

# Ronin's Honor GDD

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Introduction.....	2
Story/Plot .....	2
Cutscene Dialogues #1 .....	2
Game Mechanics .....	3
Reels Layout and Paylines .....	3
Symbols .....	3
Symbol and Probability Table .....	5
Bonuses and Feature .....	6
Mystery Masks.....	6
Free Spins .....	6
Bet Configuration .....	9
Look and Feel .....	10
Animations.....	11
Sound and Music .....	12

## Introduction

Genre: Slots

Theme: Feudal Japan

PayWay : From left to right

Number of reels: 5 reels

Number of Rows: 3 Rows

Artstyle: 2d

## Story/Plot

In feudal Japan, a young samurai lives under the tutelage of his father, a renowned warrior. Their clan is attacked by a vengeful spirit known as Hannya, who seeks retribution against all samurai for the wrongdoings she suffered in her past life. In the chaos of the battle, Hannya kills the young samurai's father before disappearing into the shadows.

Consumed by grief and a burning desire for revenge, the young samurai abandons his clan and becomes a Ronin, dedicating his life to tracking down Hannya and avenging his father's death. As she travels the land, she hones her swordsmanship and learns of Hannya's dark magic.

Years later, Ronin finally confronts Hannya, challenging her to a supernatural battle. Hannya, recognizing the pain and anger in Ronin's eyes, accepts his challenge, seeing her as the embodiment of the samurai code she despises.

As their battles rage on, Ronin must confront not only Hannya's dark magic but also the consuming nature of her own vengeance. In the end, she must decide whether to succumb to her hatred or find a way to honor his father's memory and break the cycle of revenge.

## Cutscene Dialogues

1. Intro Cutscene. Right after the game loads

- Ronin: "Hannya! You killed my father, and now I will have my revenge!"

- Hannya: "Your father was just another samurai, bound by a code that brought only pain. As will you be."

2. When player wins using slash:

- Ronin: "My father's spirit guides my blade, Hannya. You cannot escape justice!"
- Hannya: "Justice? There is no justice in this world, only the strong and the weak. And you, Ronin, are weak."

3. Fight between Ronin and Hannya starts in Free Spin:

- Hannya: "You fight with anger, Ronin, just like your father did. And like him, you will fall!"
- Ronin: "I fight with purpose, Hannya. I will end your reign of terror and avenge my father's death!"

## Game Mechanics

### Reels Layout and Paylines

- 5x3 reel Layout (5 reels 3 rows)
- 243 ways to win (no fixed paylines)
- Winning combinations: Left to right, starting from the leftmost reel
- Free Spins battle bonus: Triggered by 3+ scatters, Ronin vs Hannya battle

### Symbols

Ronin's Honour features a total of 12 unique reel symbols, divided into three categories: weapon symbols, royal symbols, and special symbols.

#### Weapon symbols

The weapon symbols represent the high-paying items in the game. They are themed around traditional Japanese weapons and are ranked in order of value.

Symbol	Description	Payout (for 3 / 4 / 5 symbols)
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Red	Katana sword with a red and gold handle	1.5x / 3x / 15x
Purple	Kunai daggers with a purple tassel	1.2x / 2.4x / 12x
Blue	Shuriken throwing stars with a blue edge	0.9x / 1.2x / 6x
Green	Tanto knife with a green and gold sheath	0.6x / 0.9x / 4.5x

### Royal Symbols

The royal symbols represent the low-paying items in the game. They are designed in the style of Japanese calligraphy and are ranked in order of value.

Symbol	Payout (for 3 / 4 / 5 symbols)
Red A	0.3x / 0.6x / 1.2x
Purple K	0.3x / 0.6x / 1.2x
Blue Q	0.3x / 0.6x / 0.9x
Green J	0.3x / 0.6x / 0.9x

### Special Symbols

In addition to regular paying symbols, Ronin's Honour includes three special symbols that trigger bonus features and enhance gameplay.

Symbol	Description	Function
Ninja Wild	A shadowy hooded ninja figure	Substitutes for any paying symbol. Expands to fill the entire reel and can split up to 9 times.
Hannya Wild	A demonic Hannya mask with red and gold details	Substitutes for any paying symbol. Appears during free spins and locks in place.
Scatter	A golden Japanese temple	3 or more scatters trigger the Free Spins Battle feature. Awards an instant payout of 1.5x / 6x / 12x for 3 / 4 / 5 scatters.
Mystery Mask	A theatre mask with a mysterious expression	Flips to reveal a matching paying symbol (which may split up to 3 times) or a Ninja Wild.

