Greirat's Theiving Adventures: A Dark Souls Story

Game Design Document

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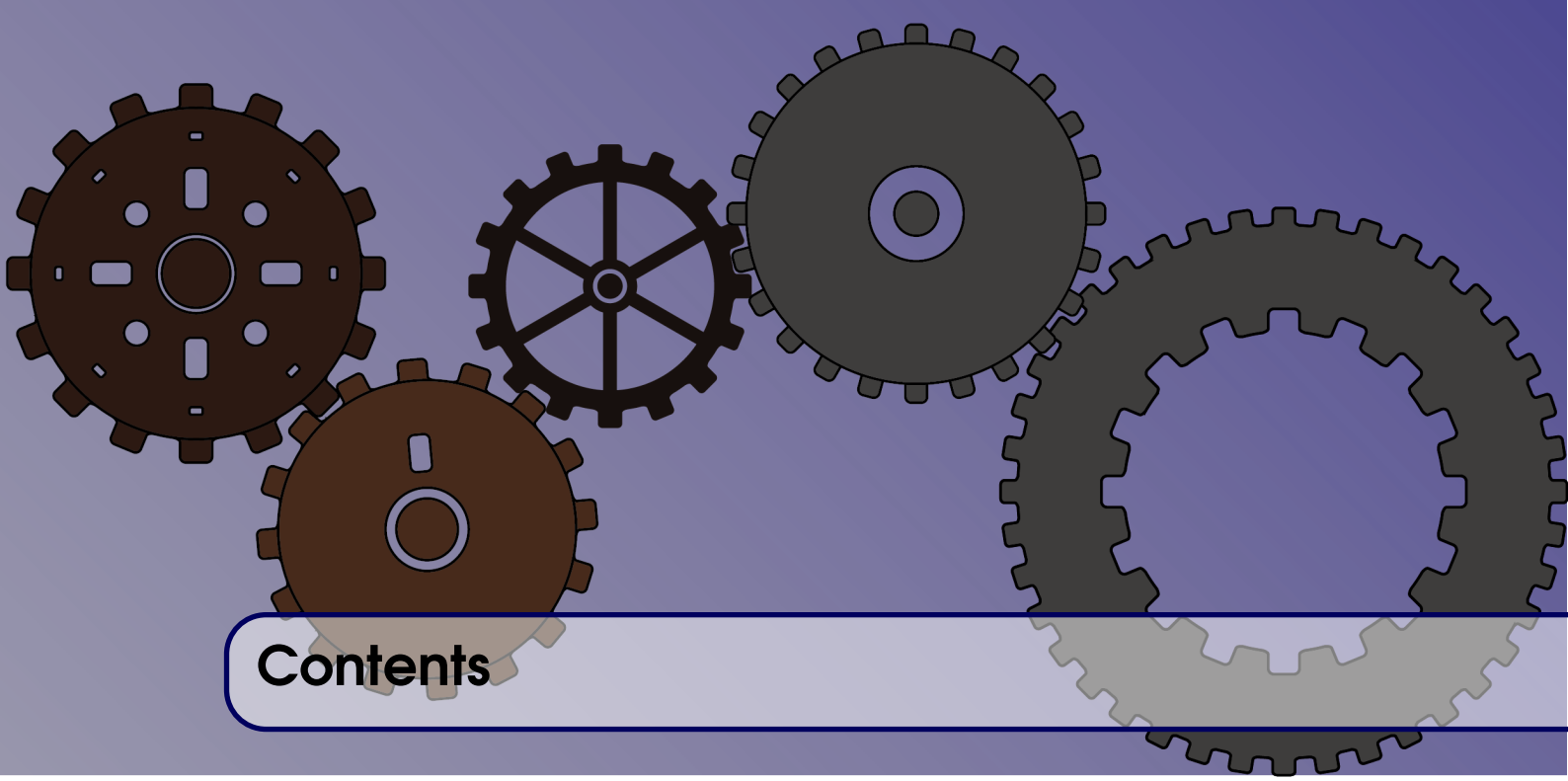

