**PaperShark**

**Design Document for:**

# Wrath of Cthulhu

**The Ancient Awakening**

“There’s nothing funny about Cthulhu”™

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Version # 1.00

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# **Design History**

This portion of the document is to show the progression of our ideas and changes to the main mechanics of the game.

## **Version 1.10**

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. I rewrote the section about what systems the game runs on.
2. I incorporated feedback from the team into all parts of the design; however, no major changes were made.
3. Just keep listing your changes like this.

## **Version 2.00**

Version 2.00 is the first version of the design where a major revision has been made now that much more is known about the game. After many hours of design, many decisions have been made. Most of these large design decisions are now reflected in this document.

Included in the changes are the following:

1. Pairing down of the design scope. (Scope, not design)
2. More detailed descriptions in many areas, specifically A, B, and C.
3. Story details.
4. World layout and design.

## **Version 2.10**

Version 2.10 has several small changes over that of version 2.00. The key areas are in many of the appendixes.

Included in the changes are the following:

1. Minor revisions throughout entire document.
2. Added “User Interface Appendix”.
3. Added “Game Object Properties Appendix”.
4. Added concept sketch for world.

# **Game Overview**

## **Philosophy**

### **Philosophical point #1**

This game is trying to fuse two genres into one fluid and intuitive combination. The 2D shooter and roguelike genres have a lot of potential for their elements complement each other very nicely. This game is not going to be groundbreaking but it will fuse two elements of the genres that we find fun.

### **Philosophical point #2**

Our game will only run on PC due to our familiarity with PC and the multiple keys on a keyboard to run co-op on one screen.

### **Philosophical point #3**

Our game will always be placed in the H.P. Lovecraft time period, so no crazy items from the future like a Tesla car. Keep everything in perspective and age appropriate which is the time period of 1920s. Also keep the monsters and map settings very dark because the novels are naturally dark due to the ominous nature of the Old Gods.

## **Common Questions**

### **What is the game?**

A 2D, side scrolling shooter that has roguelike elements. You will take the role of a character from the 1920s in a world where Ancient creatures have begun to spawn, and it’s your job to figure out how to end it. You will go through many levels, defeating enemies and acquiring gold, with the help of character upgrades and unique items which all serve different purposes. The world depends on your skill and craftiness.

### **Why create this game?**

We are creating this game because we are fans of unique items and character upgrades which tends to be used within many 2D games. We also felt that the world of H.P. Lovecraft is not used very often in today’s game market which is a huge shame because there is so much to explore in this world that is almost made for video games.

### **Where does the game take place?**

This game will take place in a populated city, London, that has been invaded by the ancient creatures. The setting is in the 1920s and the theme is gothic so the houses are going to have spires and the general tone of the game will be extremely dark and sinister.

### **What do I control?**

You, as the player, will take control over one of two (hopefully four) playable characters. Each character will have a weapon specific to them and a unique starting item. You will progress through the levels while obtaining new items and character upgrades along the way.

### **How many characters do I control?**

Two characters will be available to choose from based on your preference. Both characters will have different weapons (melee/ranged). The weapons will be specific to the character and will not change through the duration of the gameplay. Each character will have special upgrades available to them, including increased health/range.

### **What is the main focus?**

The character/characters wake up surprised to find that monsters are roaming around the world. Confused and lost, they must get to the root of the problem and restore peace by defeating Cthulhu and the wave of enemies in the path.

### **What’s different?**

The focus of this game is to incorporate H.P. Lovecraft genre into a 2D shooting rogue-like environment. There aren’t many H.P. Lovecraft games available today, and this genre has a ton of potential to add a story/monsters into a new game. We also add the madness component that is typical of Lovecraftian mythos. You not only have to worry about your health but also sanity.

# **Feature Set**

## **General Features**

Side-scrolling

Pixel Art animations

2D graphics

Dark environment

## **Multiplayer Features**

Up to 2 players

Co-op based with keyboard controls

## **Gameplay**

Unique items, each serving a large purpose in one area of the game (Heals, teleports)

Character upgrades that are visible to the player (added knockback, double shot)

Level bosses that will provide a challenge to the players and force them to adapt playstyle

Weapon combat, each weapon having different strengths and weaknesses

Madness meter serves as a secondary health bar that cannot be healed

Final boss that will be three phases

# **The Game World**

## **Overview**

The world has been invaded by eldritch creatures and our protagonists are set on finding a solution to all the madness that has been unleashed. Taking place in 1920s London, the Gothic architecture of the buildings serves as a nice complement to the monstrous creatures.

