

# BETA

(working title)

## Game Design Document

Version 1

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## VERSION HISTORY

- 0.1 (Kristian Sandakchiev) First Draft
- 0.2 (Kristian Sandakchiev) Created the general idea and the overview of the game.
- 0.3 (Kristian Sandakchiev) Wrote the synopsis, added main setting of the game.
- 0.4 (Kristian Sandakchiev) Edited the synopsis, wrote an official plot of the game and created the gameplay flow. The gameplay was created up to the 2<sup>nd</sup> floor.
- 0.5 (Kristian Sandakchiev) Added Movement, Combat, Controls, Camera and Death sections, revised the Gameplay and created a draft of all the floors and the main idea, edited the plot.
- 0.6 (Kristian Sandakchiev) Edited the story and the gameplay, twitched the plot. Added Enemies and NPC, created the Overview section.
- 0.7 (Kristian Sandakchiev) First Draft on all the Enemies and NPC was made. Added enemies appearance, abilities, level, damage and health sections.
- 0.8 (Kristian Sandakchiev) General revision on the story, edited the Enemies & NPC section.
- 0.9 (Kristian Sandakchiev) Added Art Style section and Assets Section. First draft on the Assets Section was done and the Story, Gameplay and the Enemies were finalized. Models and Textures were chosen. Level design and concept art was finalized. Music was added with sound effects.
- 0.95 (Kristian Sandakchiev) Finalized Art and Assets Section. Added Release Schedule Section. Major tweaks on the Props / Items, Audio, Gameplay and UI. Text and Models were also finalized.
- 1.0 (Kristian Sandakchiev) Finalized the Release Schedule. Polished all sections and prepared the document for grading.

## I. OVERVIEW

**BETA** is an open-world, action RPG with survival horror and dark fantasy elements. The game is inspired by the light novel series “Sword Art Online”, dark fantasy titles like the “Dark Souls” and the modern survival horror “Dying Light”.

**BETA** follows the main protagonist, **You** (player character), a normal average looking male or female, who lives in the near-future, the year of the modern technical advancement 2044, where overpopulation, climate cataclysms and global crisis are a fact. The player goes to school like a regular person and does all the mundane and boring human things we do... except for when he goes in **BETA**.

The game revolves around the player character who ventures into the cyberspace of the first of its kind VRMMORPG, **BETA**. **6 Billion players** venture inside as well all on the first launch of the game all in the sake so they could escape the harsh reality that they were living in and be whatever they wanted to be, live a second-life. Unfortunately, as soon as they went inside the VR, they found themselves in yet another horror, because there was actually no real way to log out and death in the game resulted in a death in the real world as well. The only way they can return to their physical bodies is by beating the 7-level tower’s final boss.

The setting of the game is in a huge-open world containing 7 levels, referred to as the **TOG** (Tower of God). Each level has its own world and the higher you climb the more difficult it gets. Ultimately the final boss is at the end of this “tower”, where it’s all supposed to end.

The gameplay blends several genres, including hack and slash, puzzle solving, psychological horror and dark fantasy elements. The gameplay is focused on weapons-based combat, magic, role-play and dark fantasy with survival.

### I.1. Genre(s)

- Action Role-Playing Game
- Action-Adventure
- Survival Horror

### I.2. Mode(s)

- Single-player
- Multiplayer (co-op up to 2 people on LAN)

### I.3. Engine

- Unity 3D Engine

### I.4. Platforms

- Microsoft Windows
- PlayStation 4
- Xbox one

## II. SYNOPSIS

### II.1. Setting

The game is set in the huge-open world of the VR cyberspace of **BETA**, a world containing 7 levels, referred to as the **TOG** (Tower of God). Each level has its own world fantasy world where humans, elves, dwarves, monsters and other creatures co-exist together, but non-humans are often persecuted for their differences. Each world is further unveiled in the plot. The higher the player climb in the tower the more difficult it gets to clear the level and the more and more the player just wants to give up and live here instead of fighting to go back to the horror he came from IRL. Ultimately the final boss is at the end of this “tower”, where it’s all supposed to end.

### II.2. Plot

“There is nowhere left to go, nowhere left to explore, except in the **BETA**.”

In the year of 2044, where virtual reality videogames have progressed to the point of being nearly indistinguishable from reality, a new hype about a brand new fantasy VRMMORPG called **BETA** was arising. A title that was under the development for 7 years officially announced its first major release. This is a game that would require a special hardware called the **Nerve Gear**, a helmet that stimulates the user’s five senses via their brain. The players would be able to experience and control their in-game characters with their minds.

~~~ On November 6 ~~~

~~~ This was the date when everything changed. ~~~

**6 Billion players** logged into the **BETA**’s mainframe cyberspace for the first time to experience the majesty and the glory of this masterpiece, only to discover that there was actually no log out button in the game. In the same time a **Gamemaster** programmed script appears in the form of a bloody shadowy figure in the sky, so huge that it was causing a total solar eclipse and the whole first level was glowing in a dark red light. The shadowy figure tells the players that they must beat all floors of the **TOG (Tower of God)**, a steel tower-castle, which is the setting of **BETA**, if they wish to be free.

On the very first day in the cyberspace of **BETA**, a lot of people died. In the real world any attempt to remove the **Nerve Gear**, would fry the brain instantly and in the same time death in the game means death in the real world. Everybody was counting that somebody from the real world would save them, maybe their parents, maybe the police, maybe the government, but in the end of the day they saw that the only way they can return to their physical bodies is by beating the final floor’s boss.

**You** (player) are one of the 1,000 testers in the game’s previous closed beta. With the advantage of previous VR gaming experience and a drive to protect others, you are determined to go to the bottom of this and beat the game. Fellow beta testers and other players started to form their own groups, because ultimately **You** and the other participants must survive the game as best as you can!

### III. Gameplay

**You** (player character) are the main protagonist in the game. The main objective is to escape from **BETA** and to set everyone free. Simply removing the **Nerve Gear** would fry your character's brain and he will die. Death in the game would also result in death in the real world for the character. The only way to beat the game is completing each and every floor and beating the 7-level tower's final boss.

#### III.1. Floors

##### ❖ **Floor 1 (Town of Beginnings)**

The main settlement on the 1<sup>st</sup> Floor is the **Town of Beginnings**. Unlike the higher floors of TOG, the 1<sup>st</sup> Floor does not have a particular theme or dominant geography. As the starting location of all new players, the great expanse of the 1<sup>st</sup> Floor is quite diverse. The Town of Beginnings is located on the southern end of the floor and rests over the edge of the floating castle.

Grasslands surround the Town of Beginnings, and they are populated primarily by boar and wolf-type monsters. Worms, beetles, and wasp-type insect monsters also inhabit the grasslands surrounding the Town of Beginnings.

To the northwest of the Town of Beginnings, there is a deep forest region. The northeast is a lake region. Players must pass through either of the two regions before reaching a significantly more dangerous mountainous region containing ruins, valleys, and more difficult monsters, where the final boss of the floor is located.

##### ❖ **Floor 2 (Savanna Realm + Labyrinth)**

The 2 Floors are a savanna realm covered in plains and boulders and roughly the same size as the 1 floor. The background music for the second floor is more sorrowful in tone. The floors are divided into a wide-open northern half and a narrow southern half. The floors consist mostly of table-topped mountains, looming over plains, dotted with small caves through which underground rivers run. It is primarily inhabited by large ox-type monsters.

Urbus is the main settlement of the 2<sup>nd</sup> floor. It is about 300 meters in diameter. The entire city appears to be excavated from a flat-topped mountain and rests in a crater. The city gates and walls rest on the outer rim of the crater.

There is an exceptionally high towering mountain in the southern edge of the end of the floor, which is a small clearing surrounded by cliffs, a spring, and a lone tree. There is a medium sized, but very demanding underground labyrinth full with traps. This is where the final boss for the 2<sup>nd</sup> floor is located.

##### ❖ **Floor 3 (Dark Elf Fantasy + Forest Themed Floor)**

Unlike the woods around the 1<sup>st</sup> Floor or the southern area of the 2<sup>nd</sup> Floor, the 3<sup>rd</sup> Floor is covered entirely by enormous ancient trees. The southern area of the floor is called the Forest of Wavering Mists, a baffling place choked with thick fog. The northern area of

the floor is separated from the southern area by mountains, with a tiny pass guarded by the Field Boss.

Zumfut is the main settlement of the 3rd Floor, which is located in the northeast of the Forest of Wavering Mists. The town consists of three gigantic baobab trees, which were hollowed out into many-floored structures

Dark Elf and Forest Elf Bases are instanced locations, created temporarily for each party taking on the dark elf or forest elf paths of the Elf War campaign respectively. The dark elf base is located at the south end of the forest, while the forest elf base is located at the north end.

#### ❖ **Floor 4 (Ancient Rome + Slavery)**

The main settlement of the 4rd Floor is located in a city resembling ancient rome. When the player first appears on the floor he is fighting with a rogue mini-boss, who later becomes an NPC and helps the player to escape together.