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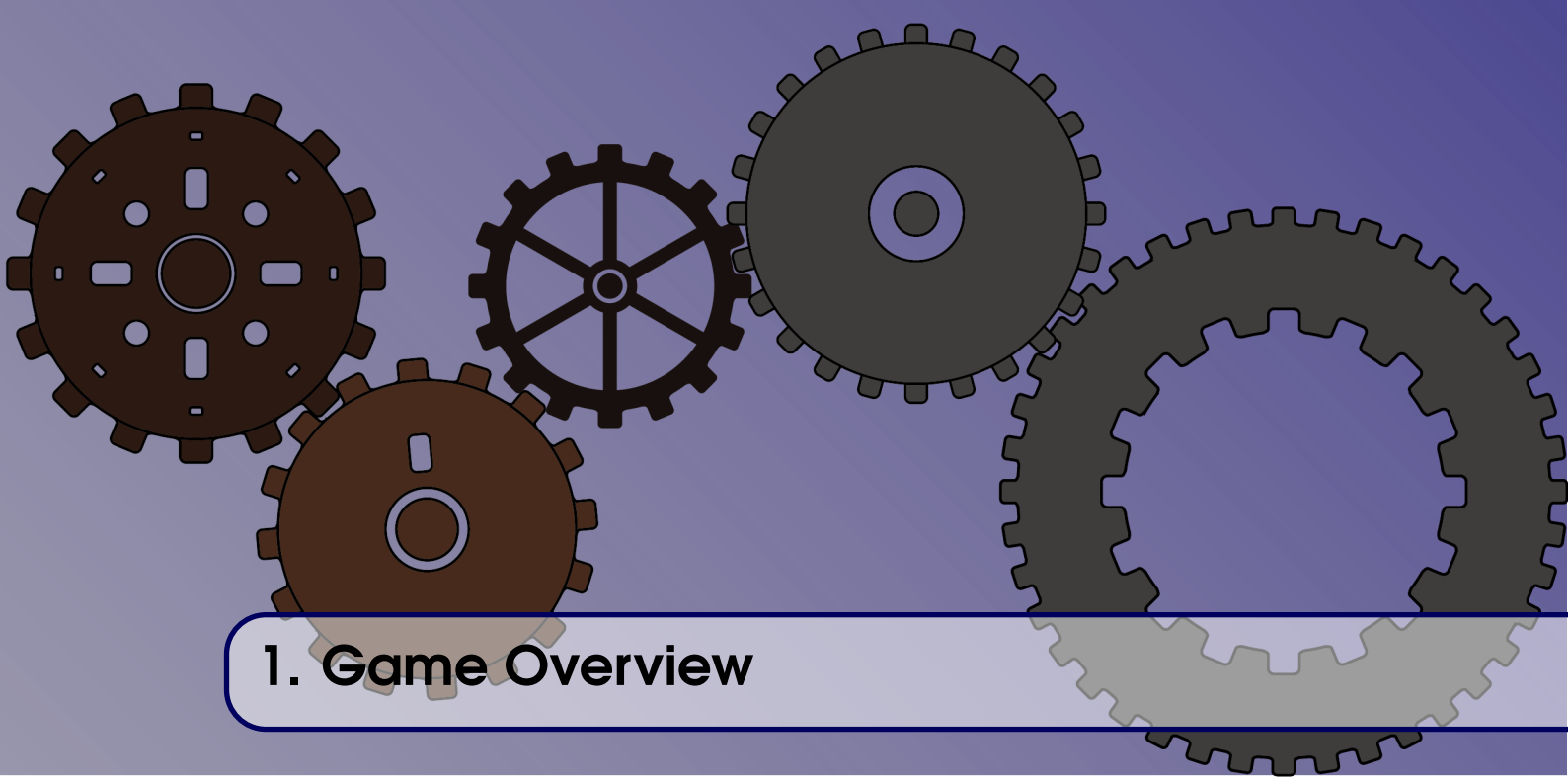


1. Game Overview

1.1 Introduction

Greirat's Theiving Adventures is a rogue-like stealth platforming game set in the world of the Souls series and follows an the exploits of an undying thief, Greirat, as he scours the world for treasures that will soon be his, set before the events of Dark Souls III. It is not for the weak of heart. Going Hollow has dire consequences!

