R(ogue)PG GDD

v1.0

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# Table of Contents

[Table of Contents](#_irisb5uga5fc) **2**

[Game Overview](#_7damdg7xilxs) **2**

[Plot and Setting](#_9yrxilbp62bk) **3**

[Plot](#_pb9bgcou69v) 3

[Setting](#_sr79aukx7y3z) 3

[Core Gameplay](#_6yx4mnr9057w) **4**

[Combat](#_jkkt1sazsm0) 4

[Perks](#_lzxnmiyybebo) 4

[Cantrips](#_7nv55byaqft) 4

[Environmental Elements](#_x96laqjufq83) **5**

[Library (Shop)](#_g4zt2nmuwnxw) 5

[Courtyard (Arena)](#_2dm6hkpr9c7v) 5

[Obstacles](#_6gkm039kps3w) 5

[Platforms](#_fq9jxllyoss5) 5

[Ritual Chamber (Perk Room)](#_1uydg83egbcz) 6

[Input/Interface Usage](#_orcnx25g06t5) **6**

[Interface](#_mzvizrjdtuv7) 6

[Menu and General Usage](#_ra336rnuwony) **7**

[Main Menu - Title](#_7w6ljf61ew8x) 7

[Pause Menu](#_vnxo9wa2shop) 7

# Game Overview

This rogue-like game is a game that has a certain complexity that comes from its simplicity. The player takes on waves of enemies, hurling ranged attacks while avoiding their onslaught. Killing these enemies rewards the player with “Bones”, the game’s currency. Once these waves are destroyed, the player will have the opportunity to visit their library where they can spend the Bones they’ve collected to purchase upgrades to their attacks. On occasion, the doors to the west open to a ritual chamber where the player has the chance to spend their Bones on some rarer, more powerful upgrades. If the player is feeling lucky they can pick up the Lottery option and have the chance to pick up several of these bonuses… or be forced to leave empty handed until the ritual chamber opens again. There are a number of bonuses the player can choose that stack on top of each other, giving the player an enhanced version of that power.

# Plot and Setting

## Plot

Torodan, the Lichlord of Witchgrove Keep, is under siege from the holy order of paladins, the Dawn’s Children, who are intent upon putting the dark lord back into his grave. The horrid creatures’ undeath is not easily ended however. Instead of allowing the paladins the harry his walls with great heaps of hurled stone and lead battering rams upto his gates, Torodan has instead chosen to meet his enemies head on. The lich throws open his portcullis and invites the paladins to face him and his black magics, and as he takes their lives, he collects their bones to fuel his monstrous rituals.

The enemy ever at his door, the lich periodically flees the battlefield to his Library and his Ritual Chamber where he enacts great and terrible enchantments that further empower his twisted soul. It seems, however, that the more powerful the Lich becomes the bolder the paladins are, hurling more of their troops to meet their deaths.

## Setting

The game takes place in Witchgrove Keep’s courtyard. A square space where the lich tends his somber garden. Decorated by beds of black roses, dark limbed sentinel trees and rows of shadowy gravestones, there loom the ghosts of victims past still remain cowering under the lich’s gaze.

The yard’s southern wall possesses the mechanisms to open the castle’s portcullis to the east and allow in a new wave of paladins to slaughter. When the courtyard has been cleared, the Lich can enter his Library to the north where he can improve his spells. Here there waits Torodan’s spectral librarian, ready to assist the Lich’s research. The walls are covered in bookshelves of dusty tomes and cracked parchment. There are three niches where Torodan furthers his study. These spaces possess alters with glowing tomes of magic that the player can interact with.

To the west of the courtyard is the Lich’s ritual chamber. This is a dark room, only lit by the glowing, infernal pentagram inscribed upon the ground. Three lesser circles are drawn beyond the greater circle with magical runes suspended above them, rippling with dark energy. The powers the lich has tapped into only desire that he know a precious few of their secrets, for fear that he may one day overpower them so the player can possess them all.

# Core Gameplay

The core gameplay revolves around the round-based combat in the Courtyard, and the perk system present in the Ritual Chamber.

## Combat

The player will fight to defend their keep using their magic to strike down any foe who enters the Courtyard. Each time an enemy falls, Torodan the Lichlord harvests some of their bones through the ethereal plane and stores them for later. Using the attack button, the player sends magic bolts out from their hands to devastate the oncoming righteous warriors. They will make use of the obstacles and platforms to dodge and kite around the arena to survive, all while avoiding the varied attacks of the ‘bad guys’.

The player will complete 5 waves to complete a round, and the eastern portcullis will automatically close and the north and west doors will open. The portcullis can be closed early in emergencies so the player can heal, using the lever found on the southern wall. But, it should be noted that the western doors only open after all 5 waves in a round are complete, and the player loses their stacking bone-us multiplier which can significantly hamper the player’s income.

