

TULIP GAMES



Sword Swing Quest

Game Design Document

Version #1.0

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Version History

Version 0.2 : Got links to art Assets

Version 0.5 : Filled out Game overview and Gameplay Mechanics.

Version 0.6 : Filled in Camera,Controls and scoring Sections.

Version 0.7 : Filled in Interface Sketches and Menu/Screen Descriptions.

Version 0.8: Filled in Enemies Section. Added additional information in player gameplay mechanics.

Version 0.9: Got links to sound assets.

I. Game Overview

Swing Sword Quest is an action/adventure platformer where you as the player take on an adventurer in order to clear a dungeon of all its evil entities. The player avatar uses its sword to dispatch enemies and can also use the sword to repel off of terrain for additional movement options.

II. Game Play Mechanics

Player: The player can move left and right with 3 additional actions available to them. The other actions they can take are Jump, Light Attack and Heavy Attack.. The player is only able to jump when they're on the ground and retains roughly half of their grounded mobility while in the air. The player's light and heavy attacks can be used while on the ground and in the air, though the player can control the direction they attack while in the air. The player's attacks generally come out pretty quick but it drains "energy", this allows the player to "spam" but only for a little bit before they will have a longer cooldown between attacks. When the player uses an attack and the attack collides with a part of the terrain, the player will rebound a set distance depending on whether it was a light or heavy attack. The player also can slide down walls and do wall jumps while sliding.

Health: The player will have a health bar that decreases if the player gets hit by an enemies attack or colliding with environmental traps(spikes).

Enemies: There will be multiple enemies the player has to defeat in order to progress through the level safely. The enemies will have different AI depending on the enemy type.

Score: The player can get a score by killing enemies, picking up loot(gold, gems) and they will also get a bonus upon completing the level based on how much damage they took.

III. Camera

Camera is locked to the player using a spring-arm like component so it acts as more of a follow camera.

IV. Controls

Touch Controls:

Joystick: The joystick is used to control the player. On the ground the player is able to move left and right using the x-axis of the joystick. In the air the joystick affects the aerial drift of the player and also gives us the angle of the player's aerial attack. Hold the direction into a wall to slide down it.

Jump Button: Makes the player character jump if he is grounded. If the character is currently sliding down a wall it will perform a wall jump.

Light Attack Button: Executes a light attack. Fast attack but with a lower attack value and pushback value.

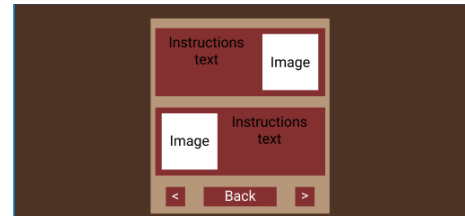
Heavy Attack Button: Executes a heavy attack. Slower attack but hits harder and pushes the player and enemies back further.

V. Interface Sketch

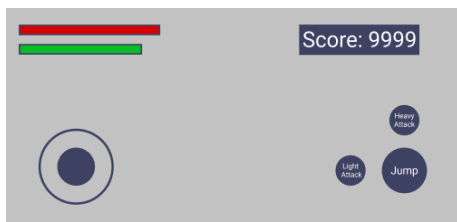
<https://www.figma.com/file/2qXmGqzQhluAb72aAzpAOW/Swing-Sword-Quest?node-id=0%3A1>



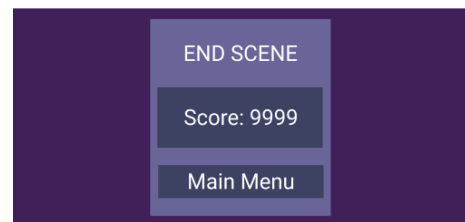
Main menu Screen



Instructions Screen



Gameplay Scene UI



End Scene

VI. Menu and Screen Descriptions

Main Menu

The main menu will have 3 buttons on it. A play button that brings the user to the gameplay scene, an instructions button that will display a screen that gives the player the basics to the game and a quit button. Try and make some kind of scrolling background as well.

Gameplay Screen

The gameplay UI consists of the player profile in the top left. In it there will be a health and an energy bar, health being red and energy being green(or blue). In the top right there will be a score panel that will show the players how much score they have. Bottom left will have the player joystick used to control the player. The bottom right has the players buttons used to execute actions such as jump and attack. There will be 2 attack buttons, one for light attacks and one for heavy attacks.

End Screen

The end screen will activate if the player dies or beats the level. It will show the players score along with a button to take the user back to the main menu. If the player beats the level there will also be a button to take the player to the next level (Future release).

VII. Enemies



Monsters will either appear in static places in the level or will spawn from “spawners”. Spawners will only spawn a certain amount and will only spawn monsters once the player enters the area. The spawners will also turn off once the player leaves the area.



Goblin: The goblin will be the standard weaker enemy. Will patrol a location and upon detecting the player will try and engage the player. When the player damages the goblin to a certain point it will attempt to run away.



Flying Eye: This enemy will patrol an area and move in a sin pattern. The monster will only detect the player if they are directly horizontal from them and will attempt to attack them. If they succeed and pass to the other side of the player they will continue their patrol motion until they again sight the player.



Skeletons: This enemy poses a tougher challenge to players as they deal more damage and have more health. When they detect the player they will also pursue the player longer than the goblin would. They are slower than the goblin though and don't fear for their life.



Ghost Wizard(Boss - Stretch Goal): This enemy would be the boss of the level. It has a projectile attack that it will fire at the player and has a rush attack that can damage the player. It will float around idly until it attempts to attack the player with either of its attacks. Has a large health pool.

VIII. Scoring

Players earn points by defeating enemies and collecting loot(gold or gems). The player's score is displayed in game as well as when the level is completed(or the player is defeated). The player will also earn bonus points at the end of the level based on how much damage the player took during the level.

IX. Sound Index

<https://opengameart.org/content/4-chiptunes-adventure>

<https://opengameart.org/content/mystical-theme>

<https://opengameart.org/content/5-chiptunes-action>

<https://opengameart.org/content/medieval-defeat-theme>

<https://opengameart.org/content/15-vocal-male-strainhurtpainjump-sounds>

<https://opengameart.org/content/80-cc0-creature-sfx>

X. Art / Multimedia Index

<https://rvros.itch.io/animated-pixel-hero>

<https://luizmelo.itch.io/monsters-creatures-fantasy>

<https://bakudas.itch.io/generic-dungeon-pack>

<https://anokolisa.itch.io/basic-140-tiles-grassland-and-mines>

<https://mounirtohami.itch.io/pixel-art-gui-elements>

<https://thewristbandit.itch.io/boxes-be-gone>

<https://lionheart963.itch.io/wizard>

XI. Future Releases