

M.A.N.G.O. | Online Game Design 2022-2023



DRAGON'S FAITH

Game Design Document



Dragon's Faith

Team M.A.N.G.O.

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Change Log

| User | Date | Note |
|---------------------|------------|---|
| Domenico Montereale | 05/04/2023 | Document Creation |
| Niccolò Bottazzi | 07/04/2023 | Target Audience |
| Mattia Carini | 08/04/2023 | Vision Statement, Logline |
| Niccolò Bottazzi | 10/04/2023 | Top Performer |
| Mattia Carini | 11/04/2023 | Gameplay |
| Domenico Montereale | 17/05/2023 | Front Cover |
| Domenico Montereale | 18/05/2023 | Synopsis, Game World, Platform, System Requirement |
| Domenico Montereale | 20/05/2023 | Target Audience |
| Domenico Montereale | 21/05/2023 | Personas |
| Domenico Montereale | 22/05/2023 | Legal Analysis, Start a game, Hub, Controls, Skills |
| Mattia Carini | 22/05/2023 | Characters Design, NPCs, Skills |
| Domenico Montereale | 23/05/2023 | Synopsis |
| Niccolò Bottazzi | 23/05/2023 | Faith Chest, Gameflow |
| Domenico Montereale | 24/05/2023 | Gameplay overview, Combat Grid, Items, Flowchart |
| Niccolò Bottazzi | 25/05/2023 | Scoring/Winning Conditions, Gameflow, Modes |
| Domenico Montereale | 25/05/2023 | Vision Statement, Areas Map, Interfaces |

| | | |
|---------------------|------------|--|
| Mattia Carini | 25/05/2023 | Dungeons, Area Bosses, Final Boss, NPCs |
| Mattia Carini | 26/05/2023 | Characters Design, Story, NPCs, Prototype, Gameplay Synopsis |
| Domenico Montereale | 26/05/2023 | Media List, Game World |
| Mattia Carini | 27/05/2023 | Storyboard |
| Niccolò Bottazzi | 27/05/2023 | Combat, Rules |
| Domenico Montereale | 27/05/2023 | Geography Distribution |

1. Vision Statement

Dragon Faith is an RPG rogue-like with turn-based combat and real-time exploration, in which, with the help of another player, you'll explore several dungeons. The world is set in a dystopian present with fantasy elements, there are the same technologies and discoveries that we find in our days but with new religions. You will have to choose which Dragon Cult you want to join: each offers bonus and different abilities, helping you find the style that suits your character the most. Dragons embody different elements, allowing you to unleash deadly combos with your teammate.

You are tasked by the agency to free the world from the tyranny of Tiamat, a powerful and ancient evil dragon who is protected by her sons, who are powerful Dragon Lords. Each Dragonlord secures with his life a Sigil capable of protecting and empowering Tiamat. During your exploration of these dangerous places you will meet different types of enemies who serve Tiamat and the Dragon Lords, you will have to think of all your moves and work together with another player to ensure your survival. In order to challenge the children of Tiamat, the bosses of the dungeons, you will need to increase your skills and find unique and powerful items that can help you on your journey.

The dungeons are spread over the known world and are located in the places of greatest power of the Dragon Lords, some are located in remote or isolated places, others hidden under the eyes of the agency. Will your team be able to defeat this powerful threat and save the world?

1.1 Game Logline

"Let your faith guide you through dangerous dungeons and assure its supremacy."

1.2 Gameplay Synopsis

In Dragon's Faith players will have to choose a Dragon Cult and an area in which to start their journey. Players spawn in the central hub, where they will find a locked door with several locks: the means to unlock it lies within the dungeons, but several enemies will too. Players will need to explore dungeons to find loot, equipment, but also fragments of letters which, if collected, reward the players with unique prizes. Players will be able to move freely - in realtime with top-down visuals - in dungeons to be able to explore, find secret areas and solve puzzles and challenges. When a fight starts, enemies will take characters on the combat grid and the game will transform into turn-based, where players will have to carefully plan their turns, movements and attack to prevail and continue exploring. In order to finish the dungeon, players will have to defeat the miniboss, which is an enemy a little more powerful than the minions. Once a dungeon is completed, players will return to the hub and here they will be able to sell, buy and donate their loot to other players. At

the end of every area a boss awaits players, protecting the Sigil: once it is defeated, the player's faith will increase and he will be one step closer to Tiamat. After that, the player will be able to return to the area's map and take a breath before proceeding to the next dungeon.

Once players remove all locks, they will gain access to the final boss and will have the chance to fight it. It's their choice to challenge the final boss or explore some more, find all ancient texts, further upgrade their characters and defeat remaining Dragon Lords.

2. Audience, Platform, and Marketing

2.1 Target Audience

Explorer 5/5 Our primary target are the people belonging to this group: not only each Dungeon has hidden treasures which lead to unique rewards, but there is also a lot to learn since different Dragon Cults have different abilities and this allows to create different “combos” with the partner, who could have an entirely different set of skills, depending on his choice of his character’s Cult. Furthermore, the game focuses on replayability and so more expert players will be able to offer advice and tips to their less navigated teammates.

Achiever 4/5 We also expect this kind of player to enjoy the game as well, due to the dungeon reset if both players lose, forcing them to start it again from scratch. Just arriving at the final boss is not an easy task, even less defeating him. Also, the replayability will make players face some challenges again (like bosses) giving them the possibility to improve their ability and try new strategies against the same enemy.

Socializer 2/5 Despite being a co-op game, we do not think Socializers will be much attracted to our title, because actual in-game interaction is quite limited, and probably the best experience is playing the game with an already known friend, more than with a complete stranger. Although, it still is possible to enjoy the game that way, and some people may even prefer it.

Killer 1/5 Since the total lack of PvP or direct competition between players, those labeled as “Killers” will not find much interest in this game. The only scoreboard displays how many times a member of each Cult has beaten the game, but we expect (and suggest) multiple playthroughs with different Dragon Cults, in order to explore mechanics and possibilities, so that a player doesn't have a fixed “team composition” to work for. Despite this, someone could choose (maybe after trying them all) a single one to play continuously in order to increase its position on the scoreboard.

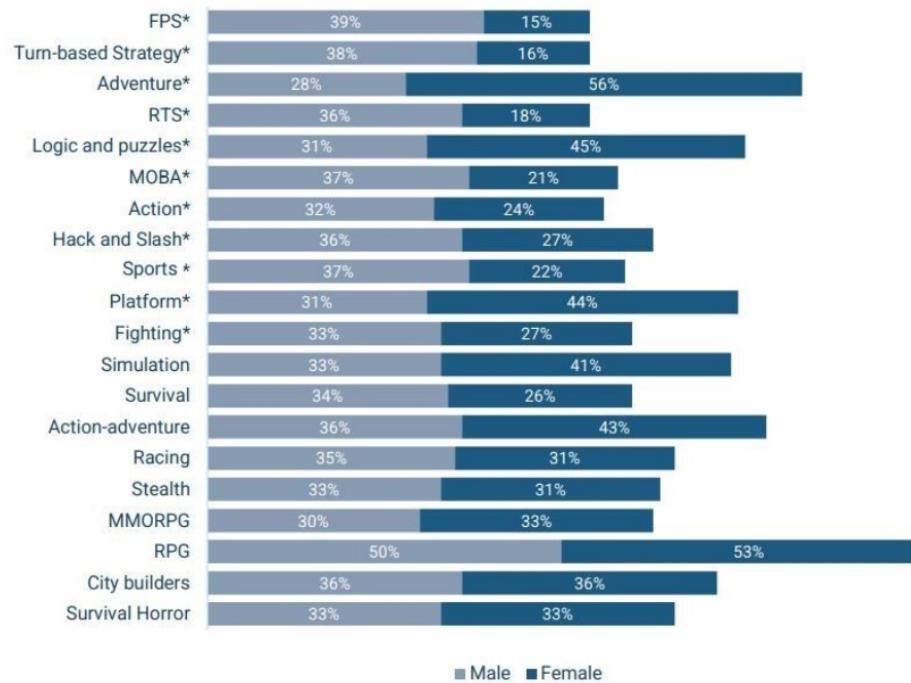
According to the 2023 Newzoo PC & Console Gaming Report, 25% of gamers are casual gamers, 35% are midcore gamers and 40% core gamers. Our target audience is midcore gamers, but we can also consider both casual gamers looking for an extra challenge and hardcore gamers who want to relax a bit.

2.1.1 Age Distribution

According to GWI Core Q4 2022, considering players between 16 and 64 years, 45% belong to GenZ (11-26), 35% Millennials (27-42), 24% belong to GenX (43-58) and 13% Baby Boomers (59-77). Since the game isn't very time demanding, people of a wide range of ages (and the consequent availability of time) would be able to play it. But since it's a co-op game, it's best when played with friends, so we have to take in consideration the necessity of not only a player having the time to play it, but also one of his friends. For these reasons, we estimate a great percentage of players with an age lower than 20, since Middle and High Schools have very similar timetables and so it'll be easier setting up a match with a friend. But as we said, the low time required will allow people beyond 30s to play without much trouble, and since many jobs share (more or less) similar time schedules, they shouldn't have too much difficulty joining a friend. Regarding children, while there are no thematics or concepts that are not suitable for them, we don't expect many of them to be attracted to the game, more due to the gameplay itself: turn based systems are less interactive and require a more thoughtful way of playing, and even base RPG's mechanics could be not intuitive for them; a good example is choosing the equipment or which skill unlock next.

2.1.2 Gender Distribution

In the last few years according to Newzoo, the gender of gamers is distributed by about 40% between gamers who identify as women and about 60% gamers who identify as men, however there has been a significant increase in the female gender in the last few years. As shown in [this article](#), both RPGs and Roguelike are played by women only in a small percentage (~25%) and even less play Turn-Based Strategy Games (11%); because of this we can estimate that our female audience will be around 20%, taking into account that with "TBS Games" are also included video games way more demanding in terms of Strategy and complexity (which are less liked by women, always according to the previous article) and so it should be less incisive in our estimation.



2.1.3 Geography Distribution

The ranking of the 10 countries with the most gamers are China, US, Japan, South Korea, Germany, UK, France, Canada, Italy and Brazil. The game will be distributed in English to reach as many people as possible, we will have to evaluate if a Chinese localization will be necessary at open beta release to reach a large part of the market.

| | Market | Revenue (USD) | Players |
|-----|----------------|---------------|---------|
| 1. | China | 45.8B | 744.1M |
| 2. | United States | 45.0B | 209.8M |
| 3. | Japan | 20.0B | 77.1M |
| 4. | South Korea | 7.9B | 34.1M |
| 5. | Germany | 6.6B | 49.5M |
| 6. | United Kingdom | 5.5B | 38.5M |
| 7. | France | 4.1B | 38.8M |
| 8. | Canada | 3.4B | 22.0M |
| 9. | Italy | 3.0B | 36.1M |
| 10. | Brazil | 2.6B | 102.6M |

2.1.4 Personas

Ethan Taylor

DEMOGRAPHIC INFORMATION

- Age: 21
- Location: New York, US
- Occupation: Student

GOALS AND NEEDS

- To pass his classes and graduate
- Find a game with a moderate level of challenge
- Connect with others

BARTLE'S TYPE

- | | |
|--------------|--|
| • Explorer | |
| • Achiever | |
| • Socializer | |

PLATFORM



ABOUT THE USER

Ethan has always had a passion for gaming. Growing up in a small town, he found relief in video games, as they allowed him to escape the monotony of his everyday life. From a young age, Ethan spent countless hours sharpening his skills and immersing himself in various game genres. He appreciates games that offer a moderate level of challenge and require some level of dedication, while still being accessible enough to fit into his busy student schedule. He enjoys games that have compelling narratives, immersive gameplay mechanics, and a sense of progression that keeps him engaged. He recognizes the value of gaming as a way to de-stress and connect with others. As a university student studying interactive media design, Ethan dreams of someday contributing to the creation of games.



