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THE PURGE

Game Design Document

Keimyung University – Game Project Fall Semester

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Title Page:

Title: The Purge

Shipping date: December 01, 2020

Rating: PG-13

Target audience 14-24

Target Platform: PC

Logo:
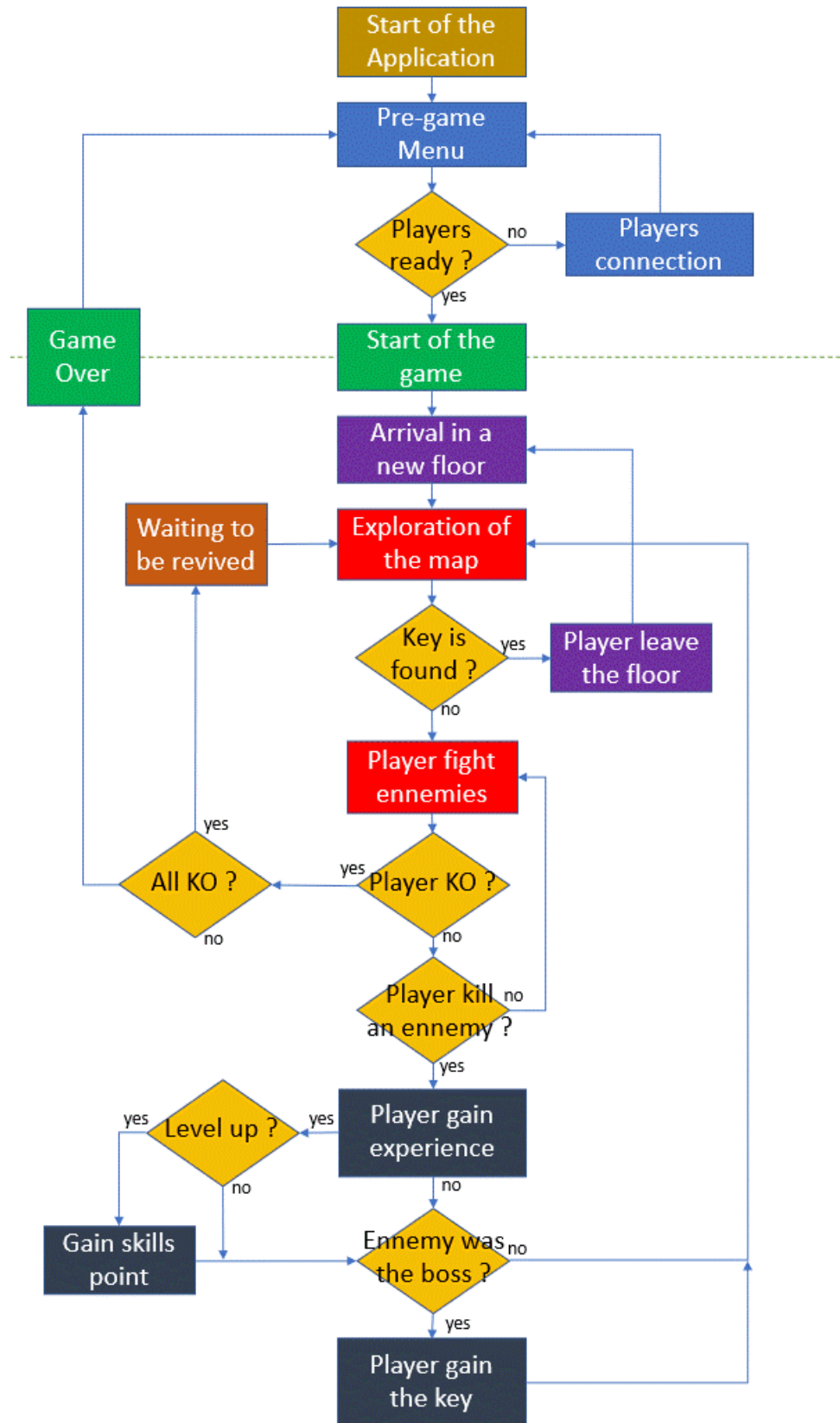
Game Outline:

Story Summary:

The holy land of Middlelly has been recently invaded by numerous monsters. The kingdom has sent his best fighters to defeat the enemies located in the origin of the invasion, unfortunately no one came back. That is why you and up to 3 allies are sent to defeat the evil and to protect humanity. Previous expeditions reported that the dungeon is composed of numerous floors, each filled with dangerous creatures. Your team must beat them all and clear the whole dungeon until you reach the final floor.

