**Blacksmith Apocalypse**

**(Working Title is fine)**

Double Eleven Jam 2023

Game Design Document

**Game Overview**

Blacksmith Apocalypse - there’s a wave of angry customers wanting refunds, you have to create weapons whilst using them to defend yourself and your shop!

**Goals**

* Forge weapons, Defend yourself

**Hazards & Enemies**

* Fire
* Enemies

**Characters**

* Dwarf BlackSmith (player)
* Angry man (enemy)

**Environment - Blacksmith**

* Wooden workshop/table
* Anvil
* Grinder
* Furnace
* Quench bucket
* Ores/ingots

**Tools**

* Hammer/Axe - takes longer to craft but kills wide range of enemies (5?)
* Sword - medium time craft, swing attack kills 2-3 enemies
* Dagger - short time craft, kills one enemy
* Shields/barricades
* One handed and two handed weapons

**Win/Lose Conditions**

* Your shop is ruined
* You die
* Win - defeat the waves and save your shop!!

**Core Loop**

* Craft weapons, defeat enemies, survive

**Levels & Difficulty/Challenge**

* Waves progressively get harder/bigger

**Ideas In Priority**

| **Need** | **Want** | **If All Else Is Done** |
| --- | --- | --- |
| Enemy wave system | Weapon durability | Boss Fight |
| Weapon crafting |  |  |
| Pick ups (weapons and crafting items) |  |  |
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