Ari Chen

DEMOGRAPHIC INFORMATION

- Age: 18
- Location: Seoul, South Korea
- Occupation: Student

GOALS AND NEEDS

- Have great time at college
- Explore new virtual worlds
- Take on challenging quests

BARTLE'S TYPE

- | | |
|--------------|--|
| • Explorer | |
| • Achiever | |
| • Socializer | |

PLATFORM



ABOUT THE USER

Ari has been a video game enthusiast ever since she was introduced to gaming, she has been attracted by the virtual worlds, challenging gameplay, and compelling narratives. Video games became her escape, providing her with a sense of accomplishment and adventure. Despite her academic commitments, Ari dedicates a significant amount of her free time to gaming. For Ari, gaming serves as a creative outlet, allowing her to explore virtual worlds and take on challenging quests. While gaming provides Ari with an individualistic experience, it also serves as a social outlet. She enjoys connecting with like-minded gamers through online communities and sharing her passion for gaming with friends. Cooperative gameplay and competitive matches offer opportunities for strengthening her bonds with her online friends.



Charlotte Smith

DEMOGRAPHIC INFORMATION

- Age: 21
- Location: Ottawa, Canada
- Occupation: Student

GOALS AND NEEDS

- Play as much as she can
- Find new challenges
- Test her strategic thinking

BARTLE'S TYPE

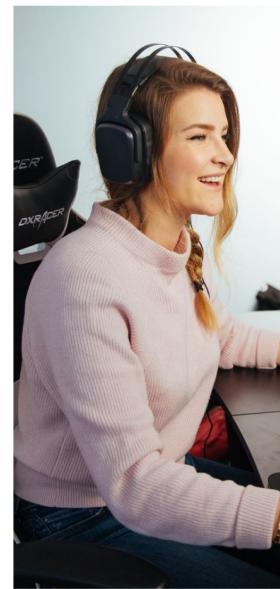


PLATFORM



ABOUT THE USER

Charlotte is a passionate and dedicated gamer. Gaming is more than just a hobby for Charlotte, it became a central part of her identity. She researches the most challenging games, complex mechanics and a high level of difficulty. She alternates high paced games with slower paced games to recharge her energy for the next challenge. For Charlotte, gaming is a way to engage in intellectually stimulating experiences that push her strategic thinking. Charlotte finds satisfaction in the constant pursuit of improvement and achievement. Charlotte is into single player games but she also embraces the social aspect of gaming. Collaborative gameplay allows her to work as part of a team, increasing her communication and leadership skills.



Andrew Miller

DEMOGRAPHIC INFORMATION

- Age: 32
- Location: London, UK
- Occupation: Accountant

GOALS AND NEEDS

- Get a promotion
- Spending time with his daughter or his friends
- Complete tasks in short sessions

BARTLE'S TYPE



PLATFORM



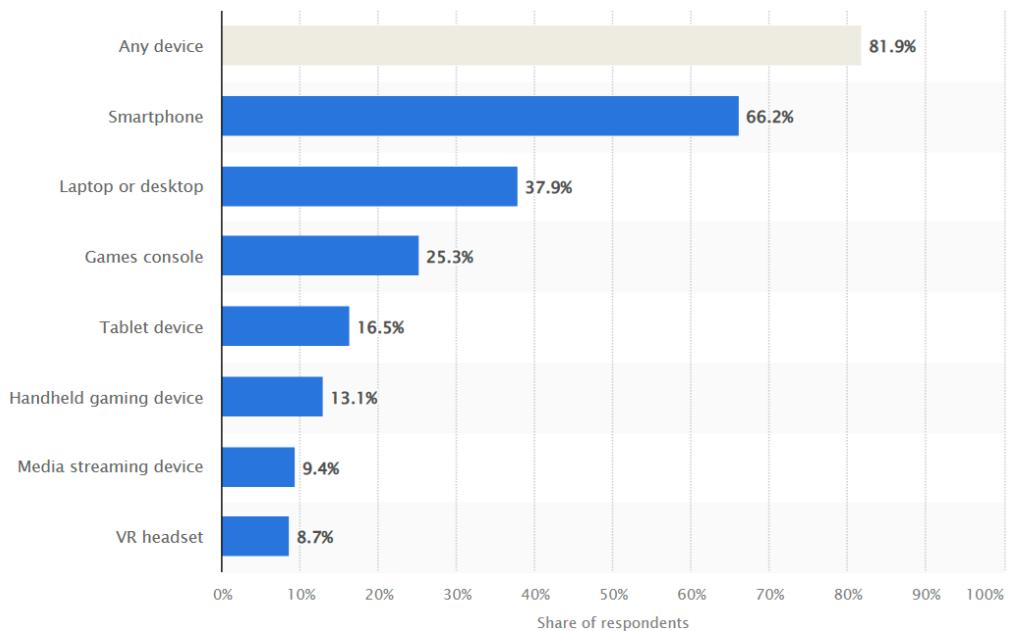
ABOUT THE USER

Andrew leads a busy and demanding life but he recognizes the importance of maintaining a healthy work-life balance. Andrew's interest in gaming began during his childhood. Andrew still loves to play video games, alone or with someone, whether it's a quick game on his smartphone during his daily commute or a relaxing session on his console after a long day at work. He appreciates games that offer a sense of progress and achievement without requiring extensive practice. He enjoys multiplayer games that allow him to connect with friends and family, whether it's through coop play or friendly competition. Gaming sessions become opportunities for bonding and shared experiences.



2.2 Platform

According to GWI, we can see that all the types of gamers are interested in the co-op or multiplayer side with an average of 70% except for mobile-only with 45%, but less than 20% of mobile gamers are interested in strategic games, while the percentage is between 50% and 60% for the others. According to [statista.com](https://www.statista.com) the number of videogame players is around 2.8 billion worldwide. A Newzoo report says that in 2022 there were 1.1 Billion pc players and 611 Million of console players. According to another [statista.com report](https://www.statista.com), among the gamers surveyed, 82% also played on mobile devices, 38% also played on laptops or desktops, and 25% also played on consoles. Our plan is to release the game for desktops and laptops first and evaluate other platforms later. The main problem with mobile platforms, according to GWI, is that only 6% of mobile-only gamers purchase add-ons or dlcs, while for the other categories are around 30%, this key factor will allow us to keep the servers running in the years.



The first production of Dragon's Faith will be done in three steps: closed beta, open beta and release. The first two phases will be released for Windows only. The release will also have a MacOS version. We then aim to improve and complete the product based on the feedback received. We aim for release on Windows and Mac because the genre fits these platforms well, it is easier to develop and test, does not require special resources and licenses. We certainly expect a mobile version later, as it is possible to have short gaming sessions that are well suited to the portability of these devices and the grid system can work well with a touchscreen. The mobile

version will be released only later as it will require a lot of compatibility and optimization work. Releases for the main consoles are not excluded, but considering the costs and the differences compared to the other versions, we will have to check if it is worth it.

2.3 System requirements

To play Dragon's Faith is required a copy of the game and an internet connection. Further details can be found in the Technical Design Document.

2.4 Top performers

Nowadays, less and less Roguelike/Roguelite are turn-based, switching towards real-time fights and a more action-oriented gameplay. Given that, we'll list a series of video games who are well known in the genre even if with a different gameplay, as well as some who instead share a similar turn-based system, but are not Roguelike/Roguelite.

2.4.1 South Park: The Fractured But Whole

South Park: The Fractured But Whole is the second video game of the *South Park* franchise, following “*South Park: The Stick of Truth*”, developed and published by Ubisoft with the collaboration of South Park Digital Studios. The game takes place in an imaginary city with the same name as the series, where a group of kids is playing pretending to be Superheroes, dividing into two opposing teams and fighting each other in the whole city. While the previous title had static turns, like many RPGs, the sequel uses a grid system which increase the strategic aspects of the game and requires the player to consider possible enemies movements before choosing the next move; it also uses a party of four characters, while *Stick of Truth* had only two (just the player's character and an ally). While not in combat, the player can freely move around the city, finding equipment, resources and NPCs, besides enemies who will start fights, switching from exploration to the grid-system discussed above. It gained almost \$546.000 in the first week, and it was also among the top 100 highest-grossing games of 2017 on the Steam digital distribution platform. It received mixed reviews, due to the many changes on the previous title: some have been generally appreciated, while others not as much

- *Developer:* Ubisoft, San Francisco
- *Publisher:* Ubisoft
- *Platform:* Xbox One, PS4, Windows, Nintendo Switch
- *Release Date:* October 17, 2017 / April 24, 2018 (Nintendo Switch)
- *Main Similarities:* The Grid Turn-based combat system, with a real-time exploration, and RPGs elements, like finding equipment and different

“classes” (the “Dragon Cults” in Dragon’s Faith and “Superhero types” in South Park) with unique abilities; both are set in present time

- *Main Differences:* South Park has no roguelike/roguelite elements, and nothing is procedurally generated. It also allows the player to move a whole party, while in our game every player can only control his own character

2.4.2 Darkest Dungeon

Darkest Dungeon has the player manage a roster of heroes to explore dungeons below a gothic mansion the player has inherited. Played out in a mix of real-time movement and turn-based combat, a core feature of *Darkest Dungeon* is the stress level of each hero that increases with further exploration and combat; a character sustaining a high-stress level may gain afflictions that will hamper, or possibly enhance, their performance as an explorer. Prior to entering a dungeon, the player can use facilities in the Hamlet, the game’s “hub-town” near the mansion to manage a roster of heroes and inventory. Each hero belongs to one of fifteen character classes, and has their own statistics and skills that can be upgraded over time. If a hero dies while exploring a dungeon, that hero is lost for good. Once the player has completed preparations, they select four of their heroes to go explore a procedurally-generated dungeon. Combat encounters play out in a turn-based manner. A core element of *Darkest Dungeon* is its Affliction system, which indicates heroes’ stress levels or resolves. A number of factors impact Affliction while in a dungeon, such as adventuring without food or light sources, witnessing the death or wounding of a fellow party member in battle, or from blights cast on them by enemies. Unchecked stress levels will gradually interfere with the behavior of the character, such as being frightened and unable to fight directly or acting without or against the player’s direction. Allowing a hero to reach an extremely high stress level can cause them to have a heart attack, bringing them to the brink of death if not immediately tended to. Stress can be lowered while in a dungeon through camping offered at specific locations, or other restorative items, as well as when back in the nearby town.