A nearby patrol of the city surrounds the player character and the fugitive, where it ends up that the rogue stole something precious of the queen and now you and him are both thrown together in the arena to fight, where it is supposed for you to die. However when you win in the arena you are instead imprisoned and brought by to a gladiator trainer, who has his own Ludis. As time goes by you gradually fight in the arena to improve your rankings, plotting for the moment to escape.

The main action happens in the Ancient City and the final boss of the floor are all the gladiators, which you have defeated. They appear chasing you when you try to escape the city with the rogue NPC. Escaping the city will lead to the next floor.

#### ❖ **Floor 5 (The North + Castle Black)**

The main settlement of the 5<sup>th</sup> floor is located in the wild and cold mountains beneath the Wall, a colossal fortification which stretches for 100 leagues (300 miles) along the northern border of the floors between 5<sup>th</sup> and 6<sup>th</sup> floor, defending the realm from the wildlings who live beyond. The Wall is defended and held by the sword brothers of the Night's Watch.

The gameplay starts by having the player running from the Ancient City, thru a portal which leads to the 5<sup>th</sup> floor. On the end of the portal he appears on a snowy forest surrounded by mountains, where he continues to run, still thinking that he is chased. He is indeed, but this time the enemies are the wildling folk, who saw somebody foreign trespassing their territory. Quickly the player character would be hunted by 3 wildlings. At first he is unable to beat the wildlings, because of the tricks and traps they use and they slowly bait the player to their camp, where the player is surrounded.

The wildling camp captures the player and he finds himself prisoner again. On the first night meanwhile he is captured he can hear how the wildlings are talking that the only way to escape this place was thru the Wall, which was guarded by the night's watch.

Here is where the official level begins, the player must find a way to escape the tree he was bind to and figure out a way to either suggest alliance with the wildlings or slaughter the whole camp.

When the player makes some progress and reaches the Wall, he can randomly see wildlings trying to unsuccessfully conquer the Castle, which means he must use some other strategy. The woods are patrolled by the Rangers of the night's watch, the player character must find a way to kill one in order to get his clothing and invade the Castle Black.

#### ❖ **Floor 6 (The Gardens + The Ruby Palace)**

The main settlement on the 6<sup>th</sup> floor was a red palace. This is the final Castle of TOG in BETA. If the game had proceeded as planned, this would have been the place where the Players who had reached the topmost floor alive would have fought against the final boss, beating the game if they were victorious, but before that they still have to reach the Throne Room of the Palace, where everything is supposed to end.

The gameplay starts when the player opens the gate which was guarded by the Lord Commander of the Castle Black and enter inside of it. He would then appear on a seamlessly small cliff, which was showing him ahead the beauty of this next floor. A huge labyrinth like gardens and a Ruby Palace right in the center of it. However, something seemed very odd, because there were no guards and in general no people.

In the gardens you will meet Asuna, a female NPC character, story-wise she is just a player like you who managed to get to the top and decided that ultimately she does not want to return to the world she came from, because there was nothing there for her. She will show you around and by her words you will understand that only 4 players were able to reach the top, including you.

If you ask her what happened to the other players, she will say that both of them died, trying to pass the Ruby Palace. Ultimately by that you will catch that she not only is unsure to go back to the real world, but she is also scared to try, because she might die. This is where you decide that it is time to invade the Ruby Palace and put an end to this virtual madness.

#### ❖ **Floor 7 (Ruby Palace's Throne Room)**

You finally reach the end and a bloody shadowy figure is staying right next to a mirror, which was showing the real world, from which the player came. This was the end, or was it really?

The shadowy figure would turn around and it would look just the same as the player. A cut-scene will appear with the fake player trying to persuade him to stay, because even if he goes back to the real world, how would he know if the real world was actually real to begin with? What would be the purpose to go there, when the world here was much better in the **Town of the Beginnings**, where you could peacefully live forever, because even if you die, your mind would stay here and accept a form and life.



The player would be able to choose, but ultimately he decided that leaving here and finding the creator of the game would be the best answer for him, even if what his fake self was saying was true.

The final battle is the player vs himself.

The game ends with a cut-scene how the player wins and after touching the crystal mirror in front him he wakes up in a hospital, where he is plugged with food delivering systems, to maintain his body. Asuna the girl from the game is staying right next to him, waiting for him to awake. **(Happy Ending)**

### III.2. Movement

- **Basic Movement** – The player should be able to freely move in any direction using the default W, A, S, D keys.
- **Rolling** – The player can perform a basic roll outside of combat as well by pressing the space key.
- **Sprint** – While running to a direction using the basic movements the player would be able to sprint by holding the shift key.
- **Jump** – While sprinting the player will be able to jump forward by hitting space

### III.3. Combat

Combat in **BETA** will be covered in this page. Everything from the basics like blocking, rolling, spells, etc; to the more advanced techniques like parrying and riposte.

#### A) Basic Combat

- **Fast attack** – Quick strikes that can be strung together easily into long combos. They don't inflict very much damage, but can be important for maintaining your offensive flow.
- **Strong attack** – Slow, but powerful attacks that deal significant damage. Weak opponents are not able to parry strong attacks, but relying on them too often could leave your persona open for punishment.
- **Parry attack** – An easy defensive maneuver that can help absorb some damage. The player can also perform a counterattack by pressing the Parry button right before an enemy's attack strikes him. The counterattack will knock the enemy off balance, allowing a few ripostes.
- **Dodging and Rolling** – The player can perform a swift short-range dodge in a chosen direction. Watch the timing, as if you try to dodge too early or too late, you'll get hit by the blow, however this is a very fast move that can let the player to rapidly continue attacking. Rolling out of the way allows the player to dodge more sweeping blows and increases the distance between him and his target, and are generally more effective at evasion, but it is a slower move and will take longer for the player to recover before he can continue attacking.

#### B) Combat Moves

- **Target Lock-on** – Once you lock on to a foe, you'll continually face the foe as you move around.
- **Plunging Attack** – Press attack while falling to attack your enemy from above.

- **Backstab** – Special attacks performed from behind enemies. They deal special damage and are influenced by a weapon's critical multiplier. Many enemies cannot be backstabbed.

### C) Special Actions

- **Weapon Arts** - They are individual to weapons, though many weapons share skills, and require focus to be performed. Attempting to perform a skill without focus will result in a failure, or in a weakened/partial version of the skill.
- **Magic** – In order to use magic (Sorceries, Miracles and Pyromancies), you must have the corresponding catalyst (Sorcerer's Staff, Talisman or Chime or Pyromancy Flame) equipped. Using magic consumes your focus.

### III.4. Controls

| General Controls          |   |
|---------------------------|---|
| Movement                  | W, A, S, D                                    |
| Look Around               | Mouse   |
| Game Menu                 | Escape  |
| Lock-On Target            | Q   |
| Interact                  | E   |
| Draw/Sheath Weapon        | 1   |
| Consumables               | 2, 3, 4                                       |
| Shift + Mouse Scroll Up   | Change Weapon 1                               |
| Shift + Mouse Scroll Down | Change Weapon 2                               |
| Sprinting                 | Hold Left Shift                               |
| Jump                      | Space Bar (While Sprinting)                   |
| Roll                      | Space Bar                                     |
| Combat Controls           |   |
| Fast Attack               | Left Mouse Button                             |
| Strong Attack             | Left Mouse Button + Left Shift                |
| Weapon Art                | Left Mouse Button + Left Control              |
| Block/Parry               | Hold Right Mouse Button                       |
| Counter Attack            | Tap Right Mouse Button just before an AI hits |
| Magic                     | F   |

### III.5. Camera

The camera should be in a 3<sup>rd</sup> Persons perspective. Action RPG like the Witcher 3 provides a good example of the camera's location and distance from the action. During special movements and attacks, the camera may adjust itself to zoom-in or zoom-out to better represent the natural feel of the player's motion.

### III.6. Death

When a player character dies he will instead lose progress and fall 1 level down in-game. This can happen by various ways:

- In-game death by an enemy AI, game environment, falling from high place, etc.
- In-game actions confronting an evil character or guild, which could lead to people finding your location IRL and plugging you of the Nerve Gear, which would also kill the character.

