

Crusadeon 10-pager



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Story and Gameplay Summaries

Game summary

In this game you will take on the role of a crusader with holy powers on a journey to the Viking homeland to take revenge on them for destroying and killing everyone in your village. The game will be an action rogue-lite with a combat system which takes inspiration from combat mechanics found in Hades and Risk of Rain 2. Additionally, it will utilize an item progression system that allows the player to get stronger during a run.

Story summary

In the beginning of the game your village will get attacked by a Viking raid. They destroy the entire village and kill everyone, including the player character. In a miraculous act, the player character is revived by an angel/God and as a result, gain holy abilities. Using their new powers, the player character goes on a journey to get revenge by hunting down the Vikings and invading their homeland, even going as far as facing off against their gods and defeating them.

Gameplay summary

The focus of the game is placed on the fast-paced action combat while empowering yourself with the items you collect in a run and the abilities and stats you unlock with the meta progression. During the game you will travel from area to area, defeating swarms of enemies with increasing difficulty per area and collecting powerful items which could give you stats or new abilities to use during a run.

Characters and Controls

The Player

The player takes on the role of a crusader with holy powers on a journey to the Viking homeland to take revenge on them for destroying and killing everyone in their village.

In the beginning of the game the player will see their village get destroyed and see himself get killed. after the player dies, he gets revived and is granted holy powers and given a mission to defeat all the Norse gods.

Angel/Deity

In the beginning of the story, you will get revived by them and they send you on a mission to defeat the Norse gods.

Norse Gods

Through the story you will encounter Some Norse gods (Thor, Loki, Odin, etc). These gods will try to stop the player and will be the final bosses of each region.

Character Controls

Game controls will be keyboard and mouse with additional controller support. The player will be able to adjust the control scheme within the game settings. The default controls will be:

Input	Keyboard + Mouse (KBM)	Controller Gamepad
Up	W	Left Stick Up
Down	S	Left Stick Down
Left	A	Left Stick Left
Right	D	Left Stick Right
Dash	Spacebar	Button South
Basic attack	Left mouse button	Button West
Holy Spear (Ranged attack)	Right mouse button	Right Bumper
Holy Wave (Knockback)	E	Button East
Judgement (AoE attack)	R	Button North
Use equipped item	Q	Right Trigger
Pause	Esc	Start
Interact	F	Left Bumper

Gameplay and Loop

Combat

Crusadeon will be an action rogue-lite with combat similar to Hades but with enemy strengths more like Risk of Rain. The player will fight a lot of enemies at the same time and the player will be able to use his abilities to fight them off.

Items

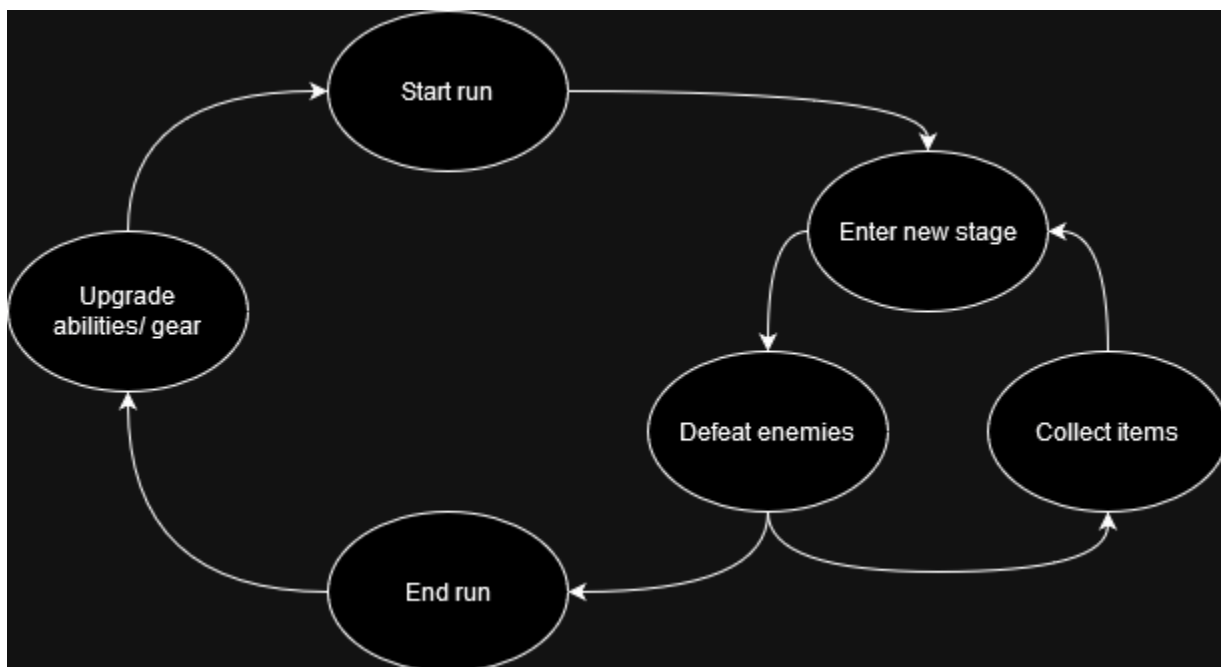
During a run the player can collect items that will make them stronger. These items will take the form of passive and active items. Passive items will give the player stat increases and other buffs like lifesteal and shields. Active items will be abilities the player can use during a run. The player can only have 1 active item at a time. The player will be able to switch their active items during a run, but this will drop their current active item.

