

Blight's Grasp

Overview

In this game the player will be attempting to save their own world by traveling to an alien planet crafting their own spells out of new elements that have their own unique effects. This allows the player to make their own moveset in moment to moment gameplay. The crafting will be quick and snappy and a focus on high energy action. The player will need to be able to move around an environment and battle enemies using moves they create. Alongside these moments of action we can provide moments of down time through small portions of exploration that will not only help the flow of the game, but also provide rewards for the players diligence and flesh out this alien world. The core values I want the player to get out of this experience are feelings of creativity, freedom and that they are capable of cool and interesting combat.

Story

The player character Drift is a young wizard who seeks to save their home from destruction as its core collapses. To do this Drift breaks the rules by stealing a spell catalyzer and traveling to a forbidden world to take its core from it. Using the spell catalyzer to harness the aspects of this world Drift will carve their way through to get to its core. Along the way they will find remnants of this world's previous inhabitants and what exactly happened to them. As he travels through this world he will find that some of its inhabitants have become corrupted though some outside force that is attempting to wipe out the inhabitants.

MVP

IndieFest 2024

Our first major milestone will be Oct 19th 2024 IndieFest. What we will have by that time is a small tutorial area and refined prototypes of the first two combat arenas. This will include having the player character proper in the game with most of his animations even if somewhat basic and 2 types of enemies being basic grounded ones and flying ones. The spellcasting/combat system should be in a functional state with 2 fully fleshed elements and a basic melee and ranged combo. As well as allowing the player to aim their spells and an early version of soft lock on. Player movement should feel quality and the jump will have proper gravity and weight to it. The dash will be made omnidirectional and the numbers on the movement overall will be tweaked and tested until satisfaction is met. The HUD will have the health bar, display the spells the player has chosen and in what order they are and implement some of the UI drawn by the artist. The camera will have the added feature of being able to swing behind the player when they move and the camera is not facing their back. Feedback will be important for this, the addition of particles for spells and effects will be of great help as well

as sound effects. For the particles impact textures, AOE spheres, and other spells and hit effects. We should also shoot for including a scoring / combo meter for another form of feedback. For our environment we can have some solid pieces that can flesh out an arena and make it feel alive. Some of the required pieces are a variety of plants, rocks, slime, ruins/village, respawn and healing statue and overgrown walls. To really tie it together with some early implementations of the toon shader we will be using.

Second MVP

For the first milestone for the second semester, February 27th, 2025, we need at least two different levels and a portal station as a tutorial/hub. With these new levels, we will have new art assets created and in Unity. We will implement the new radial combat system with two different fighting styles with the current two elements plus switching between different aspects. We want the player to have upgrades/unlocks for the combat. We will have new enemies modeled, rigged, animated, and implemented into Unity AI. New objects model with environmental interaction with the player. A save system, a dialogue system, a prototype of the Garage CutScene/Main Area at the beginning of the game, Tutorial/Main hub area, and new UI for basically everything.

Design

This section will be for Design concepts as well as discussion of mechanics and what has failed and succeeded with the Design.

Elements/Spells

Scavenge- A blue blackish miasma that spreads from host to host quickly and pools in the air. The miasma is spores produced by the large mushrooms in the area that are used to decompose the already dead corpses of creatures.

- Damage over time
- Channing
- Life-Steal
- Grappling

Scavenge is intended to be a tool to wear down bulky enemies, control the crowd and help support the player with health gain.

Splendor - A bright red geyser of energy that bursts forth wherever it is needed to revitalize the land around it. This energy is seen flowing into the ground when a creature dies or bursting out when it is born.

- Burst Damage
- AOE
- Warp
- Slow

Sunder - A yellow orangish stone-like substance that holds a great amount of kinetic force. The force can be so great it rends ravines into the ground and seals up other large holes always finding its target through seismic waves.

- Homing
- Piercing
- Ricochet
- Stun

The purpose of these spells is to give the player an interesting way to explore combat encounters and openly express their creativity. These spells are not replacements for the more basic player moveset but are intended to elevate it. To cast a spell the player will use the 1,2,3,4 keys or the d-pad on the controller. 3 of the buttons will be reserved for combining the spells and the 4th will serve as what clears the spells. To cast a spell you lock in one or two elements then press and hold the f key or right trigger plus an attack button to perform the spell.

Fighting Styles

Fighting styles will go along with our elements as the other half of our combat

Exploration

The purpose of exploration will be to provide the player with a change of pace that breaks up the combat encounters. It will also allow us to get the player invested in the world itself showing us its calmer side and what kind of world this is. Exploration will come in the form of detours the player can find along their path or hard to reach areas within the combat arenas themselves.

Exploration Rewards

- Statues off to the side that give you a partial portion of health. They hold an orb that cracks and breaks when you use it. These orbs are the remains of those who lived here and were meant for times of desperate need.
- New Spell Aspects. You could find new facets of your elements by going out of your way.
- Small items that can give the player stat buffs such as more health or increased damage. They could be like

Player Character- The player should have a solid base line tool kit that the spells can bounce off of. For this game movement needs to feel quick and respond well to the player's actions .Attacks should feel useful and

Base move set:

Base Attack Combo (press button multiple times)

Melee (a few quick hits with low damage that combo into self easily, 3 hits)

Ranged (fast pace shots that do minor damage with a larger one at the end that pushed back the enemy, 5 hits)

Heavy Attack (Hold the attack button)

Melee (slower heavier hit, combo finisher, high damage)
Range (Large AOE burst projectile, slower than base projectile but still fast)
Jump Attacks (Be in air)
Melee (a quick series of hits that end in a slam to the ground, 3 hits)
Ranged (a quick barrage of shots that push the player back can go until grounded again , KI BLAST)

When using their ranged and melee attacks we will animation lock the player making them have to commit to their attacks and think before they start swinging or blasting. This will prevent combat from feeling too loose.

