

Genre: Bullet Hell, Roguelike, Motion-based

Expected run duration: 30 minutes

Total duration: 3 hours minimum (with replayability)

Player Motivations:

1. I explore the world of the game
2. I finish the content of the game

Targeted price: \$7.99

1. Core Loop

- **Session Loop:** Main Menu → Start/Continue Run → Complete Run (Victory/Failure) → Unlock Abilities/Skins → View Stats/Leaderboards → Start New Run
- **Gameplay Loop:** Choose Blessing (If Combat) → Dodge Phase → Attack Phase (If Combat) → Get Cursed (If Combat) → Repeat
- **Psychological Loop:** Challenge → Learn Attacks → Master Mechanics → Master Abilities → Beat all content → Show Off (Leaderboards and Achievements)

1.1. Choose Core Ability (At the start of the run):

- Pick a **Core Ability** for your core.
 - Additionally, players can pick a core skin or choose to roll the selected one.
- After selecting Core ability, you will have a Base Health and a Base Damage.
- A run is considered to be started as soon as the Core ability is chosen and the player hits play.

1.2. Run Start:

- Then the level selection screen will be shown to the player with the pre-generated pathing on top, and the choice of levels if available otherwise only a single level will be shown to the player.
- After selecting the first node (as it's a combat node), the player is presented with a blessings screen where they can select one of 2 blessings or skip it if they want.

1.3. Combat:

- **Dodge** enemy attacks by **moving** in the physical world.
- You **take damage** if an attack **hits** your **core**. When your **health** reaches **0**, the **run ends**.
- You can **destroy attacks** if your Core ability allows it.

- You **collide/scratch** with the **enemy** to **damage them**.
- When the **enemy's health reaches zero**, you **finish that level**. The player's remaining **health carries over** to the next level.

1.4. Level End: Curse and Blessings

- When an enemy is defeated, they will **Curse** the player. Curse is a debuff that will take effect till the end of the next combat level until specified otherwise.
- Afterward, the player is rewarded with a score based on node type and performance.

1.5. Run Progress:

- **Navigate Map:** Select the next node on a randomly generated nodal map with different randomly connected paths, which could lead to a **Vagrant (regular fight/trial)**, **Herald (boss)**, **Rift (scroller/traversal)**, **Shrine (rest)**, or **Mystery spot**.
- Continue progressing until you reach the **Overlord (final boss)**.

1.7. Run End: Final Boss and Victory

- Facing the **Overlord** is the ultimate challenge.
- Defeat the Overlord to **complete the run**.
- If defeated, the run ends.
- When the run ends, the player is shown the progress/path they chose, and their total score for that run.
- The performance metrics, such as score and others, are updated to count towards the leaderboards.

2. Combat System

Combat follows a turn-based system.

2.1. Phases:

Phase 1: Dodge Phase

- The player must dodge and survive 3 incoming enemy attack patterns. The count can be affected by blessings and curses.
- During this time, the enemy does not take damage and remains off-screen while launching attacks.
- Enemy can trigger manipulation in this stage.

Phase 2: Attack Phase

- The enemy's full body appears, becoming attackable.
- The enemy has a grid-like structure on their body. Hit a cell with the core to deal damage.
- A cell can only be hit once per attack phase.
- During this time, the enemy stays still. This can be affected by blessings and curses.

- The duration of this phase can be affected by blessings and curses.

2.2. Advanced Combat Mechanics:

- **Shielding**
 - Heralds and Overlord possess shields on their whole body.
 - Unless the shield is destroyed by hitting it with a core, the enemy won't take damage.
 - Shields don't regenerate once destroyed. Destroying the shield doesn't damage the enemy or the player. This can be affected by blessings and curses.
- **Manipulation**
 - Heralds and Overlord can manipulate the player's core for a brief period.
 - It is triggered when their health drops a certain amount of HP. It can happen only in the dodge phase.
 - Size: The size of the core is increased.
 - Mirror: The core moves in a horizontal mirrored way of the player's movement.
 - Darkness: The core is surrounded by a veil of dark with limited visibility outside beyond a distance from the core.
 - Myopic: Move more to achieve the same core movement than normal.
 - Assigned:
 - Dragon- Size
 - Posion- Mirror
 - Darkness- Masking
 - Final- Myopic
- **Revival Mechanic**
 - Overlord, upon death, will return with 50% health and continue the combat.