## IV. ENEMIES & NPC

### IV.1. Overview

#### ❖ Floor 1

1. **Frenzy Boar** – A low-level monster, found in the fields beyond the Town of Beginnings. It is a passive monster and has to be provoked first before it engages the player in combat. It is the weakest of all enemy monsters, having been compared to slime monsters of other games
2. **Dire Wolf** – A low-level monster found in all the levels on the 1-9 floors in the tower.
3. **Scavenger Toads** – This is a frog-like monster found in the Hidden Dungeon beneath the Town of Beginnings.
4. **Little Nepenthes** – Level 3 plant monster found around the lakes in floors 1-9 in the tower.
5. **Large Nepenthes** – Level 4 plant monster found around the lakes in floors 1-9 in the tower.
6. **Ruin Kobold Troopers** – Humanoid-type monsters, they are capable of using Sword Skills and wielding weapons.
7. **Ruin Kobold Sentinels** – Sentinels guard Evilfang the Kobold Lord as minions, adding further struggle for players to defeat the boss.
8. **Evilfang the Kobold Lord (Level Boss)** – The boss for 1-9 floors, located in the last area in floor

#### ❖ Floor 2

1. **Jagged Worm** – Worm-like monster found in the open sands area on the floors.
2. **Lesser Taurus Striker** – Ox-type monster found around the levels on those floors and also found guarding several points of interests on the map, accompanied by 1 Taurus Striker.
3. **Taurus Striker** – Ox-type monster found guarding several points of interests on the map.
4. **Taurus Ironguard** – Ox-type monster found guarding a few Taurus camps.
5. **Trembling Ox** – In a very few important camps you will find this powerful Ox-type monster.
6. **Windwasp** – A flying type monster.
7. **Bullbous Bow (Boss)** – Roaming the floor boss
8. **Nato the Colonel Taurus (Boss)** – Roaming around the main settlement boss
9. **Baran the General Taurus (Boss)** – Protecting an important camp boss
10. **Asterius the Taurus King (Level Boss)** – Final boss for the floor.

#### ❖ Floor 3

1. **Roaring Wolf** – Beast type monster found in the rock areas around the woods.
2. **Coppice Spider** – Spiderling found in the forest around the floor
3. **Thicket Spider** – Spiderling found in the forest around the floor
4. **Treant Sapling** – Withered tree-type of a monster located around the forests on the floor.
5. **Fallen Elf Warrior** – Protecting the elf settlement

- 6. Fallen Elf Commander (Boss)** – Protecting the elf settlement.
- 7. Nephila Regina (Boss)** – Queen of the spiders on the 3<sup>rd</sup> floor.
- 8. Dark Elf Warrior (Mini Boss)** – Protecting the dark elf settlement
- 9. Dark Elf Commander (Boss)** – Protecting the dark elf settlement
- 10. Dark Elf Queen (Level Boss)** – Final boss for the floor, located at an Easter Spirit Tree, where elves and dark elves lived together before the elvish war.

#### ❖ Floor 4

- 1. Rogues** – One of the weakest arena enemies, those thugs were caught stealing and now they are thrown in the arena to die.
- 2. Varro the Rogue (NPC)** – When you first enter the floor, your first battle is with this blonde-haired rogue, who stole a precious jewelry and escaped from the Ancient City.
- 3. Gladiators** – Arena enemies, which are often faced against the Player.
- 4. Mira (NPC)** – Former house slave, very obedient and always plotting to seduce The Player character in order to kill him later.
- 5. Crixus (Mini Boss)** – Very fierce, trained gladiator. The player character will have 2 fights with him, where the first one would be impossible to beat.
- 6. Oenomaus (Gladiator Trainer and Boss)** – The gladiator trainer, who is later your teacher after the first fights on the arena where you must win in order to become a slave and survive. Later when you escape, he is one of the most toughest enemies that will chase you.
- 7. Gannicus (Level Boss)** – The god of the arena. He is the final boss on the arena and also the final floor boss, where when you are just about to escape, he stops you for the last time and you must kill him in order to be free.

#### ❖ Floor 5

- 1. Wildlings** – Free Folk inhabitants of the North. They were, essentially, the people unlucky enough to be living north of the Wall.
- 2. Undead** – Wildlings and Night's Watch man, killed and turned by the White Walkers.
- 3. White Walker (Roaming Boss)** – Ancient immortal creatures, thousands of years old, from the time preceding the Age of Heroes. Born of powerful and untested magic, they were created to protect the wild forest.
- 4. Watcher** – The most basic unit in the Castle Black, often tasked with domestic and support duties.
- 5. Night Archer** – The more advanced unit in the Castle Black, experienced in archery.
- 6. Night Guard** – The more advanced unit in the Castle Black, experienced in sword-fighting.
- 7. Night Rangers** – The rangers are the elite crew in the Castle Black, fierce and swift, they are very hard to be dealt with.
- 8. Lord Commander Snow (Level Boss)** – Master of the sword, blessed by the old gods. The Lord Commander of Castle Black is not to be taken lightly.

#### ❖ Floor 6

- 1. Asuna (NPC)** – Story-wise this is a top player character who managed to reach the final floor, but her comrades died trying to get pass the Ruby Palace and she gave up.

**2. Female Scarlet Knight** – Story-wise this is a fallen player character, guarding the ruby palace now.

**3. Male Scarlet Knight** – Story-wise this is a fallen player character, guarding the ruby palace now.

❖ **Floor 7 (Final Floor)**

**1. Dark Player** – This is the Game Master character, who is transforming himself into the player character, making it so that the player is actually facing himself.

## IV.2. Enemy Appearance & Abilities

❖ **Floor 1** - - - - -

- **Frenzy Boar** – Despite its low level, the Frenzy Boar appears to be a medium-sized monster with a total length of one hundred and twenty centimeters with blue fur, glowing red eyes, a flat snout and sharp tusks protruding from either side of its mouth. In contrast to its bulky size, the Frenzy Boar is capable of moving fast as it charges towards its opponents.

**Abilities:**

- **Charge**

- **Dire Wolf** – Dire Wolves take the appearance of a snarling, bi-colored wolf with glaring red eyes. Its legs, face, tip of the tail, and the insides of its ears have white fur, while its back and stomach are dark brown. Its eyes make them unique from regular wolves in the game.

**Abilities:**

- **None**

- **Scavenger Toads** – The monster is a huge green slimy frog-like creature with two glowing red eyes on either side of its head. It has two short horns protruding from the top of its head and red markings on its back, head and front legs.

**Abilities:**

- **None**

- **Little Nepenthes** – Despite being called Little Nepenthes, there was nothing little about this predatory plant as it was a meter and a half tall. Its lower body consisted mostly of countless roots that were used to move around. It had two arm-like vines with pointed leaves attached to either side of its body, just above the roots.

**Abilities:**

- **None**

- **Large Nepenthes** – They are the same as the little nepenthes with the exception that they have a red fruit attached atop its head instead of the flower. If damaged, the fruit would emit an odor that would attract other Little Nepenthes to their location

**Abilities:**

- **Attract nepenthes (passive)**

- **Ruin Kobold Troopers** – Ruin Kobold Troopers are humanoid creatures with bulky bodies, large tails and rabbit-like ears. Unlike Ruin Kobold Sentinels, Troopers do not wear any armor and do not wear any clothes on their top, though they do wear a pair of pants. The Troopers are armed with a barbaric hand axe.

**Abilities:**

- **Throw axe**

- **Ruin Kobold Sentinels** – A Ruin Kobold Sentinel is a red demi-human creature, with long, thin ears sticking out of their helmets and a big red tail. A large portion of its head and body is tightly covered and protected by metal armor, which makes the throat its only weak point

**Abilities:**

- **Strong attack (deals 2 x damage)**

- **Evilfang the Kobold Lord - Boss** – Evilfang is over two meters tall, muscular, covered in blue-grey fur and has bloodthirsty, copper-red eyes. Evilfang uses a large bone axe and a leather shield to attack, and has four HP bars. Three Ruin Kobold Sentinels spawn and defend the boss from the players at the start, and with the depletion of each of Evilfang HP bars, an additional three Sentinels are spawned (a total of 12).

**Abilities:**

- **Strong attack (deals 2 x damage)**
- **Ruin Kobold Sentinels spawn (passive)**

❖ **Floor 2** - - - - -

- **Jagged Worm** – Gigantic worm monster which crawls under the sands area and waits for someone to step on its territory, so it can jump out on him.
- **Lesser Taurus Striker** – The Lesser Taurus Striker is a bipedal monster with a muscular upper body that resembles a human body, but has a bull head, legs and tail. The monster is dressed in only underwear and a strap-type armor.
- **Taurus Striker** – The Taurus Striker is the same as the Lesser Taurus Striker with the exception that it also has a nose ring and is armed with a hammer.
- **Taurus Ironguard** – The Taurus Ironguard is the same as the Lesser Taurus Striker with the exception that it also has a nose ring and is armed with a shield and sword.

- **Trembling Ox** – Considered to be the specialty of the 2nd Floor, the Trembling Ox is a tough and powerful monster with long targeting range and duration, making it difficult for the players to Switch. It is quite fast and, once it focuses on its opponent, will not relent in its chase until it kills its enemy or is killed itself.

**Abilities:**

- **Targets 1 player and chase until it kills him.**

- **Windwasp** – Earthen black bee monsters with green stripes and ice pick-sized stingers. They are approximately fifty centimeters in length, a size that would make them the largest known insect if they had existed in reality.

**Abilities:**

- **Bite (which causes paralysis)**
- **Ambush**

- **Bullbous Bow (Boss)** – is a Field Boss of the 2<sup>nd</sup> Floor, blocking the way to the final village. The Bullbous Bow is a gigantic, four-meter-tall cattle monster with four horns close to the ground, sturdy forelegs and black brown skin.

