Merlin The Meek

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# Overview

## Theme / Setting / Genre

- Arcade Dodgem/Management

## Core Gameplay Mechanics Brief

- Projectile Deflection

- Spell Combinations

- Spell Malfunction

## Targeted platforms

- Desktop

## Influences (Brief)

- Arcade games like R-Type

- Those games consisted of mainly dodging through level and shooting enemies to win, we wanted to improve on that and change it about by changing about the core mechanics.

- Sports

- This is more the setting of the game but most of the characters in the game will be spoofs of famous sports athletes.

## The elevator Pitch

A 2D side scroller where instead of being able to shoot your enemies you instead must catch and combine the projectiles being shot at you and launch them back with a variety of effects.

## Core Gameplay Mechanics (Detailed)

### - Deflection

- Merlin, the player character, cannon cast spells like normal wizards, so he instead depends on deflecting oncoming spells from the opponent.

- Rather than being able to shoot your projectiles you must deflect the enemy’s projectiles back at them to stall them long enough for you to reach the finish line before them. The player will be able to swap between different color states and should they deflect a projectile while matching its color it will successfully launch it back at the opponent giving the player more time to reach the finish line.

### -Spell Combination

- Merlin does not necessarily have to immediately launch the spells back at his opponent, he is smart enough to quickly combine them on the fly and launch some devastating spells back at his opponent.

- The player can store up to three projectiles and launch them all back at once to combine and multiply the effects of them.

So, if they combine two knockback spells and one slowdown spell and launch it at the opponent then those effects will x3 and hit the opponent all at once.

# - Spell Malfunction

- He is still a rookie wizard however and as a result can often mess up his spells when trying to combine them.

- Should the player get hit while storing spells then the spell will malfunction, and they will be hit with the debuff rather than the opponent.

## Story (Brief)

### Merlin is a rookie wizard trying to win the wizard Olympics without actually having the ability to cast spells. The story is set in a magical world where a sport exists in which two wizards face off against each other in a duel like fashion – Standing with plenty of space between them in an arena– and race to reach the middle of the arena first. Traditionally the wizards would fling spells at each other to slow their opponents down. The player however is Merlin the son of two wandmakers who has grown up with little to no magical essence. Merlin always wanted to compete in the sport and so one day he uses his parents' workshop to build his very own special wand. This wand however, rather than casts spells, can only deflect. And so, Merlin the Meek enters the tournament with little to no hope, going up against several stereotypical archetypes, only to realize that deflection is rather effective against these wizards.

## Gameplay (Brief)

Take control of Merlin as you dodge oncoming projectiles and try to reach the end of the level before your opponent. Use quick color state management to deflect projectiles back at your opponent to slow them down.

## Gameplay (Detailed)

The goal of the game is to reach the finish line before your opponent does. You start facing each other on a long straight and race to reach the middle first. The opponent will fire spells at you to slow you down and although you cannot fire your own spells you can use careful timing to deflect theirs back at them.

The player will have the option of entering 4 different color states and should your current color state match the incoming spells color you can do one of two things. However, they can only stay in a certain state for a few seconds before it is drained and needs time to recharge, this means that the player will have to quickly manage the different color state gauges so as not to run out of a crucial one at the wrong time.

You can immediately deflect the spell to quickly slowdown your opponent for a short time or you can store the spell and combine it with up to two more to fire a greater spell back at them for massive slowdown. So, say a deflected fireball spell slows your opponent for 2 seconds then a stored deflection containing 3 fireballs will slow the opponent down by 8 seconds (2x2x2). However, should you get hit while having spells stored then you will suffer the devastating effects on top of whatever spell you were hit by.

The player will always have the option to just move to avoid the projectiles but as the levels progress this will become increasingly harder. Each level will add one new projectiles type to the mix too so combinations will vary as the game progresses.

Movement is done through the either arrow keys or wasd and the player move on a grid like plane instantly hopping to the next square. This was decided so that the player can quickly and easily maneuver through obstacles.

Each level Merlin will face off against a unique opponent with their own key projectiles. Opponents will be based off parodies of well-known sports athletes.

Enemies/Levels:

* Usain Bolt (Lightning/Cramp)
* Katie Taylor (Confusion)
* Lance Armstrong (Roids)
* Tiger Woods (Bunker Balls)
* Venus + Serena Williams (Weakness)

Projectiles:

* Lightning, when hit this will cause the player to be knocked back a few spaces.
* Cramp will cause the player to freeze in place for a few seconds opening them up to be hit by further projectiles.
* Confusion swaps the controls for the player so up becomes down and left becomes right.
* Weakness will place a temporary status on the player that will double the effects of any further projectiles.
* Roids causes the player to grow in size making it harder for them to dodge projectiles for a short time.
* Sand Bunker will hit the ground and create an obstacle for the player.

Every Boss will fire from a list of previously used projectiles.

# Assets Needed

## - Sound

- Music during level

- Fanfare Music when beating a level

- Spell Casting

- Main Menu sounds (When hovering over selection)

- Sand Bunker sound effect (Crater sound effect)

- Sound List (Player)

- Character Movement Sound List

- Weak grunts each time he moves

- Victory celebration when you beat a level

- Failure sighs when you lose

- Character Hit / Collision Sound list

- Spell deflection/collision

- Confusion Sounds (When hit by Confusion, weakness)

- Knockback Sounds (When hit by Lightning, Fireball)

- Growth Sounds (When hit by Roids, Cramp)

## - Code

- Character Scripts (Player Pawn/Player Controller)

### -Player Controller Script (Movement, Animation, Deflection, Color State Switching, Spell Storage)

- Ambient Scripts (Runs in the background)

- Projectiles (Spawns projectiles with semi-random positions and random color states)

- Camera Controller (Follows player and Clamps to play area)

- Main Menu / Pause Screen Script (?)

- NPC Scripts

- Enemy Script (Countdown Timer until player loses, Adds time to countdown when spells deflected)

## - Animation

- Environment Animations

- Background Parallax (Variations per level)

- Projectiles Animations (7 Sprites with 4 state variations)

- Character Animations

- Player

- Movement

- Deflection

- Hit

- Victory

- Failure

- Growth

- NPC

- Enemy Sprite

**- UI**

- Color State Bars

- Level Progress Tracker

- Menus

# Schedule

The plan is to have Ian work on the game code wise, Mateusz to work on art and animation and for Michael to manage weekly goals and work on extra things such as bug testing and creating menu scenes. So far, the prototype has working movement with projectiles spawning semi randomly with base animations put into place.

Week 7

The goals for week 7 are as follows:  
Code (Ian)

* Fully randomize projectile spawning and attach them to the right-hand side of the camera so that they follow the player.
* Implement the state switching mechanic so that we can begin refining the deflection mechanic.
* Background scrolling.
* If all goes well and we have time left over Ian will work on creating a level end and we will have most of level one completed.

Art (Mateusz)

* Player Hit Animation
* Player Victory Animation
* Lightning Bolt Projectile Sprite + Animation
* Cramp Projectile Sprite + Animation

Other (Michael)

* Menu Scene
* Scene Switching
* Pause Screen