***Game Over***

**Climb the tower, vanquish the evil within!**

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**Executive Summary**

* Game Over is a 2D roguelike for pc and mobile. You play a hero set out to vanquish the evils in the castle. Every level you climb it gets harder. Along the way you may uncover secrets that may sway you of your deeds. Get to the top and see what awaits.
* You play as Jackal! Jackal is the last survivor of the Felon Region. Help him remove the threat from the lands before it destroys the world.
* Climb the tower and see how many levels you can reach before you Game Over.
* As the player climbs the tower more monsters will appear, these smart AI are set to follow the player and corner them, be smart and use the environment to get around.
* Helpful items are available to replenish the player’s Health stat.
* Breakable objects are generated around the levels that players can use to maneuver around enemies.
* Players can attack the enemies by using skills obtained while climbing the tower.
* Every step you take you lose a Health Point, quickly grab all the healing items you can.
* Strategize, avoid fighting and run up the tower.
* Reach certain checkpoint levels and fight a Boss monster to continue.
* Power ups will affect the player’s stats, such as more damage dealt or temporary invincibility.
* Get special items that grant special effects, such as destroy all monsters in a level.

**Game Overview**

**High Concept**

A hero, you believe you are. You are a remnant, the last survivor of the people of the Felon Region. The destruction and evils leaking from the castle has been corrupting the people. The evil reaches out for you, to destroy the last survivor, before placing its gaze upon the rest of the world. You journey towards the castle to vanquish the horrors inside to grant the world freedom from the claws of darkness. As you climb the tower you learn secrets, secrets of the people, of this castle, and of yourself. Are you a hero?

**Genre**

A 2D roguelike, action, adventure, the evil within the castle walls, are creeping out to the world.

**Hooks**

* Play as the last survivor in the Felon Region. Can you save the rest of the world from meeting the horror?
* Frequent free updates that will add more levels, enemies, items, and abilities.
* Endless levels that scale to you.
* Randomly generated levels allow for replayability.
* Unlock skills and get access to items on your journey up the tower.
* Fight epic bosses on certain levels, use your toolset and strategize to take them down.

**Revenue Model**

* Free available for download

**License**

* Castlevania, used the sprites of certain characters and monsters.
* The Legend of Zelda, used sprites for items and sound effects.
* Unity, created using the Unity Engine and used free assets.

**Gameplay Highlights**

* Climb the tower and save the world from the evil within.
* Simple controls, use the directional keys to move, and space to attack, further in the game you unlock new abilities to allow for more advance gameplay.
* Play as Jackal the last survivor in the Felon Region.
* Special items can be found in certain levels that allow for destruction, such as killing all monsters on a level.
* You start with simple basic attacks but as you climb the tower you learn new abilities that can aid you in the journey.
* Difficulty of fights lead to strategy based gameplay, use the environment to path across without getting hit or to avoid fighting.
* Get items that increase the damage Jackal can deal.
* Health is replenished by collecting the Heart and Potion items.
* The evil within the tower drains your health, collect all the health items.
* Epics boss fights with unique abilities await you in the tower.
* As you climb the tower you learn more about the story, uncover the mystery.
* If your health pool drops to 0 you die and Game Over.

**Art**

* Sprites from Castlevania, The Legend of Zelda, and assets from Unity engine are used to create a Victorian dystopia. The sprites can be seen in the levels appearing as monsters, items, and the environment.

**Audio**

* Sound effects from Castlevania and The Legend of Zelda are used. Music from Castlevania plays through the levels.

**Mechanics**

* Levels are bound by walls; the player nor monsters can move outside of it.
* Present in the UI is a Health status, showing your current health count, there is no maximum health count.
* Player’s health is drained by movement and monster attacks.
* When health drops to 0 the game is over.
* Items replenish health, items are randomly generated.
* Breakable objects are randomly generated which are impassable unless broken.
* Walking onto the Orb object completes a level and starts a new randomly generated level.
* Player movement is done with directional keys or WASD keys, attack with space key.
* To pick up items player must walk on the item.
* To attack an enemy or be hit by an enemy, targets must face each other.
* Monsters automatically seek the player and move towards them.

**Hardware**

* Desktop:
  + OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+, SteamOS+.
  + Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
  + CPU: SSE2 instruction set support.

**Production**

**Current Status**

Game Over is a complete project.

**Development Team**

Lead Game Designer & One Man Army - Seyana Luong, creator of Game Over & Brains.

**Budget**

* $0

**Schedule**

* Start Date March 1, 2017
* Target Date April 20, 2017
* Completion Date April 20, 2017

**Game World**

**Backstory**

Are you a hero? You are a remnant, the last survivor of the people of the Felon Region. The destruction and evils leaking from the castle has been corrupting the people. The evil reaches out for you, to destroy the last survivor, before placing its gaze upon the rest of the world. You journey towards the castle to vanquish the horrors inside to grant the world freedom from the claws of darkness. As you climb the tower you learn secrets, secrets of the people, of this castle, and of yourself. Are you a hero?

A corruption has appeared in the Felon Castle. It began by taking the lives of the royal family, beginning with the princess, Marine. Distraught, the king and queen sent all their men to destroy the evil, to no victory the corruption overtook the army and leeched the souls they had. Following the silence of death arose the crackling screams of corpses, risen they now belong to the evil. One lone survivor awakes. Terror in his eyes as he sees his land ripped from the earth, dead and purge with evil.

Jackal, the hero makes his way into the castle. He enters the massive halls and reaches the first level, it is eerily quiet. Death calls for him and he greets it with his fists.

**Objective**

Climb the tower and reach the top to rid the evil within. It is too late to save the Felon Region, all has been lost, but you can save the rest of the world.

**Characters**

|  |  |
| --- | --- |
| * Jackal, Health 100, Damage 1 | * Plageous, Health ?, Damage ? |
| * Skeleton, Health 6, Damage 15 | * Medusa, Health 2, Damage 5 |
| * Zombie, Health 4, Damage 10   C:\Users\Bung\AppData\Local\Microsoft\Windows\INetCacheContent.Word\25.png | * Fentos, Health 100, Damage 20   C:\Users\Bung\Downloads\mons1.jpg |
| * Malok, Health 120, Damage 30   C:\Users\Bung\Downloads\cv-arthroverta.gif | * Silli, Health 200, Damage 50   C:\Users\Bung\Downloads\DarkCrystalDemon.jpg |
| * Ghoul, Health 5, Damage 10   C:\Users\Bung\Downloads\Zelda enemy Poe.png | * Amalgom, Health 50, Damage 20   C:\Users\Bung\Downloads\Granfalloon2-1-.gif |

**Progression**

* Player starts at level 1 with 100 health and basic attacks and movement.
* Every level the player climbs the monster count scales with the current level.
* Health is constantly drained so player must collect healing items.
* The game gets more difficult the higher the level.
* As player climbs the level they unlock new abilities for Jackal to use against monsters.
* Boss fights act as checkpoints that appear on set levels, defeating may grant items and/or abilities.
* Player can strategize and avoid all monsters to save from losing health.
* Player can strategize and collect all healing items along the way to build up a big health pool for incoming boss fights.
* Story plot is given throughout the levels, so climbing higher allows the player to understand a more complete story.
* Once the player reaches the highest level they will fight against the End Game Boss.