# Functional Design

## Top Down action RPG

Document version 0.1
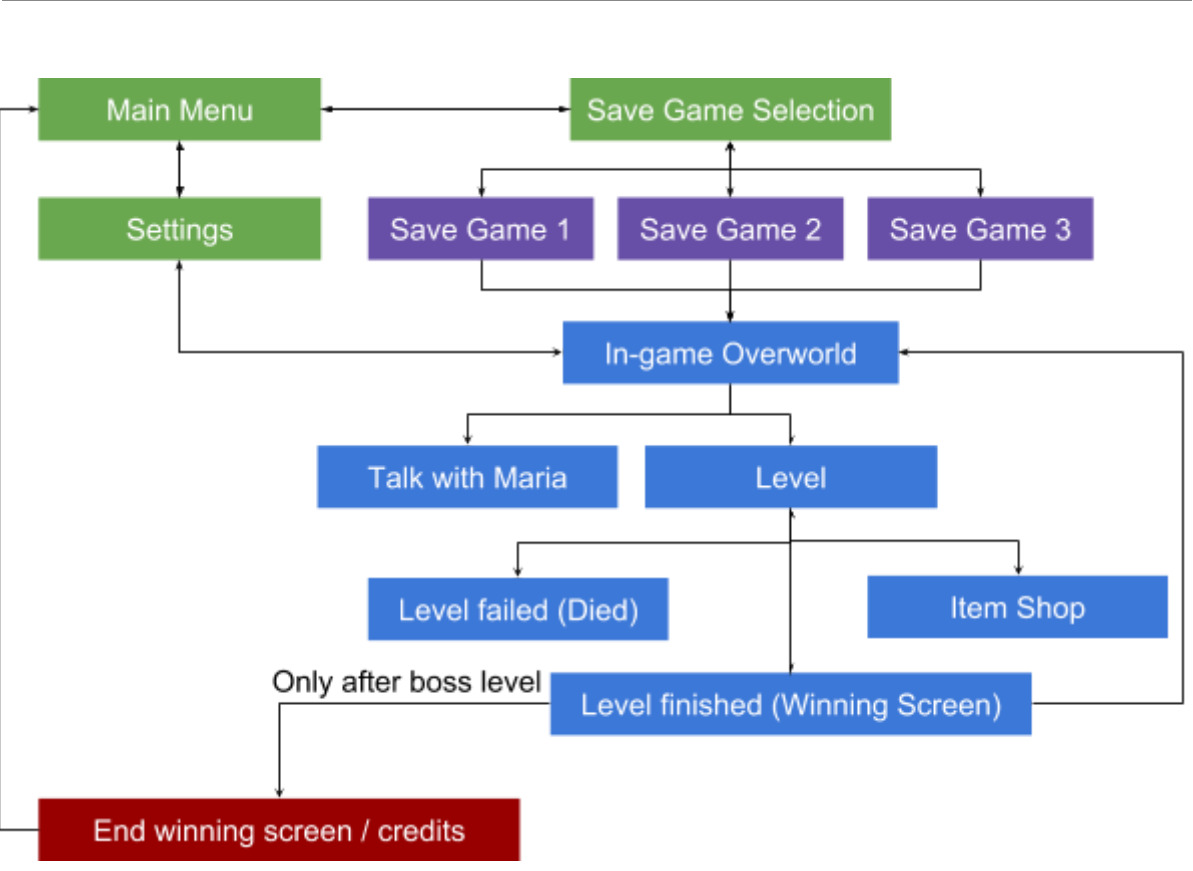
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# Story and Background

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The game will be played in a 16 bit world. Everything should be made with 16 bit art. The world you live in is taken by strange enemies who came from the forest. The boss of these creatures is in the high school in the middle of the village slaughter him and every creature will die with it. If you are not strong enough you should go to the forest to gather strength and items. The forest exists out of 2 types the underworld and the normal world. The underworld has a slightly red tint but looks like the real world.

