# Rapid Iteration Design Document

## Theme for the game

A sun and umbrellas in the sky

Description automatically generated

## Narrative design of the game

### Major story outline

The main story will start out with the player starting out in the mansion of the character. I decided to make the main character of the story a vampire as this should hopefully tie in well with the theme that was chosen for the game during the weekly webinar this week. The first dialogue of the game should be describing that the home of the vampire is slowly being destroyed as well as being broken into by vampire hunters, so they must try and make it towards their cellar if they want to be able to survive and not get hit by the sun.

Once the setup has been created for the game it should then move to them finding an npc that can help them get some supplies that will help them escape lower down. They should meet this npc after escaping from enemies that they can’t properly defend themselves from and then be given a bit of a safety zone so that the player is able to properly talk with this npc without a risk of them being interrupted.

After talking with the npc they should get ambushed by a group of other npcs that have been kept up in the house for a long time. These npcs will then tell the player that the world outside is slowly dying but that if they got his help then they would be able to protect the world. They also give him an artifact that will temporarily protect from the sun so that he is able to help but once he finishes helping them he will be able to rejoin the world without having to worry about the sunlight.

If they decide to ignore the npcs then they will be presented with more difficult platforming challenges as they go further down and increase in power level. After a certain number of levels, they will finally reach safety. If they go down this route they will be secluded with their power and safe, but the world will slowly be destroyed outside of their mansion.

If they go with the npc’s they will succeed in protecting what’s left in the world and together they start trying to rebuild and he is able to rejoin them.

### Type of game

For this project to keep it simple it will be a simple 2d platformer. I will most likely just use basic shapes for the Rapid Iteration (RI) session unless I manage to get the game completed early so that I can focus on the narrative and gameplay design instead.

### World Design

The main game will take place in and under the mansion of the main character. Since there’s only two weeks to create the game once the player either gets outside or reaches the bottom of the cellars where they are safe the game will most likely just end to keep it simple and reduce the amount of dialogue that I have to write for the game. For the mansion I will most likely have a lot of red colours in it to make it distinct and then get greyer the further that you go down. Underneath the mansion should be an ancient site that historically people were not able to get into without either disappearing or getting trapped to give a reason as to why the protagonist would be safe here.

For outside of the mansion the exact reason that the world is slowly being destroyed should be kept somewhat vague but if the player brings a crystal from one area of their mansion back out then this will help to stop the disaster that’s spreading and return the world to normal.

### Main Characters

The only other character that the player will meet during the story will be the npcs that they find when they go into the very top of the cellars.

## Game Design for the Game

### Core Game Loop

* Explore the world
* Clear rooms of enemies
* Gain loot
* Continue the narrative (Back to 1)

### Combat loop

You start each room that you enter with a fixed amount of blood points. You can use these bloodpoints to either attack enemies or to get to the end of the level. You cannot regenerate them when you are in a room. Enemies will (generally) die in a single hit and will drop loot. They might also try to block your path to the exit of the room. If you run out of bloodpoints before reaching the end of the room then you will die by being exposed to the sunlight for too long.

A room will generally be made up out of a grid, for now they will generally be a 5x5 square and you will start on the far left and have to make it to the other side of the room and through a door to complete the room. For now the placement and number of enemies in each room will be predetermined to make it easier to complete the game before the deadline. There will be two phases for each combat. First you will plan the movement that you will do and the attack that you will do once all movement has been completed. If ending on a square that’s covered in light you will take damage (may have to balance with doing some damage to make it better to end here). You will also see the intentions of what the enemies will do. You will attack before enemies. Attacking could also be directional so adding the possibility to have part of your movement be rotational based. Ending a turn in darkness could also lead to possibly better damage the next turn as a surprise element to it. If I have the time, abilities could be created where y ou move x spaces in one direction then in another and the possibility of extra attacks as well. The room will be kept to a certain timescale by the number of bloodorbs that you have left to complete the level.

### Gaining loot

You can gain loot to give you one of the following effects

* Move further on one bloodpoint
* Deal more damage to enemies
* Start a room with extra bloodpoints
* Move into a cell an enemy is on in the same move as movement

## Wireframes

Wireframes can be found on this board: <https://miro.com/app/board/uXjVNrkeoyc=/?share_link_id=813813740327>

## Narrative design for the game

* Have to sneak through the main area of the mansion to get to the safety of the catacombs beneath. This scene should mostly show the idea that the main character is weak at the moment and that they are too weak to be handle going into the light. This should also set up that the main character is mostly selfish and isn’t trying to do things to help others. What this scene needs to show:
  + - * 1. The main character is afraid of the light
        2. The main character doesn’t care too much about the village
        3. The different factions of the village that are either afraid of the main character or think that they can help them.
* When they enter the catacombs they meet a group of humans. After they either attempt to be nice to them or are confrontational with them, they learn that that group are trying to work with the main character to bring them to safety and that they need the main character to deal with the threat of the world outside. If they are aggressive, they still have a chance to reconcile with them and help them but will be harder for them to do so. The main character will mostly try to get past them so that they can stay in safety of the catacombs.
* (Go with humans) If they decide to immediately go and help the humans with trying to save the village then they will be able to mostly avoid damage coming to the town and they will be able to help rebuild most of the buildings that got destroyed. If they hesitated and went further into the catacombs beforehand then they will mostly have to try and rebuild with what is left of the village and try to help rescue as many people as possible. If they do this the main character will eventually die but the village will still remember them as saving what was left of the village.
* (Go further in catacombs) If they decide to not help the humans they will go further on into the catacombs and reach the safety that they want. The main character will realise that even though that they are safe for now they will not be able to stay here forever they will not be able to stay for long. They get the choice of either staying and hoping that more people will come along eventually, and they will be able to get some amount of sustenance or to go back up and try to help the humans with improving the village which is currently in turmoil.