**TBD**

*Game Design Document*

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*Game Design*

## **Summary**

Tanis (the good character) makes Vairl(the evil character) leave in frustration. Vairl finds a staff of immense evil power. Vairl corrupts the land and captures the princess. Tanis then moves through the same lands as Vairl did to rescue the princess. Vairl and Tanis have both their arc’s be played.

## **Gameplay**

TBD

## **Mindset**

TBD

*Technical*

## **Screens**

1. Title Screen

a. TBD

1. Map Select
2. Game
   1. TBD
3. End Credits

*(example)*

## **Controls**

Keyboard controls.

Base layout

WASD for movement

Left click = attack(swing direction dependant on mouse or movement direction?)

Right click = ??

1 through 5 spells?

Q to steal/heal(for Vairl steal, corrupts land, for Tanis healing civilians Earn reputation)

E interact(besides steal/heal)

## **Mechanics**

Both playable characters(Vairl and Tanis):

* Melee attack as basic attack
* Jump arch dependant on input(held down = higher jump, midair full controll?Or less?)
* Crouch?
* Dodge?(and if so how, roll, spot dodge?)

Vairl (name is anagram of rival):

* Gains evil powers as he corrupts more land.
  + Hover
  + Fireball
  + Raise dead
* Impervious to **evil** terrain(can traverse it without taking damage, due to being **evil** himself)
* Takes large damage from **good** terrain
* Takes moderate damage from neutral terrain.
* Evil actions
  + Steal
  + Kill
  + Destroy

Tanis (name is anagram of sain):

* Impervious to **good** terrain(can traverse it without taking damage, due to being **good** himself)
* Takes large damage from **evil** terrain
* Takes moderate damage from neutral terrain.
* Good actions:
  + Heal civilians
  + Eradicate evil creatures(on evil creature corps perform a spell with a cast time)

Terrain

* Corruptible
  + Corrupted by evil actions done by Vairl
  + As corruption level increases the area becomes easier for Vairl to traverse(good terrain is being converted into evil terrain, NPC’s turn into evil NPC’s too)
  + only reversible by the princess

NPC’s

* Found in community’s nearly exclusively
* Several types:
  + Shops
  + Melee combat creatures
  + Casters ( may heal or restrict ability dependant on corruption and reputation)
  + Hunters\* (may be from either side good or evil regardless of corruption of the land, \*if the majority of the world is corrupted the evil variant is less frequent and vice versa, meant to aid whoever is behind(for live multiplayer))
* Corruptible
  + Corrupted by evil actions done by Vairl
  + Reversible by any saintly character(this Tanis can do this)
  + At low corruption levels
    - The NPC’s will either attack or run away from evil characters(depending on type of character)
    - Aid saintly characters if they are nearby (shop with discount, knights that aid saintly character in fighting evil characters ect.) Amount of aid also dependant on reputation.
  + At medium levels of corruption:
    - The NPC’s will avoid all types of combat, but if forced will protect themselves from both good and evil(visual identifier if this is the case)
    - Shops are open to both evil and good characters(no sale’s though)
    - Spellcasters may restrict PC’s abilities(dependant on reputation; Higher reputation = less likely)

*Level Design*

## **Themes**

1. Forest
   1. Mood
      1. Dark, calm, foreboding
   2. Objects
      1. *Ambient*
         1. Fireflies
         2. Beams of moonlight
         3. Tall grass
      2. *Interactive*
         1. Wolves
         2. Goblins
         3. Rocks
2. Castle
   1. Mood
      1. Dangerous, tense, active
   2. Objects
      1. *Ambient*
         1. Rodents
         2. Torches
         3. Suits of armor
      2. *Interactive*
         1. Guards
         2. Giant rats
         3. Chests

*(example)*

## **Game Flow**

Single player game flow:

1. The player starts with a cutscene to display a grand hero character(Tanis) and Weak character (Vairl). Vairl becomes frustrated and leaves angrily. Vairl finds a staff with massive **evil** power. To become more powerful Vairl must conquer the land around made **good** by the princess of the world.
2. Player gains control of the Vairl.
3. The staff Tells Vairl about the potential of the staff, but to become more powerful Vairl must conquer the land around. To the left of Vairls “Castle” is a corruption point. By doing evil things around it the land will become corrupted and the staff will gain more power
4. Vairl corrupts the nearby land and gains a power(temp hover?)
5. Vairl must continue to corrupt the land. In this process he gains more powers and has to defeat some bosses.
6. Vairl captures the princess to ensure she cannot return the land to it’s normal state.
7. Player gains control of Tanis, who in reality claimed the honour from his knight(he was a squire in reality)
8. Tanis now through pressure from the people of the land must recover the princess and bring an end to Vairl.
9. Tanis starts from the princess castle and traverses the land through the inverse route as the player did while playing Vairl.
10. Ultimately the final battle between Tanis and Vairl *\*insert final battle sequence here\**

Multiplayer game flow (1 v 1)(do we even do this though?):

Players get randomly assigned their character(Vairl of Tanis)

Vairl game flow:

1. Vairl aims to corrupt as much land as possible, gaining more power in the process.
2. Vairl’s needs to destroy three ancient protectors. All three are deeply nested within the good side of the world(left side)
3. If all three are destroyed. He may attempt to capture the princess(Tanis will receive a warning and the ability to return to his castle immediately(unless if he is dead))
4. If the above win condition is not met within X time amount Tanis and Vairl will enter a special combat zone(created by an unknown third party mage) The loser of the fight is permanently imprisoned(win/lose condition)

Tanis game flow:

1. Tanis aims to keep the land free from corruption. However he must also gain more power by finding new weaponry(or buying it)
2. Tanis may also destroy the three evils. All three are deeply nested within the evil side of the world(right side)
3. If all three are destroyed he may enter the evil castle and destroy the magic source of Vairl’s staff(Vairl will receive a warning and the ability to return to his castle immediately(unless if he is dead))
4. If the above win condition is not met within X time amount Tanis and Vairl will enter a special combat zone(created by an unknown third party mage) The loser of the fight is permanently imprisoned(win/lose condition)

*Development*

## **Abstract Classes / Components**

1. BasePhysics
   1. BasePlayer
   2. BaseEnemy
   3. BaseObject
2. BaseObstacle
3. BaseInteractable

*(example)*

## **Derived Classes / Component Compositions**

1. BasePlayer
   1. PlayerMain
   2. PlayerUnlockable
2. BaseEnemy
   1. EnemyWolf
   2. EnemyGoblin
   3. EnemyGuard (may drop key)
   4. EnemyGiantRat
   5. EnemyPrisoner
3. BaseObject
   1. ObjectRock (pick-up-able, throwable)
   2. ObjectChest (pick-up-able, throwable, spits gold coins with key)
   3. ObjectGoldCoin (cha-ching!)
   4. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
   1. ObstacleWindow (destroyed with rock)
   2. ObstacleWall
   3. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
   1. InteractableButton

*(example)*

*Graphics*

## **Style Attributes**

TBD

## **Graphics Needed**

1. Characters
   1. Human-like
      1. Goblin (idle, walking, throwing)
      2. Guard (idle, walking, stabbing)
      3. Prisoner (walking, running)
   2. Other
      1. Wolf (idle, walking, running)
      2. Giant Rat (idle, scurrying)
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Tiled Floor
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rodent (idle, scurrying)
   3. Torch
   4. Armored Suit
   5. Chains (matching Weathered Stone Bricks)
   6. Blood stains (matching Weathered Stone Bricks)
4. Other
   1. Chest
   2. Door (matching Stone Bricks)
   3. Gate
   4. Button (matching Weathered Stone Bricks)

*(example)*

*Sounds/Music*

## **Style Attributes**

TBD

## **Sounds Needed**

1. Effects
   1. Soft Footsteps (dirt floor)
   2. Sharper Footsteps (stone floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Glass Breaking
   6. Chest Opening
   7. Door Opening
2. Feedback
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

*(example)*

## **Music Needed**

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*Schedule*

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*