Combos

With this style of game it is common to see a “combo system” this allows for players to express themselves and really get into the depth of the action. To encourage players to actually combo the last part of combo procs your locked in spell and deals a much greater amount of damage than using a spell normally. To incentives the “Combo” game plan even further we use a combo/style meter. This meter will display a “grade” and a number, the higher this score the stronger the player's attacks become. To raise the combo meter the player will need to keep the combo going within a certain time frame, use both melee and ranged attacks, and different combinations of spell elements.

A note on ranged combat. In an attempt to solve the problem of the player having to aim at their target we have decided to go for an aim assist that becomes active when they are within range of hitting their enemy.

Dash a quick burst of speed that carries the player a good distance. Can be used to help the player reposition, get to locations faster and dodge out of the way of enemies.

Jump a floaty double jump that gives the player some good air time. This will give the player a way to reposition from the air, get creative with their combos by going for air attacks, and allow them to use the verticality of an area to their advantage.

The purpose of this base moveset is to give the player a solid bread and butter foundation that they can work from and combo with their spells. Making the player fluid and fun emphasizes the spell effects (good base moveset is part of desirability).

Enemies- A floating enemy that has ranged to attack, and an enemy on the ground that can use melee to attack or defend. Once enemies die they will disappear shortly after. Possibly more AI to come

Ground AI: They are pack creatures, and they will stick within a circle of where they are. There will be a pack leader that they follow once the leader gets line of sight they all become hostile, once hostile they will stay hostile. If any have spotted you they all have. This is to push the player into taking action and think on their feet. To help fill out the roster we will reuse this

ground AI and make variations on it such as a larger one that has more health and deals more damage and a smaller one that is faster and deals more damage but has low health.

Flying AI: These AIs will stay to themself. They have the ability to traverse the arena, but will patrol areas of interest. There should only be 3-4 max in a single area. They target their prey from afar while in the area making it almost impossible to attack with your Melee attacks. This forces the player to have to use their ranged attacks and not just rely on Melee attacks as well as using their jump.

We will use the existing Ground AI and make some variations so that we can have a stronger variety of encounters. Such as one that is larger but slower and deals more damage, and a small fast one with less health that is more damaging.

Grunt - a basic melee enemy, will single mindedly go towards the player to attack them. Simple attack pattern of a single swing. Normally comes in groups of 2-5. Small health pool.

Sniper - a long distance ranged enemy that will attempt to stay far away from the player and has an attack with a long recharge that displays a clear line of fire before it fires. Its attack deals heavy damage but the enemy is almost harmless up close. Resides on high ground and or in groups. Small health pool.

Assassin - a close range enemy that will attempt to hit the player with a strong melee attack then run away quickly. Long build up animation for its primary strong attack. When confronted will perform quicker melee attacks that deal much less damage. A fast enemy, medium health pool.

Drone - a flying enemy that flies in a very apparent and clear pattern, uses a low damaging ranged attack that it stops in air to perform. Comes in groups of 2-4 and has a Small health pool.

Knight - a melee enemy with reach that will attempt to be the front line for others. Also having a "shield" to protect itself. This enemy is not well defended on its back and is slow to turn around. A slow enemy, large health pool.

Bomber - a flying enemy that drops a projectile onto the ground that damages an area. The areas it attacks are marked by a clear circle as it drops it. It hangs lower to the ground when it drops its projectile. Medium health pool.

Spiders - a swarming enemy that is small and will try to grab onto the player. Deals very little damage to the player but is dangerous as it begins to stack up. A fast enemy with a small health pool.

Juggernaut - a large melee enemy that takes very little damage until its outer protection is broken. Will attempt to run over the player to damage them. A slow enemy, large health pool.

Soldier - an enemy that attempts to stay at close or medium range with a fast firing ranged attack and a solid melee attack for up close, but has a hard time hitting the player at a long distance and will come closer to get in range. Medium health pool.

Cleric - an enemy that specializes in helping its allies it will attempt to stay in the back line going out to heal its allies within a certain range and can increase attack power of those in its range. Those who are being buffed by this enemy will have a connecting line showing where the cleric is. Small health pool.

Levels- In this game you will be wandering around thick/lush forest, but the world blocks your path after entering a fighting area. Fighting area's are open areas inside the forest allowing for combat. Only after the player kills all the enemies will they be able to leave. The levels will be on the smaller side about 100x100 making sure it doesn't take the player much time to get across the level. The other purpose of the small levels is to make sure the player can find the enemies and not get frustrated looking for them. In between these combat areas and in little corners of them we will include side paths that will contain small rewards for the player and give them more opportunities to experience this world.