By December 2017 it sold over 2 million copies, receiving good reviews almost everywhere, and a sequel should be released shortly, around May 2023, little earlier than our game’s presentation.

- *Developer:* Red Hook Studios
- *Publisher:* Red Hook Studios
- *Platform:* PS4, PSVita Windows, OS X, iOS, Linux, Xbox One, Nintendo Switch
- *Release Date:*
 - **Windows, OS X** January 19, 2016
 - **Linux**, April 26, 2016
 - **PlayStation 4, PS Vita** September 27, 2016

- **iPadOS**, August 24, 2017
- **Nintendo Switch**, January 18, 2018
- **Xbox One**, February 28, 2018
- *Main Similarities*: Procedurally-generated Dungeons, mix of real-time movement and turn-based combat, different classes with different skills which can be upgraded later on
- *Main Differences*: Darkest Dungeon allows to continue a playthrough even if one or more character of the party die, while in Dragon's Faith death of both player leads to game over and the creation of a new character; again, Darkest Dungeon makes use of a party, while our game makes the player controls only his own character

2.4.3 The Binding of Isaac

NOTE: The game deals with many Christian, mainly Catholics, aspects, both in the plot and in enemy design/theme. Isaac's mother is a fervent believer, on the verge of madness, and many well known names from the Bible are in the game, like Lazarus, Eve, Sanson and so on. While the game still became popular, during its release it had some problems and Nintendo initially refused to publish it on its consoles, not wanting to risk criticism from the audience.

The Binding of Isaac is one of the most popular and well known roguelikes of the last decade, and it's an independent game designed by Edmund McMillen and Florian Himsl. It revolves around a child, Isaac, who hides in the basement to escape his mother, who receives a "message from God" demanding her son in sacrifice. But the basement is filled with monster, or at least it appears so to the small child: the game implies many times that Isaac is hallucinating, transforming his own fears and anxiety into "monsters" to face; Indeed, we fight with spiders, flies, Mom and poops (which are real world objects) but also with the Seven Deadly Sins, Satan and other Devils (the clear depiction of "evil" in the Bible) and even with more abstract stuff, like deformed creatures representing sexual organs or fetuses; they probably have a more vague form due to Isaac being a child and not understanding very well some concept more linked to adulthood.

Each playthrough is divided into floors, every one of each is a randomly generated dungeon with enemies, power-ups, shops, secrets and at least one boss, who protects the passage to the next floor. The combat is in real-time, resembling a bullet hell title: enemies can shot at Isaac or touch him to inflict damage, the player have to shot too in order to defeat them (many power-ups allow different ways of fighting, but that's the core); if players's health reaches zero is game over and the a new playthrough has to be started. In the main menu there are the playable characters, with different characteristics and some even with unique mechanics; the menu also shows which "main bosses" (those plot relevant, like Mom) have been defeated with each character.

It can also be played with a local friend, who will use a minion with a single HP, consuming one of the main player's; the minion can fly and shoot, but cannot pick-up items or power-up, but is affected by the one collected by the main player.

The original game sold more than 3 millions copies till July 2014; one year later, by July 2015, original and *Rebirth* combined reached 5 millions copies.

- *Developer*: Edmund McMillen and Florian Himsl (a remake named *Rebirth* and later expansion with collaboration of Nicalis Studio)
- *Publisher*: none (later versions published with Nicalis)
- *Platform*:
 - Windows, OS X, Linux (original game)
 - Windows, OS X, Linux, PlayStation4, PlayStation Vita, New Nintendo 3DS, WiiU, iOS, Xbox One, Nintendo Switch, PlayStation 5, Xbox Series X/S (*Rebirth*)
- *Release Date*: [NOTE: due to the many platforms and versions, there are many dates; we decided to just put the first one for every version, since it's less confusing]
 - September 28, 2011 (original game)
 - November 4, 2014 (*Rebirth*)
 - October 30, 2015 (first expansion/new version, *Afterbirth*)
 - January 3, 2017 (second expansion/new version, *Afterbirth+*)
 - March 21, 2021 (latest expansion/version, *Repentance*)
- *Main Similarities*: Random generated Dungeon, in which a boss has to be killed in order to proceed to the next one; player's death result in reset of playthrough, but statistics from previous ones are maintained (boss killed in Isaac, the Completion Board in Dragon's Faith)
- *Main Differences*: Isaac has real-time combat, not turn based and revolves more around players's fast reflexes and adaptability, more than strategy

2.4.4 Iratus: Lord of the Dead

Players take the role of Iratus, a necromancer who desires to raise hordes of undead and escape from a dungeon. Iratus works his way up from the bottom of the dungeon to the surface. He is able to create simple creatures, such as skeletons and zombies, from defeated foes. As he gains power, more complicated creatures become possible, such as banshees and vampires. The creatures gain experience in combat and special abilities are unlocked as they gain experience. Combat uses turn-based tactics and is viewed from the side. Iratus' undead minions can not be healed in combat. If they are injured, they must recover in his lair. Heroes attacked in combat can be driven insane, at which point they may flee, turn against their teammates, or become more difficult to kill.

- *Developer*: Unfrozen
- *Publisher*: Daedalic Entertainment

- *Platform:* Windows, macOS, Linux
- *Release Date:* April 23, 2020
- *Main Similarities:* Random generated dungeons, turn based combat
- *Main Differences:* Grid combat movement, real-time free exploration of dungeons, exploration focus

3. Legal Analysis

“Dragon’s Faith” is a new IP created by “M.A.N.G.O.” team. Both names appear not to be registered as a trademark.

For development, we have acquired licenses which can be found within section 8.2 of the Technical Design Document.

Regarding the assets, they have all been acquired - free or paid - according to licenses that allow distribution. Despite this, these assets will only be used for the prototyping (which will not be distributed), while specific assets for the game will be created for the beta phase. A list of assets can be found in the [Media List](#).

The game will be submitted to a PEGI and ESRB rating. We can expect a PEGI 16 rating and a Mature 17+ rating due to explicit violence and injuries. If we want to downgrade the rating, it should be enough to remove the blood and open wounds. As descriptors we can certainly expect the tags "Violence" and "Online" and after the beta version the tag "In-Game Purchase".



4. Gameplay

4.1 Overview

In Dragon's Faith the players' mission is to free the areas occupied by the children of Tiamat. Players must work together to manage items, explore dungeons, avoid traps, defeat enemies that populate the dungeon, solve puzzles and collect keys to unlock the level's boss room. Meanwhile, players can increase their faith and unlock powerful skills according to it. Players will have to repeat this process until a certain number of bosses have been defeated in order to face the final boss.

4.2 Start a game

The player starts the game and displays the main menu. Here the player will be able to start a new game, load a game, change options, view the credits and exit the game.

4.2.1 New Game

Once the new game is started, players have to choose a faith (for further details abouts faiths see section [5.2.1](#) and [7.1](#)). Afterwards, the player will be able to interact with the game map (see section [4.3](#)).

The player will have to choose which area he wants to play and look for a team mate. This game can be only played online through the cooperation of two players and the player has to choose whether to play with a friend or play with other people. If he chooses to play with a friend he will have to decide whether to create a new team or join a friend. If he chooses to create a new team he will have to invite his friend. If the player wants to join a team that has already been created, he will have to accept the invitation that his friend has sent him. On the other hand, if a player decides to play with other people, a matchmaking will take place. In both cases, players will be able to decide whether to leave the team or indicate that they are ready to play. When all players are ready, they will be teleported to the Hub.

4.2.2 Save Game

Players cannot directly save the game. Data will be saved through an autosave function when players defeat a level boss. If players are defeated, a player leaves the game during the exploration or internet connection is interrupted, progress will be lost. If a player intentionally interrupts a session multiple times in a row he could get penalties.

4.2.3 Load Game

This feature is only active if the player has started a new game before. When the player decides to load the game he will be able to interact with the game map. He will have to follow the steps as mentioned in the previous section.

4.2.4 Other

Obviously the player can always access the options where he can adjust some settings such as audio, graphics and controls. Also, in the main menu he can read some information about the development team and quit the game.

4.3 Areas Map

This screen is a map that allows players to select an area and start a run. The world map is divided into areas, each area has its own setting, unique characteristics and its own child of Tiamat. By selecting an area players can view its information such as: difficulty of the level, whether the level has been completed and a small description of the mission. There is no order of areas to follow and the player can choose which one he wants, the difficulty level of the areas will adjust according to the player's progress. Areas not yet completed will be considered under Tiamat's command, on the other hand, completed areas will be considered under our command. The area that has Tiamat as the final boss will be intractable but not selectable: the player will always be able to know his final goal, know how many children of Tiamat he has already defeated but will not be able to start the run unless the requirements are met. In this screen the player will also be able to view and manage his current team, invite a friend before selecting the area or leave a team. If the player does not have a team before selecting a run, he will be taken to a matchmaking screen.

In this screen it is also possible to view some additional information concerning the faiths, such as the leaderboard, and some information concerning the community, such as special events or service information.



4.4 Hub

When an area has been selected, both players spawn in the Hub. The Hub is an area where players can rest, prepare for battle and trade their items to improve their equipment. They can also check their progress to see how many keys they are missing to open the Area Boss's room.

4.4.1 Paths

Each hub has a dungeon door and a level boss door. If players go through the dungeon door, they will only be able to return to the hub after defeating the miniboss. They can enter the dungeon as many times as they want.

In order to pass through the area boss's door, they must first unlock it by collecting enough keys (see section [4.6](#)). Once unlocked, if players go through the area boss's door, they will never be able to go back to the current hub as they will either defeat or be defeated.

4.4.2 Merchant

The merchant can sell or buy items for coins. The merchant can sell an item to the player only if there is enough space in the inventory. The merchant will have a limited number of items available that will be updated every time players enter the hub. The players will then have to decide who between the two will buy a certain item.

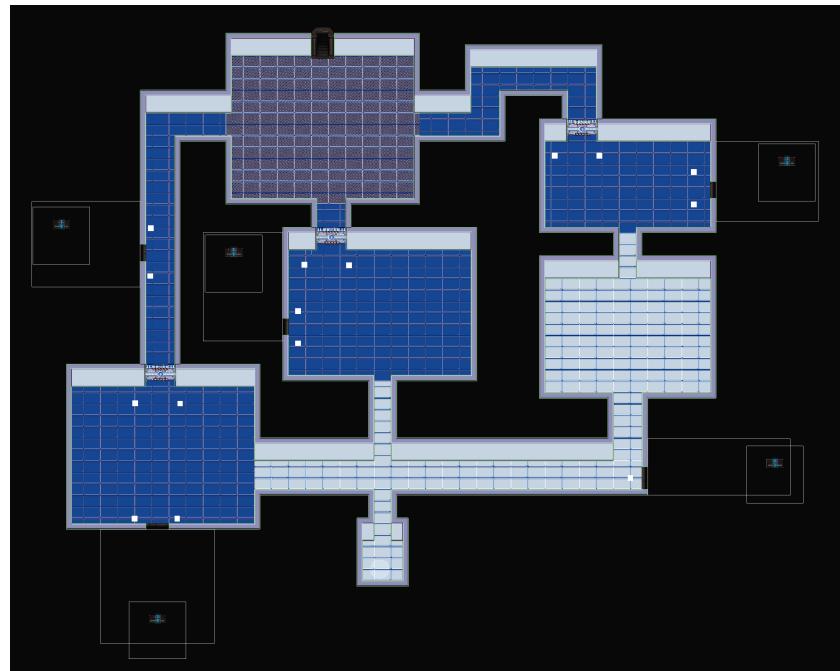
Also, the merchant is a collector of ancient texts, so he will give players premium items in exchange for ancient texts found within the dungeon.

