**Game Design Document**

**GAM150S14-C**

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High Concept:

A 2-D dungeon crawler side-scroller hack and slash game.

Summary:

The mighty princesses of the Fox Clan are sent out to rescue the clan’s princes who have been captured during an attack by their enemy, Dog Clan. Due to the king being mortally wounded from the Dog Clan’s attack the heroines are on a deadline to bring back the oldest prince, heir to the Fox Clan. The player needs to successfully help the princesses hack and slash their way through enemy clan members to reach the end of each level. Each section of levels will feature a boss fight where the reward is one of the captured princes. Players will be able to customize the princesses’ stats, weapons, and pets as they gain abilities, money and stat points as the game progresses. Players also have the option to spend money they find along the way in the game to buy new items such as weapons and pets or buffs. In the end the player must wisely power up their character in order to save the princes for if there is no heir left when the king of the Fox Clan dies their clan will disband and be open to a takeover by the Dog Clan.

Story:

Under the dark cloak of night the Dog Clan silently works their way into the Fox Clan mansion. They sneak into the rooms of the Fox Clan princes and take them prisoner. The Dog Clan sends some of their men to take their prisoners back to their own mansion while the remaining clan members begin their attack on the Fox Clan. A battle quickly breaks out in the mansion. While the Fox Clan was able to fight off the invading Dog Clan many have been wounded and the princes are still in the enemy’s clutches.

With the mansion and the clan members weak it is discovered that the king has been mortally wounded and is only expected to live for a few more days. The only ones left who can save the princes are the mighty princesses of the clan. The princesses are given the mission to rescue and return the princes from the Dog Clan. Their mission must succeed for the only heir if the king were to pass away is Prince \*Name\*. A clan with no king must disband. Therefore without Prince \*Name\* to take the king’s place the Fox Clan and their Mansion will be vulnerable to a takeover attempt by the Dog Clan.

Game Flow:

Phase 1: The player must fight off the Dog clan as they attack the mansion

StoryPart1: It is discovered the princes have been captured and the princesses are given mission to get them back. The princesses set out into the vast forest that separates the Fox and Dog mansions.

Phase 2-4: Player plays 1-3 levels and faces off with a boss fight. After boss fight one prince is returned (not the oldest).

Phase 5: Player has reached Dog Mansion and begin to fight way in. Final boss is to defeat the Dog clan boss. Then the oldest prince/heir is saved when boss is beaten.

StoryPart2: The heroes return with the princes just before the king passes away with a smile on his face upon seeing the rescued sons. Prince \*Name\* is crowned king of the clan and the princes are given high honors and medals.

Game Mechanics:

Game Characters:

Game Resources:

Game Environment:

Game Controls:

Visual Design:

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Behavior Design:

Physics Design:

Multiplayer Design:

Appendices