

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, co-op, singleplayer, 2D, medieval fantasy

IDEATION

Week 1 – 3:

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.

Week 4 – 5:

We mostly focused on completing this document to a point where we felt comfortable to start working on the game itself.

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.

As an ending, two options are given to the player one: spare the wizard or kick the wizard out of his tower like he did. Either way, wizard is kicked out of his tower, by the second player's character in co-op or Muhittin's, Wizard's tower guard's, ghost.

GAMEPLAY

Game will have:

- Villager (player character)
 - has 3 healths
- 3 heads and 3 bodies to select from:
 - Bodies all have different heights
 - Same race combinations are forbidden, thus 6 unique looking characters total

- 3 passive race buffs:
 - Dwarf: +1 health
 - Goblin: +(tbd)% movement speed
 - Elf: +(tbd)% attack speed
- Character selection screen (photo is not the final product):



- 2 weapons to select from:
 - Repeating crossbow, has fast fire rate, low damage and infinite ammunition
 - Hand cannon, has slow fire rate, high damage and infinite ammunition
- 3 levels:
 - Input test tutorial
 - Village
 - Wizard's tower
- 2 cutscenes:
 - Start
 - Finish
- 4 enemies:
 - 2 in Village
 - 2 in Wizard's tower

- 2 bosses:
 - Muhittin, Wizard's tower guard
 - Wizard, controlling a mecha-like suit made up from 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 Yavuz ile Şakalandın series for Muhittin, Wizard's tower guard's character:
 - <https://www.youtube.com/watch?v=EDr5-wLuFC8>
- Dungeons & Dragons for the setting:
 - https://en.wikipedia.org/wiki/Dungeons_%26_Dragons