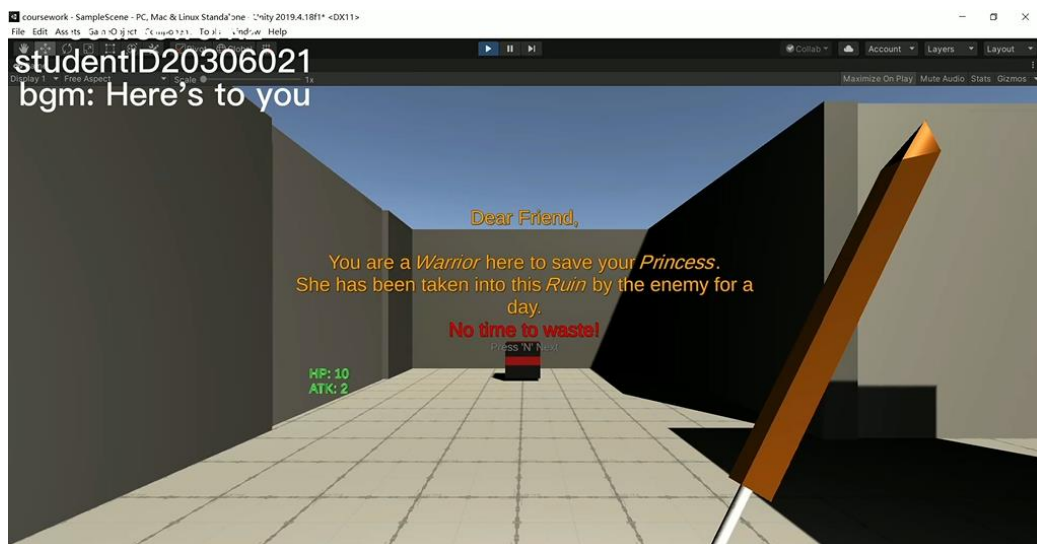


COMP4002

Design Documentation

Prototype Design and Specification

- This is an Action Role-Playing Game from a First-person perspective.
- The difficult expectation of the game is that it is difficult for novices, it is a souls-like game.
- It does not have different difficulty levels like the 'Dark Souls'.

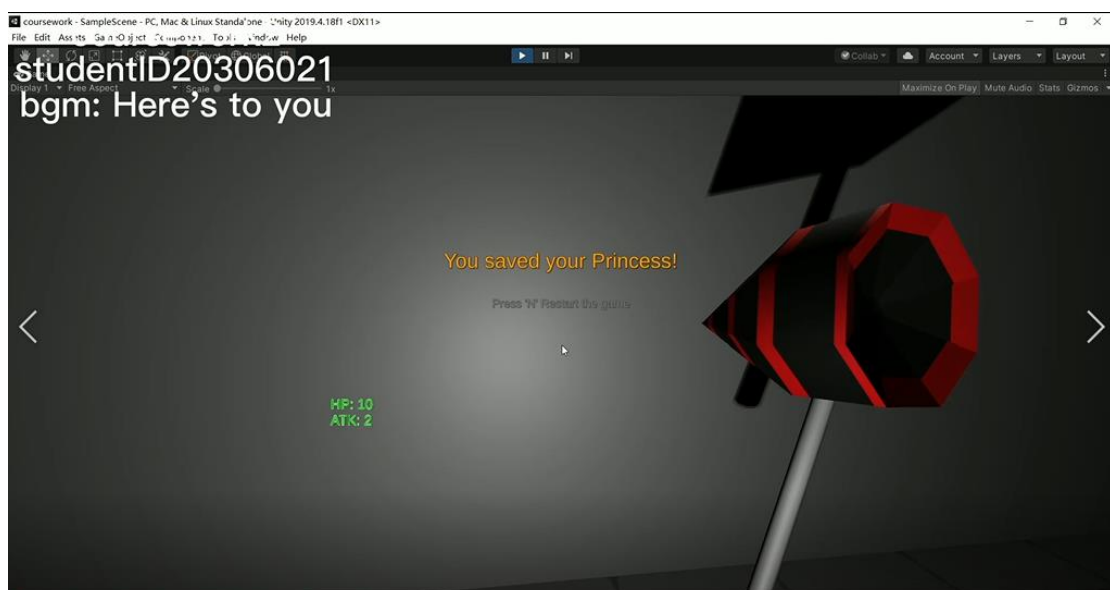


-The game is dominated by action elements. The player defeats the enemies by the attack and move to avoid being damaged.



