Game Design Document

Diabro

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Project Game
Technology
Team 5

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1) Summary

High level concept

The game that we will develop is a 3d dungeon crawler. The goal of the player is to explore the world and find or earn the strongest possible items received through completing quests or destroying "Bosses". The game can be player by one person. The player can move through one giant dungeon with different hallways where the player will encounter enemies. When the player kills an enemy an item can be dropped. The items which the player will find can be used to make the player stronger or can be sold in one of the so called "Hubs" in which the player can find merchants. The genre of the game is "Action RPG".

Unique selling points

What makes this game unique is the procedurally generated dungeons, procedurally generated items and procedurally generated quests. This makes the replay ability of the game very high. There is much to explore in the game such as quests, the world and the ever changing items which the player can find. Because of this combination, the player will always be in new unique situations. Because of this and the increasing difficulty of the game, the player will have an potentially endless gaming experience.

Design goal

The player has to get the feeling that he is in and endless world full of new things to discover. The player gets challenged to discover more of the world and the people living in it. By having this big world and the impact the player has on the world we want to give the feeling that the player can decide everything that happens in the game with a bit of efford.

The fun of the "Eight kinds of fun" we want the player to have is :
- Challenge
  - o The player gets challenged to destroy many different kinds of enemies and bosses to progress in the game
- Discovery
  - o The player gets stimulated to discover the potentially endless world to discover and poses the best items.
- Fanstasy
  - o By giving the player a quest with a story, the player can feel emerged in a fantasy world.

2) Screen passage
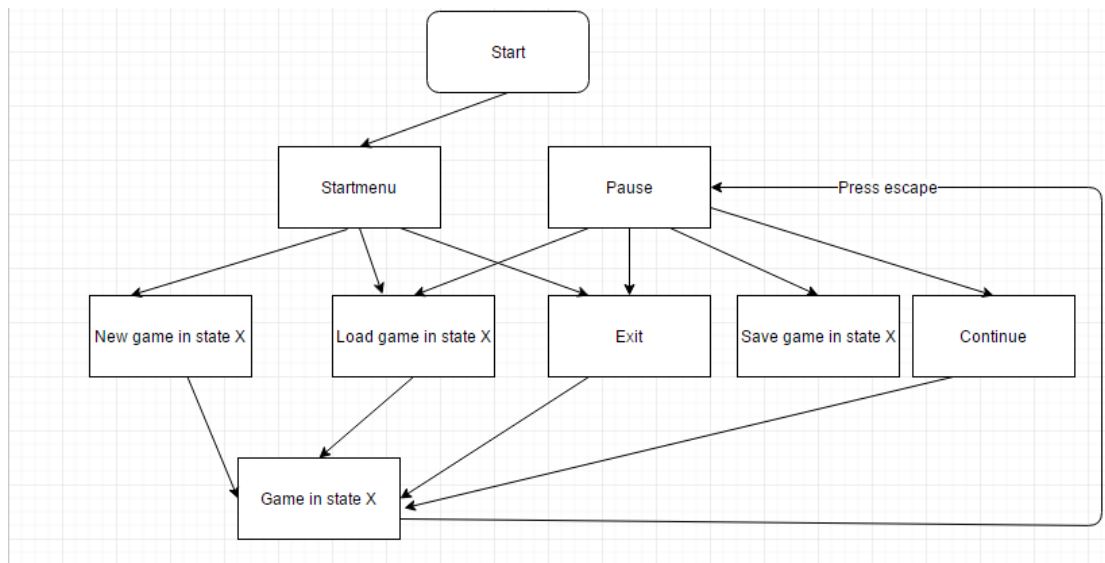
The user starts at the start menu, there the player can choose if he wants to start a new game or load a game he saved earlier. By pressing new game or load game, the current game state gets unloaded and the new game state or the saved game state gets loaded. If the player presses escape the game will be paused and the player has another option menu. Here the player can choose to load a game, Exit, Save the game or continue playing.

3) Formal Elements

Player

As a player you can accept quests from certain NPC's in the world the player will have a dialog which contains the goal of the quest, and after completing a quest you can return to that NPC and turn in the given quest, yet another dialog will be show with a story based on the success or the failure of the player. If the quest is done successfully the player will be rewarded with either XP or an item. Quest giving NPC's can typically be found in one of the "Hubs"

Objectives

The goals of the game are:
- To explore the world.
- To explore the quests.
- To defeat enemies/bosses.
- Take part in the discovery of a dynamic world with the following goals:
    o Get stronger
    o Get better items

The player knows what he must do because of the quest he receives by the NPC's in the "Hubs". These quests send the player to a place in the world where the player can complete the objectives of the quest and to discover a piece of world.