Overall I would like to have 5 total battle arenas, a tutorial room, a room for the ending and 5 connecting hallways. 5 encounters will give the player the time to have fun with the mechanics and really get the feel of the play. The connecting hallways will be short areas that give the player downtime between action and a chance to give story beats.

Controls- To keep the gameplay flow smooth and enjoyable we have to have a good control scheme.

Keyboard:

W,A,S,D are for move

Mouse to move Camera

Esc to pause

Left shift is lock on

V is to dash

Space is to jump

Left Click is melee attack

Right Click is ranged attack

E+Left/Right Click casts your spell as either melee/ranged depending on the click

Controller:

Left stick is to move

Right stick is to move the camera

Start to pause

B button is to dash

A is to Jump

X is melee attack

Right Trigger is ranged attack
Right Bumper is lock on
Left Trigger + X or + Right Trigger to cast your spell as either melee light or heavy /ranged depending on the button.

Art

This section will be for concept art, mood boards and overall style discussions. (Art feel free to add any section I forgot.)

Art Drive: [Unvexed World Art](#)

Concept Art

Style/Vibe- The style of the game should be based around the Moebius-Miyazaki art style. Some examples of this style would be Sable (Game) and Nausicaä of the Valley of the Wind (Movie)

UI Art

Two radial menus one for elements and the other for the styles

Health Bar

Icons for what style they are currently using and what element you are currently using
A score system with a grading scale and bar

Icons to show what elements you currently have stored the power of

Pause menu

Resume Button

Quit

Options

Main Menu

Sliders for sensitivity and sound

Environment

List of required art assets

3D Models

-Characters

Player Character

One or two Enemies (if possible one on ground and one floating)

-Environment/Objects

Large trees

Large mushrooms

Vines (winding)

Bushes

Overall alien and foreign plants(get wild with it)

A variety of rock sizes, some being sharp and others being more rounded

Monster bones of ranging sizes(go crazy with it)

Rocky cliff faces

UI

Spellcraft dial

Ranged, Melee, self picker

Health Bar

Buttons

Slider

Animations

Player Character Animation

-walk

-dash

-idle

-jump

-melee

-ranger

-injury(recoil)

- Death

Enemy Character Animations

-melee(wind up, indication)

-walk

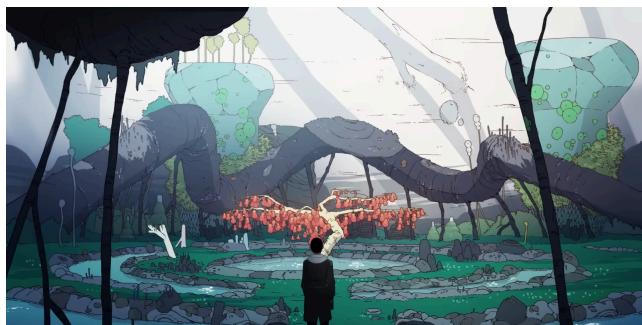
-idle

-death

-injury(recoil)

Photo Inspiration

Some of the ones used in the original presentation.



Programming

This section will be for documenting the status of programming tasks and keeping tabs on decisions that have and have not worked.

Crafting System

As of the first rendition of the system you are able to use basic attacks and spells with a unique main aspect and modifier both melee and ranged. You are able to clear the spells as well, and spells do not yet have their effects coded; this will be rectified shortly. To apply the spell effects the Unity Event system is being employed more specifically dynamic events. For the spell aspects they are decided using Enumerators decided with button inputs.

Player Actions and Movement

I have chosen to use the Cinemachine for the creation of the third person camera. I am using the character controller for the player movements. Currently to check for the ground it is a single raycast but that will need to change as terrain gets more complex. The player has been prefab as well as the camera and all the basic moves of the player are within the same script. The ground check for the player has been altered to be a collision flag on the Character Controller. The Player now turns in the direction they are dashing as well as shooting using an Atan2 formula. The camera also now zooms out when the player dashes. The player now slides down slopes that are too steep to walk up. Currently the slope code has a glitch that lets you “rail grind” on certain steep surfaces.