**Abilities:**

- **Rush attack**

- **Nato the Colonel Taurus (Boss)** – is a Field Boss of the 2<sup>nd</sup> Floor, roaming around outside the main settlement. He is blue-skinned, bull-headed beast with shining black horns, hooves that were as big as buckets and a bare upper body.

**Abilities:**

- **Strong Attacks**

- **Baran the General Taurus (Boss)** – The creature rippling muscles were enveloped in a bristly, crimson red pelt. Its waist was covered with a luxurious golden cloth, but his upper half was bare. Additionally, a golden chain dangled over its shoulder, and the taurus wielded a golden battle hammer that shone with a dazzling brilliance

**Abilities:**

- **Strong Attacks**

- **Asterius the Taurus King (Boss)** – Asterius's is a humanoid-form monster with its legs being as thick as tree trunks. Asterius's waist was covered with sturdy, dark chainmail, though the upper half of its body was bare. The taurus's head was that of a bull, but with six horns instead of two, that had a twisted beard hanging down to its stomach, and a round, silvery platinum crown atop the centre of its head. Asterius's body was black, as if painted with ink. The boss was armed with a massive hammer twice the size of Baran's.

**Abilities:**

- **Strong Attacks**
- **Stun (if hit 3 times)**
- **Berserk (When close to death)**

❖ **Floor 3** - - - - -

- **Roaring Wolf** – A Roaring Wolf is a wolf with a brilliant yellow mane from head to back, a long, slender snout, and a two meters long body.

**Abilities:**

- Once a Roaring Wolf's Hit Points are reduced to half of its maximum value, the wolf howls, drawing more wolves to the area.

- **Coppice Spider** – Spiders are fond of using poison spit and throwing webs upon their opponents.
- **Thicket Spider** – Poisonous and huge, these spiders are found in dwellings long forgotten by time and man. Their bite is venomous, and their many legs make them an agile opponent.

**Abilities:**

- **Venomous Bite**

- **Treant Sapling** – Treant Sapling is a withered tree with a pale trunk fifteen centimetres in diameter and two metres in height, comparatively smaller than the old trees in the forest. Pale lights shine in the two small knotholes in its bark and its branches stretching out to the sides wave like slender claws.
- **Fallen Elf Warrior** – Elves are imposing in stature, males being on average 7 feet tall. Male elf is very muscular, with broad chests and shoulders, indicative of the strength that lies within both their minds and bodies. Female elves have that same strength lying in their minds and bodies; they are stunningly beautiful, lithe and curvaceous, yet extremely muscular and strong.

**Abilities:**

- **Night Vision**

- **Fallen Elf Commander (Boss)** – The elf commander is very tall, range between 6'6" and 7'6", with broad shoulders and a symbol of the spirit tree is marked on his shield.

**Abilities:**

- **Night Vision**
- **Strong Attack**
- **Shield Bash**

- **Nephila Regina (Boss)** – Nephila Regina has a bulging body with round, glowing, red eyes, eight legs the size of tree trunks, and a dull purple exoskeleton with silver patterns.



**Abilities:**

- Poison Fangs

- **Dark Elf Warrior (Mini Boss)** – Dark elves were elves too, they were beautiful in their own way, but it was a cold, haughty beauty, one that in the end repelled. Their appearance is more like in the darker shades of blue and purple, but mostly they are dark brown.
- **Dark Elf Commander (Boss)** – The commander is dark brown in color with silver hair, broad shoulders and a symbol of the spirit tree is marked on his shield.

**Abilities:**

- Night Vision
- Strong Attack
- Shield Bash

- **Dark Elf Queen (Level Boss)** – Final boss for the floor, located at an Easter Spirit Tree, where elves and dark elves lived together before the elvish war.

**Abilities:**

- Night Vision
- Ranged Attack
- Summon Dark Elf Warriors (Summons 1 every time a damage is dealt to her)

❖ **Floor 4** - - - - -

- **Rogues** – Captured fugitives, which stole from the city and now they are thrown in the arena for the people's entertainment
- **Varro the Rogue (NPC)** – When you first enter the floor, your first battle is with this blonde-haired rogue, who stole a precious jewelry and escaped from the Ancient City.
- **Gladiators** – They have light-brown skin tone, medium sized and exceptionally athletic gladiators.
- **Mira (NPC)** – Mira is one of the slaves and as such wears the normal rag-like attire of a slave, allowed to wear no jewelry and dressed in only the most minimal of clothing. Throughout most of the first series, Mira wears a tan, draped robe with an orange-red stripe over each breast. She has dark brown hair and brown eyes, with lightly freckled cheeks. Mira is later chosen because of her beauty to try and seduce **The Player**. If that happens she will try to find the location of the player IRL, which would lead to his death.
- **Crixus (Mini Boss)** – Crixus is a hardy, muscled man with skin bearing the toils of past battles. When he first arrived at the Ludus, he had long, black hair and a thick beard. He is short in comparison to some. As a gladiator, Crixus has a much more muscular build thanks to his training.

**Abilities:**

- Strong Attack
- Shield Bash

- Berserk (When health goes below 20%)
- **Oenomaus (Gladiator Trainer)** – Very a tall, very muscular man who has dark skin and no hair. He is almost always seen wearing armor, which hides three large scars he received from his fights in the arena. Another scar cuts across the left side of his face.
- Abilities:**
- Strong Attack
  - Whip (He uses a whip for ranged attacks)
  - Berserk (When health goes below 40%)
- **Gannicus (Level Boss)** – Celtic gladiator at 1.78 m tall, athletic, with tanned skin and long, dirty blonde hair. In later seasons he has a tattoo- an Icelandic symbol called the Helm of awe; to induce fear and to protect against abuse of power, on his left arm.
- Abilities:**
- Strong Attack
  - Dual Wield (Passive)
  - Berserk (When health goes below 80%)
  - Undying (His will to survive is insane, he will cheat death twice and in general under 10% he will have all his stats doubled)

## Floor 5 - - - - -

- **Wildlings** – Medium sized, athletic, with pale from the winter skin and heavy leathered clothes. Both man and women are strong and agile, with the only exception that the women are using more of a tactical approach in battle, than man.
- Abilities:**
- Fast Attack
  - Strong Will (Gains bonus strength and speed when health is halved) (Man only)
  - Lay Trap (Women only)
- **Undead** – Turned skeletons, physically weak, but in comparison always moving in huge stacks. Easy to kill fighting one, but usually they move on stacks with 100 other.
- Abilities:**
- White Walker will appear later on the place where a fight with them was made
- **White Walker (Roaming Boss) (Optional)** – While having an overall humanoid appearance, White Walkers differ greatly from humans. They are taller than humans and have long wispy white hair and also commonly a white beard. They have pale grey-white skin which is sinewy and stretched taut across their frames, giving them a somewhat gaunt, sinewy, and mummified appearance despite their overall bulky size. White Walkers are much stronger than humans and are capable of sending large men reeling back several feet with a single blow. Their most notable trait, however, is their glowing blue eyes.
- Abilities:**
- Immortal Creature

- They carry the strongest sword in the game, the **Cold Excalibur**. The player may be able to snatch this away if he duels with the beast for a reasonable amount of time without dying. 30 mins, gameplay wise.
- **Watcher** – A man of the Night's Watch, usually seen on the tower, on the Wall, often roaming around in the wildling territory, together with 1 ranger.
- **Night Archer/Night Guard** – Those man are the more advanced unit in the Castle Black, they are experienced in archery and swords-fighting and they appear to be the same medium-sized units as the Watchers.
- **Night Ranger** – They are medium sized man, no different than the ordinary folk. They wear dark leathers and black capes. Those rangers are the elite crew in the Castle Black. Despite their appearance they are quite fierce and swift, and are very hard to be dealt with.

**Abilities:**

- Strong Attack
- Evade Attacks (1 out of 3 attacks is evaded)
- Summon Night Archer / Night Guards x2 (When health is below 40%)
- Precise Attack (When health is below 20% their blades will start to glow on occasions. If they glow, the next attack will apply a strong de-buff for the Player, which will decrease all stats by 20%, which won't go off until the level is finished.)
- **Lord Commander Snow (Level Boss)** – He is wearing a black leather clothing and a long black cloak. He appears no different than the medium-sized Night Watcher, but indeed he is the master of the sword, blessed by the old gods. The Lord Commander of Castle Black is not to be taken lightly.

**Abilities:**

- Fast Attack
- Strong Attack
- Evade Attacks (1 out of 3 attacks is evaded)
- Mimic Attack (1 out of 3 attacks, he will copy the players strongest attack)
- Strong Will (Gains bonus strength and speed when health is halved)
- Slaughter (This is his signature move, during the battle this will happened 4 times. His blade will glow in a dark-blue light, during this he will attempt to make 3 slashes, which would deal 3x his normal damage. Dodging them would be recommended, otherwise getting a hit by the 3 of them would probably be fatal.)

