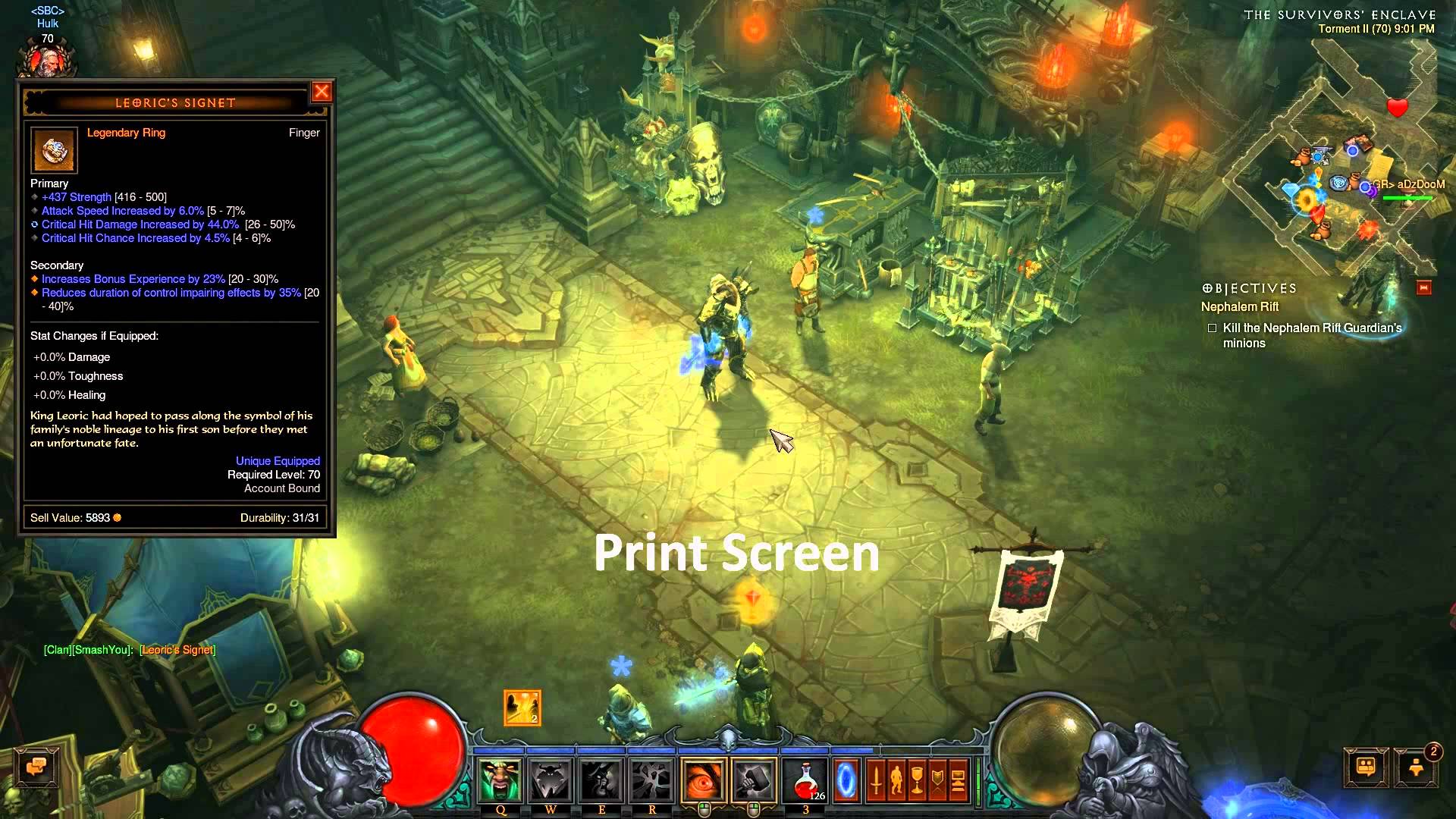
## **Project “Modell Alpha” 1-Page GDD**

*Chandler Bing and Deadpool will love this game* ****

**Genre:** Third Person, Fixed Camera (for now), RPG  
**Target Audience:** T (Teen)

**Controls:** LoL inspired control scheme + Controller Support (to be implemented differently from KB+M, will be implemented after basic KB+M mechanics are ready)

**Thematic Setting:** medieval inspired with futuristic bits, unexpected design decisions (like enemy size and color scheme, out of time inventory objects)

**Tech Stack:** Unity 2017, Blender, Photoshop CS2, Audacity

**Platform(s):** PC, Windows (can we do mac for MacKenZ?)

**Game Moment:** Movement from point A to point B while giving and taking damage using attacks

**Game Summary:** In this game, the player must assume the mantle of the “Sentinel” and protest The Realm from the threats of the Other World: forces of evil who aim to overtake The Realm and remake it in their own dark image. The game is set in a medieval era with certain 21st century elements (due to dimensional breaches and leaks in Time). Gameplay is very similar to Diablo (almost like a watered-down version of the game).

**Core Player Experience: Surprising, Sarcastic, Intense**

**Central Theme:** A relentless hero who lacks self esteem and is kinda sarcastic

**Design Pillar:** Put the hero in difficult situations, use wit and tools to win

**Anticipated Remarkability:** Sarcasm, action, player feedback

**Anticipated Steam Early Access Launch date:** August 4, 2018 (delayed from July 17, 2018))

**Feature Development Priorities: A polished, finished demo level**

**Comparative Products:** Diablo 3, Torchlight 2

**Health and Design Philosophies:**

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**Death management system:** Rogue like (death means you restart the game/level). Keep levels short.

**Healing:** Hold a button to heal, healing rate is such that healing while in combat will result in a slightly delayed death. Heal prompt appears when health is at about 30%

**Health levels:** Forgiving, death comes somewhat later. Near brute levels of health.

**Combat skill:** Beginners to intermediate level skills (for Brutes and Bosses).

**Combat Design:** Slightly challenging, need to evade and dodge along with attacking.

**Upgrades:** Boost attributes and (maybe) add new skills.  
**Lean towards:** More towards core combat, but a small story to keep things interesting.

**Stat Sheet:** https://docs.google.com/spreadsheets/d/1xpPusDjEatUJLLt8BOa7suODnX1R7NMYPWJ6uducxGc/edit?usp=sharing

**Camera and Control scheme:** Fixed camera, top-down isometric view. Click to move movement scheme.

**Weapon Types:**

1. Strong, 2 handed, slow, melee (Axe, Long Sword)
2. Weak, 1 handed, fast (short sword / rod/ dagger)
3. Medium damage, long range, continuous (arcane blast barrage)

**Attack Types:**

1. Melee attack (using equipped weapon)
2. Projectile attack (using Right click, automatic fire like Ice Beam in Diablo 3, or an area of effect concussive blast)
3. Special ability (might need to create a special charge mechanic for this).

2 and 3 could have various types, such as those which deal damage, or stun or freeze. Alternatively, could also boost player attributes.