

# Game Design Document

## Heroes Justices

### 1.Game Overview

Title: Heroes Justices

Genre: 2D Arcade

Platform: PC / Arcade Machine

Graphics: Pixel Art / 2D Sprite-based

Summary: The player selects one of two characters and embarks on a dangerous journey filled with enemies. The goal is to reach the castle, defeat powerful bosses to obtain a key, and face the final boss waiting inside the fortress.

### 2.Core Gameplay Loop

Player selects a character at the start.

In Level 1, the player battles enemies to reach the castle.

The castle gate requires a key to open.

The key is dropped by the first boss upon defeat.

The player picks up the key and enters the castle.

A final boss fight begins inside.

Defeating the final boss completes the game.

### 4. Playable Characters

Gun-Wielding Character:

Ranged attacks (fires bullets using mouse or assigned button) Defeats enemies from a distance

Sword + Shuriken Character

Melee combat (sword attacks)

Mid-range shuriken throwing (with cooldown)

## 5. Enemies

Zombie, Skeleton, Bat:

Basic AI that chases the player

Can be killed by bullets, sword, or shuriken

Boss Enemy:

Guards the path to the castle

Drops a key upon death

Main Boss (Final Boss):

Located inside the castle

The ultimate enemy of the game

## 6. Art Style & Assets

-Pixel Art Style

-Playerers, 3+ enemy types, power-ups, UI components, backgrounds

-Simple animations

## 7. Audio & Sound Effects

Footstep Sounds: Vary by surface (wood, ground)

Gunshot SFX: Controlled via SFX volume bar

Shuriken Throw SFX: Unique sound when thrown

Boss Music: Special tracks for boss fights

## 8. User Interface (UI/UX)

Shuriken Cooldown Indicator: Visual fill bar on the corner

Health Bars: Shown for both player and bosses

Pause Menu: Resume, Main Menu, Options, Quit

Options Menu: Music & SFX volume adjustment

Bang Studios

Heroes Justices