

Game Design Document

1. Title Page

1.1. Game name: Merciless Bounty

2. Game Overview

2.1. Game Concept: The game is about a mercenary who must eliminate his opponents, with which he can obtain money that can be used in a store, where he can obtain items that benefit him in battle.

2.2. Genre: Simulation Game

2.3. Target Audience: Ages 15 and up.

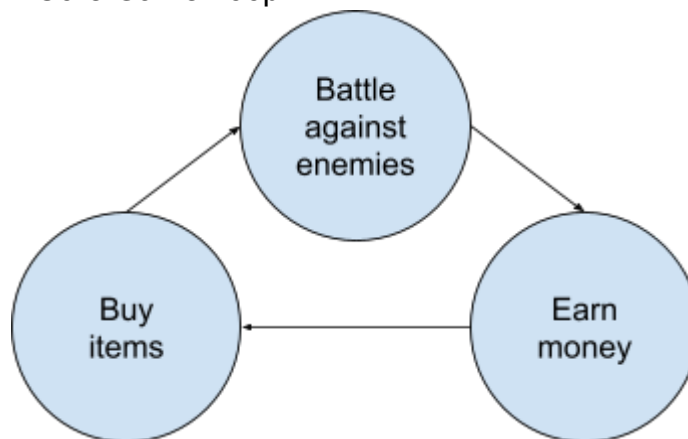
2.4. Look and Feel: The game will be 2D, with a top-down view. It will have a cartoon art style, made with line art. The environment expected for this prototype is one that transmits the action atmosphere of the protagonist, since he lives as a medieval mercenary.

3. Gameplay and Mechanics

3.1. Gameplay

3.1.1. Objectives: Eliminate all the enemies and obtain as many items and clothes as possible with the money collected.

3.1.2. Core Game Loop:



3.2. Mechanics

3.2.1. Physics: Player movement and collision with environment objects (walls, props) based on tilemap order.

3.2.2. Movement in the game: 8-directional movement.

3.2.3. Items:

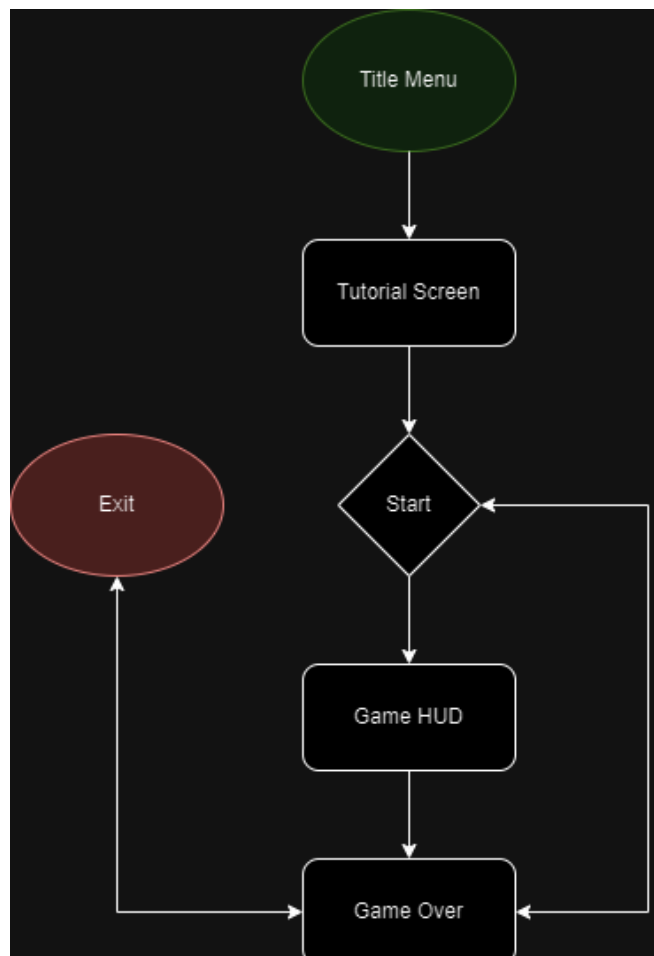
3.2.3.1. Rookie Hood: Significantly increases health and slightly increases attack.