Meta progression

For the meta progression we will have a shop on the menu where you can buy abilities and stat increases. You will buy these things with (coin type here) that you will get for defeating enemies and completing areas.

Game Loop

The loop of the core game is what is to be expected of a roguelite. The loop of our game is shown below:



A run is started from the main menu. The player will enter a stage or 'level' which enemies spawn in. The player defeats the enemies and will occasionally receive items and currency from these defeated enemies.

Items give passive (and sometimes active) upgrades to the player that last till the end of the run. These items make the player more powerful so they can defeat more and stronger enemies. At the end of each stage, the player will also receive a guaranteed item and more currency. After a stage, the player will enter the next one that has more difficult enemies. This continues until the player completes the last stage or dies. The last stage contains a boss for the player to defeat. After a run ends, the player can use the obtained currency to upgrade abilities/gear inside the shop.

The macro loop inside of runs will slowly empower the player via items. This increase in power will make the player feel stronger when fighting enemies and thus invoke a feeling of sensation. The meta progression of upgrading gear/ abilities outside of runs give a reason for players to return to the game between sessions.

Game World

Time Period

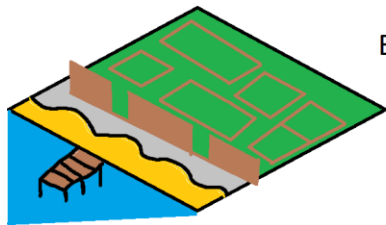
The Game will take place at the end of the Viking age and beginning of the northern crusades (11/12 century). But the game will not follow any historical events and will mostly be fictional.

Story

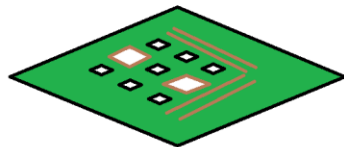
The game will start with your village being attacked by a Viking raid. In this raid your village gets destroyed and all the villagers, including the player, are killed. However, through a miraculous act, instead of dying you get revived by the God of vengeance and gain powerful abilities with a mission to take revenge on the Vikings. The player then starts traveling north, defeating all the Vikings they come across and eventually invading the homeland of the Vikings. Here the player will encounter the first Vikings who have similar powers to the player. Their powers come from the Norse gods and will be different depending on the god. After defeating these enemies and traveling deeper into their homeland you will face the Norse gods themselves.

If the player would fall in combat his soul would be put into a new body of a fallen crusader and continue his endless fight for revenge.

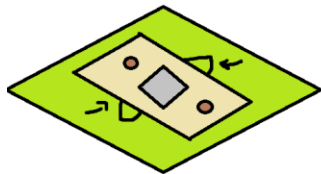
Areas



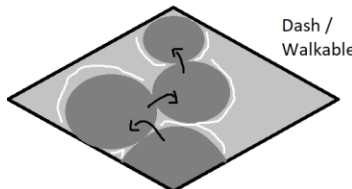
Entrance
Deciduous
Forest



Densely
Packed
Market
Town

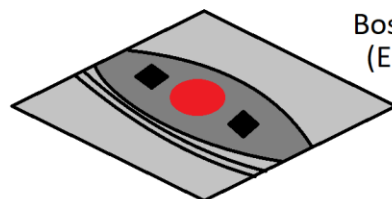


Temple
(Fjord or Coniferous
Forest)



Dash /
Walkable

(Mountainous)



Boss arena
(Elevated)
(Ice)

The game will take place in several regions depending how far north you are. The game begins around northwest Germany. Then progressing into Denmark, followed by Sweden where you can really see the terrain getting colder. Finally arriving in the mountains of Norway where you will face the Norse gods.