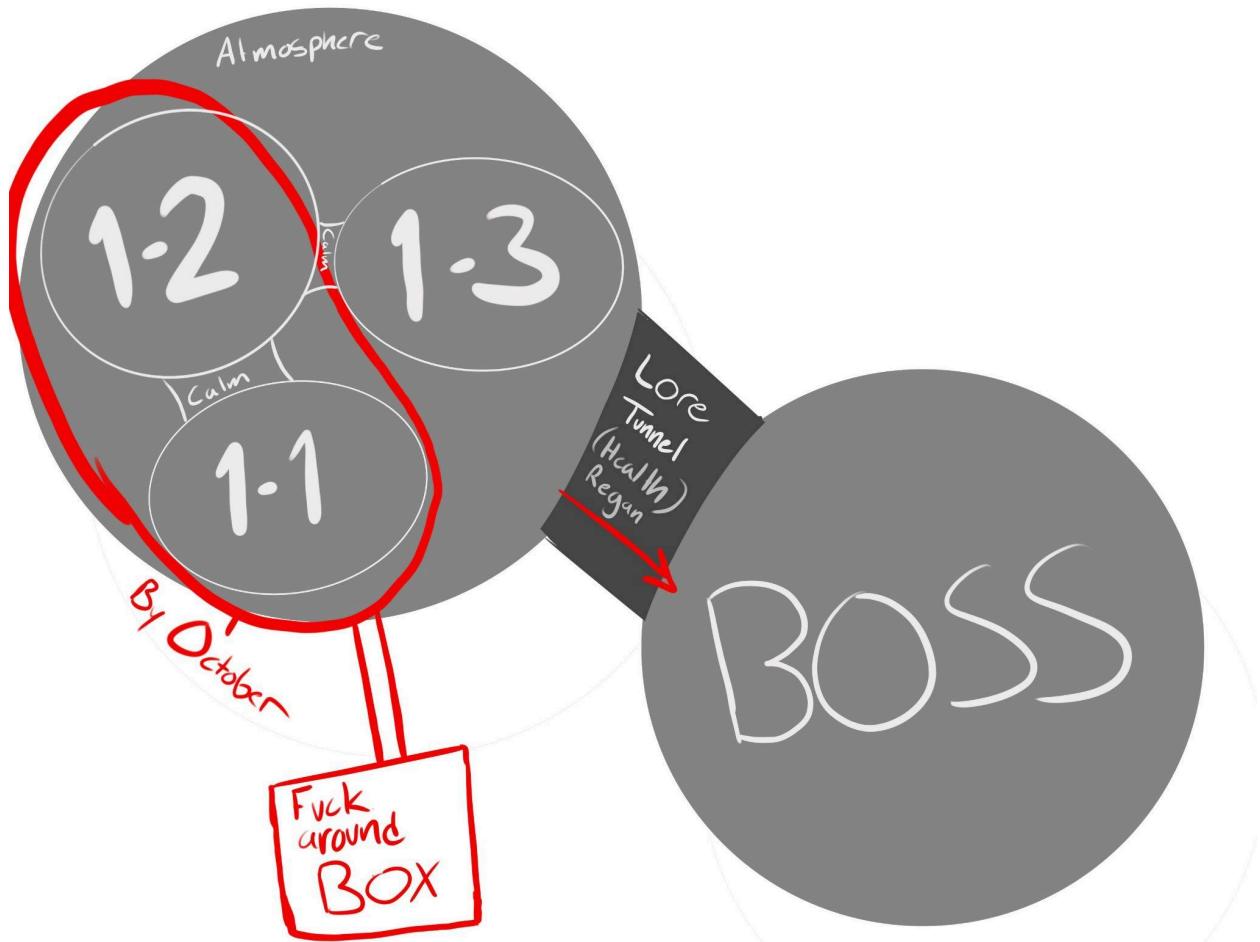
AI

The AI is using NavMesh and Eric's basic state machine, currently I made basic melee AI, but after expanding on what we want I can tweak the melee AI to what will fit best for this game.

