**Possession**

**Game Design Document**

You are a soul trying to get through a middle age Asian themed village with the help of three elements, fire, wood and water.

(cool framsidebild?)

Contents

[**Section 1** 3](#_Toc379206990)

[1.1General Game Overview 3](#_Toc379206991)

[1.2 General Gameplay 3](#_Toc379206992)

[1.3 Play Mechanics 3](#_Toc379206993)

[1.4 Player Characters 3](#_Toc379206994)

[1.5 Non-player Characters (N.P.C’s) 3](#_Toc379206995)

[1.6 Player Resources 3](#_Toc379206996)

[1.7 Game Hazards 3](#_Toc379206997)

[1.8 Game Environments 3](#_Toc379206998)

[1.9 Critical Points 3](#_Toc379206999)

[1.10 Level Flow 3](#_Toc379207000)

[1.11 Game Presentation 3](#_Toc379207001)

[1.12 Intermission Sequences 3](#_Toc379207002)

[1.13 SFX and Music 3](#_Toc379207003)

[1.14 Target Audience 3](#_Toc379207004)

[1.15 Target Platforms 3](#_Toc379207005)

[**Section 2** 4](#_Toc379207006)

[2.1 SKU Details 4](#_Toc379207007)

[2.2 Third Party Tools and Licences 4](#_Toc379207008)

[2.3 Production Pathways 4](#_Toc379207009)

[2.4 Memory Management 4](#_Toc379207010)

[**Section 3** 4](#_Toc379207011)

[3.1 Introduction 4](#_Toc379207012)

[3.2 Software Development Process 4](#_Toc379207013)

[3.3 Project Plan 4](#_Toc379207014)

[3.4 Risk Analysis and Contingencies 4](#_Toc379207015)

[3.5 Organisation Chart 4](#_Toc379207016)

# Section 1

## General Game Overview

You are a soul trying to get through a middle-aged Asian themed village with the help of three elements; fire, wood and water. Depending on your choices in-game you are either the one to conquer the village or save it from evil.

## 1.2 General Gameplay

The enemies are made of one of three elements; fire, wood, water. The player also uses these elements for her attacks. The elements are in a rock-paper-scissor system, fire > wood > water > fire. The player attacks the enemies with their counterpart element. Some enemies drop lost souls when killed. You can use the lost souls to either sacrifice them for a power-up or free them and get a significant smaller power-up. This choice affects your karma, and depending on what way you go, evil or good the ending will be different.

Your objective is to run and shoot the enemies and kill the end boss. You win by defeating the boss.

You lose by dying from losing all your health by being attacked by enemies.

The needed On-screen information that is required is.

* Elemental power-up points
* Health-bar
* Lost souls count

1.2.1 A full description of the gameplay, without going into specifics.

1.2.2 A full description of the overall objective and how the game is won.

1.2.3 How the game is lost.

1.2.4 On-screen information required during the game.

## 1.3 Play Mechanics

The actions the playar do is:

* Move
* Shoot
* Pick up lost souls
* Sacrifice or free lost souls
* Get power-ups

The game is controlled by a joypad and 5 buttons.

The interface is

Menu with options.

* Play
* Options
* How to play
* Quit

If you press quit you quit the game. If you press How to play you get to a screen explaining how you play the game and its controls.  
If you press Options, you can choose the master volume, effect volumes, music volume.  
If you press play you start the game.  
In-game you see

* Elemental power-up points
* Health-bar
* Lost souls count

And the play area.

1.3.1 A thorough description of all actions the player executes during gameplay.

1.3.2 How the game is controlled – mouse/joypad/keyboard commands (cross-reference with 1.3.1, 1.4.2 and 1.6.4).

1.3.3 Details of the game interface and how it works.

1.3.4 A complete list of all available player-selectable game options, and a description of how they affect the game.

## 1.4 Player Characters

The player, a dark soul shaped like a human with a mask on his face.

The player character is controlled with a joypad and 4 buttons.

The player can change between the three element types and depending on which you have you shoot with that element.

The players speed is 1.

The player can upgrade his elements by sacrificing or releasing lost souls. If you get upgraded enough in an element It get more powerful. Like split shots or piercing projectiles.

You get an upgrade in an element when you have 3 element points in that element.

The player interact with the other characters which is enemeis by shooting them.

The player character is destroyed if he lose all his health.

The player is in the center of the screen.

The players required animations:

* Walk
* Idle
* Getting hit
* Death
* Attack/shoot
* Changing element power
* Spawn

1.4.1 A list and description of all the player character(s).

1.4.2 How each character is controlled.

1.4.3 A list and description of all the player character(s) characteristics, including abilities, behaviour, speed, idle animation’s, upgradability (through power-ups/specific points in the game) and hit points.