4.4.3 Faith Chest

Inside the hub players can find a faith chest. It is a chest shared between some runs of the same type and visible only to the same faith. A player can decide, instead of throwing or selling an object, to leave an object inside the chest, which can be taken by another player of the same faith. While there is no actual and immediate advantage in doing so, players are encouraged to do it in order to help other players who, hopefully, will do the same once they are able to: since the game is designed to have players starting new games again and again, the equipment wouldn't carry over from a playthrough to another one anyway, so there is no big sacrifice in donating. But the idea of starting a brand new character, checking the chest and finding powerful equipment right at the start just because someone donated it should be appealing to everybody. It also increases the image of a Faith as a "team", with people of the same one being able to help each other even in a non-direct way. It also could be another reason for a player to keep choosing over and over the same Faith: helping other players of the same Faith to beat the game means making it earn more points on the scoreboard.

4.5 Dungeons

Once players enter a dungeon, they will not be able to return to the hub until they have defeated the miniboss, or they have died. Both players need to be in a defined area around the dungeon gate in order to enter the dungeon.



(Example of a dungeon map)

A Dungeon is one big floor composed of multiple rooms connected by corridors, the layout of which is selected at random from a pool of hand-made layouts when players choose to enter from the Hub. Scattered around the floor, there will be treasure chests spawned in secret areas and in the rooms, possibly protected by enemies that the players will have to fight. Traps will also be present which can damage players, and coop challenges, like doors that can only be opened by buttons that need to be pressed by both players simultaneously, and attribute challenges, like computers that can only be activated by a player that has a high enough attribute value and give access to secret areas. Each player is able to roam the dungeon freely, but if one of them starts combat, then if the other is too far apart, he will receive a turn penalty. In the final room of the dungeon, a miniboss will be spawned that, upon defeat, will drop one of the keys necessary to unlock the room of the area boss.

Scattered around the dungeon and in the secret areas there will also be collectible ancient texts that players can obtain and exchange in the hub at a merchant as described in section [4.4.2](#).

4.6 Area Boss's Room

The area boss room can only be accessed after the players have acquired 4 keys from the minibosses in the dungeons. Once players enter, they will not be able to return to the hub until they have defeated the area boss or died. To gain access to the area boss room, the players need to collect all the keys. Both players need to be in a defined area around the area boss gate in order to enter the level boss area.

The room is a large arena in which the area boss can move and use its abilities. The boss is also protected by an amount of basic enemies, that depends on the current number of areas completed by the players. Players need to be well prepared before entering and need to be careful with their positioning and use of abilities in order to be able to defeat the boss.

4.7 Final Boss's Area

The final boss area is similar to the one of the Dragon Lords, though it will be more difficult as players can only access it after having beaten at least five Dragon Lords before. When accessing the final boss area, players will move into a hub where they will be able to prepare for the final fight. In this case, they will not be able to enter dungeons. The final boss room is also similar to the ones of the Dragon Lords.

4.8 Combat

Players can move freely in the dungeon but when they engage in combat the scenario will change, players and enemies are placed on a grid (see section [4.8.1](#) for the grid description). The attack order of characters follow the ascending order of DEX, and it is shown in the combat interface. Players in their turn can do some actions:

- Move: player can move to a specific cell of the grid inside a certain range distance, defined by his Agility attribute and the equipment used.
- Melee attack: player must move near the target, this attack uses the player STR. Only available if a melee weapon is equipped.
- Range attack: player must move in an area around the target, this attack uses the player DEX. Only available if a ranged weapon is equipped. In order to attack the weapon must be loaded otherwise the player must spend an action to reload the weapon.
- Use dragon skill: this action is only available if an active skill has been unlocked. A skill has a certain range and a certain effect depending on the

faith and skill chosen and consumes MP depending on the skill power. For further details see section [5.2.1](#)

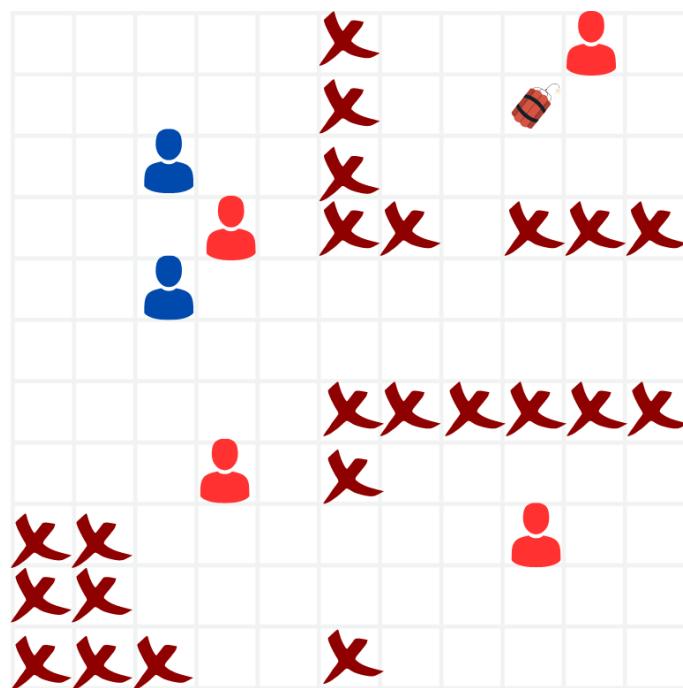
- Use an item: player spends an action to use an item that can restore parameters or deal damage. See section [4.9](#) for more information
- Block: player can use his action to put himself in a defensive position, in this way the damage he receives until his next turn will be reduced.
- Reload: to be able to use ranged weapons they must have at least one ammo, the player uses his action to reload the weapon.

On a turn a character can always move one time and use an attack/skill/item, reload or put himself in a defensive position. Players can also “skip” their turn, passing to the next character; this can be used before movement, action or both (for example, a player can attack a nearby enemy and skip, in order to avoid movement).

On the other hand, enemies can move one time and use an attack.

4.8.1 Combat Grid

The grid is made up of square tiles and has a rectangular shape. Characters, destructible objects and indestructible objects can be placed on the grid. If there are indestructible objects such as walls, the tile is not visible and is not selectable. Furthermore, there are tiles on which characters cannot move but are active so that they can be used for ranged attacks. A character can only move on free tiles while they can interact with all active tiles. A destructible object can be attacked by characters and when destroyed allows characters to move on that tile.



4.9 Items

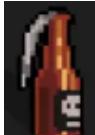
Being an RPG, items play an important role. There are various types of items that can be used or equipped. The main categories of items are: consumables, weapons and armor. Items can be obtained after a fight, while exploring the dungeon, purchased from a merchant or given as gifts by other players.

4.9.1 Consumable

Consumables can be used during both combat and exploration.

Each consumable has its own specific effect such as restoring health or mana. A particular subcategory are offensive consumables that can only be used during combat.

Some examples of consumable are:

| NAME | IMAGE |
|------------|---|
| Health Kit |  |
| Grenade |  |
| Molotov |  |

4.9.2 Weapon

Weapons are classified as melee or ranged. Damage is determined by the sum of weapon damage and character bonuses. To be used, a weapon must be equipped before a fight in the appropriate section of the inventory.

A melee weapon can only be used for attacks against adjacent targets but can always be used.

The range for ranged attacks depends on the properties of the ranged weapon. A ranged weapon will have its own ammo capacity, after which the player will have to reload the weapon before being able to use it again. Some examples are:

| NAME | IMAGE |
|---------------|---|
| Pistol |  |
| Shotgun |  |
| Assault rifle |  |
| Sniper |  |
| Combat knife |  |

4.9.3 Armor

Each armor provides the player who wears it with bonuses to his ability scores. The types of armor are: head, chest and boots. To get bonuses, armor must be equipped before a fight in the appropriate section of the inventory.

Some examples of armors are:

| NAME | IMAGE |
|------------------|---|
| Helmet |  |
| Bulletproof vest |  |
| Combats pants |  |

4.9.4 Inventory

The inventory is divided into two sections: one contains the list of objects carried by the player and one corresponds to the equipment.

Items can be used, dumped, equipped and vice versa or gifted to the team member. During the exploration phase, all the actions described can be performed, while during the combat phase, it is not possible to replace weapons or equipment.



4.10 Controls

4.10.1 Exploration

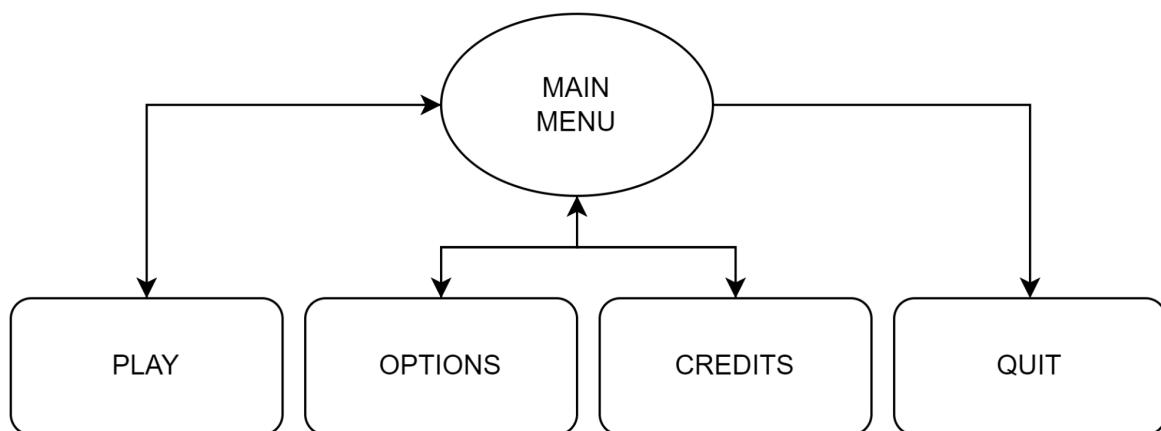
| CONTROLS | KEYBOARD + MOUSE | GAMEPAD |
|-----------------|------------------|---------------------|
| Move left | A / ← | Left stick (-X) / ← |
| Move right | D / → | Left stick (+X) / → |
| Move up | W / ↑ | Left stick (+Y) / ↑ |
| Move down | S / ↓ | Left stick (-Y) / ↓ |
| Run | Shift | R3 |
| Interact | E | A |
| Use toolbar | 1/2/3/4/5/6 | X/B/RT+(A/X/B/Y) |
| Show Skill tree | K | RB |
| Show Inventory | I | Y |
| Show Menu | Esc | Options |