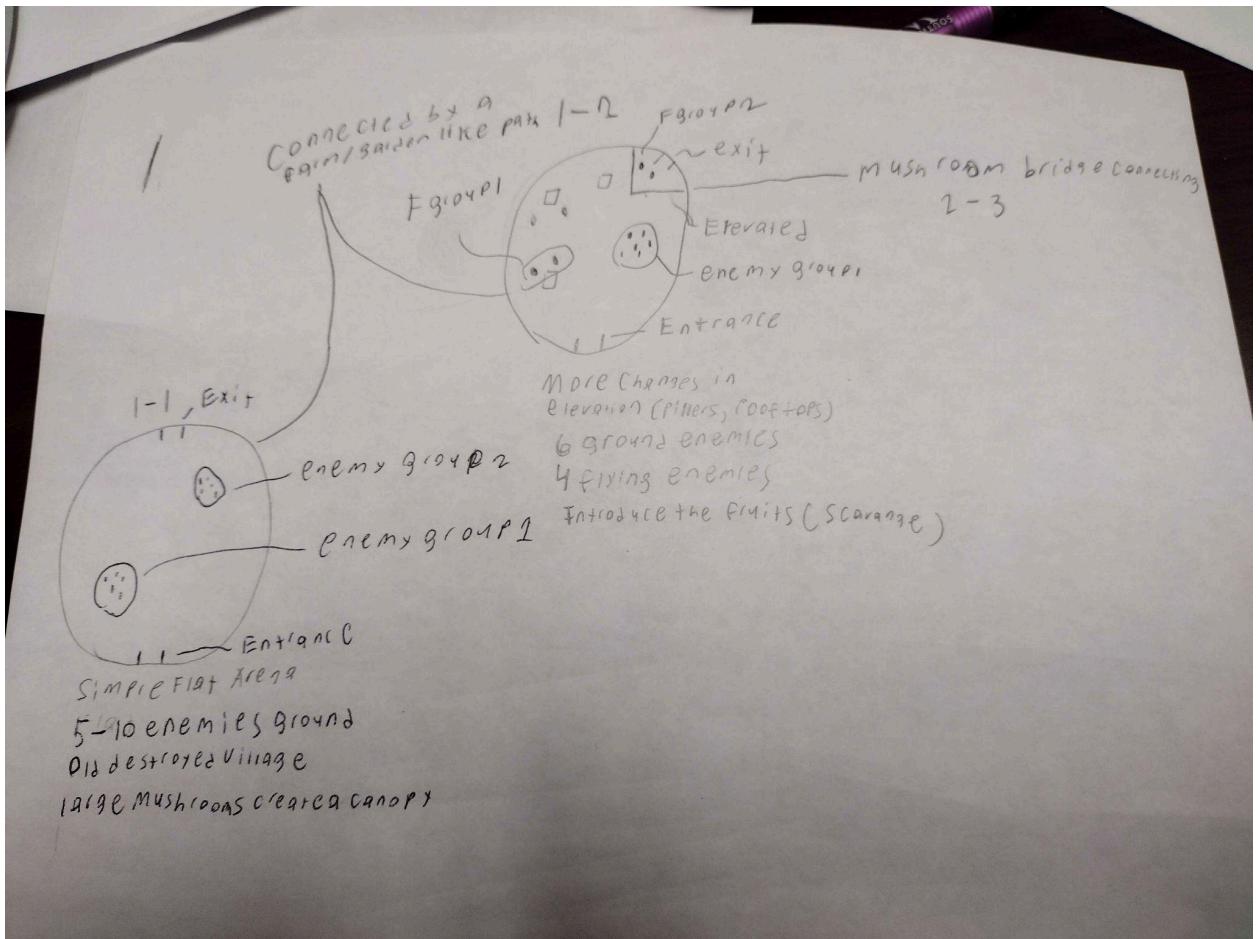
UI

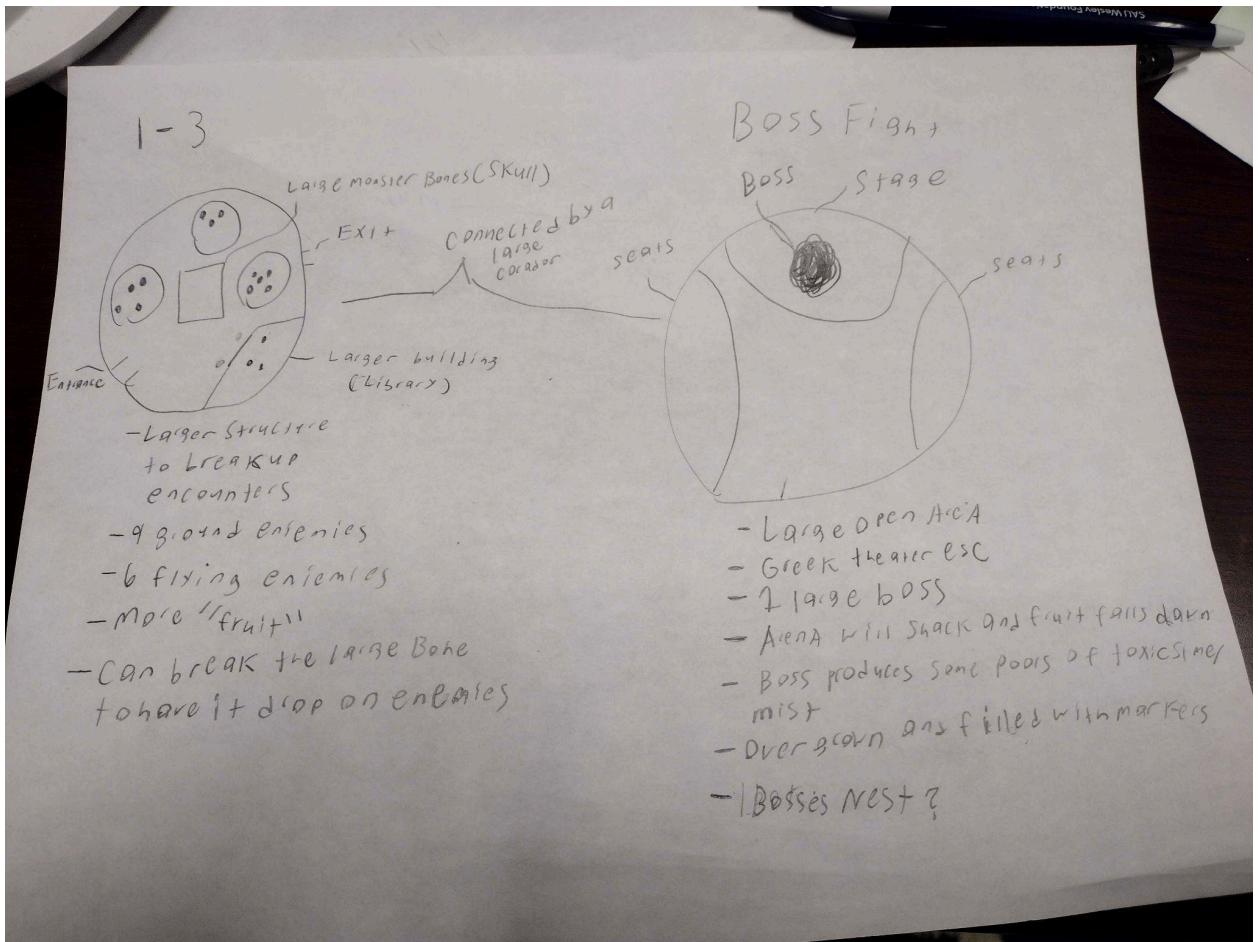
WhiteBox

