

Runeslinger

Design Document Final

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- **Concept**

You've set out on a quest to become the fastest runeslinger in the West. To do so you'll challenge the dark forces of Gunslinger Lich. To defeat them, you'll have to quickly cast spells by positioning your *Bullet Runes* to form *Patterns of Power*. With clever use of your self-moving runes, you'll be able to chain Patterns together for a highly effective combo spell!

Runeslinger is a spatial-puzzle speed game about trying to cast spells as fast as possible by arranging runes on a grid. Each spell moves one rune, so clever players will be able to chain spells together.

- **Win/Lose Conditions**

- Win Level : Reduce Enemy's health to 0 or below
- Lose : Your health is reduced to 0 or below
- Win Game : Defeat all enemies

- **Game Mechanisms**

- Structure & Timer
 - Game is played in real time, but the player's mechanics can be separated into two distinct phases
 - Decision
 - Player decides which RUNE to move, and where
 - Once the player makes their decision, the game instantly transitions to the Action phase
 - Action
 - The player's actions (aka moving a rune) are performed without additional player input
 - Action phase ends once actions and subsequent reactions (if any) are fully carried out
 - Player can not make any actions (aka moving a rune) during this phase
 - At the end of action phase, if the player has not won, the decision phase immediately begins again
 - Enemies run on a timer independent of the phases
 - They have a timer till next attack
 - Timer runs continuously through both player phases
 - If timer finishes, the enemy makes an attack and timer resets
- Rune Grid
 - Player has 3x3 grid interface

- On this grid, there are 4 runes the player can control
- Each rune occupies one space.
- Only one rune per space.
- Rune Movement
 - During the decision phase, the player may choose to move ONE of their runes ONE Space north, east, south, or west on the grid.
 - To do this, they select a rune using mouse then click spot they want to move.
 - Runes cannot onto spaces occupied by another rune.
 - If a rune would ever be moved into an illegal spot, it instead just doesn't move
 - Runes moved to outside the grid loop to the opposite side.

Looping Ex

<< Rune 1 Moved		Rune 2 Final

- Patterns
 - Actions are performed by creating patterns with the runes
 - The player always has access to a unique combination of 3 (or more) patterns
 - These patterns are shown at the bottom of the screen in an ordered line
 - Construction of Patterns
 - Are formed by placing runes in a certain position on the grid
 - All patterns use 3 runes
 - 1 rune is always left out
 - Transpositions of a patten still count, but rotations aren't allowed
 - EX - If I have a vertical line pattern, I can create it on any of the 3 columns. However, I can't fulfill this pattern through creating a horizontal line
 - Pattern construction occurs in the ACTION phase
 - If multiple patterns are formed at once, the pattern first in ordered line activates first
 - Due to development constraints, this has been replaced by multiple patterns dealing 2 damage but otherwise counting as 1 pattern formation.
 - When a pattern is constructed, it may deal damage to the enemy
 - When a pattern is constructed, the Rune NOT USED activates its ability
 - Rune abilities involve moving one tile (see next point)

- Each pattern can only be constructed once per action phase

- Rune Abilities and Types

- 1 - North Rune - Moves 1 Space North

	X pattern formed	
Moves here	X	
North Rune	X	

- 2 - East Rune - Moves 1 Space East

		X pattern formed
East Rune	Moves Here	X
		X

- 3 - South Rune - Moves 1 Space South

South Rune	X pattern formed	
Moves here	X	
	X	

- 4 - West Rune - Moves 1 Space West

		X
Moves Here	West Rune	X
		X

- Pattern Chaining

- If after a pattern is constructed and its effects carried out, another pattern can still be created, that pattern takes effect as well
 - Player can chain patterns together though clever use of the rune abilities
 - As soon as no pattern can be formed, the action phase ends
 - Patterns deal more damage the more they're chained together in a single phase
 - The first pattern constructed deals 1 damage

- The second pattern constructed deals 2 damage (3 total)
 - The third pattern constructed deals 2 damage (5 in total)
- Enemy Behavior
 - Enemies have an attack timer which constantly runs
 - Enemy attack timer gains +5 seconds to current countdown when player makes an action.
 - When the timer finishes, the enemy attacks with an amount of damage to the player.
 - If the player runs out of health at any time, the player loses
 - Damage of enemy depends on enemy type
 - The enemy has health
 - The game is won when enemy health is 0 or below
 - Game should allow for negative enemy health (overkill chaining)
 - Due to development constraints, a visual component for overkill was not implemented.
 - Each enemy has a set of patterns associated with them.
- Metagame Structure
 - Player proceeds through each level
 - Each level is one opponent
 - To win the game they need to defeat each enemy
 - If they lose, they restart from the beginning (permadeath gauntlet)
 - On finishing a level, their runes are reset to their starting positions and they gain 5 health, not exceeding 10.
- Starting Condition
 - Player : 10 Health
 - Rune Starting Positions

S		W
E		N

• Pattern Sets

- 3 Set List

1.

	x				x		x	
	x			x		x	x	
x			x					

2.

					x		x	
	x			x		x		
x	x		x				x	

3.

			x			x		
x	x	x		x	x		x	
								x

4.

x			x			x	x	
x	x			x			x	
					x			

5.

				x				
x	x	x		x	x	x		x
							x	

6.

	x						x	
x			x					
	x		x	x			x	x

7.

x			x				x	
				x				
	x	x	x				x	x

- Enemies / Levels

- Level Zero

- Opponent : Training Dummy
 - Health : 10
 - Timer : 50 second
 - Damage : 0
 - Available Patterns
 - Set 1

- Level One

- Opponent : Zombie Cowboy
 - Health 10
 - Timer : 40 seconds
 - Damage : 1 per attack
 - Available Patterns
 - Set 2
 - Stretch Goal
 - Nothing

- Level Two

- Opponent : Slime Ranchers
 - Health : 20
 - Timer : 50 Seconds
 - Damage : 1 per attack
 - Available Patterns
 - Set 3
 - Stretch Goal
 - Separate Timers - action effects each one
 - Activated runes target one enemy - have separate health

- Level Three (MiniBoss)

- Opponent : 2 Bandit Magicians
 - Health : 15
 - Timer : 27 Seconds
 - Damage : 1 per attack
 - Available Patterns
 - Set 7
 - Stretch Goal
 - Separate Timers - action effects each one
 - Activated runes target one enemy - have separate health

- Level Four (Cooldown)

- Opponent : Ghost
 - Health : 15
 - Timer : 75 Seconds

- Damage : 3 per attack
 - Available Patterns
 - Set 5
 - Stretch
 - 4th Negative pattern deals 1 damage to you
- Level Boss (Boss)
 - Opponent : Gunslinger Lich
 - Health : 25
 - Timer : 40 Seconds
 - Damage : 2 per attack
 - Available Patterns
 - Set 6
 - Stretch (Not implemented)
 - Negative Pattern
 - Guns can be deactivated momentarily using targeting mechanic
- Ideas for Expansion (Not Implemented)
 - Negative Patterns
 - Patterns that deal damage to you if you hit them
 - Might be part of enemy attack
 - Change rune player movement
 - Move to any available space
 - Move in direction until hits occupied space or grid edge
 - New run abilities
 - Rune that deals damage every time it is not used in a pattern
 - To enemy
 - To You
 - Rune that extends enemy attack time when not used in a pattern
 - Rune that heals you when not used in a pattern
 - Patterns doing different things
 - Maybe an enemy can shield against a pattern/ or you need to use a certain pattern to break their shield etc
 - Healing/extra damage/self damage/ additional rune movement/ pattern swapping, etc