

Crusader 10-pager



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# Story and Gameplay

## 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 similar to what is found in the Risk of Rain series.

## Story

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

The focus of the game is placed on the fast-paced action combat while empowering yourself with the items you collect. During the game you will travel from area to area. Each area will have its own enemies you will have to defeat. These enemies will drop the items which makes the player stronger. Once the player character beats an area, you will get a choice of 3 more powerful items. Some areas will have a boss instead of normal enemies to defeat, these bosses will have attacks inspired by the Norse gods and will drop the items with the highest rarity in the game.

## 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 your village.

### Angel/God

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:

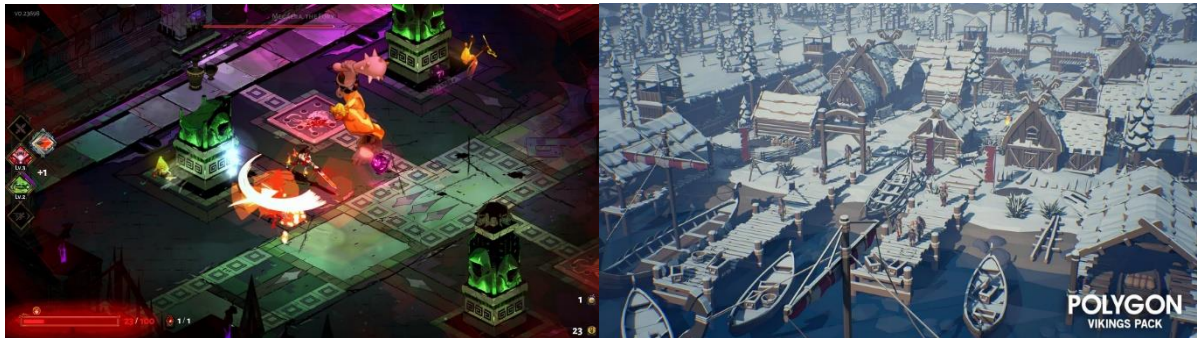
Input	Keyboard + Mouse (KBM)	Controller Gamepad
Up	W	Left Stick Up
Down	S	Left Stick Down
Left	A	Left Stick Left
Right	D	Left Stick Right
Dash	Spacebar	Button South
Basic attack	Left mouse button	Button West
Holy Spear (Ranged attack)	Right mouse button	Right Bumper
Holy Wave (Knockback)	E	Button East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

# Main Gameplay

## Game

The game will be an action rogue-lite focused on its combat and item system. In the game the player will go from area to area defeating enemies and collecting items that make the player stronger. The game will have high replay ability, due to Perma death, as well as the random nature of the items spawned, enemy types, and current area stage.

The game will have a top-down isometric view and will have a high-resolution Lo-Poly 3D style.



## Combat

For the combat, the player will be able to do the following:

- Move around
- Dash/dodge
- 3 hit combo basic attack
- Ranged ability (Holy Spear)
- Knockback ability around the player (Holy Wave)
- AoE attack ability (Ability 3)
- Active Item ability (based on the item you have)

The abilities will each have their own cooldowns and may get multiple charges from items.

The enemies will take several hits to defeat but some will be harder to kill than others.

## Items

The game will have stackable items, the stackable items will be passive buffs. Some examples of the stackable items are:

