



GraveRobber

Game Design Document v0.1

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1.0 – Overview

Greetings! Welcome to the G.D.D for my game, *GraveRobber*. In my game, your goal is to loot through graves, avoid ghosts, and collect items to help defeat the evil Grave Lord! You play as Groundskeeper Gordon, an anxious man with a destiny to save GravesVille from the horrifying tyranny of the Grave Lord. As Gordon, you have a small amount of turns to find items before the end boss appears. Each time you search a grave plot, GravesVille's doom ticks one marker closer. The game flow is simple, pick a grave, loot through it, hopefully an item is found, choose to take or leave that item, pick next grave, rinse and repeat. You must collect 3 items that provide optimal value combinations to achieve a large enough strength level to defeat the Grave Lord. Be cautious! Some graves contain the cantankerous spirit of its current resident, and the ghosts of GravesVille hate to be disturbed. If you defeat the Grave Lord, harmony will be restored to GravesVille. However, if you cannot send the evil Grave Lord back from whence he came.... Let's just say, the result isn't pretty.

1.1 – Target Audience

Targeted audience for GraveRobber is for any person aged 9 & older. GraveRobber has a simple combat system, a light-hearted take on horror stories, and a whole grave-load of personality.

1.2 – Genre

GraveRobber is a simple Role Playing Game with a Horror Survival element loosely entwined within it.

1.3 – Visual Style

GraveRobber is currently a text-based game, featuring white text on a midnight black background.

1.4 – Platform

GraveRobber is currently only available on the debugger on my IDE, but in the future I hope to create a 2D release of the game for mobile.

1.5 – Player End Goal

The end goal of GraveRobber is for the player to discover a humorous and flavourful graveyard, and ultimately take the chance of defeating the end boss! Upon death of said end boss, the town of GravesVille rejoices and thanks the player for all their help.

2.0 – Gameplay

GraveRobber combines simple command-based controls with a morbidly flavourful plot line. The player takes the role of Gordon, GravesVille’s loyal yet anxious cemetery groundskeeper. As Gordon, the player has a small window of time between the creepy wizards warning and the imminent coming of the immortal Grave Lord, king of all things damned.

Luckily, that small window of time allows the player to loot through graves. Typically, the graves contain an item to aid in your fight against the end boss. However, there is always the small chance of waking the resident of the grave they are trying to rob. If the player does loot and find a ghost, they will take a small amount of damage.

Each item can be classed into one of three item types: Weapon, Curse, and Artifact. Weapons provide the player with a positive value that directly adds to their strength. Not all weapons were made equal, so always be on the lookout for a stronger weapon. Curses apply different negative effects to the character’s status. Things like negative values applied to strength, or damage to health over time, or even instant death are a few examples of curses. Artifacts are a wild card in the game. Some of them act like weapons, others act like curses. However, there is one artifact in the game that will allow Gordon to instantly defeat the Grave Lord.

The player can only have a maximum of 3 items in their inventory at any time in the game. Weapons and artifacts take up slots of this inventory, whereas curses do NOT use slots in their inventory.

The game is completed after the player attempts to defeat the Grave Lord, their victory over the evil tyrant determines the end of the story.

2.1 Game Mechanics

GraveRobber offers simple gameplay that is easy to understand. The gameplay runs through a loop of 3 simple decisions over 5 in game turns. The turns are defined as a player choosing a grave, interacting with it, and choosing the next grave to interact with.

Scavenging Gameplay ***(figure 1)***

- choose grave
- enter interaction type (run, loot –(then go to)- take, leave)
- game manager determines outcome of grave’s contents
- interaction with player’s character based on grave’s contents
- choose new grave

After choosing the second grave, that turn has ended, and the next turn begins. Once 5 turns have been reached, the boss sequence will commence.

Boss Gameplay

(figure 2)

- small intro
- boss checks players strength level and mocks accordingly
- player is asked for command (attack, or special command printed on a special item)
- Run command if known, otherwise player is asked for a resubmission
- Boss charges to level one of ultimate attack, and mocks accordingly
- If the boss is not dead, repeat
- If the boss has charged for 3 turns and is not dead, the boss wins.
- If the boss has died, player wins.

After the player wins or loses, they get a little story about the town their character tried to save. That story however, is based directly on the win or loss against the boss.

2.1.1 – Scavenging Phase

Figure 1 shows an overview of how the initial few turns of the gameplay will go. Going into more specifics, the player will enter the name of the grave they'd like their character to travel to. After such they will be given the choices of looting the grave they have named, or they can command the character to run away from the grave. As soon as the character leaves a grave for another one, it removes 1 tick from the turn counter. Regardless of whether they looted for an item. Some graves contain an enemy, which will inflict 1 point of damage to the character.

2.1.2 – End Boss Phase

In figure 2, I go over how the interaction with the boss plays out. This is where the items the player has found during Scavenging phase come into play. The items will each apply unique changes to the character's strength level. The player then decides to attack the boss or use a special power from the items they have collected. The boss does not attack the player for 3 turns, while he "charges" his ultimate attack. The player has the first interaction, so that they receive a full 3 turns before the boss wins automatically. For the player to win, they need to reduce the health of the boss to zero before the end of their 3rd turn.

2.1.3 – Items & Inventory

Items play a huge part in the game. They are what allow the player to defeat the boss and save the town. The in-game inventory has allocation for 3 different items. Those items can be any combination of weapons or relics. Curses do not take up space in the inventory, meaning you can have as many as you find. Let's look at these item types a bit closer.

