**Game Design Document**

**Development Team**

* Bobby Tagget
  + Game Programmer
  + Music Programmer

* Josh Merkas
  + 2D Modeller
  + Animator
* Sean Rico Tu
  + Programmer

* Levi Miller
  + Menu and UI artist

**DESCRIPTION**

* The player assumes the role of a dark knight who is the anti-hero of the game. He is equip with the power of mind control and is able to bend the will of his minions to create a world of chaos.
* The knight happens to be possessed by an ominous spirit
* Not all minions are loyal and may pose a risk of breaking free of the mind control of the knight

**OBSTACLES**

**FEATURES**

* Upon minion defeat, player control will shift to another minion. If no other minion exists, player will assume the role of the knight
* Manually switching control of minions is possible
* There are multiple human heroes and have differing abilities. As the game progresses, more heroes will try and defeat the dark knight
* The heroes possess the basic medieval rpg classes
* May be multiple races
* Gameplay is continuous and with a combination of a black market, minion management will be tough
* An alternate scenario could involve more of a level based scenario, making the black market more manageable. This will involve a pre setup screen for traps and minion purchasing
* Each basic minion can have one abilities while boss minions can have up to 3 abilities
* Point and click functionality will be used for activating traps and selecting minions to control

**Environments**

* Types include: Caves, Castles, Arenas
* Each type of environment has it’s own unique enemies and decorations

**Enemy types**

* Skeleton
* Minotaur

**Interface Design**

* Gameplay Screen
  + Hero’s life value placed at the top of the screen
  + Ability icon will illustrate cooldown and available to use indication. They are shown on the right with a visual gauge inside showing cooldown time
  + Minion health bars are located above their head

**TASK LIST**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Task** | **Start Date** | **End Date** | **Completion Date** |
| Bobby | Game Description |  |  |  |
|  | Flowchart |  |  |  |
|  | Controller Configuration |  |  |  |
|  | Concept Art |  |  |  |
|  | Menu and UI |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

- [ ] Flow Charts

- [ ] Game Description

- [ ] Controller Configuration

- [ ] Concept Art