Healers Resolve/Plight

See to it, then, that the light within you is not darkness

Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian
Otherwise this would not have happened

License
If you use this in any of your games. Give credit in the GDD (this document) to Alec Markarian and Benjamin Stanley. We did work so you don’t have to.

Feel free to Modify, redistribute but **not sell** this document.

Helpful links/Tools:

Code Link	https://helix.perforce.com/users/sign_in || https://github.com/Skjdljr/HealersQuest <- unreal || https://github.com/Skjdljr/Healers <- unity
Proof of concept .exe	https://drive.google.com/open?id=1t8Aw8K2b1AyuTx9FrgUOjcGVJAOyLCE3
P4 client connection	ssl:Heal_n_Protext.Skjdljr.helix.perforce.com:1667
Creator Suite UML	https://creately.com/diagram/ip71eyb0/aOhQxfMJXavumSI9scqZNLvk0oc%3D
Character UML	https://creately.com/diagram/ip71faid/luxX2IWnNHkEVkhNjXFIwzXdgUM%3D
TRELLO - Board	https://trello.com/b/PS0kNaK1/healer-s-might
Websites for assets	https://www.pond5.com/, http://market.envato.com/, https://www.turbosquid.com/, http://www.textures.com/, http://www.freesound.org/, http://opengameart.org/
Charities?	https://gamechangercharity.org/

Overview
- Theme / Setting / Genre
- Core Gameplay Mechanics Brief
- Targeted platforms
- Monetization model (Brief/Document)
- Project Scope
- Influences (Brief)
  - <Influence #1>
  - <Influence #2>

- <Influence #3>
- <Influence #4>
The elevator Pitch
Project Description (Brief):
Project Description (Detailed)
What sets this project apart?
Core Gameplay Mechanics (Detailed)
- <Core Gameplay Mechanic #1>
- <Core Gameplay Mechanic #2>
- <Core Gameplay Mechanic #3>
- <Core Gameplay Mechanic #4>
Story and Gameplay
Story (Brief)
Story (Detailed)
Gameplay (Brief)
Gameplay (Deiled)

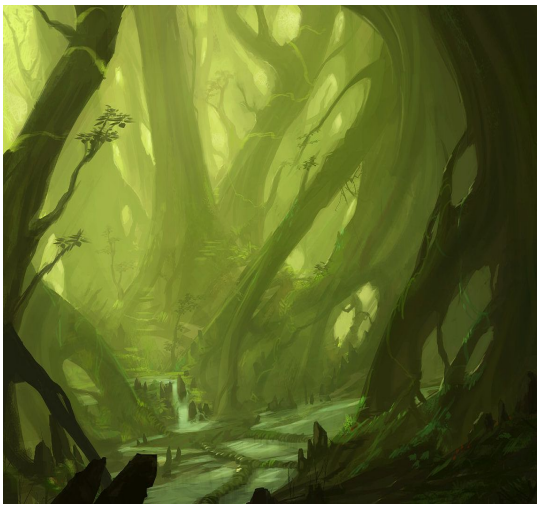
Assets Needed
- 2D
- 3D
- Sound
- Code
- Animation
Schedule
- <Object #1>
- <Object #2>
- <Object #3>
- <Object #4>

