Doffend

Game Story:

Defend the Kingdom of Crystalia! An invading army from the forest is attempting to steal the energy from the crystals of Crystalia. Your job as the bravest wizard of our kingdom is to defeat the waves of enemies invading before they defeat you. Fight with all your might!

Game play:

A typical stage in Doffend will consist of the player platforming to avoid enemy projectiles/attacks all while shooting back at the enemy through the use of magical spells. The gameplay feel we are aiming for is something similar to Terraria's Old One's Army in which you have a base ability for casting your magic and add some more defensive mechanics like a dodge or a barrier spell. You will be able to collect some more powerful spells as you survive, but beware because great power comes with great dodge ability! Once several waves have been defeated, players will move on to the next scenario. However, if you are defeated you will be shown you score based on the amount of enemies you have defeated and you can play again to try to beat your Hi-Score.

Hi-Score:

The Hi-Score is our way to make the player have a feel of progression, the faster you beat the level, the higher your hi-score will be, however you will be limited to the minimum amount of time it will take all of the enemies to spawn.

Elevator pitch:

Super Crate Box meets Terraria's textures but with classical high fantasy enemies.

Player Character:

The player will control the kingdom's best mage who has been assigned to eliminate the hordes of invading enemies. The player will start with access to his basic spells, but much can be learnt in the way to victory.

Game World:

The game is set in the world of Crystalia which is a fantastical world filled with magic and wonders. One of these many wonders are the Crystals of Crystalia which empower many of the kingdom's witches and wizards in the ways of magics. Many lust for power however, and regularly attempt to steal these crystals in hopes to gain more power than they possibly deserve.

Game Experience:

The gameplay can be summarized as such: The player will spawn in and defend against waves of enemies that increase in difficulty over time. The player will have to survive as long as possible until defeat.

Game Aesthetics:

We wanted to create an easy to handle game that rewards skilled players. This reward comes from the Hi-Score system. The skill based gameplay comes from the player being able to dodge enemy bullets, and maneuvering around the enemies all while firing back at them.

GAMEPLAY PROGRESSION

This graph gives a visual representation on the difficulty curve/progression throughout the game and it's several stages.
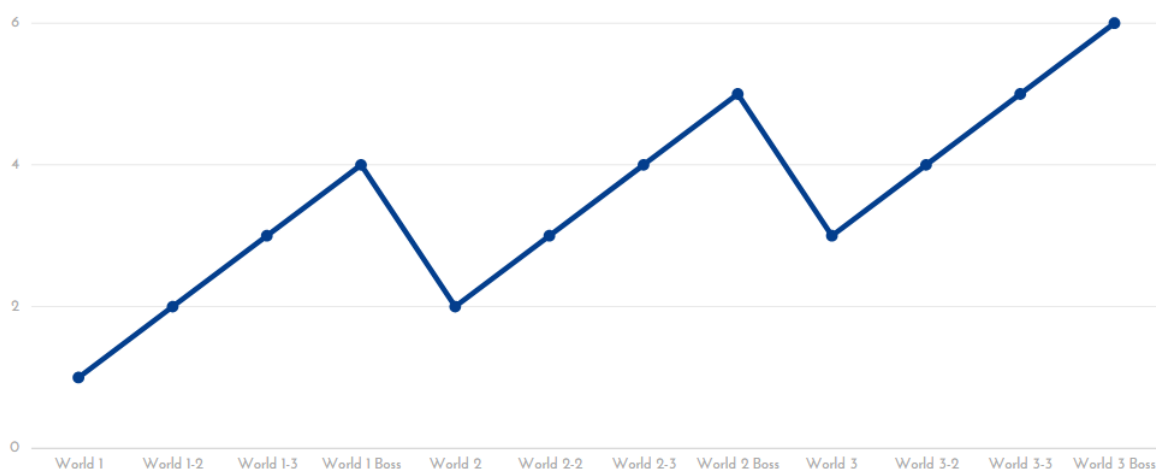
This graph represents how we would like our player's intensity curve to be. The first level of each world being noticeably easier than the rest and each world peaking at a boss fight that will keep the player on edge.

Survival: The game's main objective is to keep your player alive for as long as possible. The longer you survive, the better spells you will be able to cast but the stronger your enemies will be. You will be able to see how good you are based on a score per time system.

You as the player will initially start out defending against a simple, and easy wave that will introduce the player into the game. Each wave will get more challenging up until the boss fight.

Enemy types: We will have a variety of enemies ranging from agile melee fighters to ranged flying enemies including things like strong tank-like enemies and enemies that are also into spellcasting themselves.

