**1. Game Overview**

* **Game Title**: Create a compelling title that reflects the game’s theme.

**Genre**: What type of game is it? (e.g., Action-Adventure, Puzzle, RPG)

First Person Shooter

* **Summary**: Provide a short, engaging summary of your game’s premise in 3-5 sentences.

In this game you play as the grim reaper (with his own mask) and the reaper’s goal is to destroy the creatures corrupted by masks. These 3 masks are cursed, and it is up to the reaper to destroy them. The masks powers can be extracted for the reaper to use after defeating the creatures with them. The masks are different with their own unique powers. By the end of the game the reaper will then put the powers of the masks together and go face to face with a creature with all 3 mask powers combined.

**2. Story & Narrative**

* **Setting**:

The setting where this game takes place in the Gothic town of Luciana in the 1800’s, Luciana is a rainy town with a blue, depressing tint to it. Key Places/Levels are the Abandoned Factory (Level 1), Town of Luciana (Level 2), and the Mask Shrine (Level 3).

* **Plot**: The main story arc and goal of the player is to gather all 3 masks in order to destroy them. The 3 masks are worn by creatures and the masks have possessed them and the habitants of the level/area. At the end of the game the grim reaper goes to rest for eternity as he’s served his purpose in the end.
* **Characters**:

The Protagonist is the Grim Reaper, there are 3 Antagonists, all of them wearing masks that have corrupted them. The first antagonist you meet is the steam powered serpent.

**3. Gameplay & Mechanics Bosses:**

* **Core Gameplay Loop**:

The core gameplay loop of the game is going to have the player, rather than using a ranged weapon like most first person action games, make the player use a scythe. The scythe is the main weapon of the player, and the masks give the player abilities to use on your scythe. The mask abilities are as follows: The first mask you collect after defeating the first boss allows the player to do multiple swipes in quick succession, with a 15 second cooldown. The second mask is going to let the player do a massive 360 slash area of effect that does a lot of damage but with the caveat that the ability takes a second to windup and slows the player down. The third mask that you collect from a boss lets you throw your scythe like a boomerang without a cooldown, but the scythe will have reduced damage, so the player doesn’t rely on it. The mask in the very beginning of the game allows the player to dash with I-Frames allowing the player to move around more freely and the dash I-Frames would be essential for boss fights since the bosses’ attacks do quick attacks and the player isn’t fast enough to outrun them.

* **Boss Idea and Execution:**

The Steam Powered Serpent:

10000HP

This is the very first boss that you encounter and the boss to teach you to rely on the immunity frames with your dashes to not get hit. The serpent is stationary except its neck and head and its attacks would be quick but give telltale signs that it’s about to come. In its first phase it should be very simple with attacks that don’t come out as often, so the player has a lot of punish windows.

In its second phase (40% HP left) the gameplay quickly ramps up its speed with the snake’s mask being activated now being able to come out with attacks more quickly, so the player has less punish windows on the serpent. The mask worn by the serpent now also allows the serpent to do a new attack that makes the snake let out a screech that damages the player if they’re too close, this attack will have a long windup so the player knows it’s coming, after that, the serpent will be stunned for a couple seconds so that the player gets some free hits in.

This boss’s mask gives the player an ability that lets them swipe multiple times in quick succession, with a cooldown of 15 seconds.

The Wendigo Swordsman:

22500HP

This is the second boss that the player faces. The wendigo can chase the player, but the wendigo is rather slow with its movement because it’s holding a great sword, so it walks slowly towards the player. This boss’s first phase consists of the wendigo slashing the great sword at the player, if the player gets hit, the player gets a large chunk of their health taken but this boss is slow with its attacks and the player can easily tell when the attack is coming.

The second phase (60% of HP left) makes the mask on the wendigo activate and the second phase would open with an ability that lets the wendigo make a black clone of its sword letting it dual wield two great swords. The fight should ramp up its pace with the boss now having 2 new attacks that lets it able to do a long combo, after the combo, the boss recovers for a couple of seconds to let the player get a few hits in.

The mask that this boss drops lets the player do a large 360 slash area of effect attack that deals a lot of damage but has a windup and slows the player down and it has a cooldown of 30 seconds.

Vladimire, The Elder Reaper:

9000HP

This is the third boss and technically “the final boss”; this boss only has one phase. Valdimire’s design should look like the grim reaper’s design (the player) but with a red color scheme and a much rougher design. This boss should have quick attacks with less time to punish than any other boss and the weapon this boss is wielding is a large rustic scythe. While this boss does not have a lot of health, this boss can move around a whole lot + he can throw his scythe at you like a boomerang if you are too far from his position.

The mask that this boss drops allows the player to throw their scythe like a boomerang without a cooldown but doesn’t do as much damage as doing a normal melee attack.

Vladimire, The Maskless Deity:

20000HP

This is the same boss as before but with a separate health bar and a different design and would have three phases. In phase one, Vladimire should be the same but half as quick and have slower attacks.

In his second phase (75% of HP left), Vladimire is faster, gets one new attack that allows him to spin towards you at a super quick speed and gains the ability to make a clone of himself that dashes towards the player and attacks you but disappears after that. But aside from that he has the same attacks as phase one but he does attacks more often and (of course) he’s quicker

In his third phase (40% of HP left), Vladimire gets one more attack that lets him now summon three clones that quickly attack but disappear after one another does their attack. The first one spins towards the player quickly then disappears, the next one after that, dashes towards the player and does a quick slash then disappears, and the last one dashes towards the player then spins, Vladimire stands in place during this attack so the player can get hits in if they can. Phase 3 should be the same as phase 2 except with that as forementioned new attack.

(I will make a document next week to visualize the animations for the attacks)

* **Objectives & Quests**:

Every level, the player will have to defeat a boss and collect its mask to progress to the next level.

* Level Design:

Tutorial (Level 0):

The tutorial level should be relatively simple with a linear path, this level should also be the introduction for the player so the player will retrieve their mask and be met with some obstacles and enemies. This level is also a small section of Luciana (Level 2), so the level does have a theme.

Abandoned Factory (Level 1):

This level should have a brownish and dark atmosphere with very little light coming from small windows on the ceiling. The player’s main objective in this level is to find an exit to another part of Luciana.

The level should also not be super long and should contain at most 3 minutes of playtime (Not including the boss)

The boss (The serpent) should be guarding the door that leads to the next level.

Town of Luciana (Level 2):

Luciana is a town with a purplish and gloomy tone to it, the player’s objective in this level is to find an entrance to one of the buildings/homes and interact with a bookshelf that opens a “secret” passageway to the next level. Before the player does go to enter the building with the secret passageway, the player will face the boss (The Wendigo Swordsman).

The Mask Shrine (Level 3):

This is the last level and the player’s objective is to destroy the masks at the shrine, the level should contain some light that are coming from candles placed on the ground everywhere, the level should be somewhat short as the boss fights that the player is going to face is going to take up most of the playtime. At the end of the level there should be a giant door, but the door is blocked behind the final boss (Vladimire and his second form) When the player depletes Vladimire’s first health bar. The player can extract the power from his mask and after that when the player tries to interact with the door, Vladimire revives and gets another health bar so the player would have to engage with another boss fight. Upon the boss’ defeat the player can now go open the door and then destroy the masks on the shire thus concluding the game.