Overview

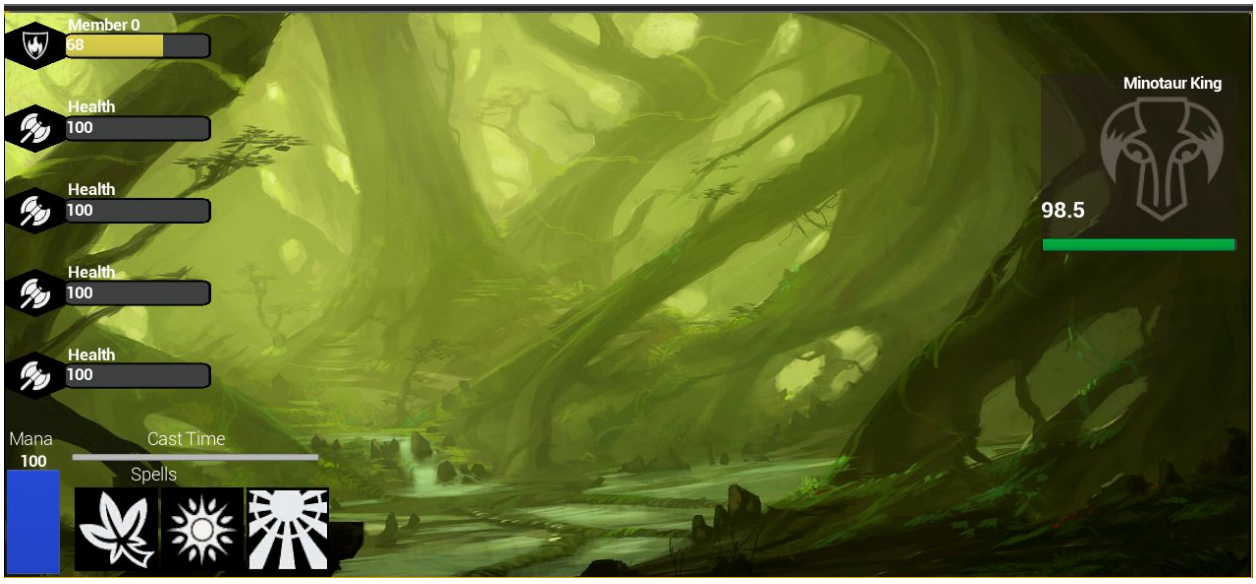
A game where the protagonist is a healer. You simply must make the correct decisions to keep your party alive.

