Crusader 1-Page GDD

Game identity

Fast paced combat and level designs inspired by hades with the item and ability systems inspired by risk of rain.

Design pillars

Combat
Items
Abilities

Genre/Setting/Core Loop summary

Rogue-Lite Low Fantasy Hack & Slash Dungeon Crawler
End of the Viking age, Northern Crusades.

You will take the role of a Crusader in the northern crusades blessed with holy power on a journey of revenge. Your goal is to defeat all the Vikings and defeat/kill all the Norse gods.

The player enters a given area, where they are locked in and required to beat the Viking enemies using their abilities and weapons. These enemies have a chance to drop items that make the players stronger. Once an area is completed the player then heads to the next area.

Aesthetics

Challenge

Features

- Random items (passive buffs)
- Holy abilities
- Viking inspired boss-fights

Art style

 High resolution Low-Poly 3D