Player controls (Mouse + Keyboard):

- Movement - A/D (Side to side movement)

- Aiming - Mouse (360 degrees of freedom to shoot)

- Jump - Spacebar (Access to double jump if pressed twice!)

- Shoot - LMB (Casts the currently selected spell)

- 1-2-3 - Spell Swapping (Changes the spell that will be fired with LMB)
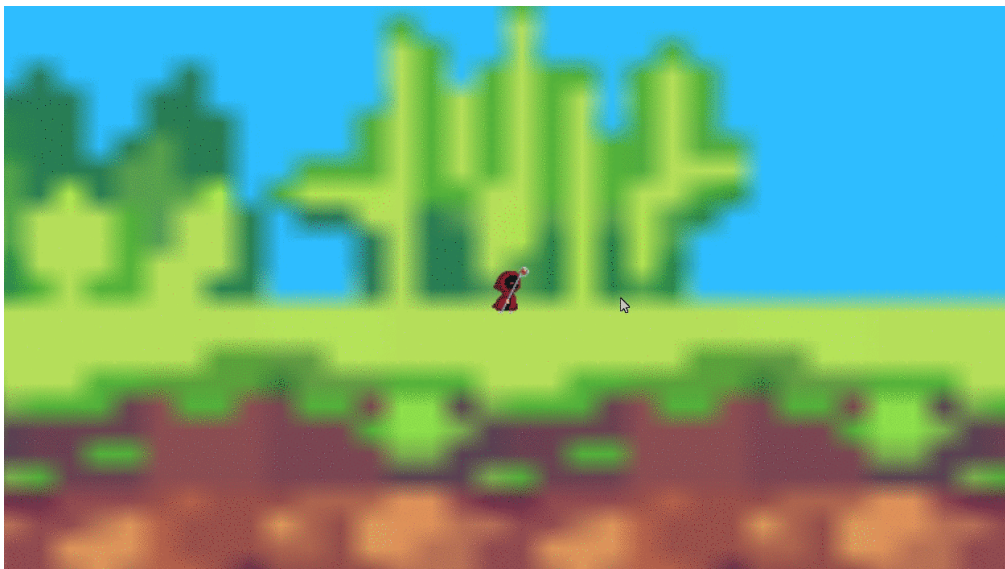
Enemies:

Draco:

- Small flying dragon that will fire projectiles towards the player. They aren't very fast but they always try to stay away from the player so aim is crucial if you want to deal with this enemy..

- Health: 25HP

- Damage: 50HP

Goblin:

- This small enemy deals little damage but he is also really abundant and very fast. It will catch up with the player if not careful and deal low damage but swift attacks.

- Health: 50HP

- Damage: 10HP

Ogre:

- Tanky enemy, high damage but slow movement.This enemy attempts to catch up to the player and has a long charge attack that will be devastating.
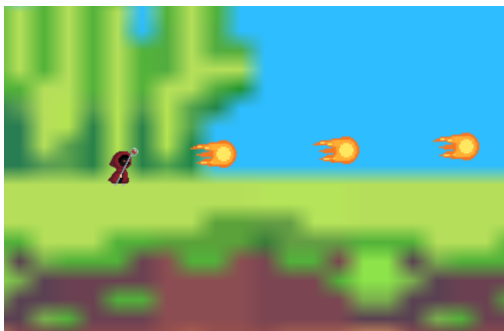
- Health: 200HP

- Damage: Oneshot

Spells:

Fireball: The fireball is a single shot spell that fires at a moderate pace. The fireball can only damage a single target at a time, however due to its speed and range it's found to be a very versatile spell in a mage's arsenal.

Chain lightning: The Chain Lightning is a single shot spell that fires at a slower rate than the fireball, but has the added functionality of AoE (Area of Effect). This allows the player to hit multiple enemies nearby their initial target. Although against a single enemy this spell will do less damage than the fireball, the AoE damage more than makes up for it.

Rapid Shots: The Rapid Shot will fire many tiny, but deadly projectiles with a very limited range. This forces the player to get in close, but deal a lot more damage to a single target compared to the Chain Lightning, and Fireball spell. This offers a form of Risk, for Reward.

Prototypes:

- https://youtu.be/TEinzUpkprk - Core mechanics, enemy encounters (Paper)

- https://youtu.be/BBbtuCRQzTI - Shooting mechanic

- https://youtu.be/SYarFXfRNf8 - Actual paper prototype

- https://www.youtube.com/watch?v=WANMY-iwqWE - Raycasted movement