**Raid on Terrible Tower - Game Design Document**

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# Overview

Raid on Terrible is a terminal-based adventure game were the player fights their way up the tower and battle its boss. The player takes actions by typing commands into the terminal and receiving feedback from it. Each room and boos is randomly chosen from a list to add variability to run of the game. After overcoming a rooms challenge, they player will be rewarded with an item and sometimes something extra.

The challenge of the game will be to maintain enough health and finding good gear to defeat the boss. Hp will be hard to recover and easily lost requiring thought and caution to stay healthy. Hp may be recovered through items, room specific features, or class parks.

When the player defeats the boss or dies trying, their results will be logged including character details, how they died, or what boss was defeated. This log will be viewable on a separate website with all run data viewable there. Game data stored in JSON file.

# The Player

The player will create a character to venture into the tower. The player will be prompted to choose a name and class for them that will determine starting equipment and a perk.

|  |  |  |
| --- | --- | --- |
| **Class Title** | **Equipment** | **Perk** |
| Fighter | Rusty Sword (weapon) | Recover 1hp when combat ends. |
| Mage | Firebolt (spell) | Recover 1 mp when entering a new room |
| Thief | Rusty Dagger (weapon) | In the first round of combat, deal +2? damage |

## Player Class

|  |
| --- |
| **Properties & Type** |
| name: string |
| class: string |
| health: int |
| mana: int |
| weapon: Object(weapon) |
| spell: list of Object(spell) |
| items: list of Object(item) |
| **Methods** |
| getStatus(): displays health & man |
| listItems(): display items |
| addItem(item): adds item to list, gives options if full |
| useItem(item): triggers item effect & removes it from list |
| checkItem(item): checks if item exists in characters list |
| listSpells(): display spells |
| checkSpell(spellTitle): checks character knows spell and has mana to cast it |
| switchWeapon(weapon): confirms user wants to switch weapons |

# Items

Items are primarily gained by defeating a rooms challenges, however sneaking past them does not reward one. Item can be passive bonusses (like the shield) or 1-time consumables (like healing items). Character can only hold up to 3 items at a time and if they attempt to pick one up when full, they’ll be prompted to leave new item, drop stored one, use stored one.

## Item Class

|  |
| --- |
| **Properties & Type** |
| title: string |
| description: string |
| type: string |
| **Methods** |
| displayItem(): returns formatted strong of item data |

# Weapons

Weapons enhance to damage of basic attacks past its base of 1. Weapons also have limited uses before breaking so finding new weapons is important. Weapons can be found in certain rooms and can be a reward for harder challenges. Rusty weapons are given as starting gear and cannot be found in the tower. Magic Sword only attainable from conjure weapon spell.

|  |  |  |
| --- | --- | --- |
| **Title** | **Damage** | **Durability** |
| Rusty dagger | +1 | 3 |
| Rusty Sword | +1 | 5 |
| Club | +2 | 5 |
| Flail | +2 | 6 |
| Longsword | +3 | 6 |
| Magic Sword | +3 | 4 |
| Greathammer | +3 | 8 |

### Weapon Class

|  |
| --- |
| **Properties & Type** |
| title: string |
| damage: int |
| durability: int |
| **Methods** |
| getDetails(): returns formatted weapon title, damage, and current durability |

# Spells

Spells are actions that can be unlocked form room rewards. A spell can be used in or out of combat to do certain thing. Each has a mana cost which can be restored by items, class perks, or room rewards. The more powerful the spell, the higher the mana cost. To begin, the player has 10 mana points (mp). Spell effects are implemented in room loops and treated as unique actions/commands.

|  |  |  |
| --- | --- | --- |
| **Spell** | **Effect** | **Mp cost** |
| Firebolt | 3-4 damage | 2 |
| Heal | Recover 2-4 hp | 3 |
| See Unseen | Auto succeed checks to reveal hidden/invisible creatures/items/traps. | 2 |
| Vampiric Touch | 3-4 damage, heal damage dealt | 4 |
| Magic missile | 5-6 damage | 3 |
| Conjure weapon | Create unique weapon “Magic Sword” | 4 |

## Spell Class

|  |
| --- |
| **Properties & Type** |
| title: string |
| description: string |
| cost: int |
| **Methods** |
| displaySpell(): display spell title, description, and mp cost |

# Rooms

Rooms are randomly selected from a list and make up most of the tower. The player must move through 8 rooms before encountering a boss. A room cannot be encountered twice in the same run of a game. Most room offer some kind of challenge and could include combat, conversations, traps, puzzles, and more. Some rooms include additional optional challenges that offer more rewards. Each room is a function that contains loops to accept and process commands. A similar approach is used for combat.

## Room List

|  |  |
| --- | --- |
| **Title** | Example Room |
| **Description** | Appearance, feature overview. |
| **Challenges & rewards** | Combat? Puzzle? What challenge must be overcome? Is sneaking possible? Options available? What rewards (if any) are given? |
| **Other info** | Any other details that don’t fit in sections above, delete if none apply |

# Boss Fights

The final room in the dungeon is also randomly selected from a list of boss fights. Only 2 outcomes are possible: Player kills the boss or dies trying. This is a tough fight where the ill prepared are sure to fail. Each boss will have a unique weakness for the player to discover and exploit (e.g. weak to magic).

## Boss Fight List

|  |  |
| --- | --- |
| Boss Name | Example Boss |
| Description | What does it look like |
| Hit Points | Somewhere between 15 & 25 |
| Weakness | A flaw that gives the player an edge & how they would discover it. |