## Eldritch Bosses

Each level will feature a boss that is canon to the H.P. Lovecraft books, and will also be extremely difficult.

## Time Appropriate Items

The items will be time appropriate to the 1920s meaning the weapons will not be as advanced as they are in the present day. The items will also be gothic themed such as pocket watches, winchesters, etc.

## **The Physical World**

### **Overview**

The world will need to be very dark and have a bit of a blue hue to it. The architecture should be as gothic as possible with much of the scenery being crumbled or falling apart.

### **Key Locations**

Dunwich Bridge: a long dark suspension bridge over the river Thames with large arches above the cobblestone road.

R’lyeh: the sunken green city under the pacific ocean created by Cthulhu.

City: The area where the protagonists will begin their mission

### **Travel**

The player follows a linear map, such as a bridge or one street, until reaching the boss at the end of the level.

### **Scale**

The player characters and enemies will each take up about 25x10 pixels relative to a map of 400x250 pixels.

### **Objects**

Currency: A gold coin, used for upgrades and item purchase.

Red Vile: Used to heal the players health a certain amount.

Pocket Watch: A unique item, used to stop time

Elixir of Life: A unique item, when used will give health as well as madness

See the “Objects Appendix” for a list of all the objects found in the world.

### **Weather**

The weather will be foggy, rainy, or something that will make seeing difficult

### **Day and Night**

The game will be during the night.

### **Time**

No time limit

## **Rendering System**

### **Overview**

The game will be rendered in 2D.

### **2D/3D Rendering**

Unity

## **Camera**

### **Overview**

Camera will be top-down view that will follow the characters as they progress.

### **Camera Detail #1**

The camera will begin to move once a player moves past the middle point of the screen

### **Camera Detail #2**

The camera will not move forward if a player is at the far left of the screen

### Camera Detail #3

The camera will not progress if there are enemies still alive on the screen

## **Game Engine**

### **Overview**

Unity will be used as the game engine.

### **Game Engine Detail #1**

The game engine will keep track of everything in the world like the different scenes, including the main menu and the 3 levels/characters,

### Suspension Bridge

Unity will be able to handle our suspension bridge design very nicely.

### **Collision Detection**

Our game engine handles collision detection really well. It uses 2D box collisions throughout the levels to ensure that players do not collide with the level designs or monsters.

## **Lighting Models**

### **Overview**

The lighting will be dimmed to provide a darker setting, so that it can match the H.P. Lovecraft theme.

### **Lighting Model Detail #1**

The level designs itself will appear darker, while the character will show some more lighting.

### **Lighting Model Detail #2**

The level bosses will be brighter to emphasize their size and uniqueness.

# **The World Layout**

## **Overview**

The layout will be a linear map with the players moving to the right. The world will progress from city to bridge to R’lyeh.

## Linear Map

Provides a clear objective and guidance for the player to focus on character management and strategy.

## Staged Maps

Allows a pause time between maps to give player time to upgrade and obtain weapons.

# **Game Characters**

## **Overview**

Two characters are available to play from. One is a melee type, and the other is a range type. They both have special abilities and a specific weapon to fight enemies with.

## **Creating a Character**

The characters are created in pixel art form using GraphicsGale. Spritesheets are created for animation.

## **Enemies and Monsters**

The monsters are Lovecraftian eldritch horrors much like the creatures in the Cthulhu mythos. They often have tentacles or fins and generally look not of this world. The bosses will be larger versions of those monsters with unique features to signify they are elder gods.

# **User Interface**

## **Overview**

When the game is loaded, the user will be presented with a main menu screen. From the main menu screen, the user will hit the play button and will be presented with characters to choose from. There will also be an option to play co-op. From there, the user/users spawn in the game environment, and are presented with a pop-up explaining the instructions of the game. After that, the level begins and a wave of enemies spawn. There is also a pause button at the top right hand side of the screen in order to freeze gameplay. A prompt will appear once the user finishes a level, and then the next level will begin.