# Characters

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| Who | Goal / Purpose |
|-----|----------------|
| You (the Player) | Liberate the village! Slaughter the monsters and solve puzzles. The final goal for the player is to kill the boss to free the village. |
| Maria | Maria is your best friend. She doesn't want you to get out there but since your mother got killed by these creatures she knows she can't stop you. Maria is very intelligent and will try to help you when possible. |
| Mother | Your mother got killed by the mystic creatures. The death of your mother made sure you want to kill all these creatures. |
| Creature(s) | Creatures try to kill the player and protect the items the player need to gether. They won't let you win that easily. |
| Boss | The leader and biggest creature from them all. He is really strong, way stronger than the normal creatures. When the boss gets killed all the creatures will die because they are connected through their leader. |

# Screenflow

# Wireframes

## Main Menu

LOGO

Start

Settings

Exit

## Settings

Settings

Resolution                                1080x1920

Full screen mode                          Fullscreen

Volume                                    100%

## Save Game Selection

**Save Games**

| | |
|---|---|
| Save Game #1 | Progress: 0% |
| Save Game #2 | Progress: 0% |
| Save Game #3 | Progress: 0% |

## In-Game HUD

Minimap

Health

Ammo
Money

Inventory

Settings

## Dialog with Maria
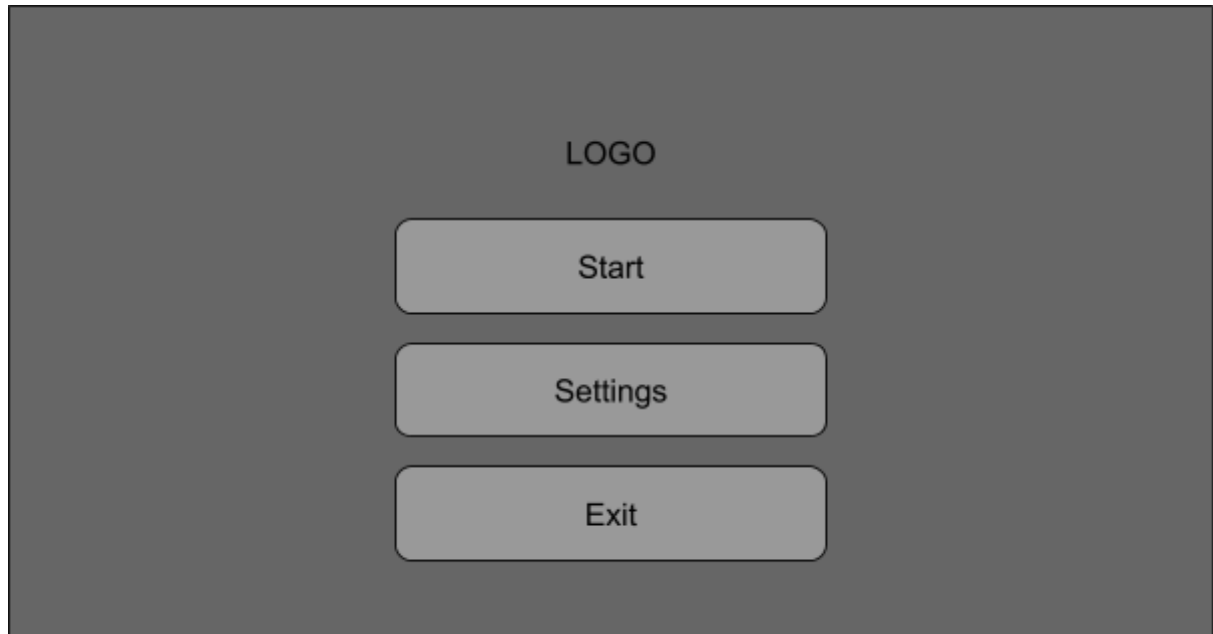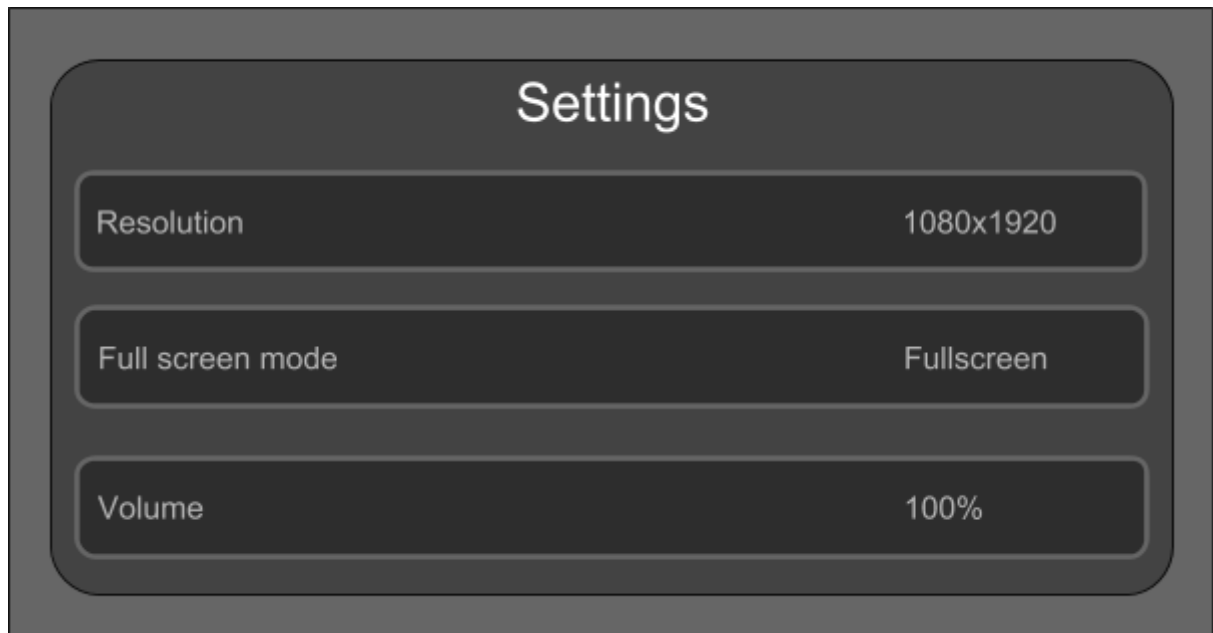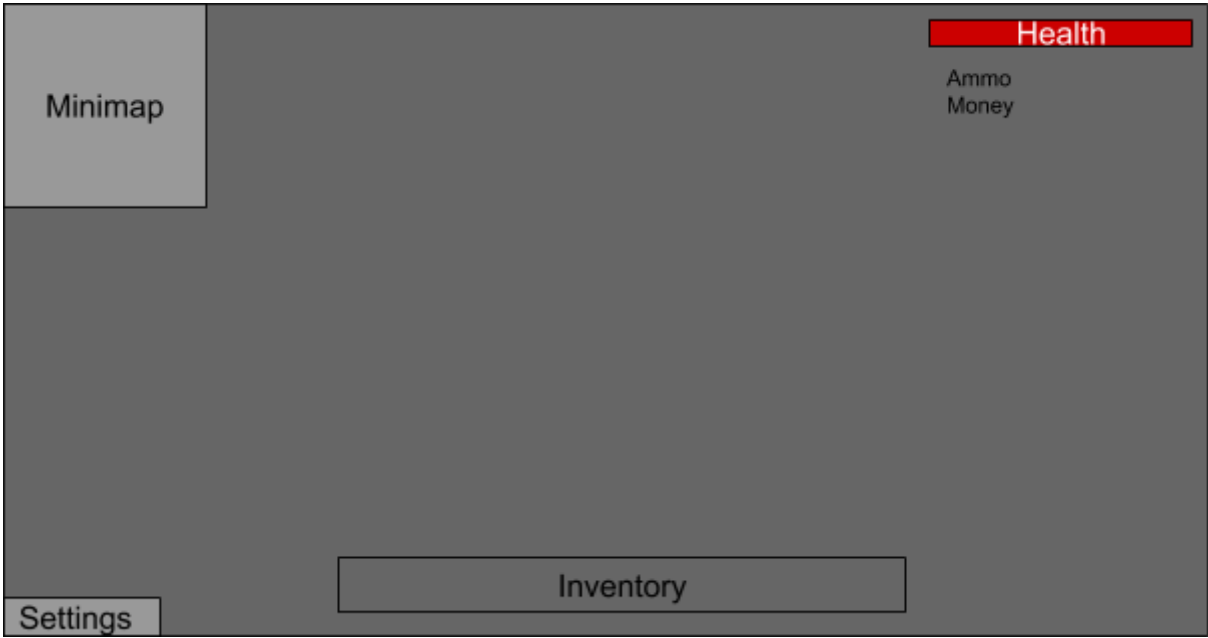
Maria

Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit, sed quia consequuntur

## Item shop

## Item Shop

| | | | | | | |
|---|---|---|---|---|---|---|
| Item | Item | Item | Item | Item | Item | Item |
| Item | Item | Item | Item | Item | Item | Item |
| Item | Item | Item | Item | Item | Item | Item |

Close

Level Failed

**Level Failed**

**Oh no!**
I looks like you got killed

Retry                    Back to overworld


Level Finished

**Level Completed**

**YES!**
You did a hell of a great job out there!

Play Again               Back to overworld

End screen / Credits



Thanks for playing
…

Developers
…

Artists
….

