Design Document

Lux Brumalis

Garrett Frank, Adam Maue, Jacob Myhre

Version [1], November 28th 2021

Design Document

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Version:[1] November 28th, 2021

| **Art Direction** | |
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| Garrett Frank | Skills: 2D art, Animation, Color Design and Decision  Needed Skills: Effect Animations, Fluidity and Motion of Animations |

| **Storyboard Director** | |
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| Adam Maue | Skills: Creative writing, Knowledge of game mechanics, Understanding of loot tables  Needed Skills: Coding, Art |

| **Project Management** | |
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| Jacob Myhre | Skills: Time Management, Coding Knowledge, Presentation and People skills  Needed Skills: Further knowledge in Presentation as well as People skills, Time scales and deadlines |

Brainstorming

Ideas

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| Ideas for Project | | Idea Creator |
| --- | --- | --- |
| **Idea 1:** | * 2D platform game that allows the user to defeat enemies and progress through a few different levels before they beat an end boss | Jacob Myhre |
| **Idea 2:** | * 2D platform puzzle game that challenges the user’s brain power and navigation skills | Jacob Myhre |
| **Idea 3:** | * Top down 2D puzzle maze game where the user has to rotate the maze and try to navigate their way through | Jacob Myhre |
| **Idea 4:** | * 2D top down dungeon crawler with roguelike elements. | Garrett Frank |
| **Idea 5:** | * Beaver Simulator (best idea) | Adam Maue |
| **Idea 6:** | * Top down 2D melee wave game | Garrett Frank |
| **Idea 7:** | * Top down 2D shooter wave game | Adam Maue |

Project

Idea Chosen

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| 2D top down dungeon crawler with roguelike elements |
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Summary

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| Main character is a beaver who works in a top secret underground lab, but on his way to work he has to travel through a great dungeon with all sorts of traps and enemies on his way. The game will include top down 8 direction movement. The main character will have multiple attacks with different animations. The levels will have multiple routes, and include various traps and enemies throughout. The goal of the game is to get to the end of the level before the timer runs out, and collect as much money as possible. The player can also collect items to make their run faster, or to get more money along the way. |
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Features

Intended Features

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| Intended Features for Lux Brumalis | |
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| **Feature 8:** | Possible Loot Table |
| **Feature 7:** | Skills/Abilities |
| **Feature 6:** | Scoring System |
| **Feature 5:** | Hazards |
| **Feature 4:** | Health Bars/ HUD |
| **Feature 3:** | Stage/ Level designs |
| **Feature 2:** | Enemies |
| **Feature 1:** | Character Movement and Damage |

Visual

Visual

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