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

Emircan Alcan 225040064 – Developer and document writer

Taha Alperen Doğan 225040067 – 2D artist and sound designer

Game Title:

Off With Their Heads

Game Genres:

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.

PROGRESS

Week 1 – 6:

We focused on completing this document and deciding what to do exactly to a point where we felt comfortable to start working on the game itself.

Week 7:

We decided to make this game project with unity. Because, even though we didn't prefer using it individually, it was the only tool that we all knew in common.

We distributed the tasks as follows:

- Ege will do 3D art and level design
- Emircan will do programming and write documentation
- Alperen will do 2D art and sound design

Overlaps might occur, of course, especially with game design so it is not included near our names.

Then, we wrote some scripts, planned some scenes and tested 3D tiles with camera and player movements (photo is not the final product):
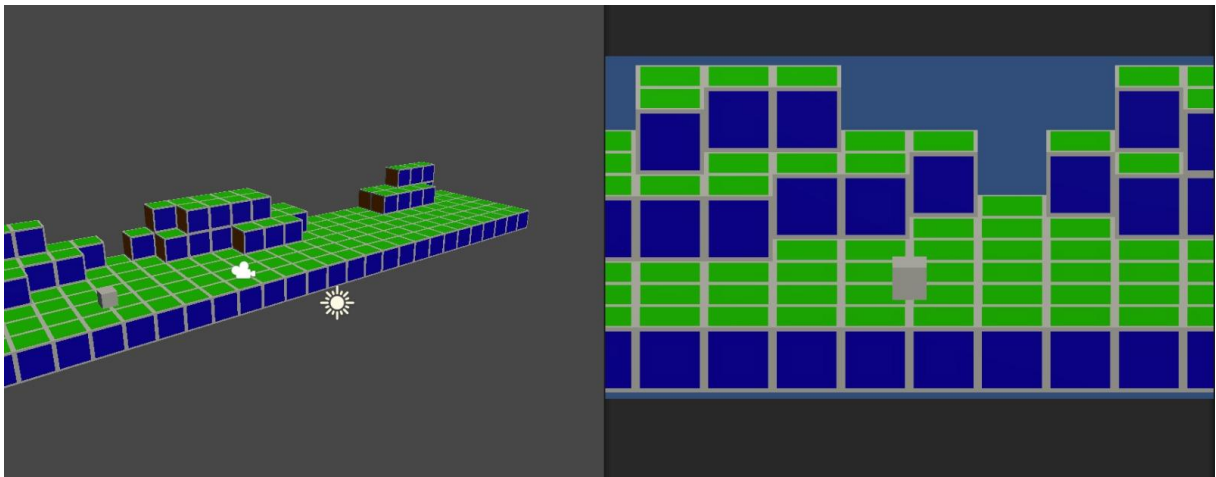
NARRATIVE

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 tower on a mountain, outside 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, onto 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.

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 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