For each region of the world the game will have several areas. The areas shown per region will be random each playthrough but will have the same style of the region you are in.

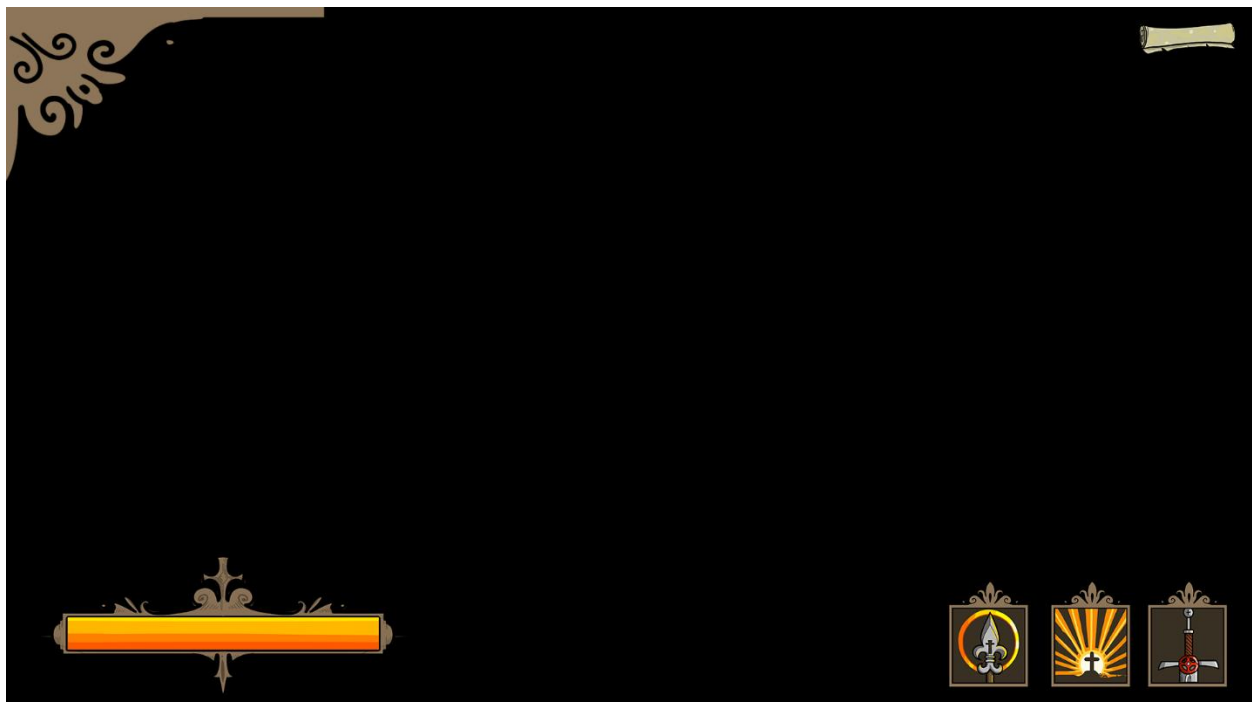
Interface

There are three components that are needed for the interface: player health, collected items and ability cooldowns. The two games that are taken inspiration from are Risk of Rain 2 (RoR2) and Hades. A view of both games' interfaces can be seen below.



Both games have the same placement of health in the bottom left. RoR2 displays its items in the top left/middle and the abilities on the bottom right. Hades' "items" (more like ability upgrades) are displayed on the left of the screen.

In the crusader interface will look like this:



The health bar will be displayed at the bottom left corner of the screen. On the top left, all obtained items will be displayed in a dropdown menu. Depending on how many items can

be collected, there might be a limit to how many items are displayed. On the bottom right. The ability cooldowns will be shown, including the cooldown for the active item.

Mechanics-Dynamics-Aesthetics (MDA)

Our main Aesthetics is sensation.

Attacking

The player will be able to attack enemies using a basic attack combo (3 hit combo).

Abilities

The player will be able to select 3 abilities at the beginning of a run, each filling an ability slot. An ability can only be added once, a player cannot have more than 1 of the same ability. The player starts the game with 3 abilities and will be able to unlock new abilities using the meta progression. The player will also have a 4th ability slot that will be unlocked when you defeat the first boss.

