Design Doc

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# Design Pillars

All design decisions in this document need to be supporting the design pillars. If a decision cannot support the design pillars, the decision needs to be cut or the pillars need to be adjusted.

1. Variety: This needs to be replayable, offering interesting challenges and different situations each time.
2. Combat: The player is kept engaged through either combat encounters or through preparing for combat encounters.

# Core Loop

## Questing

This loop has 3 phases:

1. Claim Objective
2. Travel to Objective
3. Complete Objective

#### Claiming Objectives

Claiming objectives is straightforward. Go to an objective board, pick an objective based on Difficulty.

#### Travel to Objective

While travelling, higher Difficulty will be both an increase in distance, and player challenge. Both Kill target and Encounter difficulty scale when away from Central Hub.

#### Complete Objective

After arriving at the player’s destination, the player completes their objective (by killing the target), and they receive Progression, and some target specific rewards.

## Objectives

The only objective I’ll develop for now is an enemy that is a challenge, stronger than encounter enemies. The enemy has more abilities and some more puzzle-like mechanics, like a shield or vulnerability point.

# Encounters

### Enemies

Hostiles hold a variety of attacks, movements, and such, inspired by Noita: Enemy behavior (attacks, movement etc.) will go through a system like how wands work. Base stats influence the action possibilities (and overall difficulty). Actions are then slotted and executed based on the stats, creating the behavior.

### Consumables

Useful items, like single-use weapons, grenades, abilities, etc. would be pick-ups for the players. This gives the game a roguelike element that each objective run has a different feeling to it, and this gives them options against the boss at the end of the level.

The consumables are forcibly exchanged for currency when finishing a mission.

# World Design

The Door World   
Map is divided into different sections that are connected through points which can be closed or open (and potentially key/lock puzzles). This changes the path that the players take to reach their objective. This also creates the possibility to change up difficulty and modify travel length for mission scaling.

Let’s take this Door World layout of the desert. Each area gets darker with higher difficulty and can be created later in development. A full gameplay loop could look like this:

|  |  |  |
| --- | --- | --- |
| **1.** A diagram of a hub  Description automatically generated Layout with all “Doors” closed. | **2.**  Player receives objective, and a path opens. | **3.**    Player (Green) travel to objective, and fights the boss. |
| **Optionally:**  **You can open different doors to get bonus rewards through lock and key puzzles.** | **Optionally:**  **There are teleporters to let players travel further quickly for more variety.** | **Optionally:**  **The players need to travel back as well, which gains more/different rewards.** |

# Visual Layout

The world is based on a handcrafted desert area with a shattered plains aesthetic. It has modern buildings scattered in it in a way that provides a variety of multiple combat approaches for the players.

# Progression

The available type of Progression is through gaining new weapons. Strech goals will be armor, abilities and visual customization. Unlocks are gained by completing the Objective.

# Scope increasers summary

* Insurance loop (risk it for the biscuit or do it safe)
* Other objective types (Capture the Flag, Salvage, Survival, Find you way Home)
* The full other game design document (the multiplayer version).