Item types (figure 3)

Weapons

- Add a positive value to strength
- Has different odds to determine the value of the weapon
- One weapon has the ability to defeat the boss instantly (very low chance to find)

Relics

- Alter the players strength via multiplication
- Or add a very high value to players strength
- One relic can defeat the boss instantly (very low chance to find)

Curses

- Alter the players strength via subtraction or division
- Cause loss of health to the character
- Can also cause an instant loss for the player (extremely low chance to find)

3.0 – Game Flow

The game runs through a simple flow of asking the player for input, reacting based on that input and then asking for new input until one of the few end conditions has been met.

Dispersed heavily between all that is a creepy little story about a small town and their anxious hero.

4.0 – Story

Meet Gordon, local grave keeper in foggy Gravesville! Gravekeeper Gordon is a friendly, albeit cowardly, citizen. He performs his nightly duties with grace and efficiency. One strangely sunny day in Gravesville, a hideous and psychotic witch flies into town. The witch flies straight into Gordon's house, destroying the roof of a once fully-assembled bungalow. Startled, Gordon grabs his shovel to confront this untimely and uncoordinated house guest. Just as Gordon gets his good shovel off the wall, the witch magically appears behind Gordon! The crazy old witch whispers to Gordon, "There is an ancient evil coming for your town, Gordon. You have but 8 minutes before the demonic Grave Lord makes his appearance!" before cackling and turning into green ooze. Before Gordon could question her, the ooze seeps between the floorboards and the witch was never to be seen again. Gordon has a small panic attack, smacks his face and sets out to collect what little he can in 8 minutes. All in high hopes to defeat the evil Grave Lord and save his little town.

4.1 – Story Progression

The story progresses when the player either defeats the boss or the boss has time to use his ultimate attack.

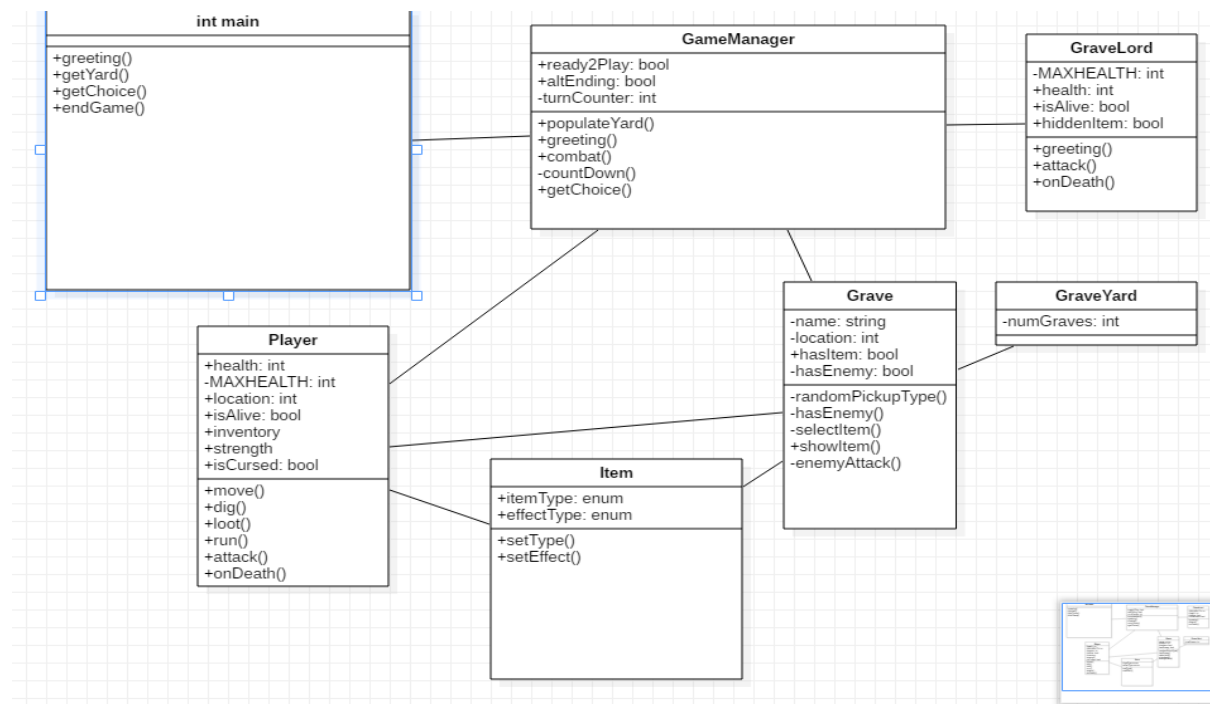
5.0 – User Interface

The game is programmed to receive commands through a “console in” method, which gives the command to a function to determine what to do with the given command.

5.1 – Game Screen

The game screen is shown within the debugger in an IDE. It is simple white text on a black background.

6.0 - UML Chart



7.0 Logistics

7.1 Production Plan (1 week)

7.1.1 Planning – (3 days)

- Create UML and GDD/TDD document

- Create pseudocode for project

7.1.2 Production (4 days)

- Code the all necessary components outlined in UML and pseudocode

- Tinker with the logic to ensure game runs as intended

- Debug along the way and furiously after game runs