4.10.2 Battle

| CONTROLS | KEYBOARD + MOUSE | GAMEPAD |
|----------------------------|------------------|---------------------|
| Change selected cell left | A / ← | Left stick (-X) / ← |
| Change selected cell right | D / → | Left stick (+X) / → |
| Change selected cell up | W / ↑ | Left stick (+Y) / ↑ |
| Change selected cell down | S / ↓ | Left stick (-Y) / ↓ |
| Confirm action | E | A |
| Use toolbar | 1/2/3/4/5/6 | X/B/RT+(A/X/B/Y) |
| Show Menu | Esc | Options |

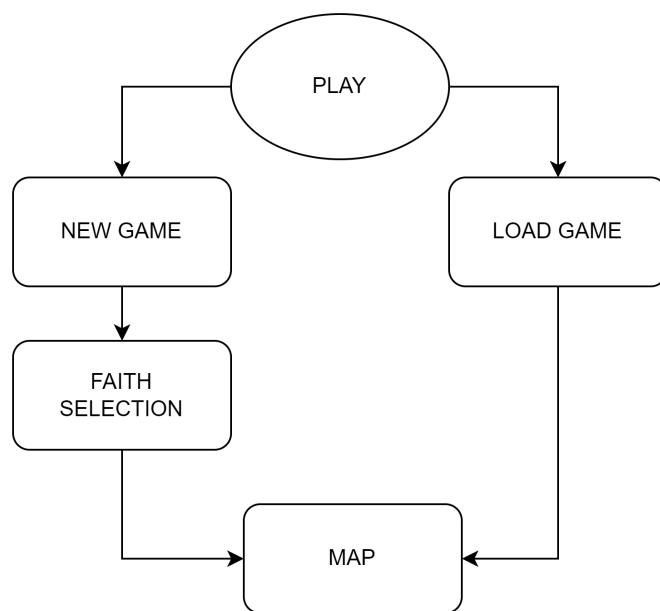
4.11 Interfaces

4.11.1 Main Menu



The main menu is quite simple, it allows the player to open the play interface, open the options interface, open the credits interface and finally quit the game. From all interfaces except "Quit" it is possible to go back.

4.11.2 Play Menu



The play menu is straightforward, it asks the player whether he wants to start a new game or load a previous one if this one has been found. If the player starts a new game he will be prompted to select a faith, in both cases the player will be taken to the Areas Map.

4.11.3 Faith Selection



A player wants to start a new game. This screen shows all the available faiths, designers should consider that some faiths may be visible but not selectable as part of an add-on or achievement, in order to encourage players to unlock it.

Every faith must show:

- Faith's symbol
- Faith name
- A brief description of the faith
- Faith's skills

The player must select a faith and confirm the choice in order to start the run.

4.11.4 Areas Map



This is the interface that allows the player to manage missions, team and game progress. In this screen we can observe the map of the areas and the information of the team.

The game map is divided into areas, each area has a central point which is represented by a dot and each dot represents a mission. The player can select missions, but the final mission will not be selectable until some criteria have been met and will appear differently than others. There is no order to follow for the missions but each one will have its own characteristics.

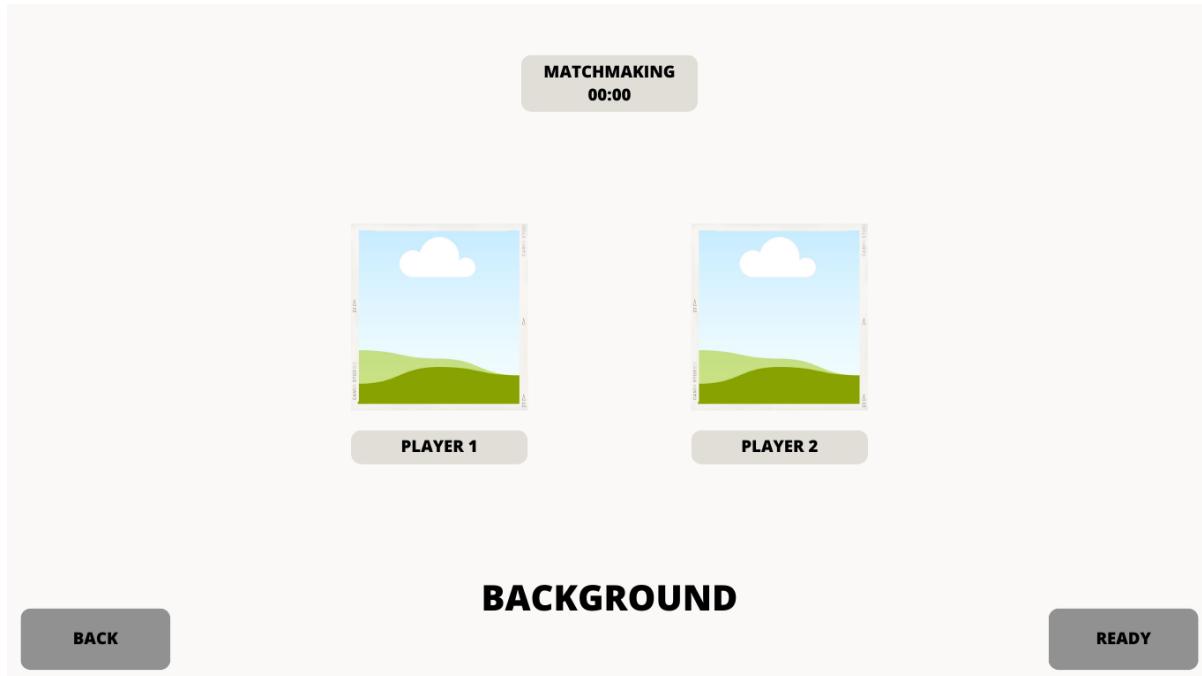
The player can view some information of his team such as name, faith and completed missions. Furthermore, he can leave the team or if he is alone he can invite a friend to his team.



When the mission has been selected a small briefing screen is displayed:

- Mission's name
- A brief description of the mission
- The characteristics of the area
- One button to confirm the mission: if the team has been formed, both players have to confirm the mission, if the team is not complete the player will see a matchmaking interface

4.11.5 Matchmaking



In this interface the player will have to wait for the matchmaking to be completed or cancel and go back. When matchmaking is complete a ready button will be interactable and if both players are ready the mission starts. Each player will also be able to see the time taken since the start of matchmaking and some brief information (name, faith and completed missions) about his character and the other player's character when he joins the team.

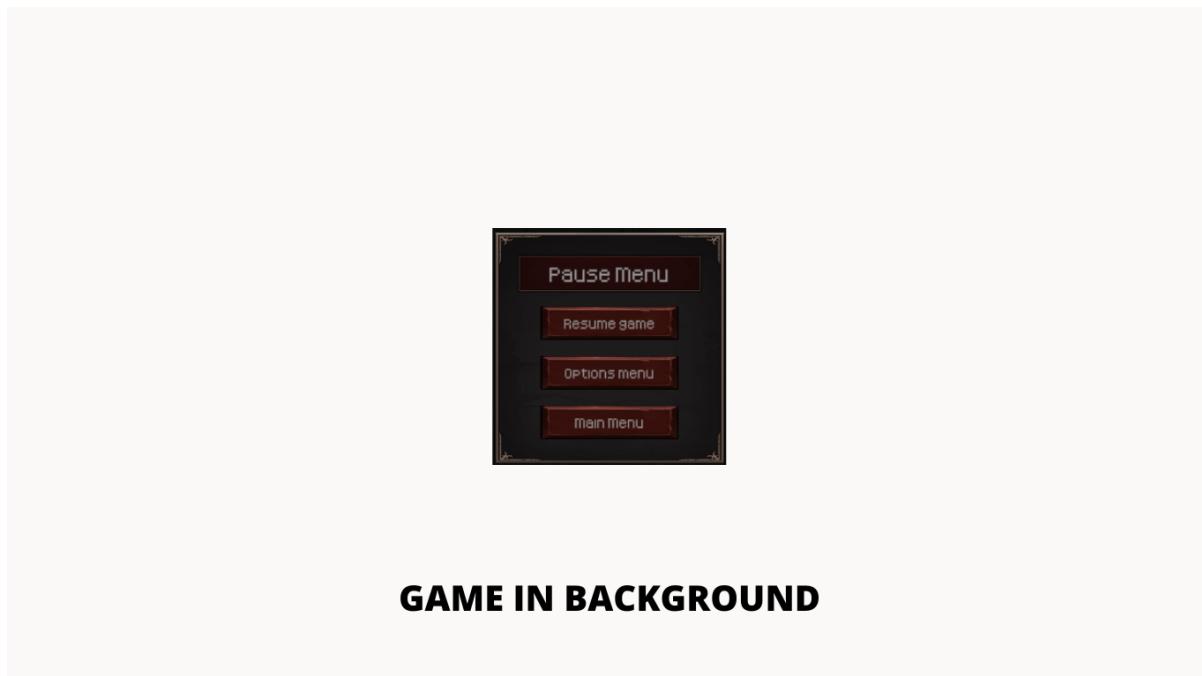
4.11.6 Player UI



The player UI is displayed both during the exploration phase and during the combat phase. The player UI consists of:

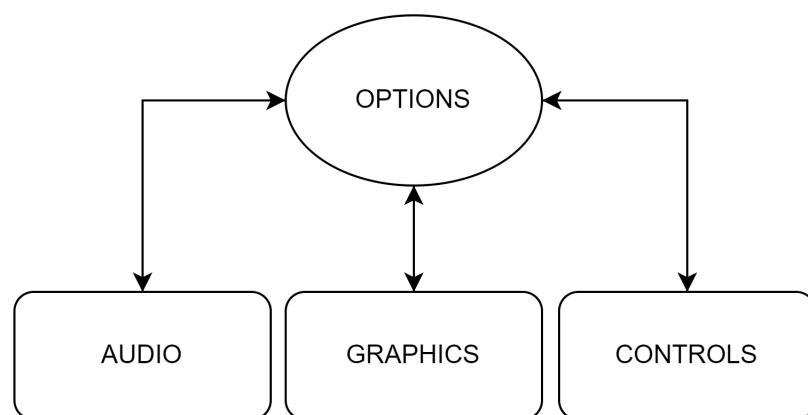
- Player info: it contains the faith's symbol, name and the level of HP and MP
- Central panel: in this panel other interfaces such as unlocked skills, inventory and settings are displayed. These can be displayed either via a hotkey or by clicking on the respective button at the bottom right.
- Toolbar: this displays the unlocked active skills and equipped items. Skills and weapons are usable only during combat while items are always usable. Toolbar elements can be used either by clicking or by using the respective hotkey.

4.11.7 In-Game Options



While playing the game the player can pause the game but this won't stop the time, so the game will be visible in the background. From the pause menu the player will be able to resume, change the options and return to the main menu. When the player tries to return to the main menu he will have to confirm a warning that the team will be deleted.

4.11.8 Options







4.11.9 Credits



4.12 Rules

Description of the rules of the game.