1.2 Game Summary

You take the role of Greirat, the Thief as he goes on quests to aid the Undead Settlement by stealing resources from those more fortunate. From scaling the Great Wall of Lothric, to spelunking in the Cathedral of the Deep, take a new look at the world of Dark Souls III before the Unkindled arrive. Using your wits and the shadows, navigate through the mazes of the world and avoid being caught. Remember, you're a thief, not a knight! Combat is not your forte so you should avoid it at all costs.

Every time you return to the Settlement and bring back new treasures for everyone, your bond with Loretta grows stronger. The stronger your bond, the longer you can stay out and pillage, but of you are gone for too long, she will go Hollow. However, if you fail to bring back enough for the village, you will start to Hollow. You must work quickly to prevent that from happening, but being too hasty will get you into some serious trouble!

Various enemies litter the land from Hollowed soldiers to the elite Lothric Knights with one common goal: to get rid of you. The Blue Tearstone ring you wear can only do so much to protect you, though. You can keep running around after a few scratches, but it won't stop you from losing your head! Luckily for you, being one of the undead has it's perks: being stabbed in the heart is a minor setback. You'll rise to tackle the challenge again. What you really have to watch out for are the Jailers. You can only get caught once before it's all over, and Loretta will never see you again!

1.3 Game Genre

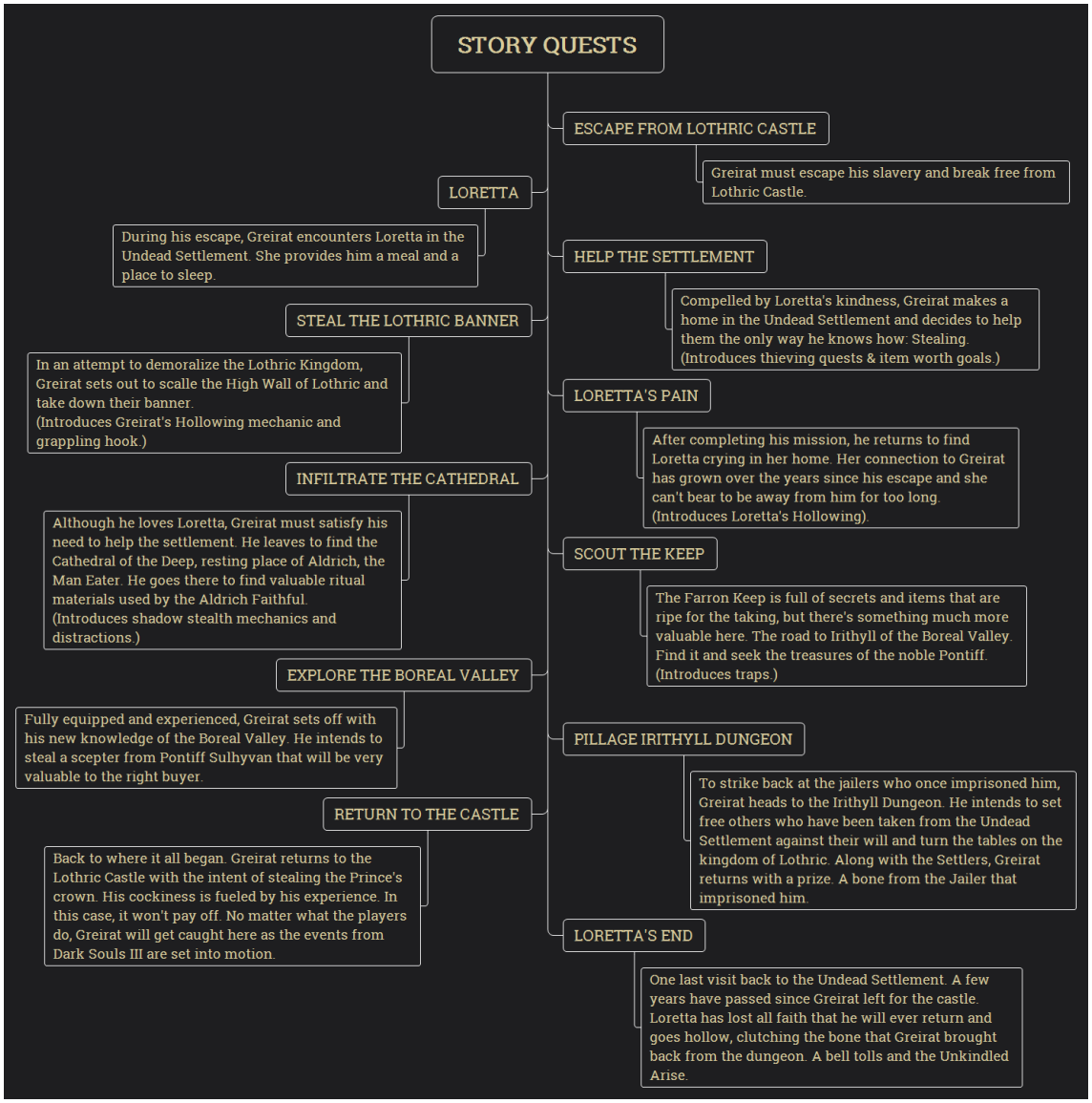
The gameplay takes inspiration from Metroidvania style progression and platforming where players must obtain new skills or equipment and revisit areas in order to continue progression. It combines this gameplay with stealth platforming elements with minimal combat in order to give players a sense of perspective and helplessness that the character they are playing isn't made for fighting.

