

Vanier College  
Faculty of Science and Technology

## Game Development 2

420-541-VA

### Game Design Document

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# Title Page

## *Game Name*

- The game will be called The Call For Blood

## Game Overview

### *Game Concept*

It is a relatively simple concept, the player has to try and survive waves of enemies including bosses for as long as they can. The player will progressively become stronger by collecting money and items from these enemies. Items can also be bought with the currency that is obtained from killing these enemies. The enemies will also become progressively stronger depending on the wave and level (level 1-wave 1 etc).

### *Genre*

**Rogue Like**

### *Target audience*

**Teens**

### *Game Flow Summary*

The game flow will include constant action, adventure, and a storyline. It will also be addictive since the player will feel a sense of euphoria from the progressive scaling from their character. For the player to gain progress in the game he will have to defeat each of wave of a level

### *Look and Feel*

The game will look and feel more cartoony. The general style of the game is based on roman style environment(maybe)/weapons. We are aiming for a more polygonal type look

# Gameplay and mechanics

## *Gameplay*

### *Game Progression*

For the player to progress further and become stronger, they must complete each wave of a level (5 waves per level). At the end of each level there will be a mini-boss. After 5-7 levels, players will be offered a choice to continue fighting or fight a Boss and end the run. This choice will repeat itself if the player chooses to continue fighting.

### *Mission/Challenge structure*

So this game is going to be built around a fighting system and weapon system. Where the challenge will be to survive the levels as long as possible OR kill the final boss

### *Puzzle structure*

There will not be a puzzle concept in our game because we do not see the need of it since our game mostly focuses on fighting but there could be a possibility for puzzles to get Rare items

### *Objectives*

The objective of the game is to survive, get stronger, and kill enemies

### *Play Flow*

The flow of the game for the player will be very action packed. They will be always busy either killing enemies, buying items, or exploring the map

## *Mechanics*

### *Physics*

The game will have earth like physics for the most part while still having that cartoon feeling

### *Movement in the game*

**The player will be able to sprint, walk, jump, crouch**

### *Objects*

**There will be an object interaction system because the enemies will have a chance to drop items such as player buffs, and weapons. To pick those up they will have an option to pick them up.**

### *Actions*

**For the most part the only actions will be to pick up items/weapons and to buy more items at the shop, and might be doors with levers to open them**

### *Combat*

**The weapons that will be used will be older weapons(swords/daggers/bows etc). The player and the enemies will each have their own scaling health, with enemies having scaling damage because there is no way for them to upgrade themselves. It will be a basic combat system where the player attacks an enemy they lose health, same goes for the enemy towards the player. There will also be critical attacks for both enemy and player. Bigger enemies do more damage, smaller enemies do less damage, with mini-bosses and bosses doing the most damage and having the most health out of the enemies.**

### *Economy*

**The player can obtain gold from killing enemies; different tier enemies have a different range of random gold that the player can get.**

### *Screen Flow*

**The title screen which includes the setting screen and links to the main game screen. We will also have a screen for an item buy menu**

### *Game Options*

**The only game option that will be implemented will be a difficulty slider making the enemies tougher by increasing their early game stats and late game stats**

## Replaying and Saving

**There will only be saving for when the scene switches to the buy menu so that the player does not get reset mid run.**

## Cheats and Easter eggs

**If you manage to kill the shopkeeper(Mike Huck), he will spawn the final boss as an easter egg, and if you manage to kill that final boss he will drop all the loot that a final boss would drop and you would be able to continue your run**

## Story Settings and Characters

### **Story and Narrative**

**In this game, the user plays as Jimmy Dumas, a rogue who was chased away from his gang due to his bad stealing habits and finds himself lost in the open fields where he meets Mike Huck, a vendor that tells him to start running since there would be monsters that would appear. Jimmy says all scared-like that he only has a weak blade and cannot fight them off too well, and in response Mike says, well better get some gold from the monsters and in return for those I will help you survive. (Mike is an intelligent monster that aids the main character in his trials)**

## Game World

**There will be 2 world (at the moment), one will be the main game area that will be quite big while the other will be smaller, in the shape of an arena used as a tutorial map. We will develop these using blender on our own and each “world” will have defining characteristics to further represent where the player is.**

## General look and feel of world and Areas and their description

**World 1 (Tutorial): The player will spawn an arena which will have more of a desert-like feel to it with possible torches, traps... (need to decide further during the adaptation of the world)**

**World 2 (GameWorld): This will look like a open world with a forest and plains kind of vibe. It will be big but at the same time enclosed since it is not an infinite world. There will be trees, rocks, rivers... (too further look into)**

## Characters

**Jimmy Dumas:** The main character, he is a rogue, ran away from his gang and is now lost, he is a strong fighter, he is a resilient person that would go through hell to survive the upcoming waves.

**Mike Huck:** Vendor of items, a friendly beast that support Jimmy, strong character that has many secrets about himself.

**Beasts:** These are monsters that will fight our main character, their origins are unknown but do not welcome Jimmy Dumas in their domain and would do anything to get rid of him.

## Levels

There are 5 waves per level. As the player progresses through the waves, the enemies will get stronger and faster which will make it harder for the player.

## Training level

There will be a tutorial map. Where the user will be able to play around with the mechanics to get an understanding of what to do.

## Interface

### Visual System

2 weapon slots, 1 for a bow, the other for a melee weapon, health bar, stamina bar. It will be an First person rogue-like

### Control System

The player will move with fours keys: WASD. The player can jump by pressing the space bar. Crouch with Lctrl, and sprint with Lshift. To attack its left mouse button to block its right mouse button. With a bow aiming in and shooting is a press and release system with right mouse button

### Audio, Music, SFX

All Music will be made using Bosca Ceoil, SFX and Audio will be made using

### Help System

Mike Huck for items



# AI

## Opponent and Enemy AI

**There will be 7 different types of enemies. There will be the 3 main enemies that spawn in each wave, then there will be 3 different mini-bosses that are randomized and spawned at the end of each level and finally the final boss. Each enemy will have smart and realistic pathfinding.**

## Non-combat and Friendly Characters

**We have 1 non combat character who is a shopkeeper and is called Mike Huck**

## Support AI

**The support AI in our case will be the shopkeeper he will have collision detection which means you will be able to attack him but he won't attack back**

# Technical

## Target Hardware

**This game should be fairly easy to run on basically any modern day computer**

## Development hardware and software, including Game Engine

**Unity game engine, Blender 3d modeling, Bosca Ceoil for music, BFXr for SFX**

## Network requirements

**This game is intended to be a non multiplayer game that is why there will be no networking involved and everything will be client sided**

## Game Art

**As of right now we do not have the art created but we are going for low poly characters and for enemies they are going to look like monsters/beasts and will all be different. (to confirm we are making are character in blender)**