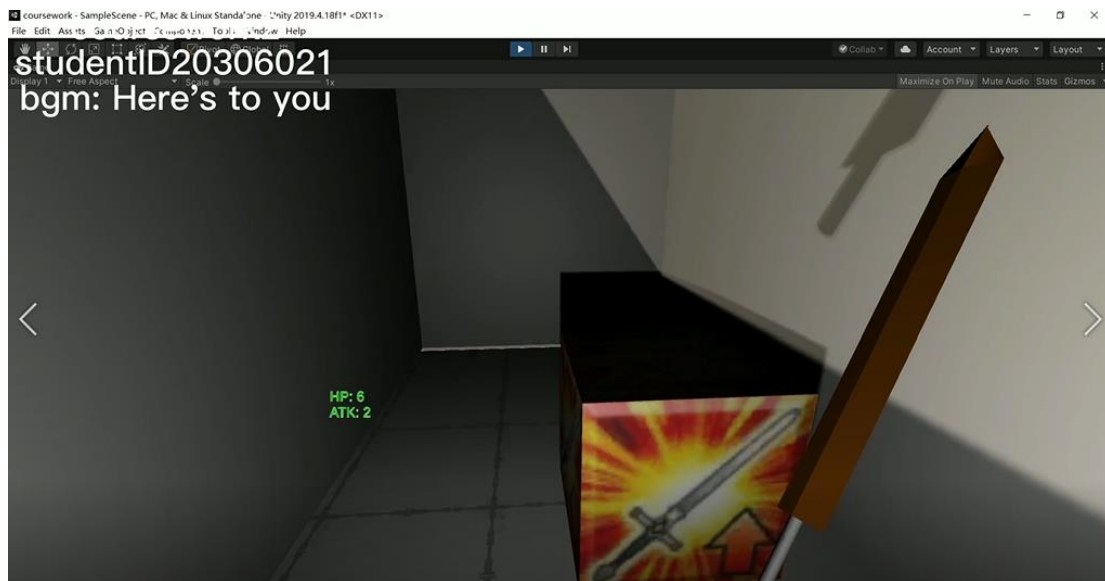
-The player can control the character by themselves. Enemies are controlled by AI and they will chase the player when the player enters a certain range and stop when the player far away from them.

-The purpose of the player is to defeat the boss and arrive at a specific place. There is no time limit.



-The player can also explore the map and increase his abilities.

Include the “HP” and “ATK”.



-The difficulty of the game is mainly that there are many enemies hidden on the map, and the powerful final boss.



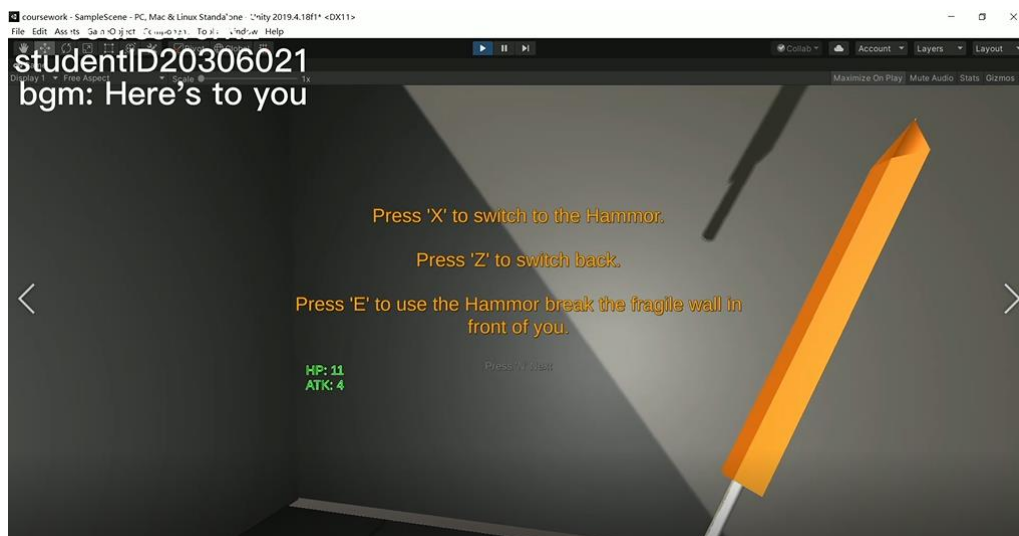
-Tell the player how to play and narrative through text.