- A team is made up of only two players
- Each player must follow a faith
- Both players must confirm their mission choice in order to start
- In order to change the room both players must agree
- Combat begins when a player touches an enemy or if the player comes into line of sight of the enemy
- If one player dies, but the other manages to win the fight, the first one will be revived with a set percentage of HP; there is no limited amount of times a player can be revived
- If both players die, it's game over and all progress in that area is lost
- If one player disconnects the other player cannot continue alone; it will count as game over
- Players must win in order to end the fight, they cannot run away
- To be able to use an active skill the player must have enough MP
- There is no friendly fire, both for players and enemies; AOE attacks included
- To unlock the area boss, the defeat of a certain amount of miniboss is required
- To unlock the final boss, the defeat of a certain amount of "Dragon Lords" is required
- Every player can replay the same area as much as he wants but the defeat of the "Dragon Lord" counts only once towards the unlocking of the final boss.

4.13 Scoring/winning conditions

The main objective and winning condition in order to beat the game is to defeat the final boss, Tiamat, after unlocking it by clearing several Dungeons and defeating the bosses who are inside them.

The game has a second, minor objective: each time a character completes the game the scoreboard is updated and keeps track of how many times each Faith has defeated the final boss; so, ideally, a player can pick a favorite Faith and try to make it the first one in the scoreboard.

Progresses, abilities and equipment are preserved between different areas, but not during one: if players die in a Dungeon they fail the whole area and everything they collected is lost; their choice is to try the same area again or a different one. So it's actually impossible to "lose a run" in this game, the only way all progress is lost is if the player decides to start a new game.

4.14 Modes and other features

The game can only be played in multiplayer, with a team of two people helping each other. They will navigate through Dungeons together and each player will be in control of their own character; during combat each player has his own turn and can only move and act during it.

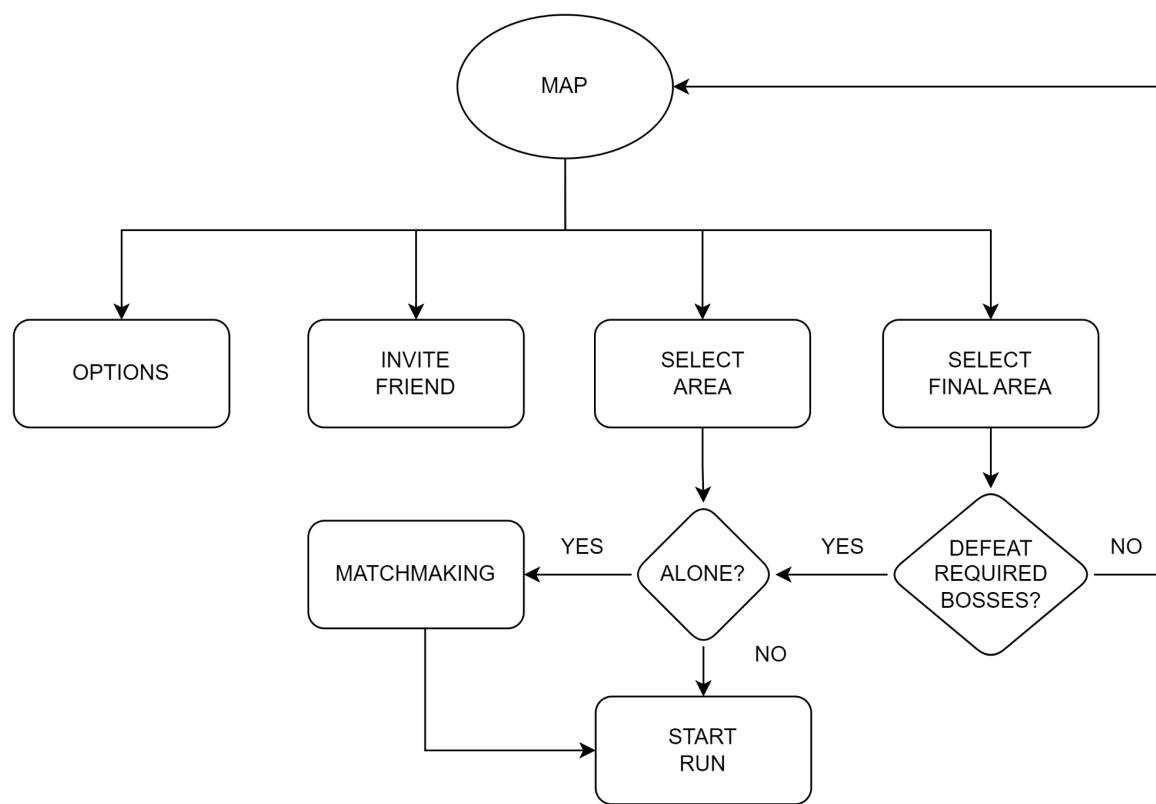
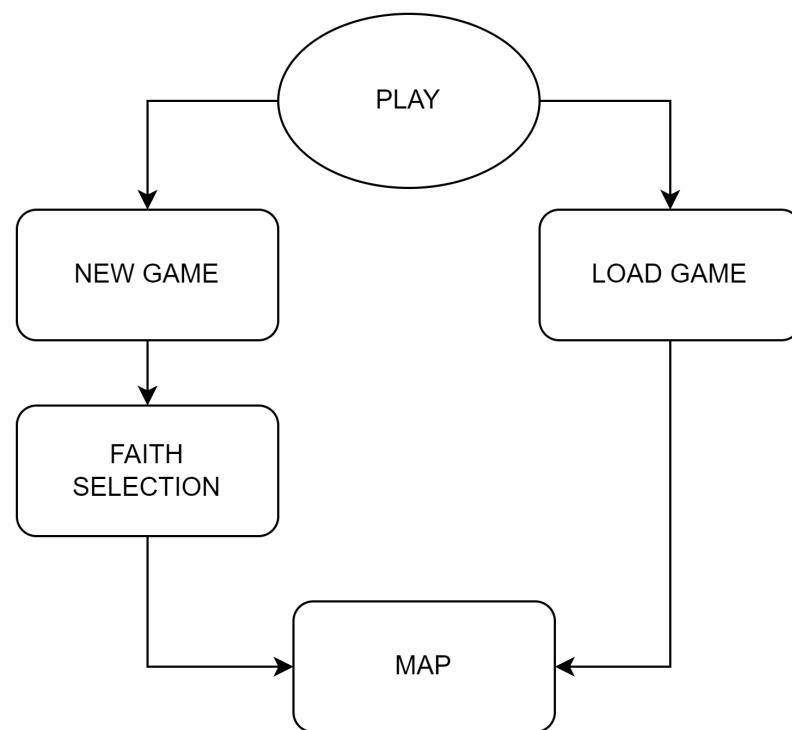
Matchmaking is done this way: it's possible to invite someone before starting an area or choosing one and be coupled with another player who selected the same area. These two modalities have an important difference: the players coupled can have at most one area completed more or less than the other one, but this logic doesn't apply with invites. The reason is that we want to avoid a player's game being ruined by a too leveled player (who would trivialize the area) or by a too less leveled one (who would only be a burden). But since we want players to enjoy co-op with friends anytime they want, invites will allow them to play even with big differences in their progression; it's up to them if this difference is a problem or not, since it's their choice to join that specific player.

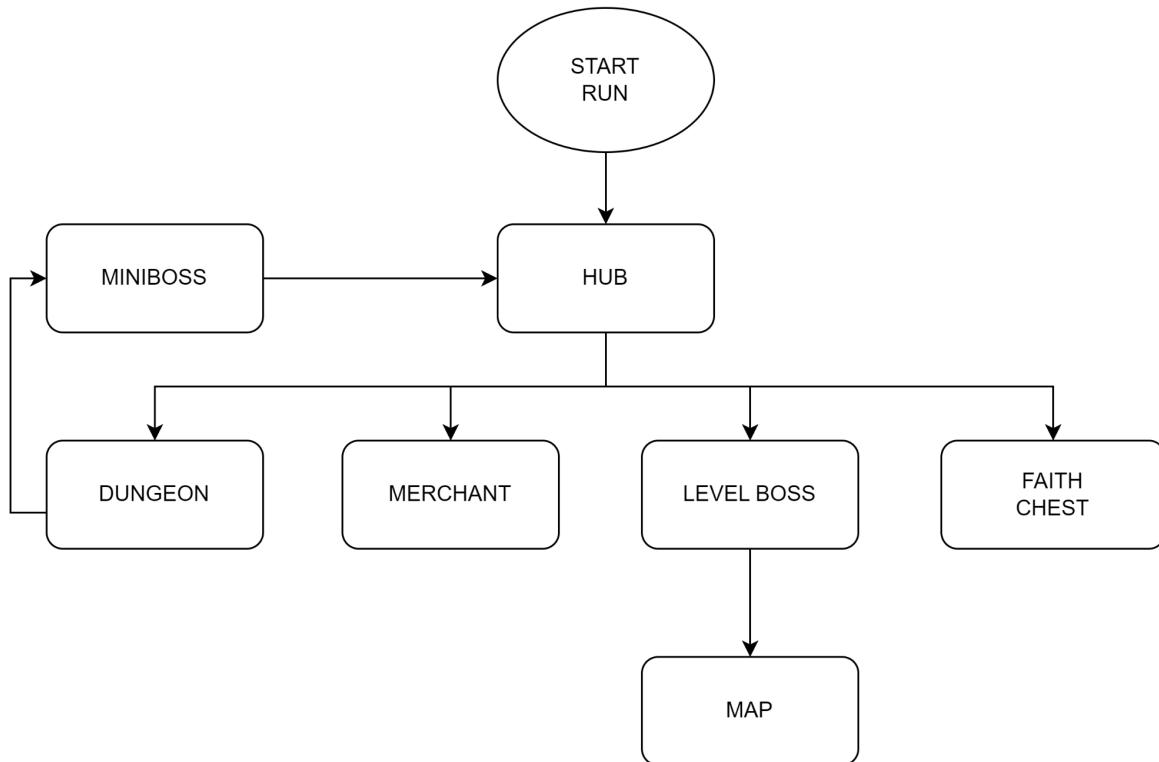
Anyway, once the area is completed players have to choose if they remain together for the next area or start a new matchmaking.

4.15 Flowchart

At the start of a new run is possible to choose the Faith of the character, the run itself is divided in different areas (which increase in difficulty according to how many have been completed) and at the end of each one there is a last boss of the area, one of "Tiamat's Dragon Lord" who protects the last boss, Tiamat itself; to unlock it players will have to complete at least 5 out of the 8 areas in the game, each with its unique set of Dungeons and a different "Tiamat's Dragon Lord" at the end. An area is composed from 3 to 5 Dungeons, casually drawn from a pool of pre-made maps for that area, each with a mid-boss at the end. We chose to allow players to complete only a portion of the areas for the following reasons:

- Not have to complete all the areas every time allows to have shorter runs, increasing replayability
- Player can, after knowing the game, choose which areas (and bosses) challenge according to their preferences and their current playstyle: some builds could perform better against some enemies but be a little troublesome with others





5. Game Characters

5.1 Characters design

The player characters start with a set of attributes that define their Strength, Dexterity, Intelligence, Constitution, and Agility. Each is initialized to a starting value that makes every player identical upon start of the game. Players are then able to modify these attributes and customize them to their play style by equipping better equipment and through the skill trees by unlocking passive skills.