Theme / Setting / Genre

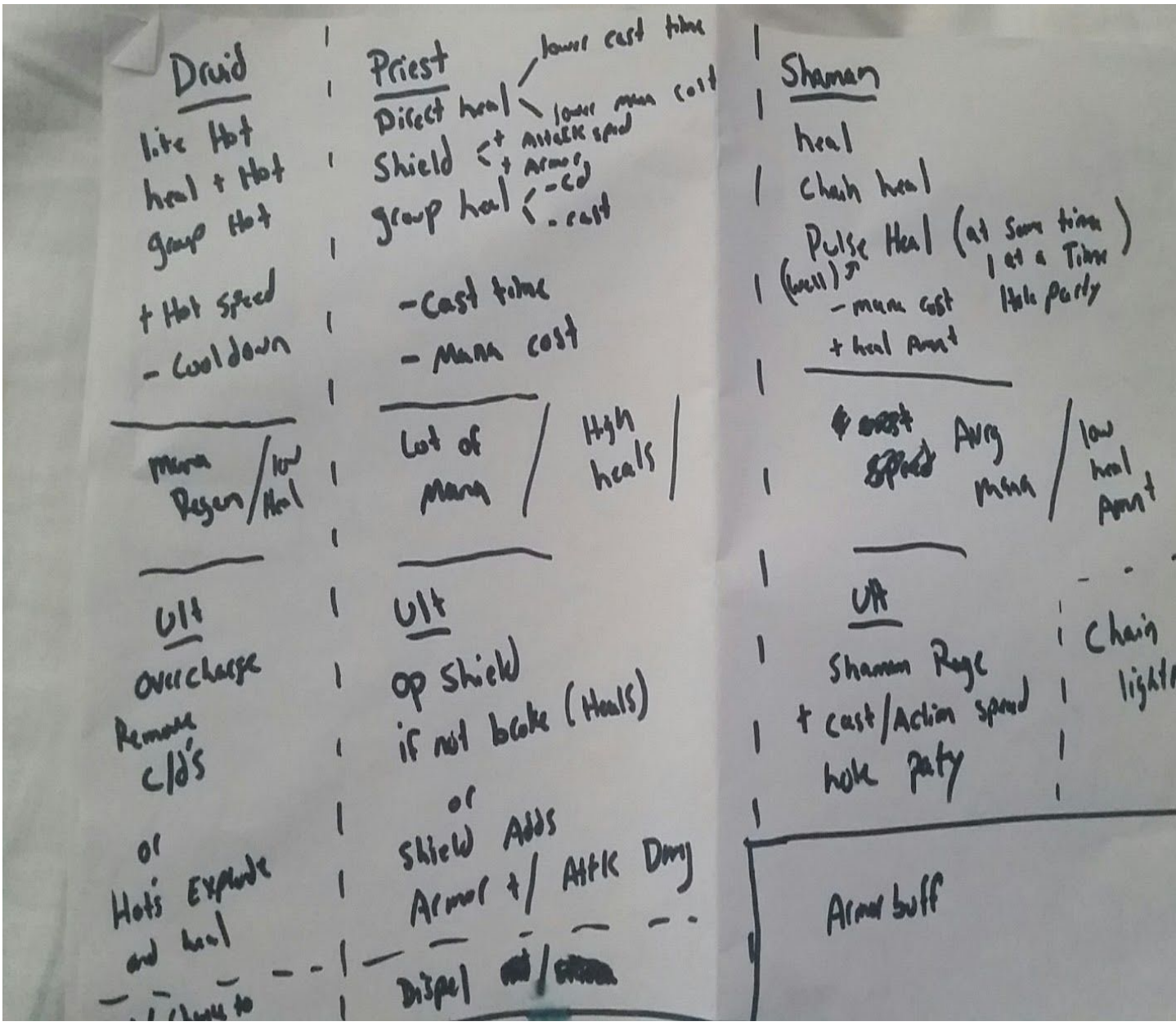
- Fantasy/RPG



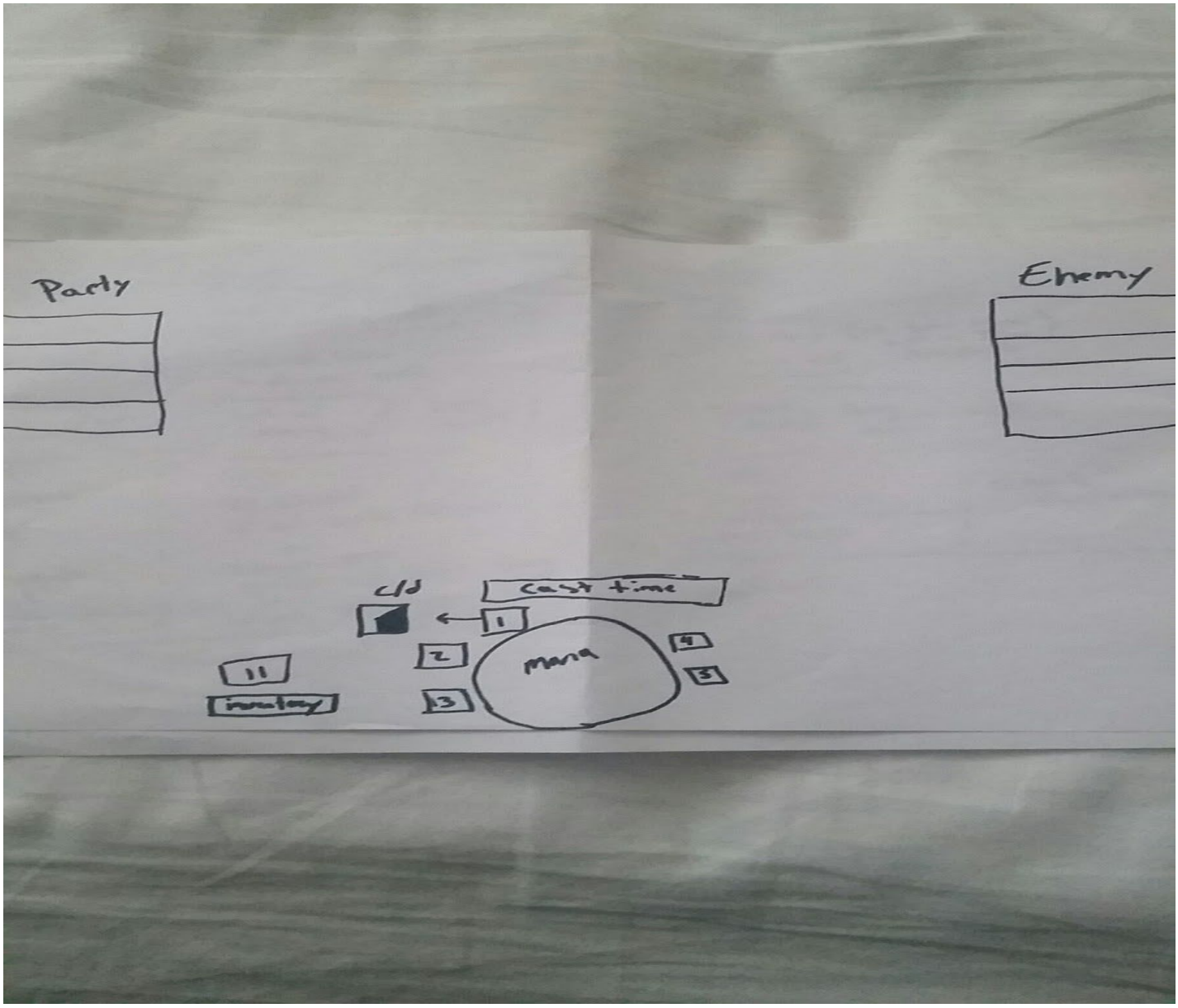
UI simple proof (in combat)



