

# DGD306 Game Design Document

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## INTRODUCTION

### Team Name:

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### Team Members:

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### Game Title:

Off With Their Heads

### Game Genres:

Run and gun, singleplayer, 2D, medieval fantasy

## IDEATION

At first, we decided to approach the creation process of our project by determining the setting of the game. Because we all readily agreed that it would be fun to work with a medieval setting, so we started thinking about the details for medieval like: realistic, fantasy, early, late etc.

Then, out of the blue, we thought of a game mechanic where the players could choose a head and a body part separately for a character they would play as. Each selected part would give certain passive attributes, such as: movement speed, attack speed, extra health, extra damage etc.

We really liked that game mechanic idea and the medieval fantasy seemed to be the right setting for all of this to work out consistently.

## NARRATIVE

Players play as a villager in a medieval fantasy universe. One day, this villager encounters a wizard that lives near their village in a tower. Wizard wants help with something and the villager helps.

Then, just for helping him, wizard kidnaps the villager, separates their head from their body with magic, puts their head on another body that is from a different race (villager is not human and from a medieval fantasy race like: elf, dwarf, goblin, orc etc.) and throws them off outside of his tower, on the village.

Villager, seeing other countless heads and bodies separated in the tower before they were sent off, wants to get their and others' bodies in right place, **for great justice!**

But first, they have to deal with their townsfolk that sees them as a monster now, due to their different body.

After that, when they reach to the wizard's tower and beat him, wizard reveals a shocking truth: they too separated their head and started using the villager's body, because he thinks that his real body looks awful and he is in search of a good body like the villager's.

## GAMEPLAY

Game will have:

- 3 heads and 3 bodies to select from
  - same race combination is forbidden, thus 6 unique looking characters total
- 3 passive race buffs
  - buff in the sense of: movement speed, attack speed, extra health, extra damage etc.
- 2 weapons to select from
  - repeating crossbow, has fast fire rate and low damage
  - weapon (tbd), has slow fire rate and high damage

- 2 levels and 1 input test tutorial level
  - Village
  - Wizard's tower
- 2 cutscenes
- 3 or 4 enemies
- 2 bosses
  - Village boss (tbd)
  - Wizard
- Character selection screen (photo is not the final product)



## REFERENCES

- King Man (formerly Magic Man) from the cartoon series Adventure Time for the wizard's character
  - [https://adventuretime.fandom.com/wiki/King\\_Man](https://adventuretime.fandom.com/wiki/King_Man)
- Dungeons & Dragons for the setting
  - [https://en.wikipedia.org/wiki/Dungeons\\_%26\\_Dragons](https://en.wikipedia.org/wiki/Dungeons_%26_Dragons)