Each attribute affects how the player interacts with the world and his performance in combat:

- Strength: Increases damage with melee weapons, increases range of throwable objects
- Dexterity: Increases damage with ranged weapons, (precision) (and distance).
- Intelligence: Allows access to intelligence related objects
- Constitution: Increases health
- Agility: Increases by how many grid cells the player can move in combat

Players are blessed by the Dragon god of their chosen faith and can cast unique spells of the same element of their faith. A player has his own inventory, skill tree, health points and mana points.

Players can buy or find different types of items and weapons while exploring dungeons. Equipment will modify a player's attributes, thus impacting a player's effectiveness in combat or allow access to different areas.

Health Points (HP) compose the player's life bar. These can be increased by increasing a player's constitution attribute and/or by wearing more powerful equipment. When health points drop to 0 during combat, the player becomes exhausted and is not able to do actions until he's revived. A player can be revived in two ways: the other player may choose to revive him during combat, or defeat all the enemies alone. In this case, the exhausted player is revived automatically. In both cases, the player will be revived with 25% health. Health points are restored automatically when returning to the hub.

Mana Points (MP) compose the player's mana bar, and define how many times a player can use an ability during a dungeon run. The amount of mana points is fixed. Mana points are reduced using skills. When they drop to 0, the player can no longer use skills until they are restored. Mana points are restored automatically when returning to the hub or by using mana potions during a dungeon.

The player's skill tree is populated by active and passive skills. Players will gain a new unique active skill when they defeat a Dragon Lord for the first time. An active skill consumes some MPs upon activation. For passive skills, on the other hand, minibosses in dungeons upon defeat will grant players an additional skill point that can be spent on them. Passive skills can have multiple skill points spent on each, letting the players increase their most useful attribute to their playstyle.

5.2 PCs

There are two characters, they differ in their avatar. Each player can customize their character by assigning different types of armor and weapon. At the very start of the game, the two players choose a faith that gives them access to unique skills (active and passive).

5.2.1 Faith Skills

These are some of the skills that will be available in the final game:

| FAITH | TYPE OF SKILL | NAME | DESCRIPTION |
|-------|---------------|-----------------|---|
| Fire | Active | Fire Breath | Exhale a fiery breath in a cone area that deals fire damage and has a chance of setting enemies on fire. |
| | Passive | Strength up | Passive increase to a player's strength attribute |
| | Passive | Agility up | Passive increase to a player's agility attribute |
| Air | Active | Airpush | Launch an air wave in a cone area that deals damage and pushes away enemies. Has a chance to make enemies fall to the ground. |
| | Passive | Dexterity up | Passive increase to a player's dexterity attribute |
| | Passive | Agility up | Passive increase to a player's agility attribute |
| Earth | Active | Earthquake | Stomp the earth beneath you and deal damage to all enemies in a range around you. Has a chance to stun enemies. |
| | Passive | Constitution up | Passive increase to a player's constitution attribute |
| | Passive | Strength up | Passive increase to a player's strength attribute |
| Water | Active | Hydro Pump | Shoot a ray of pressurized water at a single target dealing a lot of damage. Has a chance to jam the enemy's weapon, forcing it to unjam it before attacking again. |
| | Passive | Intelligence up | Passive increase to a player's intelligence attribute |
| | Passive | Dexterity up | Passive increase to a player's dexterity attribute |

5.3 NPCs

The army of Tiamat's followers is composed by different types of enemies, each using different type of weapons and abilities:

- **Tiamat's Assault Soldier:** they are the grunts of the army, the most basic enemy type. They don't possess a lot of health. They use an assault rifle as a weapon and can throw basic frag grenades. They patrol rooms in dungeons and attack any player in sight. In combat, they attack a player depending if it is visible to them, and if more than one is visible, they prioritize the one in weapon range or attack a random player if they are both within.
- **Tiamat's Melee Savage:** they use a melee weapon and have a little more health than the Assault Soldier and move a bit faster, i.e. more cells per turn. In combat, they prioritize the closest player to them and rush towards them, making them formidable and dangerous in close quarters combat.
- **Tiamat's Sniper:** they use a sniper rifle and possess the same amount of health as the Assault Soldier. In combat, they use the rifles' long range to shoot from a distance and stay as far away from the fight as possible.
- **Tiamat's Stealth Operative:** they are the most dangerous of the basic enemy types. They use a shotgun as a weapon and can stealth their movement for a turn, letting them move unnoticed from the players in combat. The stealth is interrupted once they attack or if the turn ends. The stealth ability requires a couple of turns to recharge after use. In combat, they tend to move at short/medium distance and try to flank players in order to catch them off guard. To balance this, they have the smallest amount of health.

Minibosses are larger, more experienced members of Tiamat's army, acting like Generals, that are in command of the dungeon locations and each protects one the keys that grant access to the chambers of Tiamat's Dragon Lords:

- **Tiamat's Brute:** larger than basic enemies, they are the slowest but also the ones with the most health. They use a large machine gun as a weapon. In combat, they tend to stay at medium range and can choose to perform 1 of 2 attacks, one direct to one player dealing moderate damage, and one in a cone area that deals less damage but can hit both players simultaneously.
- **Tiamat's Commander:** they have slightly more health than basic enemies and they use a grenade launcher. They can launch a grenade in an area or they can call reinforcements. This ability spawns 2 to 3 Assault soldiers around the Commander and has a 4 to 5 turn cooldown.
- **Tiamat's Elite:** they have the same health of a Commander and use a sniper rifle as a weapon. Additionally, they can place explosives that explode when a player gets too close. This ability has a 3 to 4 turns cooldown.
- **Tiamat's Shadow:** they have slightly less health than a Commander and have the same weapon and ability as the Stealth Operative. Additionally, they

can place turrets that shoot players once every 4 to 5 turns. Turrets remain active until they are destroyed or the Shadow is killed. Turrets can also be hacked by a player with a high enough intelligence attribute.

Dragon Lords are the highest members in the hierarchy of Tiamat's army. They control large contingents of the army in different parts of the world and are spawns of Tiamat herself, sharing a lot of physical features and abilities, but in reduced size. In the game, they are area bosses that the players need to defeat in order to move on and liberate their respective area. Each of them has 2 abilities based on their element that they use in combat:

- **Ignisar the Inferno Conqueror:**
 - *Inferno Breath*: Ignisar unleashes a torrent of scorching flames, engulfing all enemies in its path. The intense heat burns and leaves targets weakened.
 - *Molten Armor*: Ignisar surrounds itself in a protective armor of molten lava, increasing its defense and reflecting a portion of damage back to attackers.
- **Pyrothius the Flame Ascendant:**
 - *Flame Burst*: Pyrothius conjures a burst of searing flames that erupts on a single enemy, causing damage over time and leaving them engulfed in flames.
 - *Solar Flare*: Pyrothius channels solar energy into a powerful flare that blinds all enemies, reducing their accuracy and impairing their actions.
- **Vesperiax the Stormbringer:**
 - *Tempest Strike*: Vesperiax charges its wings with electrical energy and delivers a sweeping strike, electrocuting multiple enemies and potentially paralyzing them.
 - *Gale Force*: Vesperiax summons a powerful gust of wind that buffets the enemies, reducing their speed and evasion while also bolstering Vesperiax's own agility.
- **Solarius the Dawnbreaker:**
 - *Solar Beam*: Solarius channels the sun's energy into a concentrated beam, dealing massive damage to a single enemy and ignoring a portion of their defenses.
 - *Luminous Aegis*: Solarius envelopes itself in a radiant aura that grants increased resistance to incoming damage for a limited duration and heals Solarius over time.
- **Drakthorn the Stonehearted Tyrant:**
 - *Earthquake Slam*: Drakthorn slams the ground with tremendous force, causing an earthquake that damages all enemies and potentially immobilizes them.

- *Petrifying Gaze*: Drakthorn fixes its cold gaze upon a single enemy, turning them to stone temporarily, rendering them unable to act or defend.
- **Seraphix the EarthBreaker:**
 - *Terra Crush*: Seraphix smashes the ground with its colossal tail, causing pillars of stone to erupt and strike multiple enemies, dealing heavy damage.
 - *Quicksand Quell*: Seraphix summons a patch of quicksand beneath an enemy, trapping them and steadily draining their health while reducing their speed.
- **Aquarion the Tidal Sovereign:**
 - *Tsunami Surge*: Aquarion conjures a massive tidal wave that crashes upon all enemies, dealing damage and potentially causing them to be drenched, lowering their fire resistance.
 - *Aqua Veil*: Aquarion envelopes itself in a shimmering veil of water, granting increased defense and resistance against incoming physical attacks.
- **Marindra the Leviathan Queen:**
 - *Ocean's Wrath*: Marindra unleashes a devastating water vortex, pulling enemies in and inflicting damage while leaving them vulnerable to further attacks.
 - *Call of the Depths*: Marindra summons a legion of aquatic creatures to aid in the battle, overwhelming enemies with a combination of physical and water-based attacks.

Tiamat is much larger and moves slower than all the other enemies in the game. She also has the most health than all other enemies in the game. She can cast all the abilities of the Dragon Lords, making her much more dangerous. In combat she behaves like a Dragon Lord. Players will have to plan their turns carefully in order to be able to defeat her.

6. Story

6.1 Synopsis

More than two thousand years ago, before the arrival of technology and the new faith, peoples lived in communion with nature. The tribes were different from each other, but they followed the same principles and were faithful to their own gods. Each faith represents a different element and a different aspect of nature: fire, air, earth and water.