Who knows where you will end up what kind of monster you will have to defeat…?

Game Flow

The goal of the player is to survive and to go as far as they can into the dungeon. At the beginning, players start with a simple attack and they will gain experience by defeating enemies. The experience is the key resource for the player, it allows them to learn new attacks and improve their survivability. The enemies in the dungeon become stronger and stronger, staying alive will rely on the skills and the cooperation of the players.

Flowchart of the game flow

Start of the Application

Pre-game Menu

Players ready ? — no → Players connection

yes

Start of the game

Game Over

Arrival in a new floor

Waiting to be revived → Exploration of the map

Key is found ? — yes → Player leave the floor

no

Player fight ennemies

All KO ? — yes

yes ← Player KO ?

no

no

Player kill an ennemy ? — no

yes

Level up ? — yes ← yes ← Player gain experience

yes

no

no

Gain skills point

Ennemy was the boss ? — no

yes

Player gain the key

Gameplay

The gameplay is a **Beat 'em up** where you have to gain power to always go further in the game by exploring and beating every monster you will see. Each floor is separated by a staircase blocked by a door and you need to kill the floor boss to open it.

This is an adventure game designed to be played with a controller. The graphic and the gameplay are in 2 dimensions, with a top down view. It is a real time coop game, each player can move around and cast some spells where he aims.

The levels are procedurally generated, they contain a boss. The players must defeat them to unlock the next level. If a player exits a floor, the entire crew is teleported to the next one.

The strength of the enemies increases as the game goes, forcing the players to become stronger by leveling up. A level up arises when a player has obtained enough experience from killing enemies. If several players defeat the same enemy, the experience gained from it is shared across all players. Leveling up also provides the player with a skill point, which can be traded to unlock one new entry on the skill tree. The team must coordinate for each player to take relevant skills

The game ends if every members of the team die.

Characters and Controls

You can have a maximum of four spells, each one is specific to a class you have unlocked. After that limit, if you unlock a new one, you will have the choice of which spell you keep. The player will be able to move, change his orientation and attack.
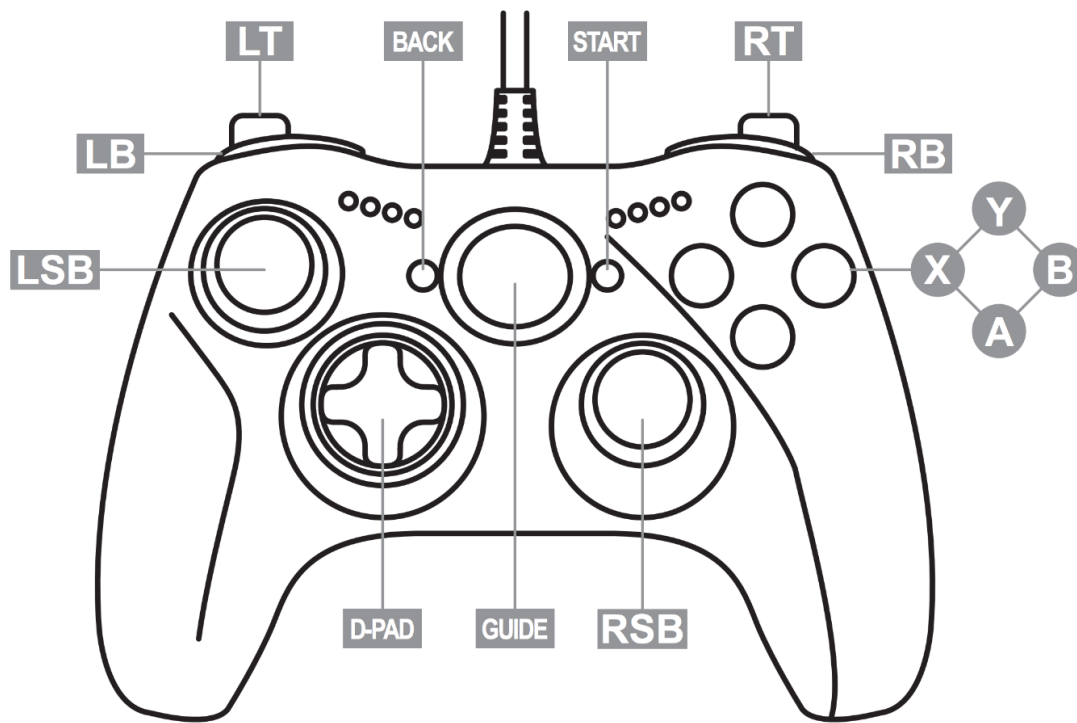
LSB : (in game) Player movement