## Floor 6 - - - - -

- **Female Scarlet Knight** – Plot-wise this female knight is actually top fallen player. She is a young woman with long, scarlet hair and brown eyes. She lost her right eye as a child, but in the game she has an artificial one. She was actually 1 of the players that did not want to leave this place, because of her eye, but ultimately she died in the highest floor. She has

a slender, voluptuous figure and her most common attire consists of a custom-made armor, a blue skirt, black boots, and diamond shaped silver earrings.

**Abilities:**

- Fast Attack
- Strong Attack
- Thousand Blades (Above 80% she will often use this attack, which makes 100 hundred blades fall from the sky, to pierce the player. Each blade would deal 1/10 of her damage.)
- Black Wing Armor (Below 80% she will change her armor to a darkened leather armor and magical wings will appear on her back. She would be able to fly and her stats will increase by 20%)
- Pentagon Sword (Below 60% her sword will start to glow in devilish colors, she would often counter attack and parry 1 out of 3 attacks. If that happens there is a chance that she will pierce with 2x her normal damage.)
- Strong Will (Gains bonus strength and speed when health is beneath 40%)

- **Male Scarlet Knight** – Plot-wise this male knight is actually top fallen player. He is tall and strong, with short to medium sized brown hair. He is wearing a crimson red clothing and his cloak is bloody red as well. He is two-hand wielding a great-sword, which is capable of hitting really hard.

**Abilities:**

- Fast Attack
- Strong Attack
- High Time (Will charge his weapon for 3 sec, which can be interrupted, but if he succeeds, he will blow the player in the air, causing him 2x normal damage and leaving him vulnerable.)
- Devil Trigger (Below 60% he will trigger his devilish powers, which would give him ultra-speed buff, which is 2x his stats and slow your speed by 50%. This would also allow him additional attacks)
  - Million Stab – He would perform 10x quick stabs, each dealing 1/3 his normal damage.
  - Weapon Art – He might perform his own signature move, which is a 3-hit combo, dealing 10x his normal damage.

**Floor 7** - - - - -

- **Dark Player** – The dark avatar is reflecting the player's appearance. If the player originally picked up the male character at the starting of the game, this avatar would be having slightly long but neat black hair and black eyes. His clothing would also be a black pants with a black belt that had a large silver buckle, a black V-necked shirt that was worn underneath a black trench-coat with gray lining going down the sleeves, and black boots with silver plates to protect his shins. He had a silver plate worn on the left side of his coat, and a pair of black fingerless gloves. **An exact copy of the player character, a bit darker thou.**

**Abilities:**

- Fast Attack
- Strong Attack

- Weapon Art
- Block / Parry (1 out of 3 hits)
- Magic (1 out of 5 hits he makes will be a magic, that the player has)
- Berserk (When health goes beneath 80%, which will increase his stats with 20%)
- The Game Master (When health goes beneath 60%, the boss will start to switch phases and will start to accept other player abilities, which would make him insanely powerful.)
  - First Phase – He will accept all powers from the Lord Commander Snow. (Instantly when he hits 60%)
  - Second Phase – He will accept all powers from the Female Scarlet Knight. (Instantly when he hits 40%)
  - Final Phase – He will accept all powers from the Male Scarlet Knight. (Instantly when he hits 20%)
- Cheat Death (At 10% he will start to cheat death and his health will freeze. The only way to actually kill him would be to deal a blow so powerful that it would take all his remaining health at 1 go.) This can only be achieved with the **Weapon Art** or if the character did pick up the **Cold Excalibur** from the 5<sup>th</sup> Level.

### IV.3. Enemy Level, Damage and Health

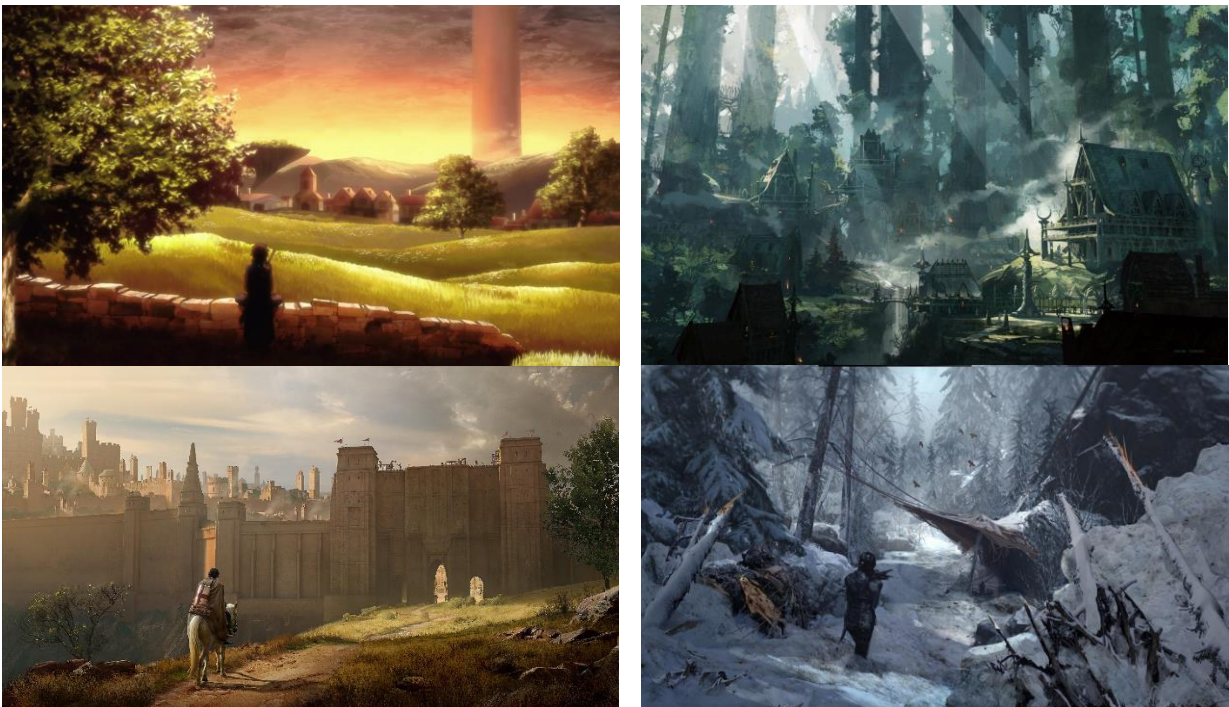
| Floor 1                         | Level | Base Damage | Base Health |
|---------------------------------|-------|-------------|-------------|
| Frenzy Boar                     | 1     | 2           | 10          |
| Dire Wolf                       | 1     | 2           | 10          |
| Scavenger Toads                 | 2     | 4           | 15          |
| Little Nepents                  | 3     | 8           | 20          |
| Large Nepents                   | 4     | 10          | 25          |
| Ruin Kobold Troopers            | 5-7   | 15-20       | 35          |
| Ruin Kobold Sentinels           | 8-9   | 20-30       | 50          |
| Evilfang the Kobold Lord (Boss) | 10    | 50          | 4 x 100     |
|                                 |       |             |             |
| Floor 2                         | Level | Base Damage | Base Health |
| Jegged Worm                     | 8     | 40          | 40          |
| Lesser Taurus Striker           | 9     | 50          | 60          |
| Taurus Striker                  | 10-11 | 50          | 80          |
| Taurus Ironguard                | 12-13 | 60          | 80          |
| Trembling Ox                    | 14    | 80          | 100         |
| Windwasp                        | 12    | 40          | 80          |
| Bullbous Bow (Boss)             | 15    | 100         | 400         |
| Nato the Colonel Taurus (Boss)  | 16    | 120         | 800         |
| Baran the General Taurus (Boss) | 17    | 120         | 800         |
| Asterius the Taurus King (Boss) | 18    | 200         | 1000        |
|                                 |       |             |             |

|  |  |             |           |
|--|--|-------------|-----------|
| <b>Floor 3</b>                         |  |             |           |
| Roaring Wolf                           | 16   | 80          | 400       |
| Coppice Spider                         | 17   | 100         | 500       |
| Thicket Spider                         | 18   | 100         | 600       |
| Treant Sapling                         | 18   | 80          | 800       |
| Fallen Elf Warrior                     | 19   | 120         | 1000      |
| Fallen Elf Commander (Boss)            | 20   | 200         | 3000      |
| Nephila Regina (Boss)                  | 20   | 140         | 2500      |
| Dark Elf Warrior (Mini Boss)           | 21-22  | 400         | 1000      |
| Dark Elf Commander (Boss)              | 23   | 600         | 4000      |
| Dark Elf Queen (Level Boss)            | 24   | 100         | 2000      |
|  |  |             |           |
| <b>Floor 4</b>                         |  |             |           |
| Rogue                                  | 20-24  | 100         | 2000      |
| Varro The Rogue                        | 23   | 200         | 4000      |
| Gladiators                             | 24-26  | 200         | 3000      |
| Crixus (Mini Boss)                     | 28   | 300 – 500   | 5000      |
| Oenomaus (Boss)                        | 30   | 400 – 800   | 7000      |
| Gannicus (Level Boss)                  | 32   | 500 - 1000  | 10 000    |
|  |  |             |           |
| <b>Floor 5</b>                         |  |             |           |
| Wildlings                              | 30-36  | 500         | 5000      |
| Undead                                 | 30   | 100         | 1000      |
| White Walker (Roaming Boss) (Optional) | ???  | 10 000      | Unlimited |
| Watcher                                | 30-36  | 500         | 5000      |
| Night Archer                           | 37-38  | 800         | 8 000     |
| Night Guard                            | 38-40  | 1000        | 10 000    |
| Night Ranger                           | 44   | 2000        | 20 000    |
| Lord Commander Snow (Level Boss)       | 48   | 5000 – 8000 | 50 000    |
|  |  |             |           |
| <b>Floor 6</b>                         |  |             |           |
| Asuna (NPC)                            | 48   | 5000        | 80 000    |
| Female Scarlet Knight                  | 54   | 8000        | 140 000   |
| Male Scarlet Knight                    | 56   | 10 000      | 200 000   |
|  |  |             |           |
| <b>Floor 7</b>                         |  |             |           |
| Dark Player                            | 60   | ???         | 1000 000  |
|  | His normal damage at the beginning of the fight is calculated from the player's normal damage. Buff's would change that greatly however. |             |           |