# Interactive Objects

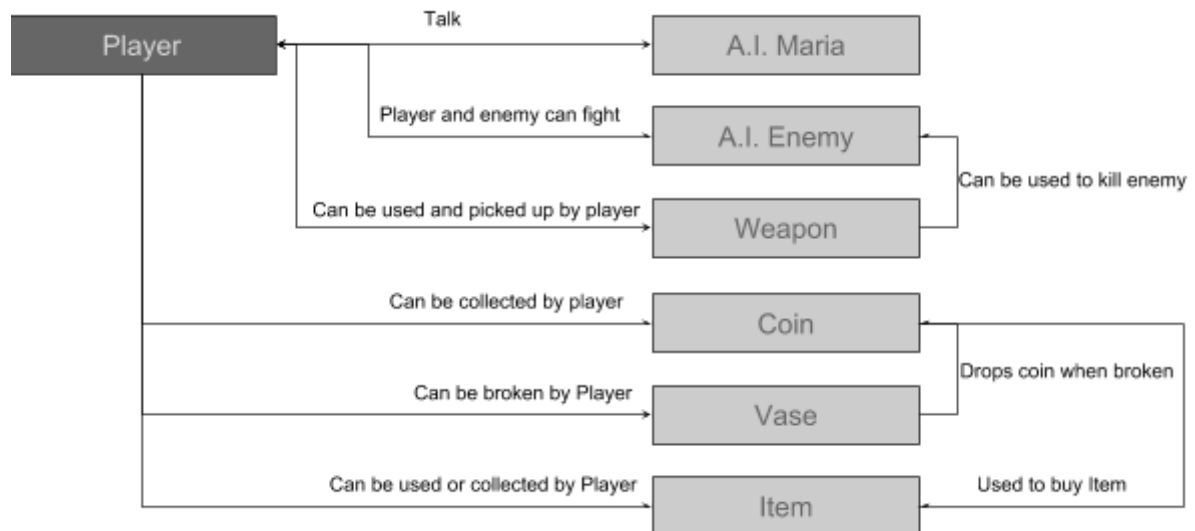| Name | Type | Purpose / Description |
|---|---|---|
| Vase | Item | Gives a coin when the player destroys it. |
| Coin | Item | Player can pick this up to collect money. |
| Health | Power Up | Heals the player |
| Gun | Weapon | The player can use this to kill enemies. |
| Bomb | Weapon | Can be thrown by the player to remove stones or kill enemies. |
| Special tree | Environment | The player can go through these trees to enter a level. |
| Front door of house | Environment | Used to enter a house. |
| Maria | A.I. | The player can talk with Maria. |
| Enemy | A.I. | Can be killed by player or kill the player |
| Spike | Trap | Deals damage to the player. |
| Laser | Trap | Deals damage to the player. |

# Behaviours

| Type | Purpose / Description | Expected Situations |
|------|----------------------|---------------------|
| Weapon | Shoots or throwable | Can be used in combat (in levels only) |
| Items | Collectable | Can mostly be found inside levels but can also be used in overworld. |
| Power Ups | Give a boost to the player | Inside levels when the players health is low for example. The player could use a health power up. |
| A.I. Maria | Talks with player | Only inside overworld near the starting house |
| A.I. Enemy | Fights with player | Only inside levels where the player is in combat. |

# Object Relationships

Player — Talk → A.I. Maria

Player — Player and enemy can fight → A.I. Enemy

Player — Can be used and picked up by player → Weapon

Weapon — Can be used to kill enemy → A.I. Enemy

Player — Can be collected by player → Coin

Player — Can be broken by Player → Vase

Vase — Drops coin when broken → Coin

Player — Can be used or collected by Player → Item

Coin — Used to buy Item → Item

# Core Game Mechanics

| Mechanic | Purpose / Description |
|---|---|
| Lives | Keeping track of players health and make it possible to die. |
| Top down | The game is played top down. |
| Random level generation | Generating random levels so levels are never the same. |
| Buying | Buying items to become better/stronger. |
| Mobility / Walking | Let the player move around. |
| Teleporting (Entering level) | Throws the player inside a level. |
| Attacking | Make sure the player can kill the enemies. |
| A.I. Enemy System behavior | Making the game harder. |