Players being able to select their own abilities at the start of a run aids the sensation aesthetic by providing the player with a choice to customize their run. The player can create their own playstyle based on multiple criteria. These criteria could be based on visual effects, damage output or other aspects that provide them with the best experience.

The abilities themselves should make the player feel powerful. And these abilities will be able to be combined together for an even more powerful feeling by letting the player take out large groups with relative ease. This sensation of feeling powerful aids our direction of Crusadeon being a power fantasy.

The abilities are:

- Smite
- Judgement
- Spear of Destiny
- Summoning
 - Summons multiple angels/holy spirits to aid the player in their battle
 - Stay until they are dead/player enters next stage? Timer?
 - Stats are based on player stats during gameplay (damage, health, attack speed)
 - 1 charge
 - Can be bought and upgraded in the shop
 - Dynamic: player should want to create their small army, to deal more damage or use them as decoys to attack freely.
- Holy Hand Grenade

- The player throws a grenade (don't know where they got it from) and deals area of effect damage
- Multiple Charges
- Smaller area of effect (since the laser has such a big radius)
- High damage
- Short cooldown
- Can be bought and upgraded in the shop
- Dynamic: should be used when the player groups a lot of enemies in a small area to quickly deal large amounts of damage.
- Holy Laser Beam
 - The player calls down god's wrath in the form of a giant holy laser beam
 - Wide area of effect
 - Damage over time when in the AOE
 - Duration 4 seconds?
 - Long!!!!!!! cooldown
 - 1 charge
 - Can be bought and upgraded in the shop
 - Dynamic: should be used as a last resort, when the player is in trouble.
- Pull/Black Hole
 - The player creates a singularity which pulls all enemies in its radius towards it.
 - Wide area of effect
 - No damage
 - Duration 6 seconds?
 - Long cooldown
 - 1 charge
 - Can be bought in the shop
 - Dynamic: should be used in combination with other abilities that require enemies to be grouped up, for maximum effect.
- Cavalry Charge
 - Summons multiple angels/holy spirits in a row to charge in the given direction
 - Straight line charge
 - 7 angels/holy spirits
 - Medium cooldown
 - 1 charge
 - Stats are based on player stats during gameplay (damage)
 - Can be bought in the shop
 - Dynamic: should be used to attack a lot of enemies that are spread out over the battlefield at once.

- Chain Attack (bouncing thingy)
 - Player throws a projectile that bounces between enemies damaging multiple enemies with one attack if the projectile hit.
 - 2 charges
 - Short cooldown
 - 4 bounces?
 - Can be bought in the shop
 - Dynamic: should be used often to increase damage output.
- Spinny Thing
 - Player summons/creates a spinny thingy, that orbits around the player for a certain amount of time, dealing damage to any enemies who dare to get too close
 - 1 charge
 - Medium cooldown
 - Can be bought in the shop
 - Dynamic: should be used while charging into enemies, to deal damage to everyone around them.

Item Interaction

The player can pick up an Item orb (chest), allowing them to select 1 item out of 3 random options. The player will also get this option when he defeats an area.

Damage Negation

Some Items give the player the ability to block incoming damage. The shield enemy is also able to stop incoming from the front when he is not stunned.

Loadout

The player can create a loadout, consisting of three abilities. Each ability can only be chosen once, as to prevent the player from only picking a single ability and forcing some diversity in their loadout. If weapons are implemented, the player can additionally select a weapon.

Enemies

Enemies will introduce new dynamics to the player's experience. Initially, enemies will be quite intimidating, as the player is not yet very powerful. However, as the game progresses, the player will undergo a noticeable transformation through meta progression and item pickups. This will create a power fantasy aesthetic, where the player realizes their increased strength as formerly daunting enemies become easier to defeat.

- Offensive
 - Axe Unit:

Basic melee attack unit. Runs at the player and swings his axe at the player to do damage.

Dynamic: player will have to keep moving, in order to avoid being swarmed.

- Javelin Unit:

Ranged unit that throws their javelin at the player. These units try to keep their distance while attacking the player from a distance.

Dynamic: player cannot stand still for too long while attacking, because ranged attacks need to be avoided. Player will have to keep moving while attacking.

- Sword & Shield Unit

Wielding both a sword and a shield, blocking most incoming damage from the front, they will attack the player with their swords at melee range. When their shield gets hit, they are knocked back and can't protect themselves, making them vulnerable to attacks from the front for a short period of time before recuperating themselves.

Dynamic: think of different ways to damage these types of enemies.