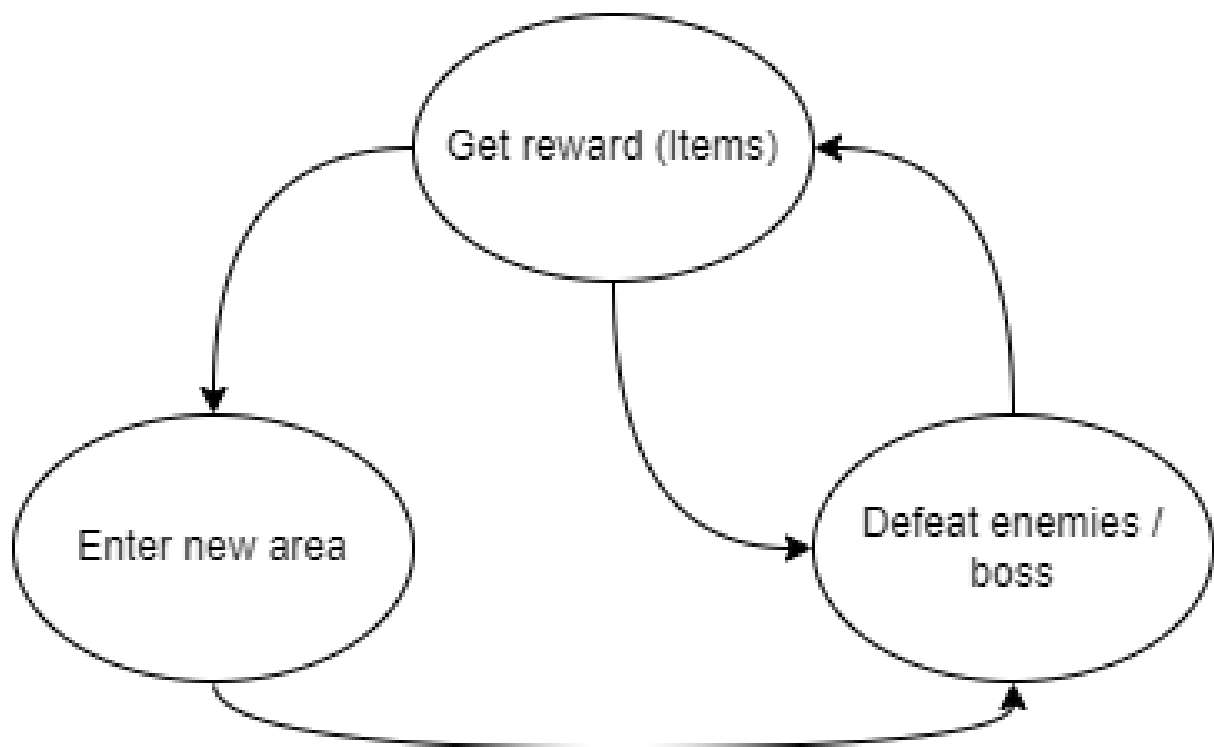
- Attack speed increase
- Movement speed increase
- Crit rate increase
- Chance to block damage
- Extra charges for an ability
- Poison/burn on hit
- Heal on hit
- Heal on crit

The game will also have active items, the player will only be able to have one active item at a time. These items work like an ability that the player can use and have cooldowns. An example of an active

item is a holy hand grenade. All items will have a rarity, Common, Rare and Legendary. The rarity will determine how common the item will be to get and how strong they will be.

### Game Loop

The main game loop for the game will be entering a new area, there you will fight enemies that have a chance to drop item. Once the player defeats all the enemies in the area they will also get a more powerful item and then go to a new area, repeat.



### Game flow

To keep the players in the flow the game needs to keep a feeling of difficulty with a mix of progression in their strength. In the end of the game, we also want the player to feel powerful at the end of a run thanks to the items he will collect throughout a run. But the game should still have the sense of challenge.

## 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). The game will not be completely historically accurate as the Vikings were mostly gone when the first northern crusades happened. The game is a work of fiction and is not based on any real events around this time.

### Story

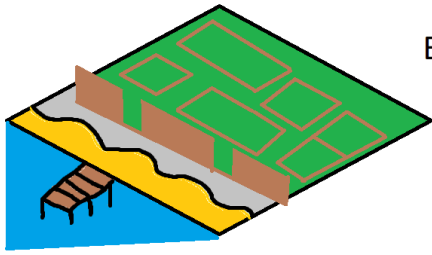
The game will start with your village being attacked by a Viking raid. In this raid your village gets destroyed and all the villagers, including the player, are killed. However, through a miraculous act, instead of dying you get revived by an angel/God and gain holy powers with a mission to take revenge 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 Viking who has a similar sort of power they have but then from one of the Norse gods. The player defeats them but keeps encountering an increasing number of these types of Vikings, until they finally face the Norse gods themselves.

The story ends with the killing of all the Norse gods and converting of the remaining Vikings to Christianity.



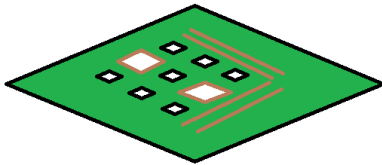
## Areas



Entrance

Deciduous  
Forest

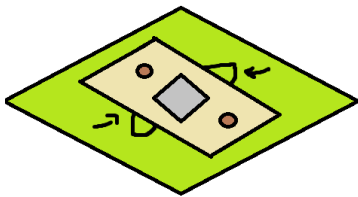
The game will take place in several regions depending how far north you are. The game begins around northwest Germany. Then progressing into Denmark, followed by Sweden where you can really see the terrain getting colder. Finally arriving in the mountains of Norway where you will face the Norse gods.