## Symbol and Probability Table

Symbol	Probability	Payout x1	Payout x2	Payout x3	Payout x4	Payout x5
Red Weapon	0.006	0	0	1.8	4	20
Purple Weapon	0.008	0	0	1.5	3	15
Blue Weapon	0.011	0	0	1.2	2	10
Green Weapon	0.016	0	0	0.9	1.5	7.5
Red Royal	0.032	0	0	0.4	0.8	1.6
Purple Royal	0.037	0	0	0.4	0.8	1.6
Blue Royal	0.042	0	0	0.4	0.8	1.2
Green Royal	0.047	0	0	0.4	0.8	1.2
Mystery Mask	0.055	0	0	0	0	0
Ninja Wild	0.012	0	0	0	0	0
Hannya Wild	0.006	0	0	0	0	0
Scatter	0.012	0	0.4	2	8	16

Note: The probabilities represent the likelihood of each symbol appearing on a single reel position, not across all 5 reels.

The probabilities are calculated by simulating the table in excel in such manner that we get the **RTP of 95%**.

### The HIT CYCLE

- Hit Cycle =  $1 / (1 - \text{Probability of not hitting a winning combination})$ 
  - Hit Cycle =  $1 / (1 - 0.6658)$
  - **Hit Cycle  $\approx$  2.99**

**Note: The hit cycle has been simplified due to time constraints, the actual hit cycle and volatility will be influenced by factors such as the Mystery mask, wild symbols and Free spin bonus.**

## Bonuses and Feature

### *Mystery Masks*

- Mystery Mask lands on reels in base game and free spins
- All Mystery Masks reveal the same matching pay symbol or Ninja Wild
- Revealed pay symbols may split into 2 or 3 instances
  - No split: 100% chance for 1 symbol
  - Split once: 60% chance for 2 symbols, 40% chance for 1 symbol
  - Split twice: 20% chance for 3 symbols, 40% chance for 2 symbols, 40% chance for 1 symbol
- Revealed Ninja Wild expands to fill the entire reel
  - Ninja Wild may split up to 9 times (10 wilds maximum per reel)

### *Free Spins*

- Triggered by 3, 4, or 5 scatters
  - 3 scatters: 8 free spins
  - 4 scatters: 12 free spins
  - 5 scatters: 20 free spins
- **Ronin vs Hannya battle**
  - Each has 3 lives
  - On each free spin:
    - Ronin attempts to split Ninja Wilds, Hannya attempts to block
    - Successful split: Hannya loses 1 life
    - Successful block: Ronin loses 1 life
  - Free Spins continue until Ronin or Hannya loses all lives, up to 200 spins maximum
  - If Hannya is defeated (loses all 3 lives), 1 extra free spin is awarded
- **Hannya Free Spin:**
  - Triggered by landing 3 Ninja Wilds during regular Free Spins
  - Awards 1 extra free spin with guaranteed win

**Free spin Hit rate**

Approximately 1 in 160 base game spins (Calculated by using excel data simulation)

**Maximum win:** 300,000x stake

**Ninja Wild split probability** during Free Spins:

- 9 splits (10 wilds): 0.5%
- 8 splits (9 wilds): 1%
- 7 splits (8 wilds): 1.5%
- 6 splits (7 wilds): 2%
- 5 splits (6 wilds): 3%
- 4 splits (5 wilds): 5%
- 3 splits (4 wilds): 8%
- 2 splits (3 wilds): 15%
- 1 split (2 wilds): 24%
- No split (1 wild): 40%

## Gameplay Controls

**Spin Button:** The primary action button to initiate gameplay. It should be prominent, green in color, and designed to fit the game's theme (e.g., circular or square with sharp edges).

**Auto Spin Button:** Allows players to set a number of automatic spins. It should have the same design shape as the Spin button but with a smaller size and less contrasting color to lower its visual prominence.

**Bet Amount Buttons:** Enable players to adjust their bet size. The panel should display 5 bet amounts at a time, with "+" and "-" buttons to navigate between different bet compositions.

**Info Button:** Opens the game rules and payable in a text panel similar to the tutorial panel.

Settings Button: Accesses the game settings pop-up.

## Auto Spin

**Auto Spin Count:** Players can choose from 5 preset counts (10, 20, 50, 75, 100) or set a custom count.

**Stop Auto Play:** Players can set conditions to stop auto play, such as:

- On any win (toggle, off by default) - If single win exceeds a player-defined value (slider) -
- If balance increases by a player-defined value since auto spin starts (slider)
- If balance decreases by a player-defined value since auto spin starts (slider)

**"OK" Button:** Closes the Auto Play pop-up and enables Auto Play. It should be green to indicate the intended functionality.