Example spells



Example UI (Love my drawing!)



Core Gameplay Mechanics Brief

- Healing
    - Self and allies
- Party management
    - Equipment

- Spells

Targeted platforms

- Android
- Windows

Monetization model (Brief/Document)

*If any
- Paid
- Micro-transactions

Project Scope

- <Game Time Scale>
    - Cost: ??
    - Time: Couple months
- <Team Size>
    - <Core Team>
        - Joel <Responsibility> Everything
        - Matt <Responsibility> Design/Story
        -Isaac STORIES
    - <Marketing Team>
        -

- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

Influences (Or games with similar concepts)

- <Influence #1> World Of Warcraft by Blizzard

- The whole point of the game is to heal, and for those that don't know that is what I love to do in MMOs, mainly WOW. So I want to just strip the healing/buff/debuff from it :)

- <Influence #2> Diablo2<Lod> by Blizz

- Skill trees
- Item creation

- Inventory/Character progression

- <Influence #3> Clash Royale by Supercell

-matt

- <Influence #4>Heroes Of Destiny by Glu Games

- Recommended to look at by matt

The elevator Pitch

Assume control of one of (3*) playable classes to heal and maintain your party. Outfit them with the best gear and maintain their skill trees as well as your own.

Project Core -Things to add(Detailed)

****Tavern**:** Instead of an overworld/map I think I am going to have a group posting/list inside the tavern.. You can accept the terms get better loot/xp/whatever for the more crazy groups

- Ie. rogue/rogue/rogue against some boss
- Have different types of quests, and level of quests (ie dungeon (low level), raid (high level) also have ranking of dungeons/raids
- Have modifiers based on the roles missing.
- Also somehow have difficulty taken into account

****Movement/Avoidance**** Have arrow directions in the center of the screen for aoe spells and have to move out of them or have the whole party get hit by something…

-**Inventory** the loot/items will be for the player character class only

- (**Thought** DLC/$$/Microtransaction for items for your party)

-**Party** You can manage their skills think D3 Companions or followers (should be pretty simple skill tree but still give them decisions to make)
Partys damage/stats based off of your own items/level.
How many allies?
Self included for healing?

- (**Thought** DLC/$$/Microtransaction extra classes and or talent trees)

-**Player** Will have to manage own inventory and skill tree

What sets this project apart?

- Heal baby heal. Who needs dps or tanks… You will :)

Core Gameplay Mechanics (Detailed)1

- <Portrait movement>

- <Will "Slide/Move" the characters portrait right/left for party/enemy respectively when it is that character's turn>

- <How it works>

Because I want this in real time I need some way to differentiate/visualize to the user whose turn it is. Each character/enemy has an action timer, where they will slide towards the middle to designate that they are about to act.
Alternatively, Round robin, where characters act in order, and both allies/enemy orders are acting simultaneously.

