**Hero's Journey**

*Game Design Document*

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*Game Design*

**Summary**

It's an RPG Where you get stronger and overcome your enemy's

and win by killing the dragon!

**Gameplay**

The gameplay should be simple with wasd movement and a few abilities along with

auto attacks the goal of the game is to kill your enemies get strong enough to kill the

dragon. Monsters and you start out weak he needs to use his character well use the

right items and find a way to kill the dragon

**Mindset**

I want there to be a progression you start out weak in the game and as a player not know what you are doing and how the game works you and the chaceter you are playing slowly

get stronger and stronger I want to force players to think and improve at the game if they wanna win I want them to feel challenged

*Technical*

**Screens**

* Title Screen
* Options
* Level Select
* Game
* Inventory
* Assessment / Next Level / Next Zone
* End Credits

*(example)*

**Controls**

They will move with asdw and have 1234 as spells/abilities they can equip armor move to

a new area like into a cave. open doors this will be done by walking in or by

pressing a button for like a door

**Mechanics**

I want there to be some mechanics for the dragon, for example, breathing fire I will

accomplish this with a lot of hard work and studying

*Level Design*

*(Note : These sections can safely be skipped if they’re not relevant, or you’d rather go about it another way. For most games, at least one of them should be useful. But I’ll understand if you don’t want to use them. It’ll only hurt my feelings a little bit.)*

**Themes**

* Forest
* Mood
* Birght, open, safe
* Objects
* *Ambient*
* Firepit
* Sun
* Grass
* Trees
* Cave
* Mood
* Dangerous, Drak
* Objects
* *Ambient*
* Rodents
* Torches
* Suits of armor
* *Interactive*
* Monsters
* Giant rats
* Chests
* Dragon!

*(example)*

**Game Flow**

* The player starts in the forest
* Moves across a Birge
* There is a chest with some armor
* Sees the first cave gose inside to kill get stronger
* There he gets gold and more armor levels up
* The player gose into the big cave to challange the dragon

*(example)*

*Development*

**Abstract Classes / Components**

* BasePhysics
* BasePlayer
* BaseEnemy
* BaseObject
* BaseObstacle
* BaseInteractable

*(example)*

**Derived Classes / Component Compositions**

* BasePlayer
* PlayerMain
* PlayerUnlockable
* BaseEnemy
* EnemyRat
* EnemyGoblin
* EnemyGiantRat
* EnemyDragon
* BaseObject
* ObjectSword
* ObjectChestplate
* ObjectHelmet
* ObjectBoots
* ObjectGloves
* ObjectPants
* ObjectChest (pick-up-able, throwable, spits gold coins with key)
* ObjectGoldCoin (cha-ching!)
* ObjectKey (pick-up-able, throwable)
* BaseObstacle
* ObstacleCave (watches to see if a certain level has been reached)
* ObstacleWall
* ObstacleDoor (watches to see if certain buttons are pressed)
* BaseInteractable
* InteractableButton

*(example)*

*Graphics*

**Style Attributes**

Fairly standard colors a bit of a Runescape theme

Fantasy/realistic graphics style

Yes well-designed feedback is very important so the player can improve with

his character there will be a color scheme as well red is bad for example when you

are hit yellow is good when you are hitting them a bit under your character there

will be letters saying for example "press f to open the door" the player will be

learning everything through trial and error

**Graphics Needed**

* Characters
* Human-like
* Goblin (idle, walking, throwing)
* GiantRat (idle, biting, walking)
* Other
* Wolf (idle, walking, running)
* Giant Rat (idle, scurrying)
* Rat (idle, biting, walking)
* Dragon (idle, attacking,breathing fire)
* Blocks
* Dirt
* Dirt/Grass
* Stone Block
* Tiled Floor
* Rock
* Ambient
* Grass
* Torch
* Armored Suit
* Other
* Chest
* Door
* Cave

*(example)*

*(Note : If you’re soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It’s up to you.)*

*Sounds/Music*

**Style Attributes**

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Sound/Music is based on the zone where you are what you are doing

in the forest, it will be light and calming in the cave with the dragon dark and sinister

Fantasy/realistic sounds similar to wow / Runescape

**Sounds Needed**

* Effects
* Soft Footsteps (dirt floor)
* Sharper Footsteps (stone floor)
* Rat dying
* Goblin dying
* Dragon dying
* Chest Opening
* Door Opening
* Feedback
* Relieved “Ahhhh!” (health)
* Shocked “Ooomph!” (attacked)
* Happy chime (extra life)
* Sad chime (died)

*(example)*

**Music Needed**

* Slow-paced, Calming “forest” track
* Exciting “Cave” track
* Dark, slow, sinister “Dragon Cave” track
* Happy ending credits track

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

*Schedule*

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

* develop base classes
* base entity
* base player
* base enemy
* base block
* base app state
* game world
* menu world
* develop player and basic block classes
* physics / collisions
* find some smooth controls/physics
* develop other derived classes
* blocks
* moving
* falling
* breaking
* cloud
* enemies
* soldier
* rat
* etc.
* design levels
* introduce motion/jumping
* introduce throwing
* mind the pacing, let the player play between lessons
* design sounds
* design music

*(example)*