, they'll face increasingly difficult waves of enemies and powerful boss battles, using upgraded skills and arrows to defeat them. The goal is to clear all levels and defeat the final boss, restoring balance to the Feywild.

## Game Play Mechanics

Player Movement: The player can only walk left or right, while aiming the bow movement speed is halved. They can sprint if they have enough stamina, however they cannot aim or fire while sprinting. They can also dodge if they have enough stamina and dodging is not on cooldown, dodging interrupts aiming and firing.

Change Arrowheads: Once unlocked, the player can cycle between 3 arrowheads which determine the type of damage dealt.

Change Arrow: Once unlocked, the player can cycle between 9 different skills which change how the arrow behaves.

Shoot Arrows: The player can draw the bow to increase the distance the arrow will fly; they can pause the draw when they desire or let it be pulled to the maximum. Releasing after drawing the bow will fire the currently equipped arrow with the currently equipped arrowhead.

Upgrades: Between levels the player can upgrade various stats and unlock new abilities

## Camera

Side-view and static

Or

Side-view and centered on the player. Only moves along the x-axis following the player's position

Minimap camera has the entire level in view, also from a side-view.

## Controls

Press or hold “A” and “D” keys or the “Left Arrow” and “Right Arrow” keys for movement

Hold “Shift” key to sprint

Press “Left Ctrl” key to dodge

Press “F” key to interact with npcs

Hold “Left Mouse” button to draw the bow, release the button to fire

Move the mouse to aim

Click “Right Mouse" button to cancel drawing

Hold “Spacebar” to pause drawing, can still fire while paused

Press “Spacebar" to trigger certain arrow effects after firing

Press “Q” “W” “E” to choose an arrowhead between Negative, Piercing and Positive respectively

Press “1-9” number keys or scroll with “Mouse Wheel” to choose an arrow

Press “S” key or “Down Arrow” key to select basic arrows

Press “Escape” key to pause the game and open the pause menu

Press “Tab” key to pause the game and open the bestiary

Navigate menus with the mouse

## Saving and Loading

Saving and loading to a Json file

Auto-save the game at the beginning and end of each level

Manually save and load from the pause menu

## Interface Sketch

## Menu and Screen Descriptions

**Main menu sketch:**

**A screen shot of a computer

AI-generated content may be incorrect.**

**Pause Menu Sketch:**

**Shop Interface Sketch:**

## Game World

**Overview:**

The game takes place inside a magical world called “*Noctiluma*” that is a vibrant and mystical copy of the normal world, which is itself a medieval fantasy world. This realm is inhabited by many magical creatures including the *Faelorin*, an elf-like people that live 10 times longer than humans. In this realm there lies the kingdom of *Aetheriel* where the story takes place. In the heart of Aetheriel grow two colossal trees filled with positive and negative energy. Humans seek to take control of the trees from their Faelorin guardians.

**Noctiluma:**

A copy of the material realm (the regular world) called “Vorthar”, it has the same general topography. However, Noctiluma is super-charged with positive and negative magical energy making it more volatile and unpredictable than the material realm. Plant matter is abundant and often alive, life tends to last longer with some inhabitants being thousands of years old. Emotion are also strengthened there, and the seasons are felt more strongly and may change abruptly.

**Karnath:**

The invading human kingdom, they value strength of arm, leadership, decisiveness and ambition. They wish to harness the magical power of the trees to fuel their conquest.

**Faelorin:**

**Aetheriel:**

## Levels

Main menu might be a level in order to have real-time animation

**Tutoria**l:

Introduce the player to the mechanics of moving, sprinting, dodging, aiming and firing the bow, hitting weakspots

**Base Camp:**

The player will return here after every level, here they may interact with npcs, upgrade stats, unlock new skills/arrows and choose the next level. The first time arriving here will have a tutorial on base camp interactions and unlock the first arrow, piercing arrow

**Level Types:**

Each level will have a different objective.

* Elimination: Eliminate all enemies
* Survival: Survive a set amount of time
* Protection: Protect a set amount of friendly npcs until they reach you
* Domination: Dominate a position for a set amount of time

**First Level:**

Elimination. A mostly flat and easy level, several waves of basic enemies

**Second Level:**

Elimination. A small hill in the middle of the level incentivises the player to aim high, introduce shield enemies.

**Third Level:**

Survival. Unlock the bomb arrow. Survive an endless wave for 2 minutes, introduce flying enemies

**Fourth Level:**

**Fifth Level:**

**Sixth Level:**

**Seventh Level:**

**Eighth Level:**

**Ninth Level:**

**Tenth Level:**

**Eleventh Level:**

**Twelfth Level:**

**Thirteenth Level:**

**Fourteenth Level:**

**Fifteenth Level:**

**Sixteenth Level:**

**Seventeenth Level:**

**Eighteenth Level:**

**Nineteenth Level:**

**Twentieth Level:**

## Game Progression

The player can unlock and upgrade several statistics and abilities

**Upgrade:**

Movement Speed

Dodge force (how far the dodge goes)

Dodge Cooldown Reduction

Max Health

Max Mana

Mana Regeneration Speed

Max Stamina

Stamina Regeneration Speed

Draw Speed

Maximum Draw

Aim Speed

Critical Damage

Critical Chance

## Characters

The character is a male / female Faelorin. When starting a new game the player enters character creation where they can customize the character, however, the character is always an archer and has a bow and quiver. During the game the player may acquire new bow designs or change their appearance in the camp.