1.4 Game Features / Mechanics Summary

- **Quests**
  - Players will be presented with an option of three (out of 6 total) locations with the following goals:
    - Total item worth (in number of Souls) that will be tracked in the UI. Each item stolen is worth a set amount.
    - Time limit to complete the task. Time will also be tracked in the UI.
  - After a set number of generated quests, players will be required to complete a story quest that has no time limit or thieving goal, but requires them to steal a single object that is heavily guarded.
- **Rogue-Like Aspects**
  - Although the game is rogue-like as long as no failure conditions are met, players may save their progress.
  - The game will end and the save will be deleted under the following conditions:
    - Greirat or Loretta go Hollow.
    - Greirat is detained by a Jailer
- **Stealth**
  - Players use shadows to stop from being seen by enemies, indicated by Greirat turning from a colored sprite into a black silhouette with white glowing eyes.
  - Greirat can create timed diversions to lure enemies away.
  - Greirat can also set traps in order to imprison or slow enemies.
- **Hollowing**
  - Failing to meet the thievery goal causes Greirat to gain Hollowing points proportional to the amount of souls missed.
  - Going over the time limit causes Loretta to gain Hollowing points. If players successfully return under the time limit, the bond between Loretta and Greirat increases, allowing players to have more time on other quests.
- Upgrades / Abilities
  - Abilities will be discovered through Gameplay and picked up on quests. Quests will note if certain abilities or required to complete them.
  - Players will be able to upgrade Greirat's abilities using souls gained from completing quests.

1.5 Game Flow

1.5.1 Story



1.5.2 Locations

1.5.3 Abilities

1.6 Intended Platforms

Target platforms are Steam, PlayStation 4 Stores, and the Xbox One Store.