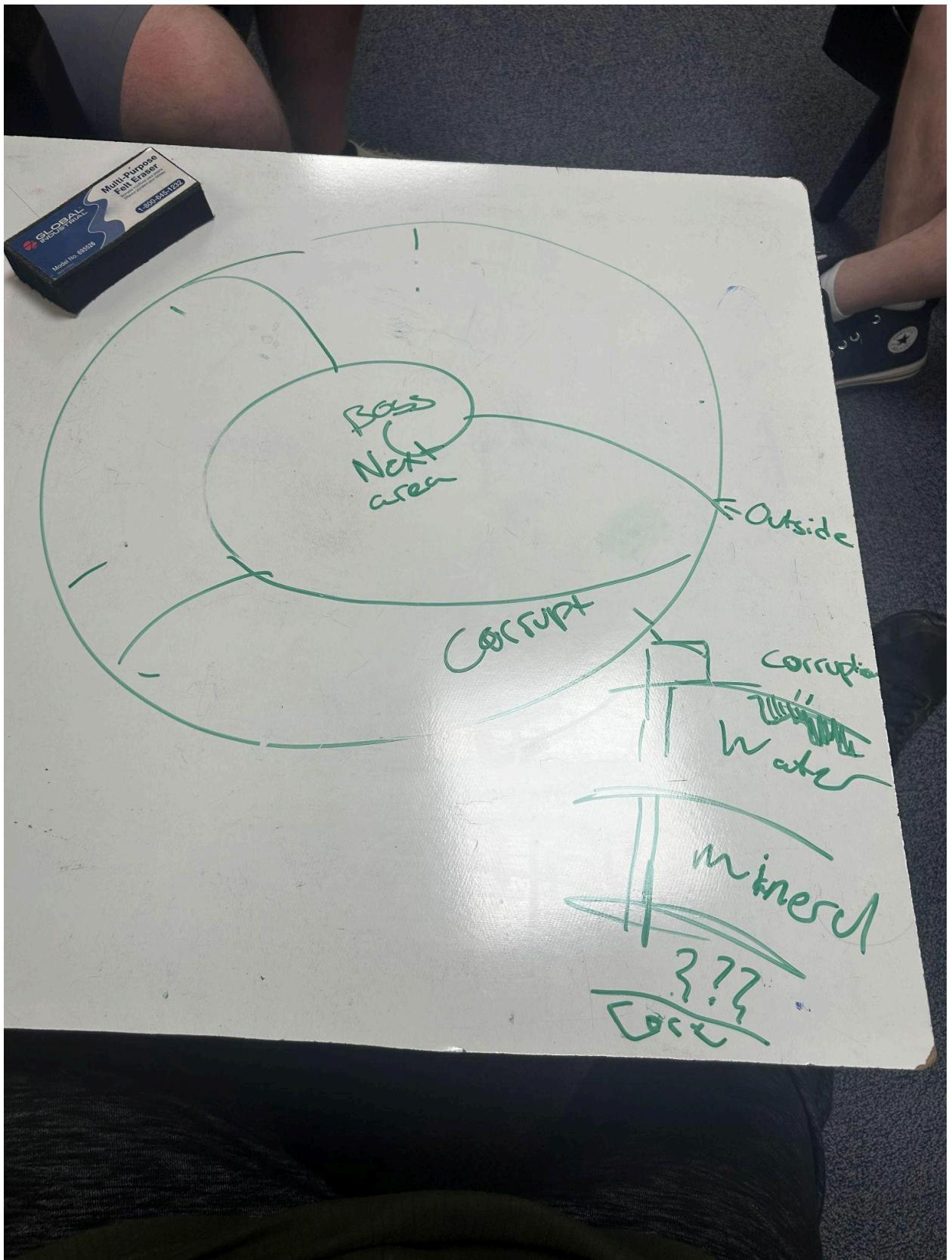
Level Layout Drafts and Pictures

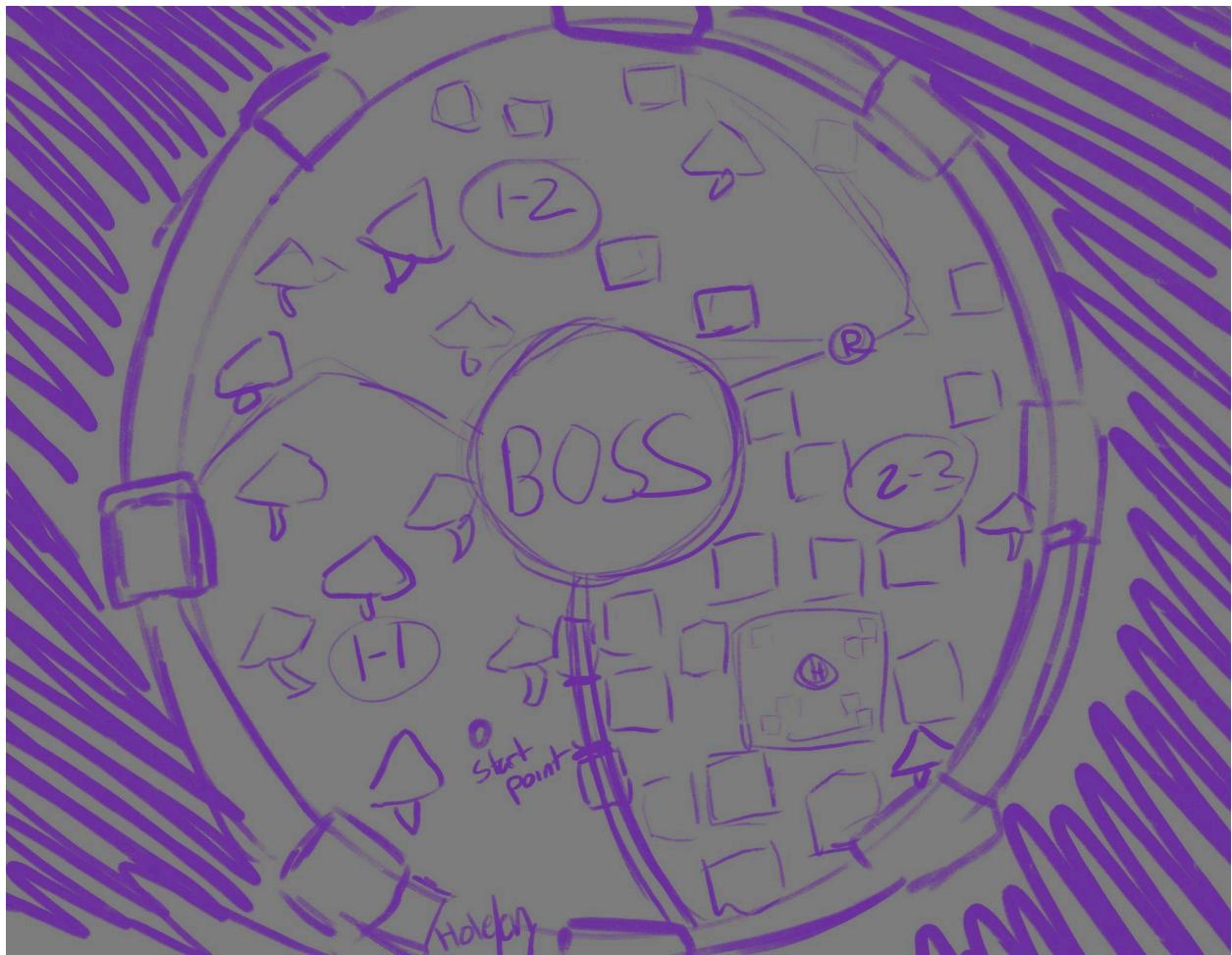


