Revenge

Game Design Document (Changes)

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-Still the same

-Added new

-Changed/Removed

GAME MECHANICS

Game mechanics core

-The movement of the player, which will be able to move around the game at will of the player.

-Jump, to make a displacement upwards for a few seconds.

-Running, which can go at a speed greater than the player's movement.

-Flip, that while the character is walking or running, he can do a forward, backward or sideways flip.

-Attack, to hit an object with a weapon and destroy it, or an enemy and inflict a certain amount of damage.

-Life, that both the character and the enemies have a certain amount of life, and if they inflict damage (both by the character and the enemy), lose a certain amount of life, and if the player loses all life, end of the game.
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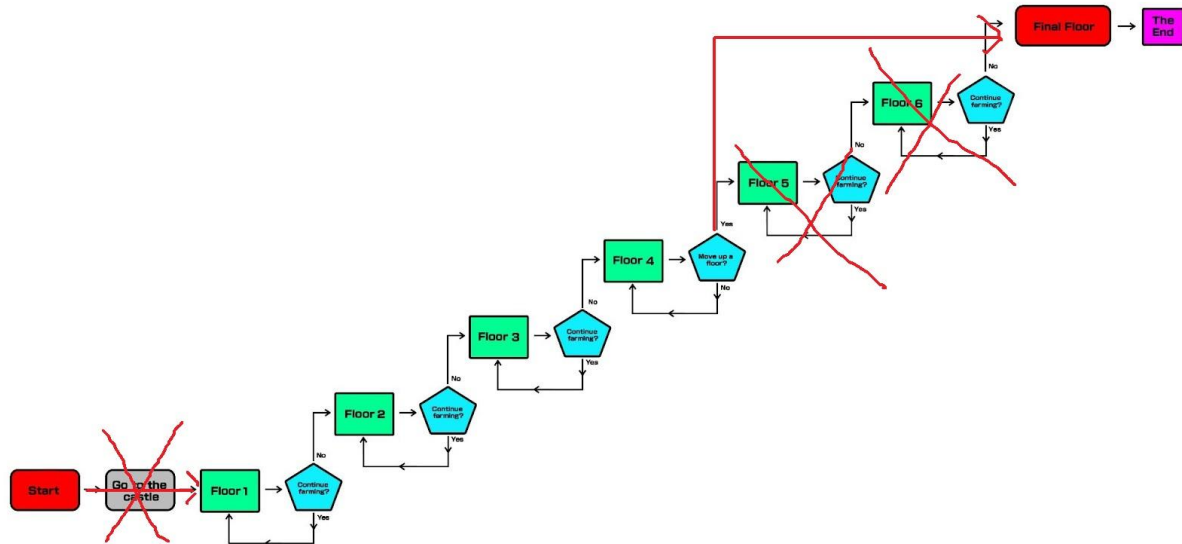-Tornado Ability (Added After)

-Earth Attack (Added After)

-Mana System (Added After)

I have implemented a basic mana system, and together I have added 2 attacks that correlate with mana

Game Flow

In the end I decided to start from the beginning (after playing) on the first floor, and also cut 2 rooms, leaving only: 3 enemy floors, 1 rest and 1 final boss

Controls

Keyboard and mouse:

-To move would be with the classic ASDW,
-To jump with SPACE,
-To run with the SHIFT key,
-To do the somersault would be pressing A,S,D or W, twice, depending on where you want to do the somersault.
-To do the somersault would be pressing Shift,
-To attack with the weapon, left click
-To use the Tornado, the F key
-To use the Earth Attack, the G key

Controller:

-To move would be with the left joystick.
-To jump would be with the right button.
-To attack with the weapon, it would be with the down button.
-To do the somersault, it would be with the left button.
-To run, it would be with the joystick button.

I had planned to implement the gameplay with a controller, but in the end I opted only for the gameplay on PC.

TECHNICAL DETAILS

Development Tools

-Game Engine: Unity 2021.3.16f1

-Art & Design: Photoshop

-Audio: Filmora

-3D Modeling: Maya 2023