1.7 Characters and Enemies

Character	Description
Greirat of the Undead Settlement	The main character. One of the Undying. He is a well known, but humble, thief who steals for the less fortunate. Once a slave of Lothric Kingdom, he learned the ins-and-outs of the Castle and other territories he now pillages. He carries with him a Blue Tearstone Ring that is capable of protecting its wearer from certain death, although combat is not his strong suit. Stealing for the less fortunate helps Greirat from going Hollow.
Loretta	The love of Greirat and villager of the Undead Settlement. Her love for Greirat and his presence keeps her from going Hollow and dying.
Lothric Knights	Elite enemies that will aggressively attempt kill Greirat on-sight and will pursue him up and down platforms unless he is able to hide in shadows. They pursue Greirat quickly and are impervious to damage from him.
Hollow Soldiers	Undead soldiers who have gone hollow. They will pursue Greirat if spotted, but will stop pursuit if he moves out of their sight range or escapes vertically. They move at a medium speed, and if there is no escape possible, Greirat can kill them.
Lothric Jailers	Jailers will impose status effects on Greirat, such as slowing him down, and if they catch up to him will imprison him.

1.8 Artistic Style

The artistic style will ideally be dark, Gothic, vector art. Monotonic color palates should be used for characters and settings in order to provide a feel similar to that of Souls games. Any use of bright color should be restricted to highlight story quest items. Cutscenes will be text-based in JRPG-style with characters in static poses flipping between foreground and background to signify who is speaking.

The UI during gameplay will be minimalistic, where the only elements are the timer and soul counter on regular quests and nothing on story quests in order to provide an immersive feel. Damage to Greirat will be represented by him moving slower, breathing louder, and damage appearing on his person. While in the Undead Settlement, the UI will consist of menus in order to navigate the Upgrade store, Quest selection, dialogue with Loretta, Save the game or Quit.

II

Assets

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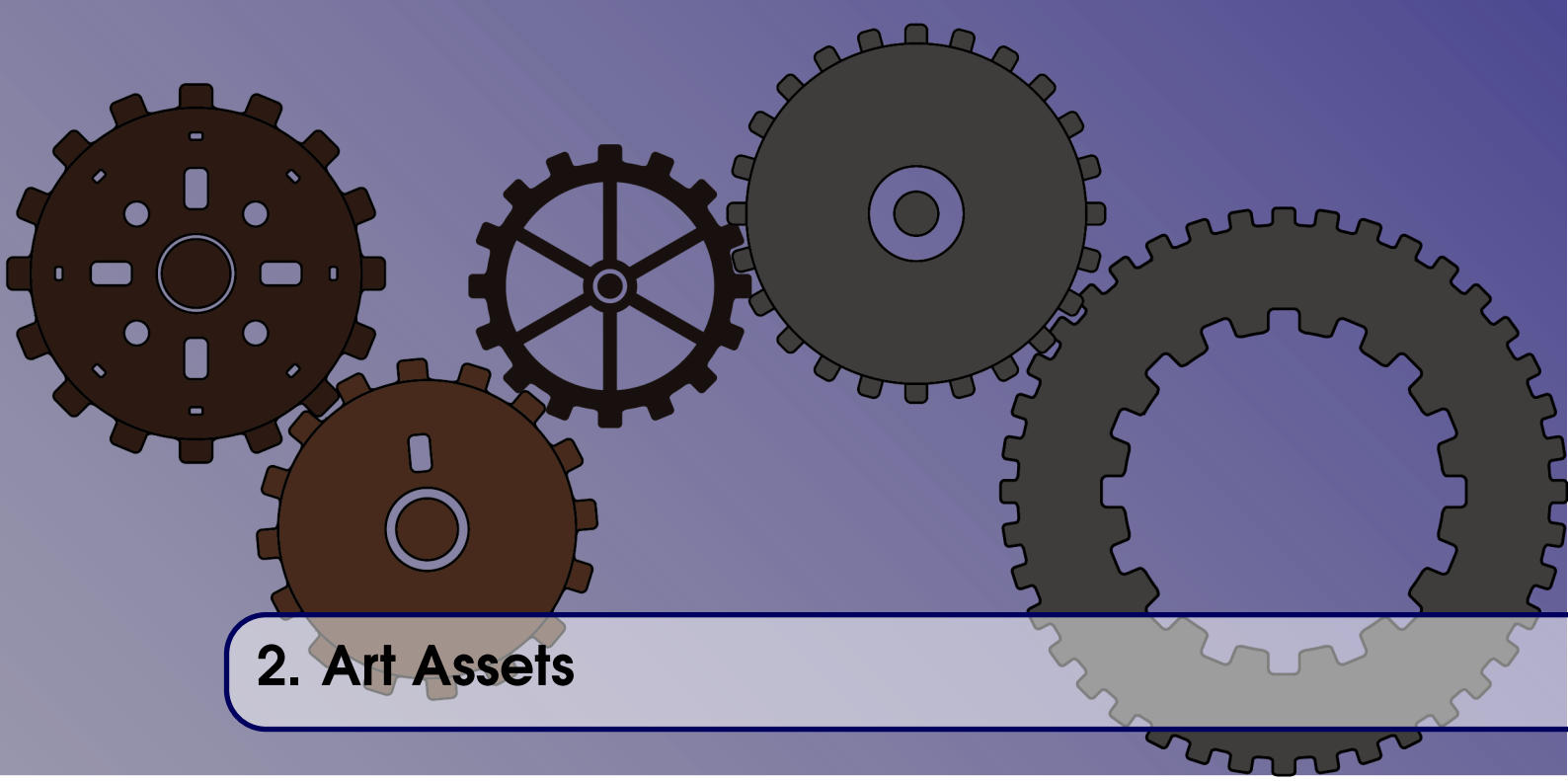


