Here's a structured **Game Design Document (GDD)** for a **2.5D medieval-themed game** with a focus on collecting five legendary weapons.

Game Design Document (GDD)

Game Title: *5 Elements*
Genre: Action-Adventure / Platformer
Perspective: 2.5D (2D gameplay with 3D environments and characters)
Setting: Medieval fantasy realm

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1. Game Overview

High Concept

Blades of the Forgotten Realm is a side-scrolling 2.5D action-adventure game set in a war-torn medieval kingdom. The player takes on the role of a fallen knight seeking redemption. To defeat the encroaching evil that threatens the realm, the knight must find and master **five ancient weapons**, each hidden across unique regions of the kingdom and tied to the story's lore.

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2. Story & Narrative

Backstory

Centuries ago, five legendary weapons were forged by ancient guardians to protect the realm from a dark force. The weapons were lost when the kingdom fell to ruin. Now, the Hollow King is returning. A young warrior named **Alaric**, believed to be the descendant of the last guardian, sets out to reclaim these blades and stop the darkness once more.

Main Objective

Collect all five weapons, each representing an element and virtue:

1. **Sword of Ember** – Fire / Courage

2. **Frostfang Spear** – Ice / Wisdom

3. **Windlash Bow** – Air / Speed

4. **Earthbreaker Axe** – Earth / Strength

5. **Lightspire Blade** – Light / Hope

Tone & Themes

- Redemption

- Heroism

- Destiny and ancient prophecy

- Light vs Darkness

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3. Gameplay Mechanics

Core Gameplay Loop

1. Explore unique regions of the kingdom

2. Solve environmental puzzles

3. Engage in combat with enemies and mini-bosses

4. Defeat the region's guardian to claim the weapon

5. Return to hub area to unlock new abilities and paths

Combat System

- Light and heavy attacks

- Weapon-specific abilities unlocked after collecting each weapon

- Parry and dodge mechanics

- Combo system based on timing

Platforming

- Wall-jumping, swinging, climbing

- Environmental hazards (collapsing platforms, fire traps, etc.)

- Using weapons to reach certain platforms

Progression

- Unlock new abilities with each weapon

- Level-based skill tree tied to player stats: Strength, Agility, Magic, speed

- Non-linear and rewarding exploration after first weapon

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4. Art & Visual Style

Visual Style

- 3D environments with painterly textures

- 2D gameplay plane for movement and combat

- Dynamic lighting and particle effects

- Stylized character models with medieval armour and mystical aesthetics

Environments

Each weapon is located in a distinct biome:

1. **Volcanic Wastes** – Sword of Ember

2. **Frozen Peaks** – Frostfang Spear

3. **Stormcliff Ranges** – Windlash Bow

4. **Ancient Forest** – Earthbreaker Axe

5. **Sunken Temple** – Lightspire Blade

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5. Characters

Protagonist:

- A young knight exiled from his home

- Learns about his lineage and the prophecy during the journey

Mentor:

- Mysterious guide appearing at key moments

- Provides lore and hints

Antagonist:

- Ancient being corrupted by void magic

- Tries to stop the player at each step using minions and magic

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6. Sound & Music

Soundtrack

- Orchestral medieval music

- Distinct themes for each region and boss battle

SFX

- Weapon clashes, elemental effects, ambient nature sounds

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7. User Interface

- Minimalistic HUD (health, weapon usage, weapon icon)

- Radial menu for weapon switching

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8. Platform & Engine

- **Target Platforms:** PC

- **Engine:** Unreal Engine (with 2.5D toolkit support)