# 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.