## Perks

When the western door opens the player can enter the ritual chamber. This chamber is very dark, leading the player directly to the only light source in the room and possibly one of the most powerful aspects of the game, perks, or Enchantments. There are 2 categories of Enchantments; Rare Enchantments, and Cantrips. The player can get as many of these as they want, but at a measured rate. At the end of each round they will encounter 3 total enchantments to choose from, and will need to choose 1 from the 3 to add to their arsenal (this isn't mandatory but if the choice is neglected, the upgrade is lost to the next round’s randomization).

### Cantrips

* Can stack infinitely
* Generally consist of stat boosts
* Represented by a **GREEN** perk-icon-border
* Examples of cantrips:
  + Multishot - adds 1 projectile to each shot in a randomized angle away from the player
  + Spreadshot - Adds % spread to the projectiles fired
  + Firerate - decreases time between projectiles
  + Damage - increases each projectiles damage
  + Extra Jump - adds double and multi-jump to the player

### Rare Enchantments

* The first three perks the player has to choose from will be Rare
* Generally consist of more game-altering effects
* Represented by a **PURPLE** perk-icon-border
* Examples of Rare Enchantments:
  + Seeking - Projectiles home into the target directly on the crosshairs no matter their delta-movement (wall collisions notwithstanding)
  + Magnet - Projectiles home into targets nearby as they fly through the air
  + Perk Lottery - There is a % chance when you pick a perk that the remaining perks don’t disappear right away
  + Levitate - The player now has a resource bar for flying that allows some extra air time in a pinch
  + Explosive - Projectiles explode and do aoe damage when they hit an enemy

# Environmental Elements

## Library (Shop)

* Contains:
  + Tutorial NPC (teaches the next two points one at a time, tutorial can be skipped)
  + Table to interact with the starter perks (3 rares to choose from)
  + Blood Altar: a station that the player can spend their bones at to heal whenever they have access to the shop room
  + Target Dummy so the player can try their new perk and practice shooting
* Starting tutorial is led by a minion of the Lich. He explains how to:
  + Run around and jump
  + Shoot your spell and aim
  + How to interact to pick up a perk
  + How to spend bones to heal yourself
  + Ends with telling the player to pull the lever in the far room to open the gates

## Courtyard (Arena)

The courtyard is where combat happens in R(ogue)PG. Between the portcullis and the castle, this is where the Lichlord Torodan makes his stand against the paladin onslaught. Contains:

* North door - To shop
* East portcullis - Enemy spawn
* South lever - Opens portcullis and starts next round
* West door - Ritual room for more perks

### Obstacles

* Gravestones and the following obstacles act as barriers that must be jumped over/around during combat, offering extra layout options in a cuboid room
* Black rose bush beds
* Withered ancient sentinel trees

### Platforms

* Crypts and the following platforms act as the vertical terrain of R(ogue)PG allowing the player to combat flying units and kite ground units more effectively
* Mausoleums
* Floating bits of courtyard

## Ritual Chamber (Perk Room)

Contains:

* Big demonic K-RPG runes that fill the room with evil red light
* The runes center around 3 circular clearings in the runic patterns above which float 3 perks rotating gently and glowing
* Each round these perks get rerolled randomly

# Input/Interface Usage

We will be making the game using controllers in mind (AS WELL AS? -ms) rather than keyboard and mouse

The right Analogue stick will control where the player will be aiming his shots, where the left is movement and menu navigation, Left Trigger will let the player jump/hold to Levitate if they have that ability and Right trigger will shoot, The A button will be the general Interact button, (to pick up a new Weapon or Perk, or Start the next Round lever).

## Interface

On the left Top Corner we will have the Waves left, What round the player is on, and the gold the player has

In the right top corner we will have the Perks that the player has picked up, to easily check at a glance, this bar will grow while picking up new perks to the maximum size, which will end up mirroring the size of the left sides ui.

In the top middle area we will have the Current enemy that the player is targetings Name and Healthbar, this area will also display the bosses Health at all times during the fight and while he is alive.

# Menu and General Usage

## Main Menu - Title

* Play
* Settings
  + Mute Toggle
  + Resolution DropDown
  + Quality
  + Music Volume
  + Sound Volume
* Credits
* Quit

Title Scene background will be a panning shot of the 3 rooms, starting in the starting area, going into the fighting arena, and into the perk room.

## Pause Menu

* Resume
* Perks
  + Perks open a window that will give the details of perks for the player to see.
* Settings
  + Same Settings as Title Menu
* Quit