## V. ART STYLE

The game's visual style should be realistic and heavily influenced by romanticism paintings and the medieval period, with the exception that the 2<sup>nd</sup> floor of the game should have some dystopian elements to it. This accomplishes two things for us. Firstly, it sets the main priority on quality art and reserves a large portion on the budget for the artists. Secondly, it ensures that the game would have the typical dark souls 1 look to it, where the budget would be just enough to make a story-rich game with medium quality art.

Some title style examples are provided below:



In the game, each level has its own world fantasy world where humans, elves, dwarves, monsters and other creatures co-exist together, but non-humans are often persecuted for their differences

## VI. ASSET REQUIREMENTS

### VI.1. Characters

#### ❖ Player Character

The player wears red pants with two black belts wrapped around his right thigh, a black, leather belt, black gloves, and high, black boots. His coat is much simpler in design, with an upturned collar and short sleeves with black cuffs, though the coat lacks coattails. Underneath the coat, the player wears what appears to be a black long-sleeved shirt, with a red vest with black clasps over it.

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Sprint
  - Punch
  - Jump
  - Roll
  - Interact
  - Eat
  - Drink
  - Draw Weapon
  - Sheath Weapon
  - Use Magic
  - Fast attack x4
  - Strong attack x3
  - Block
  - Parry
  - Weapon Art (Would depend on the weapon. Some weapons cannot perform a special attack)
  - Death
  - Kiss (With Mira and Asuna only)



## VI.2. Enemies & NPC

### ❖ Floor 1 -----

#### ❖ Frenzy Boar, Dire Wolf, Scavenger Toads, Little Nepenthes, Large Nepenthes

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Eat
  - Attack
  - Block
  - Death
  - Charge (Frenzy Boar)
  - Yell to Attract Nepenthes (Large Nepenthes)

#### ❖ Ruin Kobold Troopers, Ruin Kobold Sentinels, Evilfang the Kobold Lord - Boss

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack
  - Block
  - Parry
  - Death
  - Throw Axe (Ruin Kobold Troopers)
  - Strong Attack (Ruin Kobold Sentinels)

## ❖ Floor 2 -----

### ❖ Jagged Worm, Windwasp, Bullbous Bow (Boss)

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Attack
  - Death
  - Run (Bullbous Bow)
  - Fly (Windwasp)
  - Ambush (Windwasp)
  - Bite (Windwasp)
  - Rush Attack (Bullbous Bow)

### ❖ Lesser Taurus Striker, Taurus Striker, Taurus Ironguard, Trembling Ox

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack x3
  - Block
  - Parry
  - Death
  - Throw Axe

### ❖ Nato The Colonel Taurus (Boss), Baran The General Taurus (Boss), Asterius The Taurus King (Boss)

- Model
  - Riggings

- Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack x3
  - Strong Attack x2
  - Block
  - Parry
  - Death
  - Berserk (Asterius The Taurus King)

❖ **Floor 3** -----

❖ **Roaring Wolf, Copprice Spider, Thicket Spider, Treant Sapling, Nephila Regina (Boss)**

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack
  - Death
  - Howl (Roaring Wolf)
  - Bite (Thicket Spider)
  - Poison Attack (Nephila Regina)

❖ **Fallen Elf Warrior, Fallen Elf Commander (Boss), Dark Elf Warrior (Mini Boss), Dark Elf Commander (Boss), Dark Elf Queen (Boss)**

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse

- Normal
- Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack x3
  - Block
  - Parry
  - Death
  - Eyes glow at night
  - Strong Attack x3 (Fallen Elf Commander, Dark Elf Commander)
  - Shield Bash (Fallen Elf Commander, Dark Elf Commander)
  - Ranged Attack with Bow (Dark Elf Queen)
  - Summon Dark Elf Warrior (Dark Elf Queen)

#### ❖ Floor 4 -----

##### ❖ Mira (NPC)

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Normal Walk
  - Sexy Walk
  - Run
  - Dance
  - Striptease
  - Kiss
  - Death

##### ❖ Rogues, Varro The Rogue (NPC), Gladiators

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular

- Animations
  - Idle
  - Walk
  - Run
  - Attack x4
  - Block
  - Parry
  - Death
  - Interact (Varro The Rogue)
  - Eat (Varro The Rogue)

❖ **Crixus (Mini Boss), Oenomaus (Gladiator Trainer & Boss), Gannicus (Boss)**

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Attack x4
  - Block
  - Parry
  - Death
  - Strong attack x3
  - Shield Bash
  - Berserk
  - Whil (Oenomaus)
  - Dual Wield (Gannicus)
  - Berserk v2 for Undying (Gannicus)

**Floor 5** - - - - -

❖ **Wildlings, Undead, Watcher, Night Archer, Night Guard, Night Ranger**

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular

- Animations
  - Idle
  - Walk
  - Run
  - Attack x4
  - Block
  - Parry
  - Death
  - Fast Attack x3 (Wildlings)
  - Lay Trap (Wildlings)
  - Ranged Attack (Night Archer)
  - Strong Attack x3 (Night Ranger)
  - Precise Attack (Night Ranger)
  - Evade Attack (Night Ranger)

❖ **White Walker (Roaming Boss), Lord Commander Snow (Level Boss)**

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Roll (Lord Commander Snow)
  - Sprint (Lord Commander Snow)
  - Attack x5
  - Block
  - Parry
  - Death
  - Fast Attack x4 (Lord Commander Snow)
  - Strong Attack x3
  - Evade Attack (Lord Commander Snow)
  - Mimic Attack (Lord Commander Snow)
  - Slaughter - Weapon Art (Lord Commander Snow)
  - Parrying his sword 20 times, resulting in deflecting his sword and a rare drop of the **Cold Excalibur** (White Walker)

## Floor 6 - - - - -

### ❖ Female Scarlet Knight, Male Scarlet Knight

- Model
  - Riggings
  - Skinning
- Textures
  - Diffuse
  - Normal
  - Specular
- Animations
  - Idle
  - Walk
  - Run
  - Roll
  - Sprint
  - Attack x5
  - Block
  - Parry
  - Death
  
  - Fast Attack x4
  - Strong Attack x3
  
  - Thousand Blades (Female Scarlet Knight)
  - Black Wing Armor (Female Scarlet Knight)
  - Pentagram Sword (Female Scarlet Knight)
  
  - High Time (Male Scarlet Knight)
  - Devil Trigger (Male Scarlet Knight)
  - Million Stabs (Male Scarlet Knight)
  - Weapon Art (Male Scarlet Knight)

## Floor 7 - - - - -

### ❖ Dark Player

The dark avatar is reflecting the player's appearance. If the player originally picked up the male character at the starting of the game, this avatar would be having slightly long but neat black hair and black eyes.

#### **Model, Textures and Animations**

They are the same as the Player's Model, Textures and Animations, with the exception that this dark player is able to perform all female and male scarlet knight moves and special attacks.

### VI.3. Levels

The setting of the game is in a huge-open world containing 7 levels, referred to as the **TOG** (Tower of God). Each level has its own world and the higher you climb the more difficult it gets. Map wise each level gets smaller than the previous level. Most of the terrain is procedurally generated with some exceptions on important objectives where they must be custom made. The trees and small lakes are procedurally generated. Rocks are randomly placed on the map. Roads are custom made. Each level is different in terms of level design, so bellow everything will be further explained.

#### ❖ **Floor 1 (Town of Beginnings)**

The main settlement on the 1<sup>st</sup> Floor is the **Town of Beginnings**. Unlike the higher floors of TOG, the 1<sup>st</sup> Floor does not have a particular theme or dominant geography. The first floor is the biggest floor. The main locations are the starting area location, one forest area, 2 other small villages, 1 big lake and a rocky area. Then again the starting area is a floating castle, and it is located on the southern end of the floor and rests over the edge of the floating castle.