Densely  
Packed  
Market

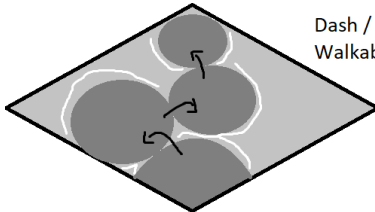
Town

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.



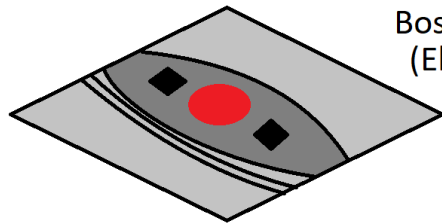
Temple

(Fjord or Coniferous  
Forest)



Dash /  
Walkable

(Mountainous)



Boss arena  
(Elevated)

(Ice)



## 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 left, all obtained items will be displayed. 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 / Mood

To follow the MDA framework, we need to look at the desired mechanics and aesthetics of the game. The main aesthetic of the game is going to be **challenge**. This means that the game should be considered hard in comparison to the average game. The player should get the urge to master the combat in order get further into the game. So, what kind of mechanics makes a game challenging?

### Damage negation

In most challenging games, dying can happen fast if the player neglects to negate damage from enemies. The player needs to focus on dodging attacks by using I-frames granted with the dash ability and/or using distance to avoid attacks. The window of negating damage should be tight and require good timing by the player.

This task can be made harder by having additional things the player needs to pay attention to. The simplest thing can be an increasing number of enemies targeting the player. Having environmental traps or hazards is also possible. Having ranged enemies that target the player from a distance will also increase the difficulty.

### Attacking

Enemies should have some survivability. So, in general, they will be able to take a couple of hits before dying. Enemies should not be bullet sponges as this can cause player frustration. On the other side of the spectrum, enemies should not die in one hit. This would make the game too easy.

### Abilities

The player will have access to a set of abilities. By default, the player is granted a ranged ability (Holy spear), a knockback ability (Holy Wave), and an AoE attack ability (Judgement). Other abilities can be unlocked with currency obtained in stages. At the start of the run, player can customize their ability pool. Besides these abilities, the player will also have access to an 'active item.' Active items are items that can be picked up by the player. These items will each have a unique effect, however, cannot be spammed due to a cooldown time.

Throughout runs, the player will find random items that give stat-booster or have some other special effect. These items will last throughout the whole run. The randomness of these items might take away a little player agency from the player. But in return, runs are now a lot more varied. Players can play on the strength of the items they got. This may encourage think of new strategies and thus have other way of showing skill.

Via all these mechanics it is intended that the game will encourage a dynamic that rewards a skilful use of the tools available. Thus, making the mastery of these skills the aesthetic of the game.

## Bosses and Enemies

All the enemies and bosses in the game will be inspired by Vikings and Norse gods. Enemies will also be the main way of getting items. Enemies have a chance to drop items depending on how strong they are (axe man having a low chance and berserkers having a high chance).

Enemies will spawn in waves. If 80% of a wave is defeated, the next wave will spawn this allows there to be constant action with little down time. This will also allow us to have small waves with strong enemies and big wave with weak enemies.

The hit points of the enemies may change depending on play tests.

Normal enemies:

- Axe man: these will be the most basic enemy. They use their axe within melee range to attack the player. These enemies will take around 4/5 hit to defeat.
- Sword's man: These enemies will use a sword and shield. They will be able to put up their shield and block incoming damage from a direction. They behave the same as axe man.
- Spearman / javelin throwers: These enemies will throw their spear at the player from a distance. These enemies are easier to kill than axe man taking around 3 hit to kill.
- Berserkers: These enemies use 2 axes/hammers to attack the player in melee. These enemies are a lot more tanky than the normal axe man. (they may be able to go into a rage mode where they are faster idk yet)
- Shaman: these enemies support other enemies. They can heal other enemies and make them stronger by channelling. Shamans try to keep a distance from the player but stay in range to support their allies.

Bosses

- The first boss will be a Viking empowered by Thor and is able to use lightning to attack the player

## Inspiration and Competition



### Appendix A: Short summary and breakdown of Hades combat

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 B: Short breakdown of item/progression system of Risk of Rain 2

Risk of Rain 2 (RoR2) is a roguelike third-person shooter game. Players 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.