- <Center of the screen for spells/descriptions>

- My thought for this is if a boss or something is going to do a big attack it should be displayed in the middle, so you can do something to prevent it. Ie. shield your party or if your class has it, try and silence/stun the caster. (maybe have a way to show your characters location and move them out of the aoe/whatever) -stretch goal(additional development for design of movement, and collision of effects)

-Spell Cards?

-Center of your screen/bottom

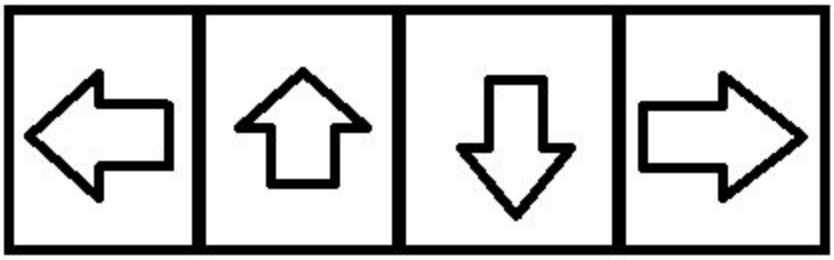
-

- <Spell Targeting>

Touch and hold a spell card and drag it to a party member/enemy to cast it on?

- <Swipe Healing>

Click on the portrait/party member you would like to heal and swipe UP, DOWN, LEFT or RIGHT to use your respective heal spells in the spell bar display IE. LEFT, UP, DOWN, RIGHT **Thought** a CIRCLE for long cooldown/ultimate



- <Drag Healing>

Drag from spell bar to specific character instead of click spell, click character.

Story and Gameplay

Normal mode: Accept quests/challenges from tavern
-Story mode choose npc to be in party : Stretch goal?
Challenge mode: create whole party of w.e : Wave after wave of mobs think tower defense

Gameplay (Brief)

HuD of character portraits shows gameplay action, with selectable skills being active buttons along the bottom.
Enemy portraits along the right border, with protagonist in center and ally portraits on the left

Characters

<Player Characters>

*Shaman, spirit magic. due to working with capricious spirits, has trouble focusing healing on 1 person.
Specializes in renewing the spirit, and summoning spiritual assistance
Dryad's Breath : heals ally 0.5x, then another random ally for X
Alven of Harmony: Heal x on all allies every second for 3 seconds
Sprite's Sacrifice: the next ally to damage targeted enemy is healed x.
Ignan's Presence: dispel a debuff from ally, it will deal x bonus damage for its next 2 attacks.

*Druid, plant magic. Slow to enact but is excellent for sustained healing.
Flourish: Heal x, then X again 2 seconds later
Seedling : places a seed that will sprout when the subject is next injured.
healing x.
Regeneration: Heals x every second for 5 seconds.
Thorned Germination: dispel a targeted buff from an enemy. Your allies deal an extra x damage on their attacks for the next 3 seconds.

*Priest, light magic. can quickly heal 1 ally, but can't heal multiple people easily.
Beckon the Light : heals X.
Glow: Prevents the next X damage the ally would take in the next y seconds.
Emanation : Heal all allies x.
Dawn's Renewal: dispel targeted buff on an enemy, next ally to hit subject heals for 0.5 of Beckon the lights effect.

Generic
Mesmerize: Disable an enemy for a brief time.
Slap :Deals x Damage to targeted npc ally, reduce their threat.

<Npc / Allies>

Giselle the Warrior(F): High Hp, high threat, Targeting varies with HP.
Special:
Low HP:
Neutral HP:
High HP:

Lily the Rogue(F): medium hp, single target
Special:
Low HP:

High HP:

Sahan the Zombie(F): medium HP, Targeting varies.
Special: Invigorated Decay. Free bonus attack when the player heals her, but takes constant passive damage over time in combat.
Low HP: Ravenous Shots. Sahan's attacks now deal bleed damage over time to a single target, will focus solely on the target she has acquired due to hunger.
High HP: Leech. Damage dealt heals Sahan for scaling number based on player level per hit.
Changes targets frequently due to a lack of focus. Not Hungry.

