

# Sorcery Battles

## *Game Design Document*

---

Copyright notice / author information / boring legal stuff nobody likes

For an up to date version follow this link: [Game Design Document Online](#)

# *Index*

---

## **Index**

1. [Index](#)
2. [Game Design](#)
  - a. [Summary](#)
  - b. [Gameplay](#)
  - c. [Mindset](#)
3. [Technical](#)
  - a. [Screens](#)
  - b. [Controls](#)
  - c. [Mechanics](#)
4. [Level Design](#)
  - a. [Themes](#)
  - b. [Game Flow](#)
5. [Development](#)
  - a. [Classes](#)
6. [Graphics](#)
  - a. [Style Attributes](#)
  - b. [Graphics Needed](#)
7. [Sounds/Music](#)
  - a. [Style Attributes](#)
  - b. [Sounds Needed](#)
  - c. [Music Needed](#)
8. [Schedule](#)

# *Game Design*

---

## **Summary**

The player plays as a sorcerer with a variety of spells to block incoming attacks. The goal is to survive the attacks the longest time possible.

## **Gameplay**

The player is in an unknown space and the incoming attacks (spells) come from any direction. The player is supposed to hear them coming by sound and choose the appropriate kind of spell to block each attack. The goal is to survive as long as possible without losing all your health. Each spell has a plain advantage against one other spell.

## **Mindset**

The goal is to make the player feel immersed. In order to survive he needs to focus on the incoming attacks and how to block them in time.

# *Technical*

---

## **Screens**

1. Main Menu
2. Game
3. Training Field

## **Controls**

The player uses the Vive headset and one or two controllers. The player cannot really move around, he can only rotate 360 degrees around himself. To switch between different spells the player uses the touch pad, and to cast the chosen spell he'll press the trigger.

## **Mechanics**

- **The Fire Spell:** A fireball strong against stone spells.
- **The Water Spell:** A waterball strong against fire spells.
- **The Lightning Spell:** A lightning bolt strong against water spells.
- **The Stone Spell:** A stone wall strong against lightning spells.

# *Level Design*

---

## **Themes**

1. Dark, Magic

# *Development*

---

## **Classes**

1. SpellController
  - a. ThrowableSpellController
    - i. FireSpellController
    - ii. WaterSpellController
    - iii. AttackSpellController
  - b. LightningSpellController
  - c. StoneSpellController
2. AttackSpawner
3. SpellSwitcherController
4. UseViveInput
5. ElementalMagic

# Graphics

---

## Style Attributes

The aim is to make the atmosphere kind of dark to make the spells' pop. The graphics are meant to be realistic and give a medieval and fantasy feel to the experience.

There should be some visual feedback when the player gets hit, and when an attack gets destroyed.

Element	Strong Against
Fire	Stone
Water	Fire
Lightning	Water
Stone	Lightning

## Graphics Needed

1. Spells
  - a. Fireball
  - b. Waterball
  - c. Lightning bolt
  - d. Stone wall
2. Attacks
  - a. Fireball
  - b. Waterball
  - c. Lightning orb
  - d. Stone
3. Ambient
  - a. Complete darkness

# *Sounds/Music*

---

## **Style Attributes**

Since the player will need to rely on sound to detect attacks coming from behind, music shouldn't be distracting or too loud.

The spells themselves need distinct sounds when they're instantiated, and when a clash between a spell and an attack occurs.

When the player gets hit the screen turns red for half a second to give the player visual feedback.

## **Sounds Needed**

1. Effects
  - a. Spell cast
  - b. Attack instantiated
  - c. Spell/Attack destroyed

## **Music Needed**

1. In game soundtrack
2. Training field soundtrack