3. Core Ability

Core Abilities shape how you play each combat by providing unique mechanics and effects.

- Each ability offers a distinct way to survive, allowing one to choose a playstyle.
- The players select a **Core ability** at the start of each run.
- The players are not allowed to change their core ability once the run has begun.
- The player will have 1 core ability unlocked by default, which has no abilities.

Core Ability	Description	In game name	In game desc
Default	- Normal core with no abilities	Stark	No tricks. No gimmicks. Just raw willpower and grit.
Shield	- 4 shields around the core - Shield takes a hit and destroys the attack and gets destroyed - Each shield regenerates	Brick	Unmoving. Unbreakable. The wall between chaos and control.

	after a brief time		
Short range melee	<ul style="list-style-type: none"> - Swing a sword around the core 3 times - After swinging, there is a brief cooldown period - Any attack hit by the swinging is destroyed 	Dicey	Close and personal, right where the thrill lives!
Long range shooting	<ul style="list-style-type: none"> - Shoots bullet in 4 orthogonal direction - Turn 45 degrees - Bullets destroy the attack they hit 	Bang	Shoot. Shoot. Shoot. Repeat. Nowhere's safe when you're loaded!
Burst movement	<ul style="list-style-type: none"> - A wrecking ball attached to the core with a spring joint - Another wrecking ball is attached to the wrecking ball with a spring joint - Hitting an attack destroys the attack - After hitting wrecking ball goes into cooldown for a brief time 	Bash	Big swings. Big mess. Everything's a nail when you're the hammer!
Continuous movement	<ul style="list-style-type: none"> - Leaves a trail that damages any attacking hitting it - Trail disappears after a brief time - After a trail is created, there is a brief cooldown period 	Neon	Fast and wild, with a blazing trail straight to doom!
Explosion	<ul style="list-style-type: none"> - Throw 2 mines from the core - Mines explode when hit by attack and destroy all attacks in a range - Alternatively, move the core on mine to trigger the explosion - Mines disappear if not destroyed after a brief time - A maximum of 4 mines can stay on screen and the oldest one disappears if it exceeds the count 	Nova	Plan ahead. Then Boom! Boom! And... Boom!

4. Content

4.1. Combat Nodes

1. Vagrants:

- **Normal combat** where the player faces **5 different attack patterns**.
- **Combat System** applies.
- **Timer** starts from 0 and increases with no time limit.

2. Heralds:

- **Boss combat with 5 attack patterns** and larger enemy health pools.
- **Combat System** applies.
- **Enemy body is shielded**.
- Each herald has their own special **Manipulation**.
 - i. Manipulation triggers upon enemy health reaching a %.
 - ii. After enemy health X % is reached, attack phase ends, manipulation starts
 - iii. Can be triggered multiple times.
 - iv. Can remain active for N seconds.
- **Timer** starts from 0 and increases with no time limit.

Enemy Health	Phase	UI Changes
100%	Combat Start	Countup timer + Standard HUD
70%	Core Manipulation 1 + Cutscene	
40%	Core Manipulation 1 + Cutscene	
0%	End	

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3. Overlord:

- **Final combat** featuring **5 attack patterns** and the highest health pool.
- **Combat System** applies.
 - i. Attack phase appears after 3 attacks as usual.
- **Full body is shielded**.
- Overlord possesses all heralds' **Manipulation** and one unique to himself.
- Can trigger **Revival** upon reaching 0hp for the first time.
 - i. Revival has an animation
 - ii. Revival health amount is X enemy health
- Level is in 2 phase
 - i. Combat/Dodge + 2 Manipulation (2x Old) -> Rift (Composite attacks 1)
 - 1. Rift triggers upon enemy health reaching a %.
 - 2. After enemy health X % is reached, attack phase ends, rift