- Berserker

A bigger melee unit, they can take 3 times more hits than average axe units. When their health threshold gets exceeded, they'll charge at the player in an enraged state. In this state it is impossible to stun the berserker or push him away, their attack power will get a boost as well. The berserker will calm down if he gets healed above their threshold.

Dynamic: try to make sure they don't get enraged, or that the time they are enraged is as short as possible.

- Support
 - Shaman

A support character that will heal their allies from a small distance. Using the other units as a distraction, the shaman will keep his distance from the player and help his allies by casting healing spells.

Dynamic: These enemies should take the player's priority when they are spotted. Player should want to kill them as soon as possible.

Bosses

Encountering a boss for the first time should present a significant challenge; ideally, a casual player wouldn't defeat them on their first attempt. The power fantasy aesthetic comes to light when the player eventually triumphs, showcasing their enhanced strength compared to their first encounter.

- Thor
 - Boss fight Dynamics
 - Successful evasion of attacks creates opportunities for counterattacks, rewarding players who can effectively predict Thor's movements.
 - Compel players to balance offense with evasion as they navigate the battlefield.
 - As the battle progresses through phases, Thor's attacks become faster and more aggressive, escalating the intensity of the encounter.
 - Each phase transition introduces new challenges and mechanics, requiring players to adapt their strategies on the fly.
 - Thor's invulnerability during phase transitions provides brief respites for players to recover and strategize before diving back into the fray.
 - Attacks (names in progress)
 - Hammer Throw
 - Thor throws his hammer in a direct line, when the hammer has reached its max range, it will return
 - Damage will be done during the throw and the return
 - Indication will be shown on the ground to warn the player
 - Thunder
 - Summons a lightning bolt on the player's current location
 - Indication will be shown on the ground to warn the player
 - Evolves into Thunderstorm Fury
 - Thunderstorm Fury
 - Summons lightning bolts across the whole map in random locations
 - Activated when Thor reaches his last phase and will not stop until he's dead
 - Indications will be shown on the ground, to warn the player.
 - Attack specific dynamic: Intensifies the sense of urgency and challenge, testing players' reflexes.

- Thunder Clear
 - Thor will slam his hammer into the ground creating a lightning shockwave clearing an area around him
 - Can be avoided by dashing or hiding behind objects
 - Telegraphing indication (animation leading up to the attack)
 - Attack specific dynamic: should encourage player to use dash to get closer to Thor.
- Lightning Charge
 - Thor charges at the player with high speed
 - When the player gets hit, they get stunned for a short period of time
 - If it hits Thor will use the hammer slam after
 - Indication on the ground to warn the player
- Hammer Slam
 - If the player is close enough and no other ability is being used, Thor has a chance to hit the player with his hammer
 - Can also be used to combo with other abilities
 - Telegraphing indication (animation leading up to the attack)
- Phases
 - Weather change from 1st to 2nd (normal/sunny to thunderstorm)
 - After a phase transition attacks become faster/can be performed faster
 - Invulnerable during transition animation

Inspiration

Appendix: Hades

Zagreus (the MC) can equip several different types of weapons and has access to 5* abilities.

1. Basic attack
2. Special attack
3. Cast
4. Dash
5. Call*

Basic attack

A weapon's primary attack. Usually a fast hit with a short cooldown. Certain weapons have a different attack if the basic attack button is held down.

Special attack

A weapon's special attack. Usually, slower hitting but has utility. Examples of this are ranged damage or an attack with an AoE effect.

Cast

This is a long-range spell that shoots a type of ammo at the target. Limited amount of ammo. (base amount of 3). The ammo shot lodges itself inside of the enemy target and would either need to be killed for it to drop it, or the ammo falls out after 15 seconds. Once the ammo drops/falls out again, the player can pick it up again.

Dash

This is a movement ability. Can be used to evade attacks or get into a different position quickly. While dashing, the MC is immune to all damage. The dash can be used to cross gaps and barriers such as pools of magma.

Call*

This is a special ability that can only be used if the MC has an "aid" type of boon equipped. When the MC has that type of boon equipped, they can start charging something called a God Gauge that has several levels of charges. The effect of Call changes depending on which God's aid is currently equipped. Charges of God Gauge are required to use Call. The more charges the MC has, the stronger the ability.

Damage

Damage can be dealt using basic attack, special attack, cast damage, and certain call abilities. Additionally, there are several other sources of bonus damage.