## **User Interface Detail #1 (Main Menu and Character Selection)**

The menu will contain the title of the game at the top-center of the screen, with a play button geared towards the middle-center. The background will have an H.P. Lovecraft theme and a H.P. Lovecraft based soundtrack. The screen after will be vertically split showing character selection options for the user. The left portion will show an animation of a melee character, and the right will show a range character. The top of the screen will show an option to play co-op. If the user selects this option, the screen will stay intact so that User #2 can select his/her character.

## **User Interface Detail #2 (Game**play Environment)

Gameplay environment will consist of a total of 3 levels. Each level will have 3 scenes that are hand-drawn. The user will go through side-scrolling in order to advance and defeat enemies. At the final scene of each level, he/she will be faced by a level boss that is significantly harder to defeat than the normal enemies. The last scene of Level 3 is where Cthulhu appears, and defeating him will end the game.

# **Weapons**

## **Overview**

Each character will have either a melee weapon or a range weapon in order to defeat enemies.

## **Weapons Details #1 (**Melee)

The weapon will be the character’s own fists. Due to close combat, this character’s attack and health will be greater than that of the ranged character. Each punch will land damage to the enemy’s health bar.

## **Weapons Details #2 (**Winchester)

This weapon will be an old school rifle created in the year 1866. This way we can match the weapon with the time period of H.P. Lovecraft and Cthulhu. The player will be able to shoot enemies from a distance, although it will take more hits to kill them.

# **Musical Scores and Sound Effects**

## **Overview**

Both areas are going to mostly be open source with a bit of self-made music, depending on skill.

## **Red Book Audio**

If you’re using Red Book, describe what your plan is here. If not, what are you using?

## **3D Sound**

Talk about what sort of sound APIs you’re going to use or not use, as the case may be.

## **Sound Design**

Take a shot at what you’re going to do for sound design at this early stage. Hey, good to let your reader know what you’re thinking.

# **Single-Player Game**

## **Overview**

The single player mode will be following a main protagonist who is trying to eradicate the evils of Cthulhu.

## Scaled Down Monsters

For the single player mode, the monsters will have to be scaled down in order to make the game an enjoyable, single player experience.

## **Single-Player Game Detail #2**

## **Story**

The world will have already been infested with these creatures for about 2 weeks and our story will pick up with our protagonist entering London in search for an answer. He will progress through the city, fighting mobs of creatures but when he is approaching the Dunwich bridge, he will be attacked by one of the Elder ones. Once finished with this one, he will progress down the bridge, withstanding mobs of Deep Ones and will soon realize that the bridge has been cut off. At that moment, the god known as Dagon will jump out and our protagonist will have to fight him. After the fight is complete, he will look over the edge of the broken bridge and see a time gate that will most likely contain the answer to this madness. He will jump in and be transported to R’lyeh, the ancient city of Cthulhu. He will progress through the ancient city and will ultimately fight Cthulhu to save the world.

## **Hours of Gameplay**

A playthrough of the game will last roughly 20 to 40 minutes, depending on play style. The player will most likely also need to play multiple times in order to succeed.

## **Victory Conditions**

Destroy Cthulhu

# **Multiplayer Game**

## **Overview**

2-4 characters will be in gameplay at the same time. Each character can be different based on player settings, and they will have different abilities.

## **Max Players**

A maximum of 2 players will be able to play at once.

## **Servers**

The game will be played on one computer.

## **Customization**

The players may choose from a variety of characters who all have strengths and weaknesses. They may also micromanage their upgrades and items which will all give them a unique character from the party.

## **Persistence**

No

## **Saving and Loading**

You will not be able to save, this is where the roguelike element comes into play. We want the game to be a challenge and for the player to finish it in one go otherwise they need to start over and rethink their strategy.

# **Extra Miscellaneous Stuff**

## **Overview**

Drop anything you’re working on and don’t have a good home for here.

## **Junk I am working on…**

Crazy idea #1

Crazy idea #2

# **XYZ Appendix**

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# **Objects Appendix**

# **User Interface Appendix**

# **Networking Appendix**

# **Character Rendering and Animation Appendix**

# **Story Appendix**

Okay, that’s it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time, and that’s something that we don’t have enough of in this business. I think you get the idea anyhow. Also, don’t get the impression that I think a design should provide the information in any particular order; this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone who asks me in the future.

Good luck and all that!

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