- starts
 - 3. Rift has animation before it plays
 - 4. Rift duration 60s
 - 5. HUD UI will not disappear
- ii. Comabt/Dodge + 2 Manipulation (1x Old, 1x New) -> Revival
(Composite attacks 2)
- o **Timer** starts from 0 and increases with no time limit.
- o Phases:

Enemy Health	Phase	UI Changes
100%	Combat with Attack Set 1	Countup timer + Standard HUD
70%	Core Manipulation 1 + Cutscene	
40%	Core Manipualtion 2 + Cutscene	
10%	Rift Begins + Cutscene	Countdown timer 60s + Standard HUD
100%	Rift Ends + Cutscene (Revival)	Countup timer + Standard HUD
100%	Combat with Attack Set 2	
70%	Core Manipulation 3 + Cutscene	
40%	Core Manipualtion 4 + Cutscene(New)	
0%	End	

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- 4. **Rifts:**
 - o **Traversal levels** where the player moves through a hazardous environment.
 - o The objective is to **dodge and survive** with no direct combat.
 - o **Fixed timer** starting from a value and decreases till 0 and level completes.

4.2. Non-combat nodes

1. **Meditate**
 - o You can only meditate once.
 - o Select meditate from the level selection screen
 - o When you select meditate, you enter the fairy level
 - Can heal your character for 50% of the Base Health

- Collect orbs to heal
 - Orbs can be collected with core abilities
- Scratch the fairy to heal
- 2x (Orb collection -> Fairy scratch) -> End screen with how much health gained
 - Scratching starts with full cells available each time
- Level end screen would not show score. It will show health increased value.

4.3. Map layout:

A single 8-node path is randomly generated. The player can see all the nodes on the map, the type of each node, but not which node it is. The following rules are followed for map generation:

1. Fill with 6 (Non-boss) Combat Nodes
 - Must: 4 Trials
 - Rest 2: Random from the remaining trials + rifts
2. Add 1 boss node in the middle, or after or before that.(At least after 3rd node)
3. Add 1 overlord node at the end.

In the 6 (Non-boss) Combat Nodes, at max 2 choices can appear randomly.

Node Types and Maximum Limits:

- Vagrant Nodes: Max 9
- Herald Nodes: Max 3
- Rift Nodes: Max 3
- Meditate Nodes: 1
- Overlord Node: 1

4.4. Onboarding:

A **Tutorial** option will always be accessible from the title screen for players to try at any time. Completing the tutorial is **entirely optional** and **not required** to progress in the game. The tutorial provides **no gameplay rewards** other than an **achievement** for completing or failing it.

4.5. Saving and Loading:

4.5.1. Save System Overview:

- The game uses an **auto-save-only system**. Players **cannot manually save**.
- Auto-saves occur at when map is shown (**before each node begins**).
 - So for a combat level, if you buy blessings and then leave at any point, loading will reset to the state.
 - Whenever autosave is occurring or has occurred, players will get a feedback on screen in either the form of an icon, text, or popup.
- Each run maintains **two auto-save files**:

- **Primary Save** contains the most recent auto-save data.
- **Backup Save** contains the previous auto-save before the most recent one.

4.5.2. Loading Logic:

- When loading a run, the game will:
 1. Attempt to load the **Primary Save**.
 2. If the Primary Save is unavailable or corrupt, it will **fall back to the Backup Save**.
 3. If both are invalid or missing, the game will start a **new run**.

4.5.3. Run Persistence:

- Only **one active run** can exist at a time.
- Starting a new run **overwrites the existing auto-save files**.
- The player can **abandon a run** via the pause menu. Doing so **deletes all save data** associated with that run.
 - Abandon is different from quitting to main menu.
 - Players can choose to quit to main menu which won't be equal to abandoning the run and upon hitting play they'll load from the last save point.
- There is **no option to abandon from the title screen**, players must enter the run and abandon it through the in-game menu.

4.5.4. Crash Recovery:

- In the case of a crash or unexpected shutdown, the next time you hit play from the title screen, the game will attempt to load using the primary auto-save file.
- If recovery occurs using the backup file, the player may receive a notification indicating that partial progress was restored.