Drawn by Xander (Art)









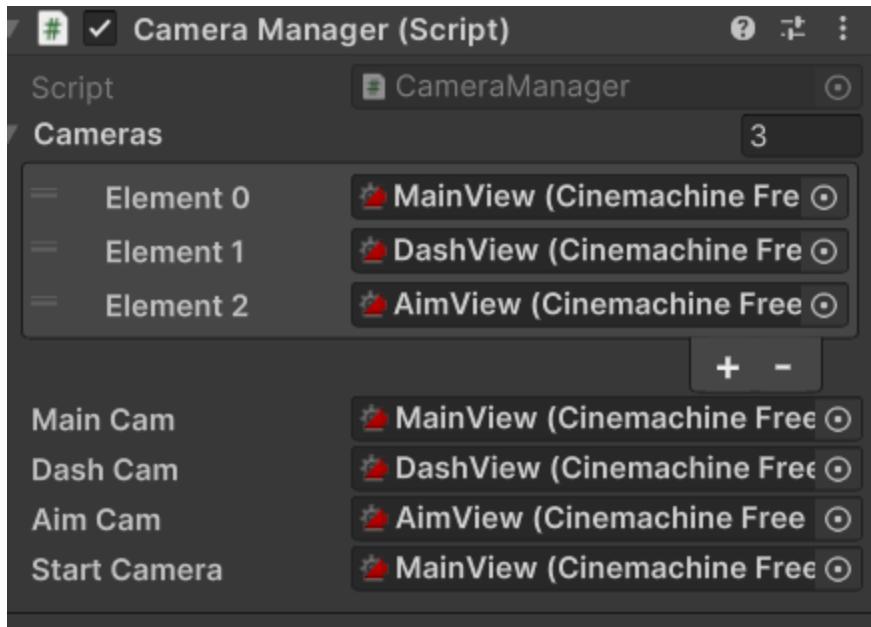
Drawn by Xander (Art)