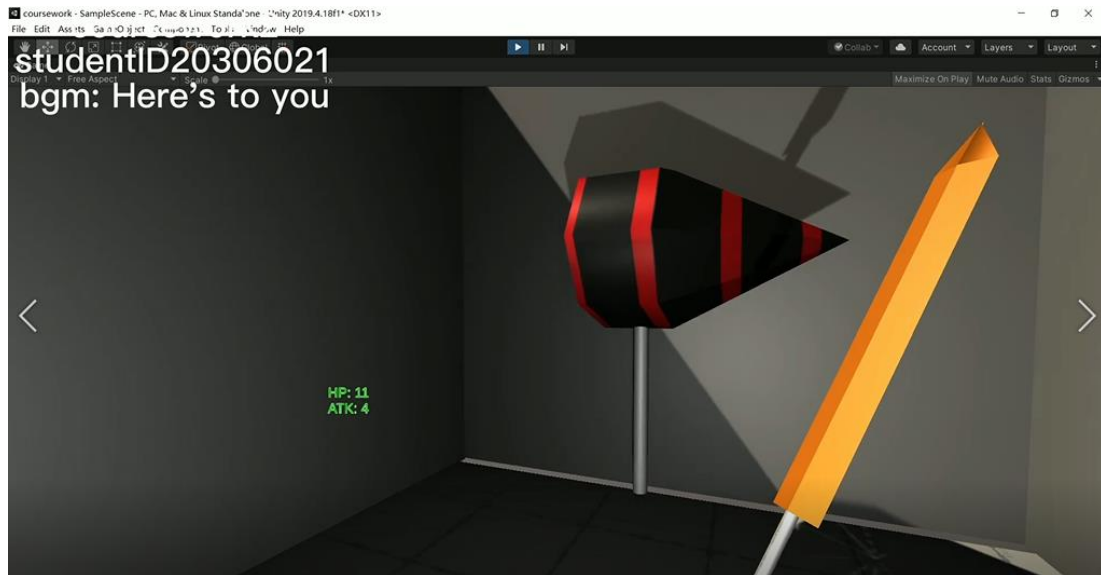
-Trigger the button to open a new area on the map.



-Show the feature when the player gets it.



-Player can also enter some new areas by using the hammer which means they can challenge more enemies and collect the ability props or not. But some areas may not have the props, only enemies.

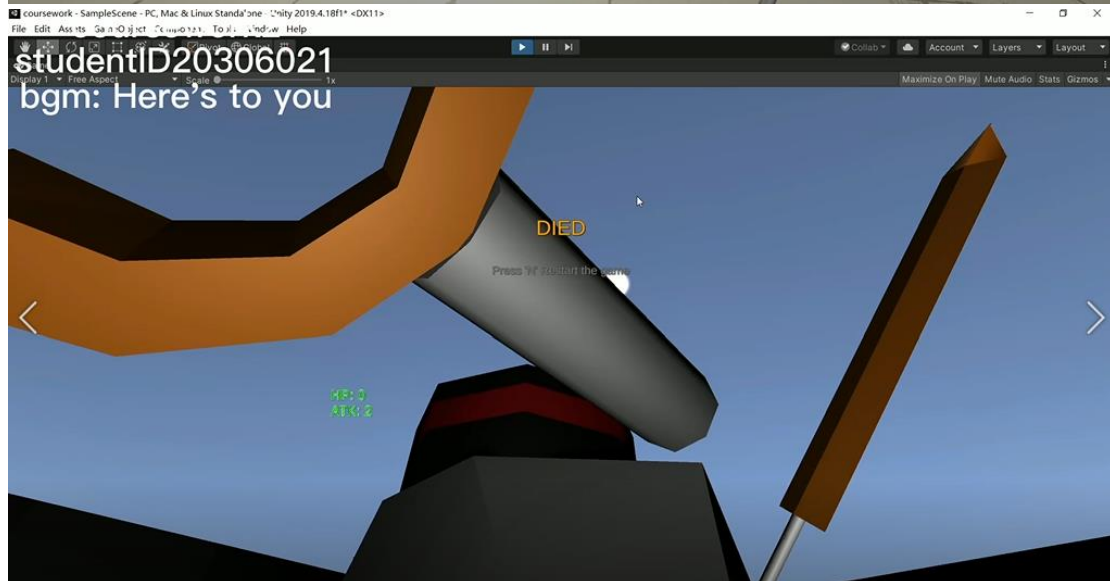


-Enemies all have friction, otherwise, the player may knock them off.

-Enemies' speed and the attack range are all less than the player's.

- When the enemy causes damage to the player, it will back jump to dodge the player's attack and prevent continuous damage to the player.

-Small enemies will hit the player and cause damage. The boss has two different attack method include crash when it far from the player and attack when it close to the player and will stop for a time after an attack.



Prototype Instructions

The player first enters the map on the right to open the door on the map on the left, gets a hammer on the left that can break some walls, and returns to the right to get more props to improve their Atk and HP, and finally defeat the boss. If the player dies halfway through the game, the game will restart from the beginning. There are many enemies hidden in the mazes on both sides, players need to proceed carefully. After several deaths, the player became familiar with the map and enemies and successfully defeated the boss.

Reference

The pictures below are collected from Google.