3.2.3.2. Swiftiness Hood: Slightly increases health and moderately increases speed.

3.2.3.3. Power Hood: Slightly increases health and moderately increases attack.

3.2.3.4. Swiftiness Chestplate: Slightly increases health and moderately increases speed.

- 3.2.3.5. Power Chestplate: Slightly increases health and moderately increases attack.
- 3.2.3.6. Swiftess Leggings: Slightly increases health and moderately increases speed.
- 3.2.3.7. Power Leggings: Slightly increases health and moderately increases attack.
- 3.2.3.8. Dull Blade: Significantly increases attack and slightly increases speed.
- 3.2.3.9. Sharp Blade: Greatly increases the attack and moderately increases the speed.
- 3.2.4. Actions: The prototype game has a simple movement for the player around the map, interaction with objects, the player can buy/sell items, equip different in-game visible outfits for the player, and battle against enemies that spawn in the level.
- 3.2.5. Combat: During the battles, the player can attack enemies using weapons such as a knife. Players can lose health if the enemy hits an attack on them. If the enemy damages the player, the player will receive 10 of damage, but for each enemy eliminated the player gains 5 health.
- 3.2.6. Economy: Money is earned by eliminating the enemies, for each enemy eliminated, the player will obtain 15 of gold. The player can also earn money by selling items he has obtained. Money is used to purchase items and clothes in the store, each item has different values, which can vary from 50 to 250 gold.
- 3.2.7. Screen Flow:



- 3.3. Game Options: The player can change basic options using the options menu. The player will be able to pause the game while playing. The player will also be able to exit the game from the pause menu and the main menu.
- 3.4. Saving: The game saves the actions performed by the player with respect to the inventory, such as changing any part of the clothing, like the hood, the torso or the pelvis. The game also saves the money that the player has collected.

4. Story, Setting and Character

- 4.1. Story and Narrative: The game takes place in a medieval world where order and laws are in the balance due to conflicts between kingdoms and the threat of other creatures. Our protagonist, forced to earn money to live, accepts a job as a mercenary.
- 4.2. Characters.
 - 4.2.1. Aldric Mercer, the protagonist. A former knight who has left his past life behind after losing everything, to become a mercenary.
 - 4.2.2. The client: The mysterious person who hired Aldric to become a mercenary.
 - 4.2.3. Odel: The strange statue located in the dungeon that gives Aldric new strengths via powerful items.

5. Interface

- 5.1. Menu displaying:
 - 5.1.1. Title menu: The starting screen of the game, with a background image of the game and one button. This button takes the player to the tutorial Screen.
 - 5.1.2. Tutorial Screen: Here it shows the player the way the game is supposed to be played, the keybinds and general information about the game and its mechanics.
 - 5.1.3. HUD: The HUD for the game consists of the money owned by the player, health status of the player, and the inventory & store in case of being displayed.
 - 5.1.4. Game Over Screen: If the player loses all their life, the game will show a Game Over screen, in which the player can restart the game in order to try again or go back to the main menu.
- 5.2. Control System: WASD keys for movement, mouse for inventory & shop interaction, Space for Attacking.
- 5.3. Audio and Music:
 - 5.3.1. Main Menu: The Legend of Zelda: Spirit Tracks - Chancellor Cole
 - 5.3.2. Gameplay: The Legend of Zelda: Spirit Tracks - Final Battle: Protecting Zelda
 - 5.3.3. Game Over: The Legend of Zelda: Spirit Tracks - Malladus in Cole's Body

6. Artificial Intelligence

- 6.1. Opponent and Enemy AI: In battle, the enemy follows the player until it detects that he is close enough to attack him. If the player is inside the "Safe

Zone” then the enemy will stop following and attacking him. Also if the player is dead it will stop all of its actions.

7. Technical

7.1. Target Hardware: PC executable.

7.2. Development hardware and software, including Game Engine: Unity Game Engine, Github & Photoshop.