1. Backstab
2. Punished
3. Critical hits
4. Wall slam + Cornered
5. Body slam
6. Traps

Backstab

This is positional damage. The player deals more damage if they attack an enemy from behind.

Punished

This is bonus damage to enemies that are currently afflicted by at least 2 status curses.

Critical Hits

The standard in almost every video game. Critical hits in Hades by default have a chance of 0%. The player would need to equip certain aspect bonus to begin having a crit chance. Some abilities can ensure a critical hit. In Hades, critical hits deal at least 300% of base damage. This number can be increased through enhancements.

Wall slam

This is bonus damage that occurs when enemy units are slammed against a wall by the player. The damage is based on momentum, distance to the wall, and the current biome. Later biomes have a higher multiplier. Cornered is an extra damage that occurs when enemy is wall slammed into 2 walls.

Body slam

Bonus damage that occurs when an enemy unit is knocked into another enemy unit. Similar to wall slams but does less damage.

Traps

There are environmental sources of damage such as pitfalls. Enemies take more damage from these compared to MC.

Damage calculation in Hades is additive. An example of this is the following: base attack does 10 dmg. A 50% increase would make it $10 + (10 \times 0.5) = 15$. If this attack gains another 30% bonus increase, then it becomes $10 + (10 \times 0.5) + (10 \times 0.3) = 18$.

Appendix: Risk of Rain 2

Risk of Rain 2 (RoR2) is a roguelike third-person shooter game. Player's control one of the many crew members of the UES. Each crew member has their own unique combat style and skills. The game places the player on the planet Petrarch V. The player is tasked with finding, and activating, teleporters. While the player is doing that, the hostile wildlife spawn and attack the player. The difficulty increases over time. With every kill, players are rewarded with some gold (currency). The gold can be used to unlock chests containing items, repair turrets, which can help aid players in defeating enemies, and purchasing items.

When players activate the teleporter, a boss monster will spawn. Upon defeating the boss monster, players may be rewarded with an item related to the boss monster they just defeated. After the boss has been defeated, players can use the teleporter to move on to the next section of the planet and can repeat this process. The amount of gold that the player has is lost when teleporting.

RoR2 has approximately 186 items total; 148 items (passive) and 38 pieces of equipment (active). Each item has a different rarity that will be elaborated below.

Passive items grant players a certain benefit (and sometimes a drawback). Each item has its own effect. There is no limit to how many different types of passive items, or how many of a passive item a player can hold at any one time. Multiple of a specific item stack the item's effect in a particular manner.

Active items (or equipment) often do not provide a benefit unless it is used by the player. Think of this as using a skill. Generally active items can provide a powerful effect, however, also has a lengthy cooldown attached to it. Players can only hold one active item at any time. If they try to pick up another active item while already having one equipped, then it will be swapped out for the new one.

RoR2 items have different rarities associated with a certain colour:

1. Common (White)
2. Uncommon (Green)
3. Legendary (Red)
4. Boss (Yellow)
5. Lunar Items (Blue)
6. Void (Purple)
7. Equipment (Orange)

For our game, we will only be looking at common, uncommon, legendary, boss, and equipment tier.

A great deal of the items in RoR2 are passive items. These passive items can affect different aspects of the player. Examples of these are:

Armor-Piercing rounds (damage)

Deals an additional 20% damage to bosses.

Crowbar (damage)

Deal +75% damage to enemies above 90% health.

Energy drink (movement)

Sprint speed is improved by 25%.

Monster tooth (support)

Killing an enemy spawns a healing orb that heals for 8 plus an additional 2% of max HP

The higher tier items, the more powerful the effect is.

Items that fall under the equipment category (active items) do not have an additional rarity attached to them. However, they do follow a similar structure of having a damage focused or support focused ability. Examples of these are:

Disposable missile launcher (damage)

Fire a swarm of 12 missiles that deal 12x 300% damage.

Foreign fruit (support)

Instantly heal for 50% of your maximum health

Boss items are technically uncommon-tiered items; however, these can only be obtained by defeating the teleporter bosses. The item you gain is also predefined by the boss you defeated. For example, the boss Wandering vagrant will drop the item, Genesis Loop. The boss Magma Worm will drop the item Molten Perforator. It is not possible for Genesis Loop (or any other item that is not Molten Perforator) to drop when killing Magma Worm.

As mentioned earlier, the difficulty of the game goes up with as time goes on. This is a way the game can “balance” itself. Players are therefore discouraged to stay on one map and farm the entire time, as the amount of gold they have is lost after teleporting to the next area.

Appendix: Vampire Survivors