5. Progression

5.1. Leaderboards

We will use **STEAM's LEADERBOARDS** and use that data for the in-game leaderboards as well. There will be **multiple** leaderboards that will rank players based on the following:

- Combat
 - Total Damage Dealt to Enemies
 - Total Damage Taken
 - Total Enemies Defeated
 - Total Shield Destroyed
- Ability
 - Total Attacks Destroyed
 - Total Shields Regenerated
 - Total brushes

- Survival
 - Total Times Died
 - Total Distance Moved
 - Total Runs Completed
 - Highest Score Earned in a Single Run

The player's name and data will be shown on the leaderboard.

5.2. Achievements

We will use **STEAM's ACHIEVEMENTS** and use that data for the in-game list of achievements as well. Players will be awarded abilities and skins for completing achievements. Each achievement will have a distinct icon.

6. Rewards

6.1. Ability Unlocking

Abilities can be unlocked permanently by completing achievements.

6.2. Scoring System

- At the end of each level, the player is shown their score for the level.
- When a node fails, its scoring will be nullified and not contribute to the final score.
- At the end of the run, they will be shown their total score.
- The calculation model will not be shown to the player.
 - Vagrant

Factors	Weightage	Calculation
Strike Rate	+3	Percentage of cells scratched per duration of the attack phase
Survival	+2	Total duration of dodge phases survived
Health	-1	Number of hits taken
Destruction Bonus (Core Ability)	+1	Count of attacks destroyed
Total		Strike Rate + Health + Survival + Destruction Bonus

- Rift

Factors	Weightage	Calculation
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Survival	+2	Total duration (Fixed amount) survived
Health	-1	Number of hits taken
Destruction Bonus	+1	Count of attacks destroyed
Total		Survival + Health + Destruction Bonus

- Herald

Factors	Weightage	Calculation
Strike Rate	+3	Percentage of cells scratched per duration of the attack phase
Shield Bonus	+2	Percentage of shield cells scratched
Survival	+2	Total duration of dodge phases survived
Health	-1	Number of hits taken
Destruction Bonus	+1	Count of attacks destroyed
Total		Strike Rate + Shield Bonus + Survival + Health + Destruction Bonus

- Overlord

Factors	Weightage	Calculation
Strike Rate	+3	Percentage of cells scratched per duration of the attack phase
Shield Bonus	+2	Percentage of shield cells scratched
Survival	+2	Total duration of dodge phases survived (+Rift duration)
Health	-1	Number of hits taken
Destruction Bonus	+1	Count of attacks

		destroyed
Total		Strike Rate + Shield Bonus + Survival + Health + Destruction Bonus

- Meditate (No Total Score to Display)

Factors	Description	Conversion to HP	Calculation
Health Gained	Scaratching	200% = Floor (25% Base HP)	Percentage of cells scratched
	Collection	Collect 4 -> 1 HP	Count of collectibles collected
Total Health Gained			Scaratching + Collection

6.3. Core Skins

Core skins are elements that change the cosmetic look of a core during gameplay. They can be unlocked via completion of achievements.

- Some of the basic core skins are rewarded for free.

6.4. Blessings Selection

The shop is always presented to the player after selecting the combat node.

1. There will be 2 blessings on the shop screen for the player to select from.
 - a. Player can only select 1 or choose to skip.
 - b. In a run, unless you clear or fail a level, if you exit/crash the game, the next time you resume the level you will get the same 2 blessings choice.
 - c. After clearing a level with a blessing, that blessing will be removed from the pool, i.e., in a run, you can't get the same blessings twice if you have used it before.
 - d. If you skip selecting a blessing in a level, those 2 blessings are not removed from the pool and may appear at a later selection at random.
 - e. There will only be 1 instance of a blessing.



7. Retention

7.1. Difficulty Scaling

7.1.1. Curses

When an enemy is defeated, they will curse the player. A **Curse** is a **debuff** that increases the challenge level of gameplay of a combat. Curses will take effect until the end of the next combat until specified otherwise.

- Curses take effect within the next combat.
- Curses can either affect:
 - Player HP, Enemy HP, Enemy Max HP, Enemy Shield, Player DMG, Enemy DMG, Attack Speed, Attack Frequency, Attack Count, Combat Duration, Combat Cooldown, UI Warnings, UI Active State, Core Size.