RSB : (in game) Player orientation

LT, **LB**, **RT**, **RB** : (in game) Use bound spells

**Back** : (in game) Open / Close Skills menu

Start : (in game) Open Main Menu

A B : (in menu) Select / Cancel
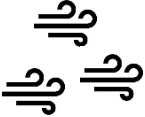
LSB : (in menu) Upper / Lower field

Classes (Mechanics and Power-ups)

By using his point in the same branch of the classes tree, the player can specialize and reach a better class. Classes can be Tier 0 (starting class), 1, 2 or 3. A player can only unlock one T3 class.

On his way of reaching a new class, the player can unlock other spells and/or permanent passive effects as well as simple stats improvements.
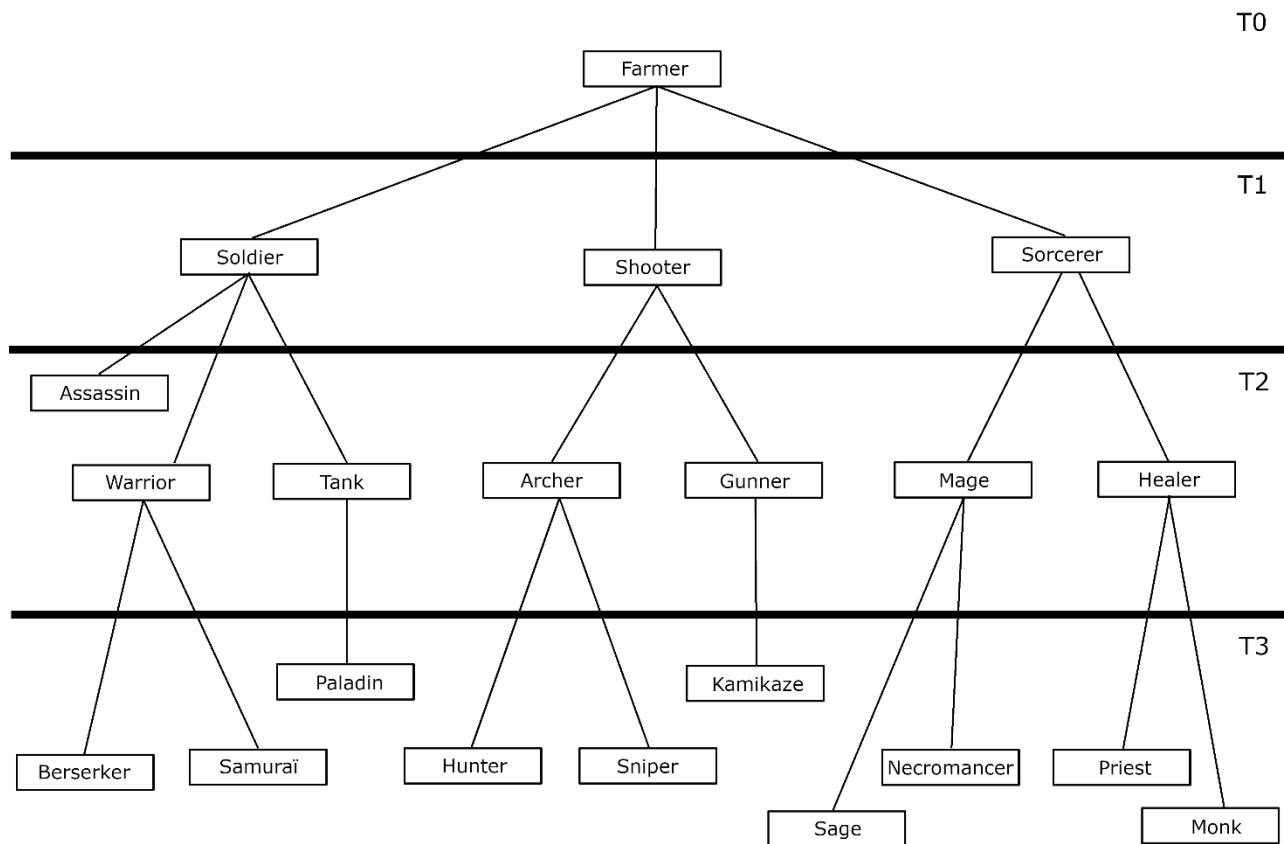
| CLASS	NAME	DESCRIPTION	PREV. CLASS	ICON
Farmer	Shovel blow	Melee attack	/	
Soldier	Sword blow	Strong melee attack	Farmer	
Shooter	Piercing arrow	Shoot an arrow	Farmer	
Sorcerer	Fire ball	Small fireball dealing area damage	Farmer	
Assassin	Shadow strike	Dash in front of you	Soldier	
Warrior	Beyblade	Close circular attack	Soldier	
Tank	Taunt	All the enemies around focus you	Soldier	
Archer	Locked and loaded	Do a roll and quickly shoot an arrow	Shooter	
Gunner	Explosive barrel	Put a barrel on the ground. It will explode when you shoot it.	Shooter	
Mage	Firewall	Create a burned area	Sorcerer	
Healer	Weakening arcane	Spell that weakened all the enemies affected	Sorcerer	
Berserker	Rampage	Invincible during a short amount of time	Warrior	