Player Prefab set up

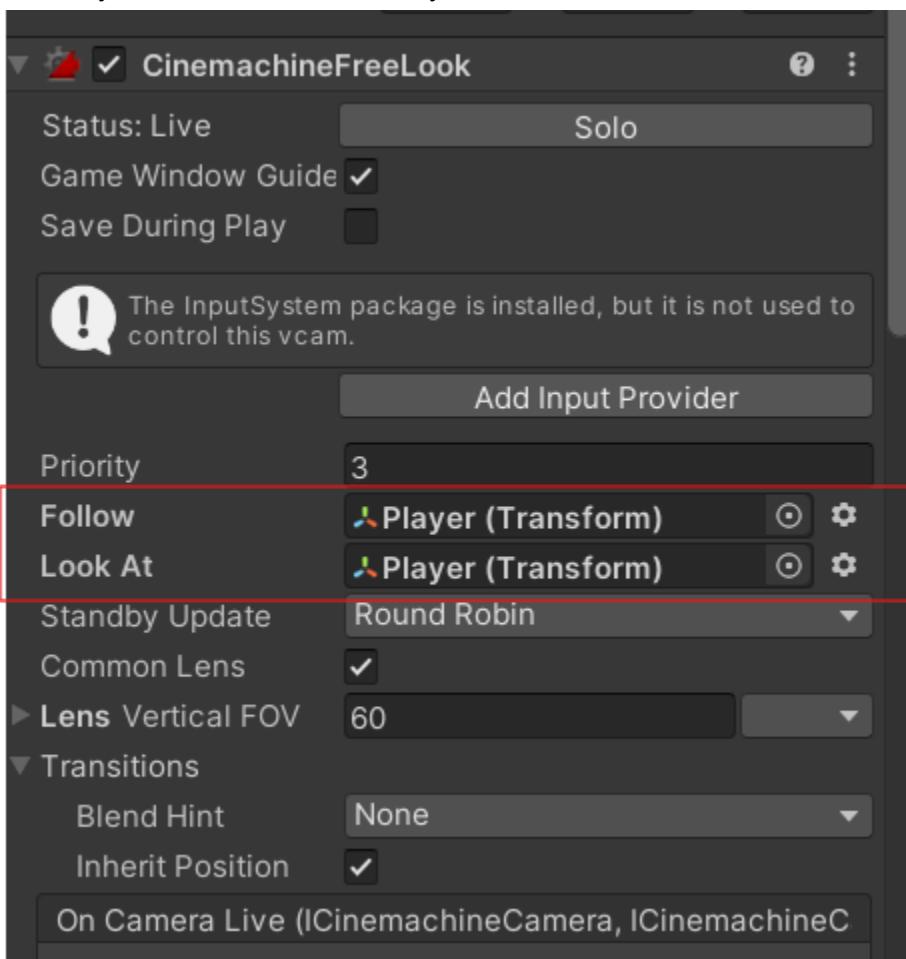
First you will grab the 4 prefabs from the prefab folder, the player prefab, mainview prefab, the dashview prefab and the aimview prefab. You will take these four and place them in your hierarchy.



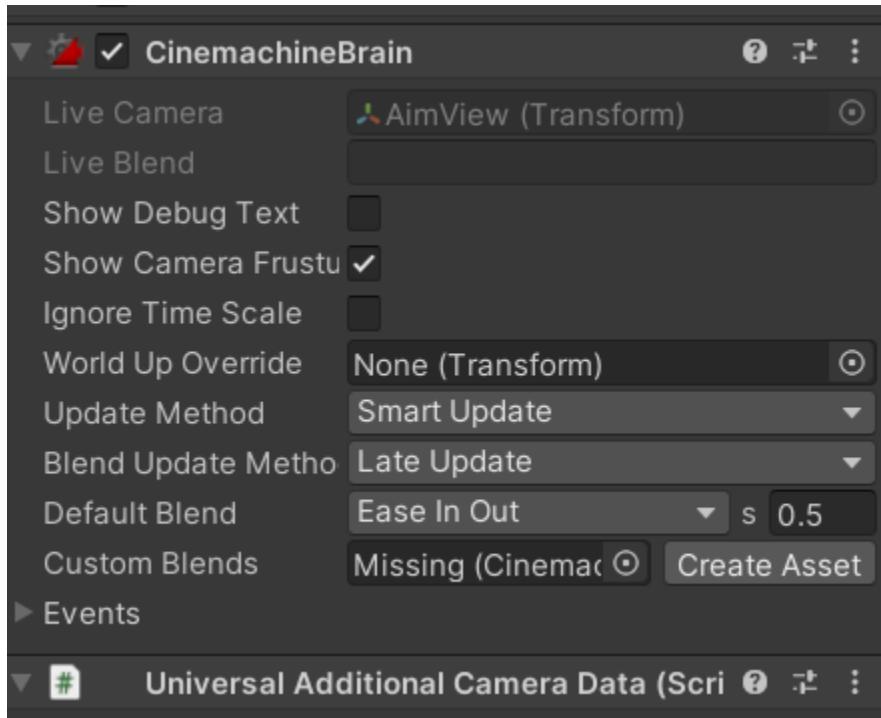
Then clicking on the player you have added to your Hierarchy and scrolling down to the camera manger script you should drag the cameras from the hierarchy into the allotted spots.



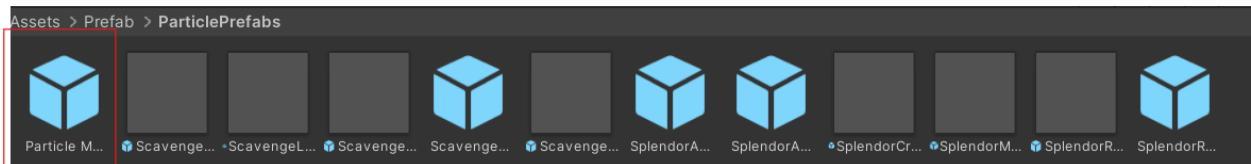
Next look at each of the View prefabs in you scenes hierarchy and drag the player from the hierarchy into the sections that say look at, and follow



Now go to the main camera in the scene and add a component to it called cinemachinebrain, also make sure that the main camera in the scene is named MainCamera not main camera.



After that you can drag in the particle manager prefab from the prefabs particle sub folder and the player should run fine in your scene from there.



If it is not working please contact me on discord and I will aid in placing him in