Procedures
Controls

Knop/Input	Actie
W	The player moves forwards
A	The player moves backwards
S	The player moves to the left
D	The player moves to the right
Linker muisknop	The player does a light attack with his weapon
Rechter muisknop	The player blocks with his shield
Middelste muisknop	The player does a special attack
Shift	The player sprints
E	The player interacts with an npc
E	The player starts an interaction with an object
Escape	The player pauzes the game and is presented with a menu

Game

The core mechanic in the game is the exploration, the player has three ways to explore. The player can do this by doing the quests, finding items and walk around in the potentially endless world. There are non player controlled characters aswell where the player can interact with. These are localized in one of the "Hubs". With these characters you can do the following and more:
- Pick up quests
- Turn in quests
- Buy items
- Sell items

For the complete interaction diagram see "Het UML-diagram".

Normally NPC's in "Hubs" won't attack the player, but if the player attacks on of these NPC's a couple of times, the character will refuse to interact with the player and will eventually attack the player. If an NPC is attacked by a monster the NPC will retailliate.

There will be different kinds of enemies and different enemy statistics based on the player level. By doing so the player will never have the feeling that the game is too easy for them.

Rules

Weapon	Attack
Sword	Light attack
Sword	Heavy attack
Hammer	Light attack
Hammer	Heavy attack
Axe	Light attack
Axe	Heavy attack

Resources

Resource	Bonus		Waarom	Wanneer
Gold	Geen		To make item trade possible	When an enemy dies
Health	The player can receive hits		Makes the game more balanced	Always
Health potion	Gives a percentage health back		To give the player a bit of help in potientially difficult situations.	When an enemy dies there is a chance that he drops this
Experience	If the player gains a level the player's base statistics will increase		To make the player and enemies stronger	When an enemy dies
Stamina	The player can sprint and do special attacks at the cost of stamina		To make the game more dynamic	Always
Items	Manipulate player statistics		To give the player the feeling that he has to collect the best items in the game to make himself stronger	When an enemy dies or when the player loots a chest
Quest time	Gives a limit of time in which the player can complete a quest		Makes a quest more challanging	When the player accepts a quest

Outcome
There are two ways the game can end
1. The player dies and loads on a saved game
2. The game doesn't end and the player keeps going

4) Dramatic Elements

The challange in the game is in the enemies who are getting stronger as you proceed in the game. Because the enemies are getting stronger, the player need to get higher grade items to defeat them. The challenge gets increased by the statistics of the enemy. Some of these statistics are described below:
- Attack Damage
- Attack speed
- Movement speed
- Health points

For the full list see "Het UML Diagram"

For every level that the player gains, the enemy statistics will scale. By doing this every enemy the player encounters each level will be a new challenge. New item statistics will scale according to the player level. So that every new item the player finds gets new statistics. Quests become harder to complete by decreasing the quest time and adding objectives to quests according to the player level.

Play
The player can play around with the different combination of attacks and movement to try to hit the enemy as best as he can and dodge the incoming attacks. The player can also complete the quest in two ways. Complete or failure. On complete all the objectives are reached. On failure on ore more objectives are failed.

Premise
You are a lost wanderer, while you travel between villages, you find a village that is attacked by dark beings which you have never seen before. The villagers try to defend themselves but fail, they are taken away by small, dark spider like beings. While other villagers are murdered by dark, wolf like beings with a dark emitting glow around them. In the distance you see a dark lord who was seemingly devouring the souls of the captured villagers. Most of the villagers are captured and taken to a dark portal in which the dark army disappeared. Most of the dark beings had left but some had been wandering around. From a house in the village you hear a woman scream. You see a rusty sword laying in the grass. You take the sword and run to the house from which the scream originates. You see the woman trying to defend herself against this little dark spider being. The woman had locked herself in a room and the being was tearing down the door the woman was hiding behind. You grab the sword firmly and you slash and stab the creature a couple of times until it stops moving. The exoskeleton of the creature disappears and a dark glowing gem is left on the ground. It emits dark energy. You have no idea what it does but you can feel the energy surrounding the gem. The woman is in panic. She tells you her husband is taken away by these dark beings and asks you to get her husband back to her. This is where your story starts…

Character
You are Yhorm Winterheim, a male adventurer from the north. I chose this character because it matches the name of a warrior. The character starts the game with loose leather shoes, a middle age pants with tears. A leather vest and a sword. Later in the game the character finds better gear and weapons.

5) Open world

There is but one level in the game which contains the whole world. The whole world will be generated except for the main "Hub". Hubs are cities where the player is safe from attacks and where the player can trade items for gold and buy items with gold. Bosses are typically placed at the end of a hallway.

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6) Artwork

Examples of visual style which will be implemented:
- Diablo III
- World of Warcraft
- Dark souls

Moodboard: