ID-002 Divine Annihilation (DA) Game Design Document

Chapter 1 Story Synopsis

Setting:

A planet covered in forests and mountains, eternally stuck in the season of Autumn.
Fantasy ruins (Think LOZ style castles and dungeons) from the past, litter the world and are considered to be common place for the planet's inhabitance. Parts of abandoned and broken modern looking tech are also occasionally found in the ruins, but it's few and far between & considered to be foreign junk to most people. Settlements are controlled by individual rulers that usually have large castles in the towns.

Characters:

Fox – The main protagonist for the majority of the story. Enjoys adventuring, anxious and usually won't speak much.
Miyu – Protagonist's supporter/child-hood friend. Enjoys adventuring, skilled with old-world tech, more extroverted.
Casey – Friends with Fox, Miyu, & Sam. Part of the kings guard, prefers spears over halberds, has a crush on Sam, but won't tell them.
Sam – Friends with Fox, Miyu, & Casey. Part of the kings guard, prefers halberds over spears, has a crush on Casey, but won't tell them. (Casey & Sam tend to have a back & forth teasing about weather halberds or spears are better (both weapons have the exact same stats))

Background:

The main casts adventurous spirit comes from their love of the stories they read when they were younger. Being stuck in a world where all of these fantastical things, like snow and the stars are just stories in old books, makes them eager to find any sort of adventure in their lives. On a routine journey to another set of ruins, the group stumbles across something that shatters their world view. These stories of other world may hold more truth than they were lead to believe. Now questioning everything they thought they knew, the friend set out to uncover the mysteries of the past.

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Game Mechanics (What the players need to know)

Overworld Movement:

Walking/Sprinting – Self explanatory, it gives the player the ability to move around as well as sprint if the action key is held while moving. Scripts are supplied by the NUP Topdown Controller.

Rolling – A dodge roll that allows the player to knock things over, cross small gaps, jump over short enemy attacks, and move out of the way of incoming danger.

Inventory & Equipment:

Acquiring Items – Items can be acquired by two methods. The first is finding them in the world or dungeons, and using the interact key to pick them up. Sometimes items may be required to be found by the player to progress, like a key to open a door. The second is buying items from shops.

or [R] controls. The active action can be executed by pressing the interact key, as long as they have an item equipped to that action, and they are not standing in-front of something they can interact with (like a door, or NPC) unless it's an item/utility. You don't want to swipe a sword at an NPC, but you may want to try to interact with them while holding a note.

Dialogue Events:

Textboxes – A small box that appears at the bottom of the screen and displays text in a letter-by-letter format. The player cannot move when these are visible.

Monologue Textboxes – Only contains text and is used to display the player characters thoughts or observances.

Dialogue Textboxes - Contains a static portrait and name of the character that is talking, as well as the text of what they are saying. Used for conversations.

Chapter 1 Goals

A small developer level that includes the title, options, save-files, and a set of testing levels that showcase the different mechanics for the first chapter.

An unpolished internal demo for the first chapter to be reviewed by Neverway team members. Will include the full first chapters story and levels. Excluded mechanics are item swapping, affiliation, & proficiency (character skills).

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IGNORE THIS STUFF!! These were old/scrapped notes for this document that I kept coming back to, to reference. If you're reading this, I forgot to erase it before submitting this document

Chapter 1 Progression:

Familiarization/Safety – A

Exploration/Combat – A

Puzzles/Combat – A

Boss Fight – A

Required Components (What the devs need to know)

Game Events:

Stopping Player Movement –

Moving/Animating Entities –

Starting Text Events –

movement (Walking, sprinting, dodge roll)

Overworld dialogue (Interaction triggers)

Overworld hack n' slash combat (Interaction wheel, weapon, item, magic)

Overworld transitions (room and scene warps, fade effects)

Level progression (Familiarization/safety, travel/combat, puzzles/combat, boss fight)

Boss battle combat (Turn based, real-time/timing elements, dialogue/special actions) The third is by crafting or combining items. Certain items may be combined together to make something new. Only characters that have learned the skill "Creation" can perform this action. The skill of creation is not required if a character is using the "Artificer" (A machine used to create powerful items).