2. Art Assets

2.1 Character Art Asset List

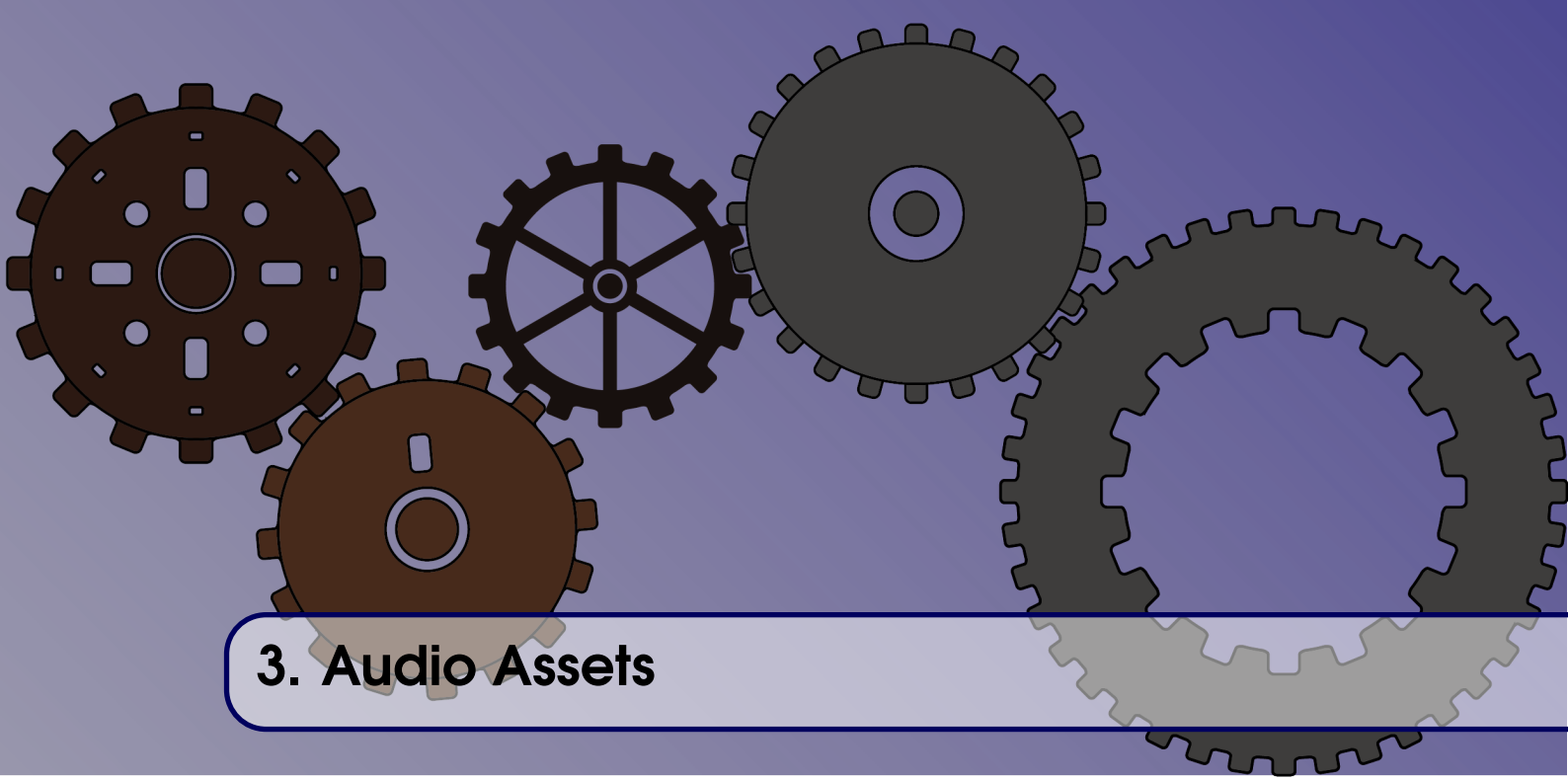
Character	Asset Description
Greirat	Cutscene Standing
	Cutscene Talking
	Cutscene Crouching
	Cutscene Threatening
	Cutscene Arms Crossed
	Cutscene Hollowed
	Sprite - Idle Animation
	Sprite - Walking Animation
	Sprite - Running Animation
	Sprite - Sprinting Animation
	Sprite - Jumping Animation
	Sprite - Crouching Animation
	Sprite - Attack Animation
	Sprite - Set Trap Animation
	Sprite - Idle Animation (Stealthed)
	Sprite - Walking Animation (Stealthed)
	Sprite - Running Animation (Stealthed)
	Sprite - Sprinting Animation (Stealthed)
	Sprite - Jumping Animation (Stealthed)
	Sprite - Crouching Animation (Stealthed)
Loretta	Cutscene Standing
	Cutscene Talking
	Cutscene Crying
	Cutscene Hunched Over

	Cutscene Sitting
	Cutscene Sleeping
	Cutscene Hollowed
Hollow Soldier	Sprite - Idle Animation
	Sprite - Walking Animation
	Sprite - Running Animation
	Sprite - Attack 1 Animation
	Sprite - Attack 2 Animation
Lothric Knight	Sprite - Idle Animation
	Sprite - Walking Animation
	Sprite - Running Animation
	Sprite - Sprinting Animation
	Sprite - Attack 1 Animation
	Sprite - Attack 2 Animation
Lothric Jailer	Sprite - Idle Animation
	Sprite - Walking Animation
	Sprite - Running Animation
	Sprite - Attack 1 Animation
	Sprite - Attack 2 Animation
	Sprite - Jail Spell Channel
	Sprite - Jail Spell Cast

2.2 Environment Art Asset List

Environment	Asset Description
High Wall of Lothric	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures
	Item Placement
Lothric Castle	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures
	Item Placement
Farron Keep	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures

	Item Placement
Cathdral of the Deep	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures
	Item Placement
Irithyll of the Boreal Valley	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures
	Item Placement
Irithyll Dungeon	Background Texture
	Platform Textures
	Platform Layout
	Enemy Placement
	Enemy Patrols
	Thieving Item Textures
	Item Placement



3. Audio Assets

3.1 Music Asset List

- Title Music
- Undead Settlement Theme
- High Wall Theme
- Lotheric Castle Theme
- Boreal Valley Overture
- Irithyll Dungeon Theme
- Loretta's Dirge