## Non-player Characters

**In Game:**

Willowisps are small orbs of light, when hit with an arrow they grant the player health, mana, or stamina depending on their color. Some Willowisps are a constant color and some change over time, some of them are static and some dynamic.

In Protection levels they player must protect npcs as they walk from the enemy spawn until they reach the camp on the other side of the level. These npcs are slower than the enemies

## Enemies

Each level has a predetermined list of enemies that will spawn, either continuously or in waves. Enemies may have one or more tags:

Human, Beast, Construct, Light, Heavy, Positive, Negative, Armored, Summoner, Support, Swarm, Flyer

Humans:

Footman – Human, Light. No resistances or abilities, walk forward and attack the player when within melee range

Bowman – Human, Light. No resistances or abilities, walk forward and periodically stop to aim their bow and fire at the player

Shield Bearer – Human, Light, Armored. Low (10-20) piercing resistance, carry a shield which they sometimes raise above their head, walk forward and attack the player when within melee range

Marksmen – slowing archer

Sniper – blinding archer

Sharpshooter – fire archer

Archer – heavy archer

Knight – piercing res knight

Paladin – positive res knight

Warmonger – negative res knight

Medic – heal

Healer – heal and forcefield

Taskmaster – increases move speed of all enemies in range

Bard – heal and increase move speed

Priest – resurrects

Bishop – resurrects at full hp

Cardinal – resurrects at full hp and forcefield

Wizard –

Mage – forcefield

Battlemage – piercing res

Sorcerer – positive res

Warlock – negative res

Magician – negative and positive res forcefield

Elementalist – negative and positive res

Illusionist – creates illusions of fake enemies

Assassin – Disguises as civilian

Cutthroat – Turns invisible

Rogue – Dashes

Horseman –

Lancer –

Jouster –

Beasts:

Hawk – Beast, Light, Flyer. No resistance or abilities, fly towards above the player and when in range periodically dive down to damage the player

Bat Swarm – Beast, Light, Swarm, Flyer.

Wolf – Beast, Light.

Wolf Pack – Beast, Light, Swarm.

Summoners:

Hawker – Human, Light, Summoner, Support

Wolfman – Human, Light, Summoner, Support

Beastmaster – Human, Heavy, Armored, Summoner, Support

Summoner – Human, Light, Positive, Summoner, Support

Conjurer – Human, Light, Negative, Summoner, Support

Constructs:

Ballista –

Mangonel –

Catapult –

Golem –

Iron Golem –

Dark Steel Golem –

Shield Generator –

## Weapons

**Arrowheads:**

Arrowheads control what type of damage the arrow will deal. Some enemies are vulnerable, resistant or immune to certain types of damage. Some force fields can only be passed with a certain arrowhead.

Positive Arrowhead

Negative Arrowhead

Piercing Arrowhead

**Arrows:**

Arrows change how the arrow behaves; each arrow has a cooldown and manergy cost

Piercing Arrow – Will pierce through a certain number of enemies

Bomb Arrow – Will explode to deal AoE damage, can be triggered early

Repeating Arrow – Will fire a certain number of arrows consecutively

Guided Arrow – Can be redirected mid-flight

Bleed Arrow – Will deal DoT to the enemy it hits

Freeze Arrow – Will slow the movement speed of the enemy hit

Splitting Arrow – Will split into a certain number of arrows, can be triggered early

Cloud Arrow – Will leave an AoE DoT cloud, can be triggered early

**Possible Arrow Ideas:**

Healing Arrow – Will heal instead of dealing damage

Plant Arrow – Will leave an AoE DoT strip that slows enemies, but must hit the ground

Gravity Arrow – Will create a zone that pulls in enemies for a duration, can be triggered early

Flak Arrow – Will burst into small shrapnel, can be triggered early

Forcefield Arrow – Has a semi-circle forcefield that deflect incoming enemy projectiles

Straight Arrow – Will ignore gravity and shoot very fast in a straight line

Homing Arrow – Will cause the next arrow/s to home in on the same spot it hit

Force Arrow – Deals less damage but creates a large AoE knockback effect, can be triggered early

Storm Arrow – Must be triggered early, will create a storm cloud that shoots lightning below it

## Items

*(Describe any in-game items that can help or hinder the user)*

## Abilities

## Vehicles

## Script

## Scoring

## Puzzles/Mini-games

## Bonuses

## Cheat Codes

## Sound Index

*(Include an index of all your sound clips)*

## Story Index

*(Outline your game story here)*

## Art / Multimedia Index

*(Include an index of all your graphic and video assets here)*

## Design Notes

*(Include additional design notes here)*

## Future Features

*(Include any future features that are planned to be implemented)*