**"Cancel" Button:** Closes the Auto Play pop-up without enabling Auto Play. It should be red to indicate the opposite of the intended functionality.

## Settings

All settings should be presented as toggle buttons:

- Sound (enabled by default)
- Voices (enabled by default)
- Fast Play (disabled by default)
- Auto Adjust Bet (enabled by default)



- Spacebar to Spin (enabled by default)
- "OK" Button: Closes the settings pop-up.

## Bet Configuration

Player can put upto 15 levels of bet

Here are the bet configuration amounts.

- 0.05
- 0.10
- 0.15
- 0.20
- 0.25
- 0.50
- 0.75
- 1.00
- 1.25
- 1.50
- 2.00
- 2.50
- 5.00
- 12.50
- 25.00

# Look and Feel

## UI/UX Requirements

Already submitted in previous document.

## Art Requirements

### Characters:

- Ronin:
  - Design: A battle-hardened samurai with traditional Japanese armor and a katana. His appearance should reflect his years of wandering and his determination to avenge his father.
  - Animations: Idle, running, attacking (multiple slashing animations), being hit, defeat, and victory poses.
- Hannya:
  - Design: A vengeful spirit with a traditional hannya mask, long flowing hair, and a ghostly kimono. Her appearance should evoke a sense of supernatural power and malevolence.
  - Animations: Idle, floating, attacking (using dark magic), being hit, defeat, and victory poses.

### Environments:

- Feudal Japan setting with various locations such as:
  - Abandoned villages
  - Haunted forests
  - Mountainous regions
  - Dilapidated temples
- Each environment should have a unique color palette and atmosphere that reflects the supernatural nature of the battle between Ronin and Hannya.
- Animations: Ambient animations such as swaying trees, floating lanterns, and eerie mist.

### Weapons and Effects:

- Ronin's Katana:
  - Design: A traditional Japanese katana with a worn handle and a sharp, gleaming blade.

- Animations: Slashing effects, glowing blade when charged with spiritual energy.
- Hannya's Dark Magic:
  - Design: Ghostly flames, shadowy tendrils, and eerie glowing orbs.
  - Animations: Swirling and pulsating effects, impact animations when hitting Ronin.

## Cutscenes and Storytelling:

- Intro Cutscene:
  - Depicts the attack on Ronin's clan, his father's death, and Ronin's vow for revenge.
  - Uses a mix of 2D animated sequences and in-game 3D scenes.
- Win Cutscene:
  - Shows Ronin's victory over Hannya and the moment he realizes the cost of his vengeance.
  - Uses in-game 3D scenes with dynamic camera angles and effects.
- Free Spin Cutscene:
  - Depicts the final confrontation between Ronin and Hannya, with both characters showcasing their full powers.
  - Uses a mix of 2D animated sequences and in-game 3D scenes.

## Animations

Here is the list of animations required for the Slot Game

- **Reel spin:** Swift, smooth spinning motion, stopping left to right
- **Mystery Mask reveal:** Masks glow, shatter to reveal symbols
- **Symbol splitting:** Symbols split cleanly into 2 or 3 with a slashing effect
- **Ninja Wild and Hannya Wild:** Appear with a puff of smoke and flame effect
- **Ronin and Hannya battle:**
  - Ronin performs sword slashing motion for split attempts
  - Hannya raises arms in blocking motion
  - On hit, Ronin's sword glows and Hannya recoils
  - On block, Hannya's arms glow and Ronin recoils
- **Scatter hit:** Reels flash, dramatic animation for 3+ scatters
- **Big win:** Exciting particle effects, pulsing lights, win amount animates

**Note : Animation references from other games and media will be added later.**

## Sound and Music

- **Base game:** Traditional Japanese instrumental soundtrack (shakuhachi, koto, taiko)
- **Free Spins:** Intense, faster-paced battle music with taiko drums and horns
- **Reel spin:** Swooshing sound (should be dynamic with speed of the reel)
- **Reel stop:** Distinct clunk sound for each reel
- **Mystery Mask hit:** Whoosh and shatter sound
- **Splitting Wilds:** Slash and metallic clang
- **Scatter hit:** Gong sound
- **Ronin attack:** Sword unsheathing/slashing sounds
- **Hannya block:** Solid impact sound (Katana Clashing)
- **Hannya/Ronin hit:** Painful grunt sound
- **Win counting:** Traditional Japanese coin clinking sounds
- **Big win:** Dramatic drumroll and gong/bell sounds