Wagner the Mage(M): low hp, multiple target primary
Special: bonus damage based on # of player skills on cooldown
Low HP:
High HP:

Angus the Berserker(M) : high hp, single target
Special: Backlash. Will get an extra attack on an enemy that hits him. CD based on hp%
Lower the shorter the CD.
Low hp % Gains Bloodlust status, dealing 10% more damage.
High HP% gains Sated status, dealing 10% less damage, and drops threat generated

Amalie the Duelist(F): Medium hp, single target
Special: Ambush, deals bonus damage when striking an enemy not attacking her.
Low hp: Unlocks Deflect, making an ally take a hit for her. Long cooldown.
High HP : Lunging Strikes. High Threat, Amplified damage %

Hester the Warlock(M): Low HP, multiple target, need to manage his HP%, or he makes things harder for you due to his Harassment.
Special : Harassment. Extends Player's skill cooldowns when high HP
Low HP :Will use Drain Life to deal damage and recover health against a single foe
High HP: will use Wail of the Banshee or Flame Torrent, for high aoe/single target damage.

Kai the Bard(M): Medium HP, No Targets unless at Neutral HP.
Special: Amplify. All other allies deal 15% more damage, but Kai doesn't attack, unless at Neutral HP.
Low HP: Discord. Allies take 10% reduced damage for 2 seconds, Bonus Threat.
Neutral HP: Uses Crescendo, Dealing damage to all enemies.
High HP: Uses Haste, reduces cooldown timers for the player, Bonus Threat.

Spells

Contemptment - no roll will be critical - 30% less chance to “Want” to cast spell (this could be a display thing and make it seem like you have less mana than you do) or longer casting times

Tether - Attack to target(s) as then take dmg it takes your mana when they do dmg gives % mana back

Sunrise - Blind Enemies rejuvenate allies

Well of the living one - ……

Waves of Doubt -

Proximity is power……..

Story (Detailed)

Isaac-In regards to the story I have a few questions how do you want this story to play out.. Typical sidescroller action? Heavy RPG elements allowing a player to become the healer they'd like to be?
Joel- they are going to be sitting in a tavern and accepting quests/challenges and based on what they accept they will get differing rewards based off the content that is presented.

Charge bar - for when ai can use special attack/ abilities… carries over fights?
Patience meter - shout at player/take some other action? …
Threat bar - know who monsters/ally are going to attack.
Ally/enemy target box,

will show Color associated with an ally/enemy.
Each ally will have a box/marker between their avatar and the battlefield showing what enemy they will attack

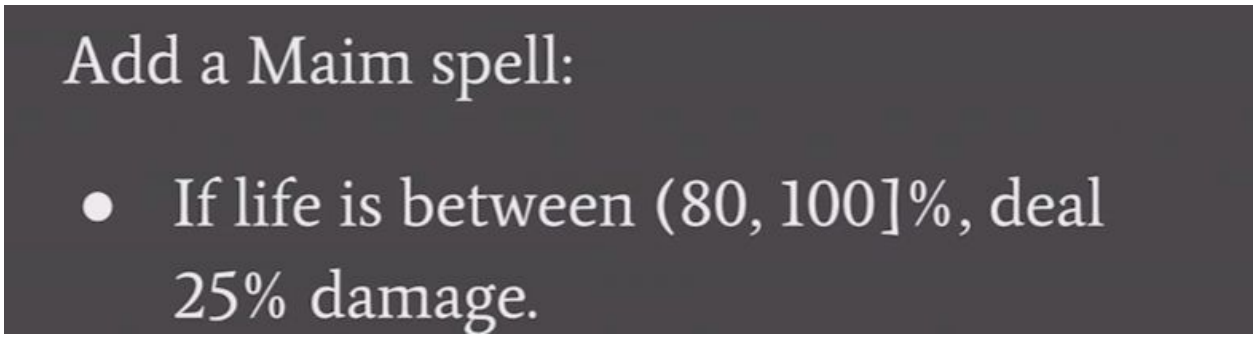
Definitions
High HP: Over 70% of total life, shows HP bar as Green.
Low HP: Under 30% of total life, Shows HP Bar as Red.
Neutral HP: Between 30-70% of total life. Most Allies don't care, Show as Yellow.
Threat: How much attention an entity is attracting. Damage and spells generate threat.

