**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?)

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# Game States

The first thing seen when starting up the game is the logo of Zwölf which leads into a scroll unfolding and a start menu appears. Here you can choose to start the game, quit the game or open the options menu where you can change the volume, toggle aimlock and see how to play. Upon starting the game, the first thing you see is a silhouette hanging from a tree branch. A semi-transparent mask wearing character jumps out of the silhouette, which is the character that you will be playing as. (mock up). When the game is paused the screen freezes. The game is over when you die or when you have defeated the end game boss.

(flowchart)

# Graphical User Interface

In this game we are using the non-diagetic type of GUI, as one of the only things shown are the element bars, which is nonexistent in the game world. Other than that there is also a mana bar for special attacks and a counter of collected lost souls. The element bar increases when elemental points are dropped by defeated enemies and picked up by the player and decreases when it is used at an altar together with a lost soul to create minions or when the player is hit by an enemy. Thus the element bar indicates to the player how many hits they can take, if you run out of elemental points you lose. The lost souls counter increases when a lost soul is picked up and decreases when a lost soul is either used or released at an altar. The mana bar decreases when a special attack is used and increases overtime.

(bild för att visa hur HUD:en ser ut?)

# Avatar

The visual representation of the avatar is a masked individual with mid-transparent body and fading legs. The movement pathing of the character is eight directional and you control it by moving with the keypad, shoot with button A, special attack with button B and aimlock with button C.

(bild av player karaktären)

## Feedback

hello