DGD306 Game Design Document

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INTRODUCTION

Team Name:

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Team Members – Roles:

Ege Kaan Kıcı 215040030 – 3D artist and level designer

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Game Title:

Off With Their Heads

Game Genres:

Arcade, run and gun, co-op, 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

In a medieval fantasy world, players take on the role of a villager from a medieval fantasy race such as a dwarf, elf, or goblin. One day, the villager encounters a wizard who lives in a tall tower at the center of the village. The wizard seeks the villager's help with something and the villager agrees to help him.

But, as a reward, the wizard kidnaps the villager, decapitates them by using magic and attaches their head to a body from a different race. The wizard then throws the villager outside of his tower, at the gates of the village.

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

But first, the villager must face their own people to achieve their noble goal. Because their townsfolk sees them as a monster now, due to their new mismatched body. Also the villager must kill Muhittin, wizard's tower guard.

Once the villager makes their way to the wizard's tower and defeats him, the wizard reveals a shocking truth: he, too, separated his own head and has taken over the villager's body, as he believes his original body is very ugly and seeks a better one like the villager's.

The game ends with the player being given two options: spare the wizard's life or throw him out of his tower, just as he did to them. Regardless of the decision made, the wizard is thrown out. If the playthrough was co-op, by the second player. If the playthrough wasn't co-op, by Muhittin, the wizard's tower guard's ghost.

CONTROLS

In Game:

Left joystick – left movement

Right joystick – right movement

Up joystick – look up

Down joystick – look down

A button – shoot

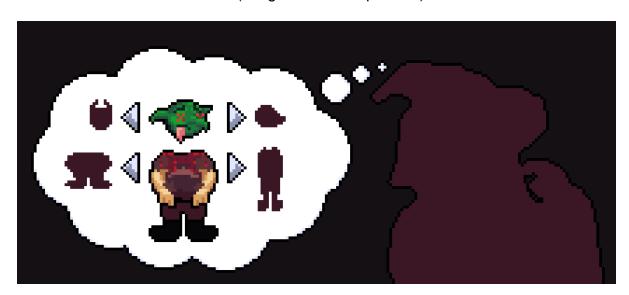B button – jump

In UI:

Start button – confirm selection

Left joystick – left movement

Right joystick – right movement

GAMEPLAY

Game will have:

- Villager (player character)
  - Has 3 health points
- 3 heads, 3 bodies and 2 weapons to select from:
  - Bodies all have different heights
  - Same race combinations are forbidden, thus 6 unique looking characters total, weapons excluded
- 3 passive race buffs:
  - Dwarf: +1 health point
  - Goblin: 50% movement speed increase
  - Elf: 50% attack speed increase
- Character selection screen (image is not final product):

- 2 weapons to select from:
    - Repeating crossbow, fires every 0.5 seconds (fast fire rate), low damage and infinite ammunition
    - Hand cannon, fires every second (slow fire rate), high damage and infinite ammunition
- Co-op option
- 3 levels:
    - Input test tutorial
    - Village
    - Wizard's tower
- 2 cutscenes:
    - Start
    - Finish
- 4 enemies:
    - Dwarf: falls down from the sky slowly, shoots muskets as damaging projectiles and deals damage on contact
    - Elf: shoots arrows as damaging projectiles and deals damage on contact
    - Goblin: runs straight to the player and deals damage on contact with a dagger
- 2 bosses:
    - Muhittin, wizard's tower guard
    - Wizard, controlling a mecha-like suit he made with the body parts he collected

REFERENCES

- King Man (formerly Magic Man) from the cartoon series Adventure Time for the wizard's character:
    - https://adventuretime.fandom.com/wiki/King_Man
- Muhittin from the video series Yavuz ile Şakalandın for Muhittin's, wizard's tower guard's character and boss battle:
    - https://www.youtube.com/watch?v=EDr5-wLuFC8
- Yellow Devil from the video game series Mega Man for the wizard's boss battle:
    - https://www.youtube.com/watch?v=FIthDkRCg7g
- Dungeons & Dragons for the setting:
    - https://en.wikipedia.org/wiki/Dungeons_%26_Dragons