Combat
Allies act every 1.5 seconds, round robin style.
Enemies act every 1.5 seconds, round robin, but a particular enemy can't act more than once every 3 seconds.
Enemies can gain buffs that can be dispelled by the player.
Mana pool regenerates 2 mana a second.
Mana pool capacity starts at 20.
Spells will cost somewhere between 2 and 10 mana.

Example Boss Fights/Mechanics

1 = Time/Phase
During (1) healing done damages the character.
During (1) healing done heals boss

Any attacks during (1) Heals boss
Any attacks during (1) Reflects damage back at source
(Have to add a way to stop attacks - Maybe tie in with patience meter and if there patience runs out they attack)



Or if below 25% health do more dmg….

Assets/Code Needed

- Code

1. Hit reactions
2. Health bar to change color at lower levels
3. Inventory
4. Loot system
5. Spell system
6. Enemy system (waves, dungeons, raids, bosses)?
7. Menus to actually work :)

- 2D

-Avatars

-Primary (class based? Or selectable?, need 3-10 pics)

- Textures
  - Environment Textures
  - Backgrounds
- Animations
  - Environment/Ambient
  - Spells

- Environmental Art Lists
    - World Art

- Sound

- Sound List (Ambient)
- Outside of combat
    - #1 Main menu/Char creation
    - #2 Inside tavern
        - Quest accept / hover
        - Button press
    - #2 Pause menu
- Inside combat
    - #1 Normal Fight
    - #2 Special encounter(rare monster(s))
    - #3 Boss Battle
    - #4 unique spell sounds

- Sound List (Player)
    - Character Hit/ Injured/ Death sound list
        - Hit by melee
        - Hit by ranged
        - Hit by Spell (school?)
        - When a certain class gets low on health (yells at you the healer different sounds for each class ie. Rogue/War/mage etc…)
    - Character and Party Attack/Block/Dodge/Spell sound list
        - Different spell sounds
            - Maybe 1 for each type of spell at first (Fire/ice/Lightning/Mind/)
        - General Block sound
        - General Dodge sound
        - General Spell fizzle
        - General Spell Interrupt/Stunned
        - Status Effects one for Buff/Debuff

- Animation

- Environment Animations

- Character Animations Player/NPC ?
    - Example

Spell System Development -

For example, spells could originally only perform three actions on the spell's target. In table form, that looked something like this:

ID	Name	Effect One	Effect Two	Effect Three	Aura One	Aura Two	Effect Damage One	Aura Damage One	Aura Damage Two
1	Fireball	Deal Damage	Apply Aura	Nothing	Nothing	Deal Damage Periodically	30	Nothing	3
2	Frost Bolt	Deal Damage	Apply Aura	Nothing	Nothing	Slow	20	Nothing	Nothing

As you can see, there is a lot of space taken up by 'Nothing'. Over the course of WoW's lifetime, we've improved our data design and normalized much of our database data. Today, that same data would be separated out like this:

Table Name: Spell

ID	Name
1	Fireball
2	Frostbolt

Table Name: Spell Effect

ID	SpellID	Effect	Damage
1	1	Damage	30
2	2	Damage	25

Table Name: Spell Aura

ID	SpellID	Aura	Damage
1	1	Deal Damage Periodically	3
2	2	Slow	Nothing

.

XML Example

```
<Spell Name="TestSpell" ID="0">
  <resourceCost>0</resourceCost>
  <power>0</power>
  <coolDown>0</coolDown>
  <castTime>0</castTime>
    <SpellEffects>
            <effect />
            <radius>0</radius>
            <duration>0</duration>
            <interval>0</interval>
            <spellType />
            <spellSchool />
    </SpellEffects>
  <classType>Any</classType>
  <imagePath>..\..\..\..\Assets\GameSprites\SPELLS\aMage.png</imagePath>
</Spell>
```