EVIL CASTLE

Team KOGD

DESIGN HISTORY

VERSION 0.1

**GAME OVERVIEW**

**PHILOSOPHICAL POINT#1**

Praise courage

**PHILOSOPHICAL POINT#2**

Praise family

**PHILOSOPHICAL POINT#3**

Criticize evil

**COMMON QUESTIONS**

**Why creates this game?**

answer: Enrich our college life

**What is the game?**

answer: The game is a story about how Adam defeat the demon in order to save his sister in the evil castle.

**What is the focus?**

answer: The game focuses on killing enemies and improving the skills to learn to destroy more enemies, and finally achieve the goal of customs clearance.

**FEATURE SET**

**GENERAL FEATURES**

Role-playing,2Dgraphics,single-player game

**EDITOR**

Bilibili video editor, Bandicam

**GAMEPLAY**

Fighting with the third person perspective, raise the levels of characters the weapons, learn the skills, defeat Boss

**THE GAME WORLD**

**OVERVIEW**

**WORLD FEATURE #1**

Medieval period

**WORLD FEATURE #2**

Magic style

**THE PHISICAL WORLD**

**OVERVIEW**

**KEYLOCATIONS**

Library, prison, restroom(archive point), restaurant, boss Boss room.

**TRAVEL**

Every room in the castle

**SCALE**

A five-story castle, proximately 6-7 rooms per floor.

**OBJECTS**

Supplies (red, blue, etc.),weapons, Protective gear

WEATHER,DAY AND NIGHT

The game is played indoors, so the weather element is not important.

**TIME**

Everyday spend more than 7 hours and continue around 3 weeks.

**RENDERING SYSTEM**

**OVERVIEW**

We use Asperity and Sai to draw the map and characters ,etc. Except skill effects and A small part of the background image, we don't have

enough time to finish that part.

**CAMERA**

Third person perspective

**GAME ENGINE**

Written in process. Some everything should be done by ourselves.

**COLLISION DETACTION**

Our game engine handles collision detection well.

We use say to draw pictures then use process to add pictures into game.

**LIGHTING MODELS**

**OVERVIEW**

In the castle we have lights and we use red color stand for shine. We also use light color instead of sunshine.

**THE WORLD LAYOUT**

A five-story castle, proximately 6-7 rooms per floor. With the Library, prison, restroom(archive point),restaurant, boss room.

**GAME CHARCACTERS**

**OVERVIEW**

Knight, Paladin, Ranger, Assassin, Mage, Priest,(Lead character Adam can be any profession),princess.

**CREATIING A CHARACTER**

When you start the game, you can choose a profession for Lead character Adam. And every time you get a key from the monster

you can save a character in the prison to join your team as a member.

**ENIMIES AND MONSTERS**

The 0 floor --There are 2 kinds of monsters and a Boss

The 1 floor --There are 3 kinds of monsters and a Boss

The 2 floor --There are 3 kinds of monsters and a Boss

The 3 floor --There are 4 kinds of monsters and a Boss

The 4 floor --There are 4 kinds of monsters and a Boss----------

**USER INTERFACE**

**OVERVIEW**

**USER INTERFACE DETAIL #1**

Main interface(main menu)

**USER INTERFACE DETAIL #2**

Character attributes interface

**USER INTERFACE DETAIL #3**

Fighting interface

**USER INTERFACE DETAIL #4**

Bag interface

**USER INTERFACE DETAIL #5**

Map interface

**WEAPONS**

**OVERVIEW**

Mainly divided into long-range weapons and melee weapons. Can also be divided into physical weapons and magic weapons

Equipped with its own grade. The higher the grade, the greater the power.

**MUSICAL SCORES AND SOUND EFFECTS**

**OVERVIEW**

We plan to connect friend in China who learn music to help us.

But because the Epidemic in China we finally failed to do that. And

we don't have the experience and time, so we chose to

download from the internet.

**SINGLE-PLAYER GAME**

**OVERVIEW**

There are members can join you even this is a single-player game, this game

can't make you feel lonely. And the skills and weapons for you to pass this game

will make you feel fulfilled.

**SINGLE PLAYER GAME DETAIL #1**

There are several professions and members you can choose.

**SINGLE PLAYER GAME DETAIL #2**

A play game with only the main storyline.

**HOURS OF GAMEPLAY**

If you want to pass this game, you're supposed to spend 4 hours at least.\

**VINCTORY CONDITIONS**

If you want to pass this game, you need to constantly hit the mobs to get weapons, money, high level and increase members.

**CHARACTER RENDERING**

Rendering by processing

**WORLD EDITING**

We draw the maps put into the games and we have five floors. For different scene we have different scene object. And there are two different objects in the map. One is NPC, some of them are allies some of them are boss for each floor. Another one is just object, but it limits player. If player wants to next floor, they need pass through doors or go upstairs by steps.

**EXTRA MISCELLANEOUS STUFF**

**OVERVIEW**

JUN I AM WORKING ON

**CRAZY IDEA #1**

SUPER INHERITANCE

**CRAZY IDEA #2**

More complex world and more ways for play