1.4.4 How each player character interacts with non-player characters.

1.4.5 How each player character is destroyed.

1.4.6 Where player characters appear in the game.

1.4.7 A list of all animation’s required to realise all the above-described player character(s) and their characteristics.

## 1.5 Non-player Characters (N.P.C’s)

The NPC's

* Fire element (Enemy)
  + It's made of fire
  + It shoot fire from a medium range
  + They attack the player on sight
  + They have 1 in speed
  + They aren’t smart, but will follow and try to kill the player until they are defeated
  + They can move everywhere the player can
  + Strong against wood, weak against water
  + They get killed if they lose all their health. (3hp)
  + They appear in enemy waves that the player has to kill to progress
  + Animations required:
    - Death
    - Move
    - Idle
    - Shoot
    - Getting hit
* Water element (Enemy)
  + It's made of Water
  + It shoot fire from a long range
  + They attack the player on sight
  + They have 1 in speed
  + They aren’t smart, but will follow and try to kill the player until they are defeated
  + They can move everywhere the player can
  + Strong against fire, weak against wood
  + They get killed if they lose all their health. (3hp)
  + They appear in enemy waves that the player has to kill to progress
  + Animations required:
    - Death
    - Move
    - Idle
    - Shoot
    - Getting hit
* Wood element (Enemy)
  + It's made of Wood
  + It shoot fire from a short range
  + They attack the player on sight
  + They have 1 in speed
  + They aren’t smart, but will follow and try to kill the player until they are defeated
  + They can move everywhere the player can
  + Strong against water, weak against fire
  + They get killed if they lose all their health. (3hp)
  + They appear in enemy waves that the player has to kill to progress
  + Animations required:
    - Death
    - Move
    - Idle
    - Shoot
    - Getting hit
* Boss (Enemy)
  + It's made of all the elements
  + Attacking:
    - It shoot fire from a medium range in a cone of fire
    - It Shoot water from a long range
    - It make a rush in a straight line towards the player, attacking with the power of wood to try colliding with the player
  + It will start attacking the player on sight
  + They have 1 in speed while walking
  + It Is semi-smart, It will use the same or the most effective element attack to try killing the player depending on wich element the player is using.
  + They can move everywhere the player can
  + Strong against all depending on which element attack it use, weak against none.
  + It get killed if it lose all its health. (50hp)
  + It will have an intro were it appears in front of the player
  + Animations required:
    - Death
    - Move
    - Idle
    - Shoot water/wood/fire
    - Getting hit
    - Spawn

1.5.1 A list and description of all the NPC’s

1.5.2 A list and description of all the NPC characteristics, including abilities, behavior, speed, intelligence, mobility and hit points.

1.5.3 How each NPC attacks the player.

1.5.4 How each NPC is destroyed.

1.5.5 Where NPC’s appear in the game.

1.5.6 A list of all animation’s required to realise all the above-described NPC’s and their characteristics.

## 1.6 Player Resources

1.6.1 A list and description of all the player resources.

1.6.2 A list and description of all resource characteristics, abilities, lifespan and how they affect the player character(s), NCP’s, gameplay and game environment.

1.6.3 How the player character(s) gains control of the resources.

1.6.4 How each resource affects the game controls.

1.6.5 Where and how each resource appears n the game.

1.6.6 A list of all animation’s required to realise all the above-described player resources and their characteristics

## 1.7 Game Hazards

## 1.8 Game Environments

## 1.9 Critical Points

At the end of the game after defeating the boss you will see the end animation which will be different depending on If you are evil or good. The player sacrifice lost souls to get a power-up and become more evil. The player frees the lost souls to get a significant lesser power-up and become more good.

It makes it the high point because you get to see what you have done during the game. See If you are the conquer of the village or if you are its hero.

1.9.1 A list and description the high point of the game, describing what the player has to do and what makes it a high point.

## 1.10 Level Flow

## 1.11 Game Presentation

## 1.12 Intermission Sequences

## 1.13 SFX and Music

## 1.14 Target Audience

## 1.15 Target Platforms

## PC

# Section 2

## 2.1 SKU Details

## 2.2 Third Party Tools and Licences

## 2.3 Production Pathways

## 2.4 Memory Management

# Section 3

## 3.1 Introduction

## 3.2 Software Development Process

## 3.3 Project Plan

## 3.4 Risk Analysis and Contingencies

## 3.5 Organisation Chart