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# Copyright Information

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# Revision History

|  |  |  |  |
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| Number | Date | Author | Changes |
| 0.01 | Jan 23, 2020 | Aushton K. | - added table of contents  - added appropriate headers |
| 0.02 | Jan 28, 2020 | Adam G. | - added system requirements  - started gameplay overview |
| 0.03 | Jan 29, 2020 | Aushton K. | - added game pillars and descriptions |
| 0.04 | Jan 29, 2020 | Roxie G. | - adjusted table of contents  - started word document version |
| 0.05 | Jan 29, 2020 | Conor N. | - changed headers  - added story overview headers  - adjusted text spacing  - added to project scope |
| 0.06 | Jan 30, 2020 | Adam G. | - added game genre, play time, game engine, & game format |
| 0.07 |  |  |  |
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# 1. Project Summary

## 1.1 Project Purpose (aushton)

### 1.1.1. Game Pillars

|  |  |
| --- | --- |
| Power Fantasy John Wick with the Elder Wand. The player is an overwhelming force that cannot be directly opposed but only diverted. Creative Problem Solving The player can be presented with many ways to solve problems and we must provide multiple opportunities during the core gameplay loop for the player too feel intelligent. | Knowledge is Power Most of the progression within the game involves the knowledge both the player and the player character will discover during their lessons.  Understanding how spells interact with each other and with the environment is vital to how well the player performs.  The player character gains knowledge of new spells and the creatures. As they progress through the story weaknesses of the monsters will be revealed to the player. |

## 1.2 Gameplay Overview

### 1.2.1 Game Genre

* Fantasy VR Action Arena

## 1.3 Play Time

* 15 - 20 minutes

## 1.4 Target Platform

### 1.4.1 Game Engine

* Unity 2019.3

### 1.4.2 System Requirements

* **~~CPU~~**~~: Intel Core i5-4590/AMD FX 8350 equivalent or better.~~
* **~~OS~~**~~: Windows 7 SP1, Windows 8.1 or later, Windows 10.~~
* **~~VIDEO CARD~~**~~: NVIDIA GeForce GTX 970, AMD Radeon R9 290 equivalent or better.~~
* **~~RAM~~**~~: 4096 MB.~~

### 1.4.3 Game Format

* Virtual Reality

## 1.5 Art Direction (jessie)

### 1.5.1 Environment

### 1.5.2 Characters

## 1.6 Project Scope (conor)

### 1.6.1 Weapons

#### 1.6.1.1 The spellbook

The spell book is what contains all your spells. You read aloud from this book to allow yourself to use the spells written into it. Each spell comes with different attributes and abilities.

**Fireball**

This spell is used for medium to long-range attacks. It is a 3-inch radius object shot forward from the wand. You cast it by holding the trigger and releasing it when you are ready. This does 15 points of health damage to an enemy while causing a small explosion causing an additional 5 to anyone in the radius. If it hits an enemy within 5 meters, it will do self-damage to the player

**Wind  Slash**

This spell is a short to medium ranged spell with a max range of 20 meters. It is a thin air blade projectile that travels from the user in a certain direction. It is cast by holding the trigger, and swinging the controller at least 20cm in a line and direction you want it to go towards. This does 6 points of health damage. It can be cast very quickly as you only need to swing your arms at least 20cm to cast it.

**Lightning**

This spell is a short-ranged spell with a max range of 5 meters. This spell causes lightning bolts to come out of the player’s hand in a forward direction. It is cast by holding the trigger in a direction you want and continuing to hold it until you don't want to do any more damage. This does 8 points of health damage per second. It can be used indefinitely.

**Finisher**

#### 1.6.1.2 Wand

The wand is what allows you to cast spells, without it you can't do anything with the spellbook. When you are holding the wand and read the spells contained in the spellbook, you are able to wield the spell you called upon and cast at anytime.

### 1.6.2 Teleporting

This is the only way you are able to move around. It is a spell that does not require the wand or spellbook to use. It is something that allows the player to choose a destination within a 15 meter radius circle and move to the location they have selected. To use this you move the left/right thumbstick forward, move the controller and adjust the area you want to go to, and release the thumbstick to teleport there.

### 1.6.3 Telekinesis

This is a spell that does not require the spellbook or wand to use. It is used as a defensive spell to stop incoming objects or spells from hitting you. It stops objects or spells mid-air when you cast it. This is not a spell you can continuously hold up and stay defended. To use the spell hold the trigger on the hand that is not holding the wand, and in the direction of the attack to stop it. When an attack is taken, there will be a stagger for 0.8 seconds where you can't use any spells. If you take an attack too late, there is a 40% chance you will take ¼ of the damage of that attack. If you miss defending the attack, you will take the full damage of the attack.

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