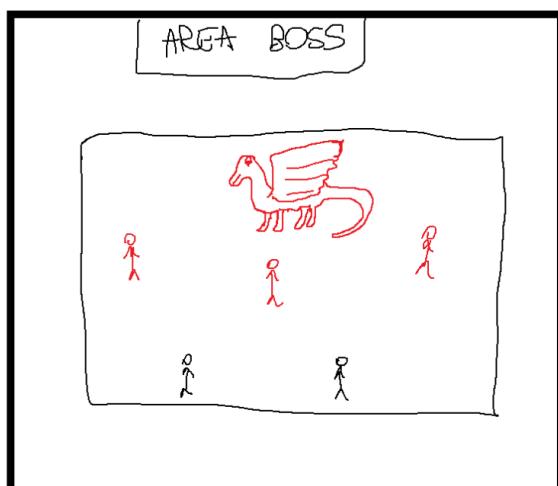
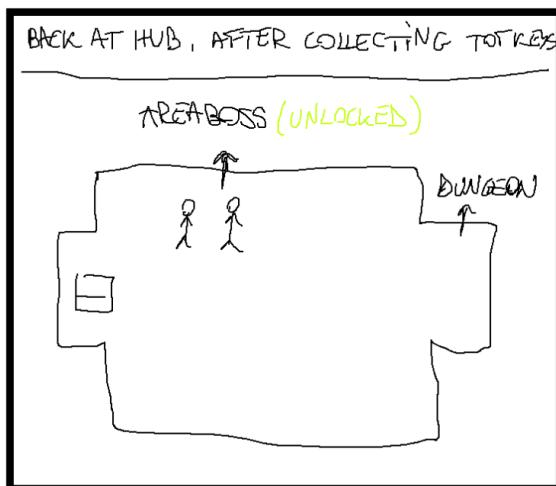
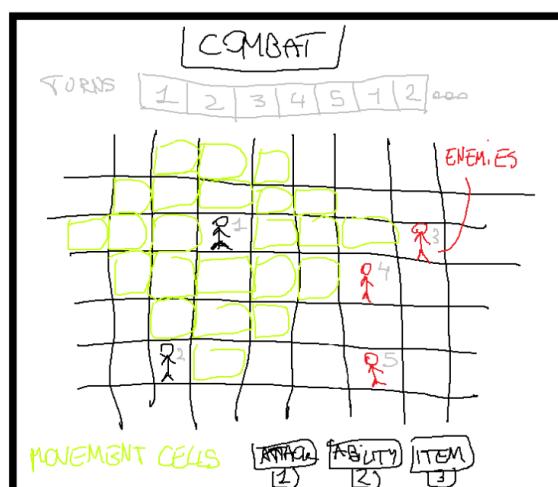
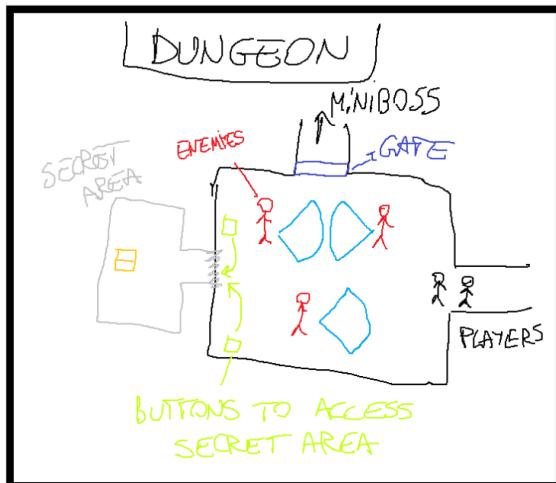
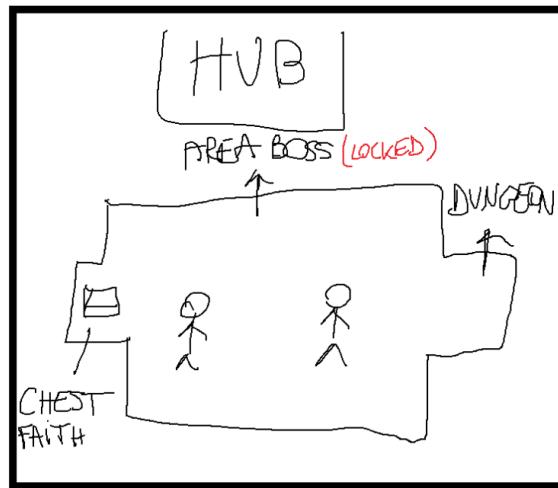
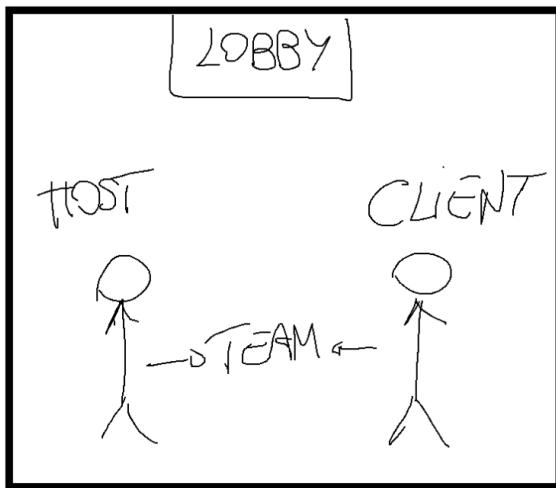
One day the arrival of a powerful creature upset the balance. Tiamat managed to corrupt the peaceful tribes who began to fight each other. When all seemed lost and the populations exterminated, the four elemental gods managed to seal Tiamat in a cave at the cost of their own lives. From that day all traces of these gods who saved the world were lost.

Until, after archaeological excavations, Tiamat was freed and step by step she is recovering her powers. Fortunately, sources of power related to the four elemental gods have been discovered, giving rise to new acolytes who believe in them.

A new agency was formed by these acolytes to fight back against Tiamat and retake control of the different areas of the world. The agency's operatives have been trying to free locations of importance, find ancient texts and defeat Tiamat's Dragon Lords.

Will the agency be able to work together and defeat Tiamat?

6.2 Storyboard



7. The Game World

The game world looks like the real one but with distorted shapes and sizes and is divided into unique areas. There are currently four faiths in this world, each trying to follow the teachings of their god.



7.1 Faiths

Fire is synonymous with energy, grit and passion. Fire acolytes are said to be born leaders, they inspire others with their words, they are impulsive people, act quickly and must have everything under control. Fire acolytes believe in Bainiarth.

Water is synonymous with peace, patience and reflection. It is said that water acolytes can feel the deepest emotions of others, they are empathetic and creative but this makes them extremely vulnerable. Water acolytes believe in Unnied.

Air stands for neutrality, wisdom and spirituality. Air acolytes are said to be great entertainers, communicators and love to travel with the imagination and this often leads them to get distracted. Air acolytes believe in Ginyr.

The earth is synonymous with stability, rationality and severity. It is said that the acolytes of the earth have a lot of practical sense, they are persevering and meticulous, they are extremely faithful and tolerant but this does not always reward them. Earth acolytes believe in Bundio.

7.2 Area Idioms

Each area has its own biome, with different tile maps and traps depending on the element it represents. Each area will have its own time and its weather conditions which do not change over time, but being indoor dungeons, they may not be relevant.

7.2.1 Forest

In this dungeon nature has taken over and time seems to stand still, everything would be quiet if it weren't for the noise of the enemies.



7.2.2 Volcano

In this dungeon there are fire traps and paths built on lava.



7.2.3 Cavern

There are dark paths in this dungeon and enemies can take advantage of them to ambush players.



7.2.4 Iced Mountain

This dungeon is located at a high altitude in a mountain and the cold is unbearable, the path is slippery and our heroes must be careful of the ice blocks on the ceiling.



7.2.5 Forge

This dungeon is located in a large forge, the heat comes out of the furnaces and the environment is full of sharp and dangerous objects.



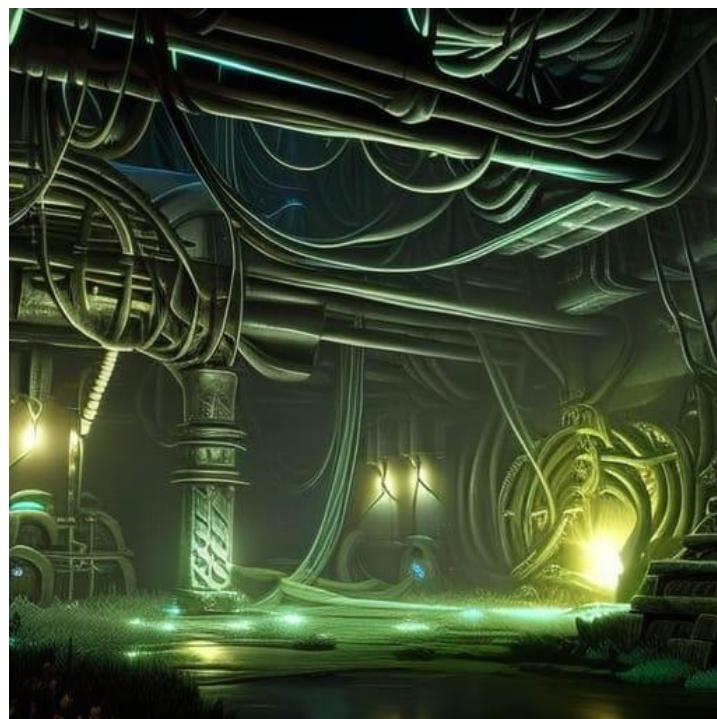
7.2.6 Sea

This dungeon is located in a place that is below sea level but where there is somehow some air. Water allows people to control the mechanism and paths of the dungeon. Our heroes will have to master them in order to get out.



7.2.7 Power Station

This dungeon is located under a large city, where there is a power line that supplies the city. Electricity is dangerous and our heroes must be careful or the next step could be fatal.



7.2.8 Desert

In this dungeon sand and heat reign. Sand can reveal surprises like quicksand, enemies or, if you're lucky, some nice discoveries.



8. Media List

| MEDIA | DESCRIPTION |
|-------|--------------------|
| MUSIC | |
| | Main Menu |
| | Areas Map |
| | Hub |
| | Dungeons |
| | Bosses |
| | Combats |
| SOUND | |
| | Menu click forward |
| | Menu click back |
| | Menu click error |
| | Menu click locked |

| | |
|-------|-------------------------------|
| | Team notifications |
| | Melee attacks |
| | Ranged attacks |
| | Reload |
| | Skip turn |
| | Skill attacks |
| | Use item |
| | Receive item |
| | Throw item |
| | Move item |
| | Move item locked |
| | Move in combat |
| | Select grid's tile |
| | Move in dungeon |
| | Destructible object destroyed |
| | Combat damages |
| | Environment damages |
| | Character died |
| | Skill unlocked |
| | Skill points obtained |
| IMAGE | |
| | Pong logo |
| | Team logo |
| | Game logo |
| | Loading backgrounds |
| | Menu backgrounds |
| | Faiths logo |

| | |
|---------------------|----------------------|
| | Combat backgrounds |
| USER INTERFACE | |
| | Menus |
| | Options Menu |
| | Areas Map |
| | Team |
| | Matchmaking |
| | Loadings |
| | Player bars |
| | Toolbar |
| | Inventory |
| | Skills Tab |
| | Merchant tabs |
| | Faith chest tab |
| | Combat actions |
| | Grid |
| | Enemies info |
| SPRITES & ANIMATION | |
| | Items |
| | Weapons |
| | Skills |
| | Players |
| | Enemies: minions |
| | Enemies: area bosses |
| | Enemies: final boss |
| | Traps |
| | Environment objects |

| | |
|----------------|--------------------|
| | Tilemaps: hubs |
| | Tilemaps: dungeons |
| | Merchants |
| VISUAL EFFECTS | |
| | Menus effects |
| | Character damage |
| | Attacks |

9. Prototype

The goal of the prototype is to show off one of the eight areas present in the full game.

No world map will be present, players will immediately start inside the hub of the available area, where they will have to choose between two faiths. Also no matchmaking will be available, the current implementation will make use of a host-client system where the client has to insert the IP address of the host to connect to it.

Dungeons will have a limited pool of available layouts and no traps will be present and no ancient texts will be available to collect.

As for combat, a limited number of items and skills will be available. Additionally, we aim to have only one type of enemy, one miniboss and the area boss. We deem this enough as we intend more to show off the mechanics of the turn based combat and game flow rather than make the prototype too complex.

The Hub will contain only the dungeon door and the area boss door. No merchant will be available, though players will be able to exchange items found during the exploration of the dungeon.