Samurai	Mugenkagura	Block the next attack and return the double of the damage	Warrior	
Paladin	Consecration	Energy wave who pushes back all the enemies in front of you	Tank	
Sniper	Sex pistols	Shoots a bullet bouncing multiple times on walls	Archer	
Hunter	Hunter's marks	Applies a mark on an enemy and it will take more damage	Archer	
Kamikaze	Final explosion	A devastating suicidal attack	Gunner	
Sage	Meteorite	Casts a meteorite crashes at the chosen location exploding and setting ground on fire	Mage	
Necromancer	Hades curse	Revives all the enemies defeated in the room, they obey to you.	Mage	
Priest	Redemption	Creates a holy magic area where allies are healed in it	Healer	
Monk	Buddha's guidance	Weakens all the enemies and buffs all your stats	Healer	

Game World

This world takes place in a medieval fantasy dystopian universe. No one truly knows how they are created but they only know from where they come from, a dungeon on a mountain. You are a villager in a near city who cannot grow anymore seeds in his fields, so you decide to defend your country with companions. You will be asked by the king to explore this dungeon and find a way to stop this infinite plague.

This dungeon is split into different floors, containing rooms and corridors. Each floor ends with a boss that guards the stairway to the next floor.

Example floor:
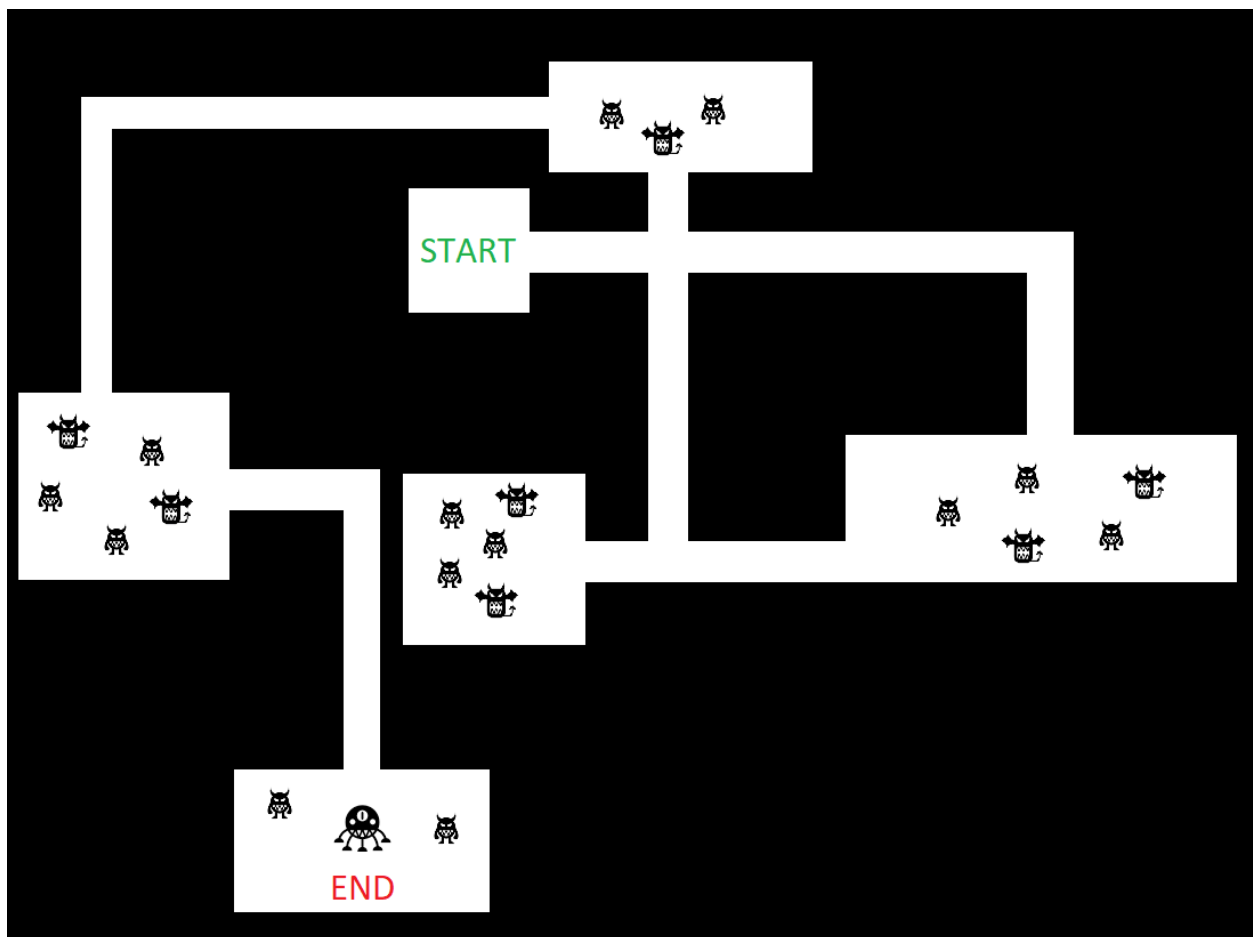
Enemies and Bosses

Enemies

Zombie	Rush you
Zombie big brain	Focus the lowest life players
Healer	Heal nearby enemies
Mage	Throw fire balls