##### ✓ **Level Theme / Setting**

- 1/4 Forest area, grass area, lake area, valley with ruins area.
  - Birds, Pigeons, Squirrels, Bunnies, Deers.
  - Fantasy world feeling.
  - Epic BG music on starting location, with nice and quiet BG in the forest and lakes.
- 
- **Town of Beginnings** – Custom made
    - Circular wall
    - Main house in the middle.
    - Vendor houses x4
    - Small houses x10
    - Campfire (for saving the game and resting)
    - Main gate
  - **Terrain** – Procedural generated
  - **Forrest and trees** – Procedural generated
  - **Main road** – Custom made
  - **Small Villages x2** – Custom made
  - **Lake area** – Procedural generated with custom modifications
  - **Rocky Area** – Procedural generated with custom modifications
  - **Valley and Ruins** – Custom made
  - **Map Objectives** – Custom made



## ❖ **Floor 2 (Savanna Realm + Labyrinth)**

The 2 Floors are a savanna realm covered in plains and boulders and roughly the same size as the 1 floor, but smaller. Urbus is the main settlement of the 2<sup>nd</sup> floor. It is about 300 meters in diameter. The entire city appears to be excavated from a flat-topped mountain and rests in a crater. The city gates and walls rest on the outer rim of the crater.

### ✓ **Level Theme / Setting**

- Northern (more smooth and flat, with some small hills and animal areas) and southern (higher and towering, mountain like) half. Table-topped mountains, underground rivers and camps. Main city is in a crater-like area.
- Birds, Pigeons, Cats, Tigers, Lions, Camels
- Dystopian dark fantasy world feeling.
- BG music for the floor is more sorrowful in tone.

### • **Urbus** – Custom made

- Square Wall
- Main house in the middle.
- Vendor houses 2x
- Small houses 4x
- Garrison with guards.
- Campfire (for saving the game and resting)
- Gate x2 (they are basically the same in model)

### • **Terrain** – Procedural generated

### • **Forrest and trees** – Procedural generated

### • **Rocks and boulders** – Procedural generated

### • **Main road** – Custom made

### • **One small village** – Custom made

### • **Small camps x3** – Custom made

### • **Lake area** – Procedural generated with custom modifications

### • **Rocky Area** – Procedural generated with custom modifications

### • **Mountain in the southern half** – Procedural generated with custom modifications

### • **Caves** – Custom made

### • **Labyrinth** – Custom made

- Medium-sized underground labyrinth
- Dead ends 3x
- Going in circles 2x
- River which leads to outside of the labyrinth, but first you must find the right path.
- Spikes trap if u fall.
- Climbing tasks
- Climbing a rope to the exit

### • **Map Objectives** – Custom made

### ❖ **Floor 3 (Dark Elf Fantasy + Forest Themed Floor)**

The floor is 2x smaller, than the previous floor. The forests here are entirely by enormous ancient trees. The southern area of the floor is called the Forest of Wavering Mists, a baffling place choked with thick fog. The northern area of the floor is separated from the southern area by mountains, with a tiny pass guarded by the Field Boss.

Zumfut is the main settlement of the 3rd Floor, which is located in the northeast of the Forest of Wavering Mists. The town consists of three gigantic baobab trees, which were hollowed out into many-floored structures. Dark Elf Base is located at the south end of the forest, while the Forest Elf base is located at the north end.

#### ✓ **Level Theme / Setting**

- Thick forests with crystal clear lakes. Ancient trees and fantasy nature. Northeast there is a forest with a thick and cloudy mist. Main town is located 3 gigantic baobab trees. There is an Dark Elf base and a Forest Elf Base.
- Birds, Owls, Different Cat animals, Panthers, Spiders
- Forest theme, Elvish fantasy world feeling with a lot of ancient trees.
- BG music for the floor resembles more of a polish/slavic tunes with female vocals, giving the feeling of an archaic fantasy world.
- **Zumfut** – Custom made
  - The town is placed inside 3 giant baobab trees. The tree in the middle is the main one, where the main hall is contained on the last floor.
  - The 3 trees are entirely custom made, and the last floor is for archer, with the exception of the middle tree.
  - Vendor houses 1x on the middle tree.
  - Small elf and dwarf-like living rooms. x8 on the hills, outside of the trees (Lord of the rings hobbit style is a typical example)
  - Garrison with guards on the first floor of the middle tree.
  - Campfire (for saving the game and resting)
- **Terrain** – Procedural generated
- **Forrest, trees, rocks and boulders** – Procedural generated with modifications
- **Main road** – Custom made
- **Small elvish camps x4** – Custom made
- **Forest of Wavering Mists**
  - Bear traps x4 (You can use those to trap enemies as well)
  - Muggy lake in the middle
  - Spider's Nest with cocoons and webs on the trees
- **Forest Elf Base and Dark Elf Base** – Custom made
  - Campfire in the middle of the base
  - Main house at the end of the base
  - Small houses x4
  - Ancient Tree at the Dark Elf Base
    - The tree is climbable, because of its hugeness.
    - The final boss will often climb the tree and 1/2 of the battle will be on the tree itself.

#### ❖ **Floor 4 (Ancient Rome + Slavery)**

The main settlement of the 4rd Floor is located in a city resembling ancient rome. The whole level is located in the city itself, with the exception that the level starts with a player vs rogue, just beside the city. The whole map is 2x smaller than the previous one as well. The city is named the Ancient City and is reminiscent of Ancient Rome. It has an arena, brothels, bars, houses, gladiator training hall (prison like, with no escape). Thick walls surround the city and in general the city allows allot of climbing and parkour, as the end objective is escaping, while fighting the enemies. (Much like Dying Light)

##### ✓ **Level Theme / Setting**

- Main setting is a city reminiscent of Ancient Rome. Gladiators, slaves and normal folk live together with their masters.
- Birds, Pigeons, Pigs, Chickens, Cows, Horses.
- Ancient city theme. Gladiators and slaves world, where you need to fight in the arena to survive.
- BG music for the floor resembles more of an epic battle music with female vocals while on the arena and slavic tunes (Witcher 3 like) meanwhile not fighting, giving the feeling of ancient gladiators city.

##### • **Ancient City – Custom made**

- Thick walls surround the city. There are 2 towers with entrances on which you can go inside, otherwise climbing the wall is impossible.
- There are x50 houses – Procedurally generated, you can climb them up.
- There are x20 higher houses – Custom made where there are certain things that u can grab on and climb up higher.
- Blacksmith x1 near the arena's entrance.
- The Batistat (Where gladiators are trained)
  - 3 Areas for gladiators to sleep
  - Stables
  - Food hall for gladiators
  - Training area
  - Prison
  - Upper floor with no access to gladiators (Where the masters have fun with slaves. Mira is there as well, you will get invited later)
  - Training dummie (Replaces saving the game on campfire)
- The Arena (You can't climb the arena)
  - x4 Traps
  - x2 Pillars to climb or get tortured on if they bind you
  - x3 Higher places to jump on
  - x1 Place with spikes if u fall
- Escaping the Ancient City
  - The door from where Gannicus came is half broken. You start your escape from there.
  - Custom escape path inside the arena with x10 people. (From there you go on the people's view on the arena, where you make your way thru them to the highest point on the arena and jump to a building.)

## ❖ **Floor 5 (The North + Castle Black)**

The main settlement of the 5<sup>th</sup> floor is located in the wild and cold mountains beneath the Wall, a colossal fortification which stretches for 100 leagues (300 miles) along the northern border of the floors between 5<sup>th</sup> and 6<sup>th</sup> floor, defending the realm from the wildlings who live beyond. The Wall is defended and held by the sword brothers of the Night's Watch.

### ✓ **Level Theme / Setting**

- Main setting is a medium-sized forest with several wildling camps, surrounded by snowy mountains which you cannot climb. The level is roughly the same as the previous floor.
  - The animals here are black ravens, bears, rabbits and deers.
  - Snowy northern theme. Wildlings and undead. Cold caverns for houses and refuges.
  - The BG Music is quiet in tone with slavic mystic tunes for the forests and raw voices everywhere else. This should create a vision for a very cruel and cold world.
- **Wildling camps** – Procedurally generated with custom modifications
    - A few campfires on each camp.
    - Several tents for houses x10 on each camp
    - Blacksmith tent x1 for weapon repairs and purchases.
    - Huge food tent x1 in each camp
    - Main tent with a wildling commander x1 in each camp
  - **Snowy Terrain and Forests** – Procedurally generated with custom modifications
  - **Undead Nests** – Procedurally generated with custom modifications
  - **Wildling Caves** – Procedurally generated with custom modifications
    - A few campfires on each camp.
  - **Castle Black** – Custom Made Castle, small-sized with a huge thick unclimbable ice Wall, standing in your way.
    - Reinforced with steel, thick wooden gate at the bottom of the wall, where you can enter.
    - 1 Manual elevator, with a rope next to it. (Climbs you up to the castle)
    - Towers x2
    - Main hall x1
    - Stables x1
    - Dining Hall x1
    - Bedroom area x3
    - Baths x1
    - Escape gate x1 (Guarded by Commander Snow)
    - Mechanism to open the escape gate, is located in one of the towers.