A **Blessing** is a **buff** that eases the gameplay of a combat. Blessings are only active until the end of the next combat unless specified otherwise.

- A blessing can be selected after selecting a combat node.
- Blessings can either affect:
 - Player HP, Enemy HP, Enemy Max HP, Enemy Shield, Player DMG, Enemy DMG, Attack Speed, Attack Frequency, Attack Count, Combat Duration, Combat Cooldown, UI Warnings, Core Size.

8. Music and SFX

Music Style: Core Trials will feature **chiptune soundtracks**.

Loopable Tracks: All in-game music will be seamlessly loopable.

Dynamic Music System:

- The intensity of the music will **change dynamically** based on the combat stage.
 - The music will have a distinct faded-out effect when the player's Health is low.

- The tempo will increase when the enemy Health is low.

Vagrant level:

- Each type of vagrant level will have a different track.
- Dynamic music system.

Herald and Overlord level:

- Each herald level will have a different track.
- Dynamic music system.

Rift Levels:

- Each rift level will have a different track.
- The track's tempo will slowly increase as they progress towards the end.

Meditate level:

- A single calming ambient track will play at all shrine levels.

Home Screen:

- The main menu will have a distinct looping theme to set the game's tone.

Character-Specific SFX:

- Each **Core class** will have distinct sound effects for their abilities and interactions, reinforcing their unique playstyles.

Attacks SFX:

- All attacks SFX need to be replaced and missing ones need to be added.

9. Localization

The game should feature initial localization support for:

Language	Reasoning
English	Default language, global accessibility.
Chinese (Traditional and Simplified both)	The most used language on Steam, high market potential.
Japanese	Japan is the largest country for downloads of CT EA PC.
Korean	2nd Most of our EA audience is from there.
Spanish	Latin America is the largest non-English-speaking region for downloads of CT PC.
Portuguese (Brazilian)	Strong Latin American player base.

10. Art

Elements - a) Curse b) Slow down c) Burn d) Salvation e) Decay effect For every core skin we add in the game.

Core class types - a) Rampart b) Pacifist c) Knight d) Vendetta e) Spectre f) Junkie for all cores. Every ability upgrades up to level 3.

Blessings - a) Healing B) Invincibility C) Recovery d) Compression e) Regen f) Fortified core g) Magnet h) Fortuna's blessings

Curse - a) Enemy behavior curse b) Enemy Attributes curse c) Orb-Related curse d) Core attribute curse e) Elemental curse

Orbs - a) Health b) Spawn orbs

Enemy - a) Spawn b) Destroy c) Disappear

Damage - a) Enemy b) Attacks

Collect - a) Orbs b) collectibles

Collide

Core - a) Reduce b) Increase

Cool Down

Explosion

Invincibility

chest

Rewards

UI

Rough feedback list.

10.1. GAME EXAMPLES

- [Downwell](#)
- [Gato Roboto](#)
- [Undertale](#)
- [Enter the Gungeon](#)
- [The Eternal Castle](#)
- [The tragic tale of bark scruffalo](#)
- [Kunai](#)
- [HuntDown](#)
- [Dome keeper](#)
- [Song bringer](#)
- [Minit](#)
- [Nuclear throne](#)
- [Katana zero](#)
- [Hyper light drifter](#)

11. UI Design

Orientation: Landscape

Resolution:

Flow:

Localization:

English	✓
Simplified Chinese	✓
French	✓
German	✓
Korean	✓
Russian	✓
Japanese	✓
Polish	✓
Ukrainian	✓
Spanish - Spain	✓
Italian	✓
Dutch	✓
Traditional Chinese	✓
Turkish	✓
Thai	✓
Portuguese - Brazil	✓
Vietnamese	

12. References

1. https://store.steampowered.com/app/2424650/Froggys_Battle/?curator_clanid=44914288 Roguelike game with simple gameplay, artstyle
2. <https://www.crazygames.com/game/wizard-io> This is the game reference for the card selection during the gameplay