Spider	Throw destructible webs on the floor slowing you down
Mortier	Turrets dealing zone damages projectiles
Reincarnated soldier	Zombie with a sword
Turrets	Throw arrows on the player
Poison zone	Do small amount of damage over time
Fire zombie	Explodes when killed
Ice zombie	Freezes players upon death
Sorcerer	Increase the speed of the nearby enemies

Bosses

Golem	Split himself when killed
Great electric zombie	Robust and slow, stun all the players every 3 seconds.
Super fire summoner	Summon an army of fire zombies until he dies
Mommy	A zombie that try to grab you
Shadow walker	Will pursue you until you fire up all the torches

User experience:

The game has a simple main menu from which players can start a new game.

In game, every player plays on the same screen, the camera follows the crew. As the crew splits up in the dungeon, the camera view grows until a certain point, where players cannot split further and if they try, they just hit the screen border. Players can only see at a certain range around them.

Players can display a menu to attribute skill points.

There are short cutscene at the beginning and end of the game, as well as at every floor transition.

When the game ends, some stats are displayed (Number of floors explored, player levels, enemies killed)

Unique selling points

Bonus Material

- **More monsters and Bosses**
- **More dungeons assets**

Other market competitive product:

- **The Binding of Isaac**
- **Castle Crashers®**
- **Enter the Gungeon**
- **Unexplored`**