❖ **Floor 6 & Floor 7 (The Gardens + The Ruby Palace)**

The main settlement on the 6<sup>th</sup> floor was a red palace. This is the final Castle of TOG in BETA.

✓ **Level Theme / Setting**

- Main setting is a small but amazingly beautiful ruby palace. The level size is 2x smaller compared to the previous one, which makes this one of the smallest levels, with the exception of the final floor, which is just a throne room and a tower.
  - No animals are located here.
  - Amazingly beautiful but ghostly village feeling, as no one is located at this floor. Gardens, flowers, fancy houses and a ruby palace in the middle.
  - The BG Music is mostly nice and quiet, resembling the tunes at the town of the beginnings. The fighting tunes with the scarlet knights are an epic orchestra with female vocals, giving the feeling of a desperate match where you are unable to win.
- **The gardens** – Procedurally generated flat grass-land
    - Main road – Custom made
    - Fancy houses x10
    - Garden traps x8
    - Fountains x4
    - Main fountain x1 (Drinking saves the game and restores health)
    - Asuna's house x1
      - Main hall
      - Bedroom
      - Bath
      - Terrace
    - Ruby Palace
      - Main gate widely open.
      - Main hall
      - Second floor (Forbidden, only for visuals)
      - Food hall
      - Bath house
      - Paintings Room
      - Small sewers with a prison
  - **Ruby Palace's Throne Room** – Custom Made
    - Mirror displaying a view of the real world
    - Throne of swords
    - Small windows
    - Small stairs to the tower (The battle will continue on the tower viewing the whole VR world)
    - Candles x4

## VI.4. Props / Items

### Important things to follow.

- ✓ **Gold** – is only worth on floor 1 to 3, where you can buy items and repair for gold.
- ✓ **Survival** – The game changes on floors 4 and 5, where you need to follow the rules of the floor to survive. In floor 4 you are a slave gladiator, you can only eat and restore health when they allow you to. In floor 5 you gain the ability to hunt animals and eat them in order to survive and rise your health.

#### ❖ Floor 1

- **Gold** – Random money drop.
- **Cleansed water potion** – Random health restore drop

#### ❖ Floor 2

- **Gold** – Random money drop.
- **Warm soup** – Every enemy camp has a warm soup for dinner, you can drink from it to restore your health.

#### ❖ Floor 3

- **Gold** – Random money drop.
- **Herbs** – Random health restore drop
- **Water and Plants** – Some lakes are drinkable and some plants are eatable. This restores health.
- **Divine Tome** – Learn “Cleanse”. Forest elf camp reward.
- **Deep Tome** – Learn “Weapon Ignite”. Dark elf camp reward

#### ❖ Floor 4

- **Cell Key** – Batiatus upper hall access. Drops from Crixus (Mini Boss).
- **Food and Water** – Health restore item, only at the batiatus table, when its time to feed you together with the gladiators.

#### ❖ Floors 1-4

- **Knife, Dagger, Short Sword and Straight Sword** – Drops randomly from the enemies.
- **Axe** – Drops from Floor 2 Level Boss
- **Bow** – Drops from Floor 3 Level Boss
- **Greatsword** – Drops from Crixus on Floor 4
- **Whip** – Drops from Oenomaus on Floor 4
- **Dual Curved Swords** – Drops from Gannicus on Floor 4

#### ❖ Floor 5

- **Cold Excalibur** – White Walker (Level Boss) drop.
- **Animals drops meat** – You can skin them and make a campfire to eat grill them. Restores health.

## ❖ Floor 6

- **Warm Soup** – Asuna's House. Restores Health.

## VI.5. UI

We need to develop a simple UI. The UI should include BG music and audio cues on button presses

### ❖ Main Menu

- Start Game Button
- Load Game Button
- Multiplayer Button – Leads to the LAN lobby.
  - Create a game button
  - Load a game button
- Settings Button – Leads to the game settings menu, visuals, keyboard and joystic.
- About Button – Leads to the game dev summary page
- Quit Button – Quits the game.

### ❖ Pause Screen

- Continue Button – Resumes the game.
- Load Game Button – Loads the game.
- Settings Button – Leads to the game settings menu, visuals, keyboard and joystic.
- Quit to main menu – Leads to the main menu of the game.
- Quit Button – Quits the game.

### ❖ Save Menu (Only available at certain locations in the game)

- Save Button – Saves the game.

### ❖ Map, Inventory and Player Statistics UI

### ❖ Health and Focus UI

### ❖ Quest Log UI

## VI.6. AUDIO

- Gameplay Track
  - Main Menu – Epic Dark Fantasy Music (Dark Souls 3 Like)
  - Floor 1 Theme – Epic BG on starting location. Nice and quiet BG in the forest and lakes.
  - Floor 2 Theme – The music for the floor is more sorrowful in tone.
  - Floor 3 Theme – The music for the floor resembles more of a polish/Slavic tunes with female vocals, giving out the feeling of an archaic fantasy world.
  - Floor 4 Theme – The music for the floor while on the arena resembles more of an epic battle music with female vocals. While not fighting nice and quiet Slavic tunes can be heard. (Witcher 3 Like)

- Floor 5 Theme – The music is quiet in tone with Slavic mystic tunes for the forest and raw voices everywhere else. This should create a vision for a very cruel and cold world.
- Floor 6 Theme – The music is mostly nice and quiet, resembling the tunes at the town of the beginnings. The fighting tunes with the scarlet knights are an epic orchestra with female vocals, giving the feeling of a desperate match where you are unable to win.
- Floor 7 Final Battle – Epic Dark Fantasy Battle Music (Dark Souls 3 Like)
- Mira Interaction Music – Seductive music.
- Sound Effects
  - Run
  - Sprint
  - Draw / Sheath Weapon
  - Consumables
  - Jump
  - Roll
  - Normal Attack x5
  - Fast Attack x4
  - Strong Attack x3
  - Weapon Art
  - Block
  - Parry
  - Magic
  - Fall to the ground
  - Death (Every enemy has its own death + The player) x45
  - Grunts (every enemy has its own + The player) x45
  - Berserk roar
  - Wolf Howl
  - Trap ticked
  - Pierced on spikes
  - Weapon Throw
  - General Stab sound
  - Ranged Attack with arrows
  - Swords falling from the sky (Scarlet Knight)
  - Food eating
  - Water and lake sounds
  - Wind blowing
  - Walking on snow
  - Forest insects sounds in thick forests
  - Asuna crying when you go in battle
  - Ancient City – Whip sound on occasions and a voice in pain.
  - Town of the Beginnings, Urubus, Zumfut and the Ancient City – Crowd talking sounds
  - White Walker swipes have darker tunes. (Cold Excalibur will change the tunes for the player attacks to a more darker tunes as well)
- Menu Sounds
  - Button Press
  - Page / Screen change sound



## **VII. RELEASE SCHEDULE**

Each phase, with the exception of the final release, consists of four weeks features implementations, finishing up the game and bug fixes. The schedule has some flexibility build into it, while some items might need to be postponed to a later release.

### **Alpha 1 (Delivery: October 1, 2018)**

- Level Design for Floor 1 Finished completely.
- Level Design for Floor 2-5 Completed but still not polished.
- Level Design for Floor 6 and 7 Are still being build, due to the quantity of custom work and polishing needed.
- Player avatar implemented
  - Modeled & Textured
  - All animations implemented
- All enemies avatars implemented
  - Modeled & Textured
  - All animations implemented
- Enemy AI implemented only for floor 1
- Gameplay System implemented (Health, Damage, etc)
- Combat system implemented
- Camera system implemented

### **Alpha 2 (Delivery: October 28, 2018)**

- Enemy AI – Phase 2 – AI implemented for all enemies. More work needed.
- Gameplay System implemented (Health, Damage, etc)
- Combat system – Phase 2 – Improved Combat
- Camera system finished – Phase 2 – Improved Camera
- Audio system implemented
- Level Design for floor 2-5 finished completely.

### **Alpha 3 (Delivery: November 20, 2018)**

- Level Design for all Floors is finished and polished.
- Player, Enemies and NPC avatars is finished and polished
- Story System implemented
- Map implemented
- Quests implemented
- Combat system finished – Phase 3 – Improved Combat.
- Enemy AI – Phase 3 – Improved AI. More work needed.

### **Alpha 4 (Delivery: December 18, 2018)**

- Enemy AI finalized – Phase 4 – Improved AI
- Menu / UI system implemented
- Item drops system implemented
- Statistics system polished. Final tweaks.

**Beta (Delivery: January 28, 2019)**

- No new features here, only final tweaks to gameplay, character models, textures and enemy AI.

**QA Phase (From Beta delivery until February 20)**

- Bug Fixes

**Release Candidate (Final Release: 14 March)**