# Functional Design

## Top Down action RPG

Document version 0.3

# Changelog

| V0.2 |
| --- |
| Changed: Story and background to correspond with the current prototype. |
| Changed: Screenflow of in-game HUD. Changed inventory and removed minimap. |
| Changed: Screenflow of shop. Bigger items more info. |
| Removed: Mother from the character list. |

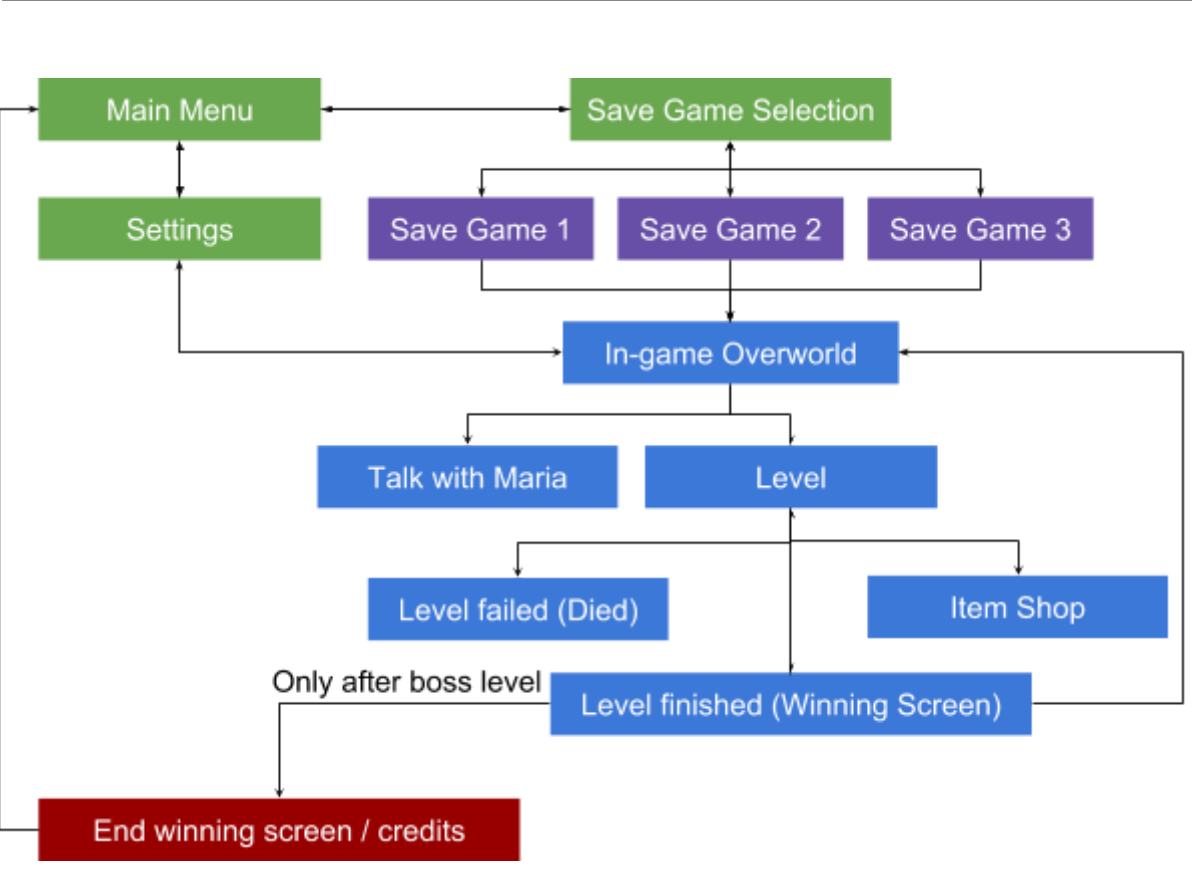| V0.3 |
| --- |
| Removed: Special tree, vase, gun, front door, laser from interactive objects. |
| Added: boss, suicide fly, Dungeon entrance, shop, crate, pressure plate to interactive objects. |
| Added: Entrance, button to behaviours. |

# Story and Background

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 4th dungeon slaughter him and every creature will die with it. If you are not strong enough you should go to the other levels to gather strength and items. The dungeon exists out of randomly generated mazes. The dungeon has a slightly dark tint.
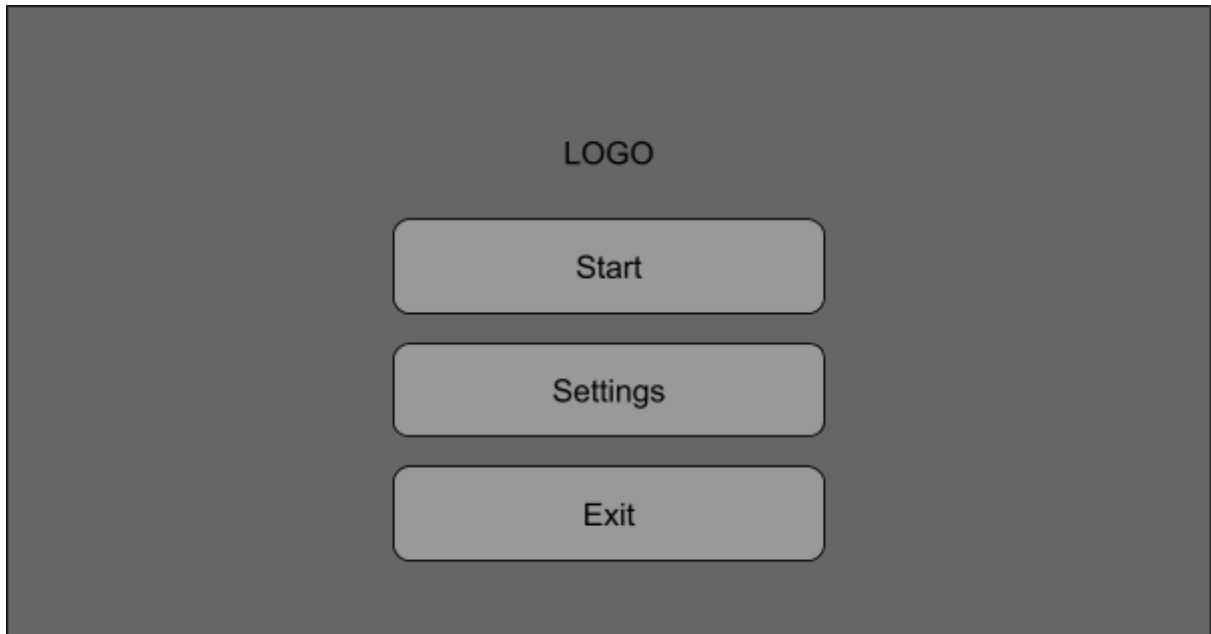
# Characters

| 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. |
| 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

Inventory

Money

Health
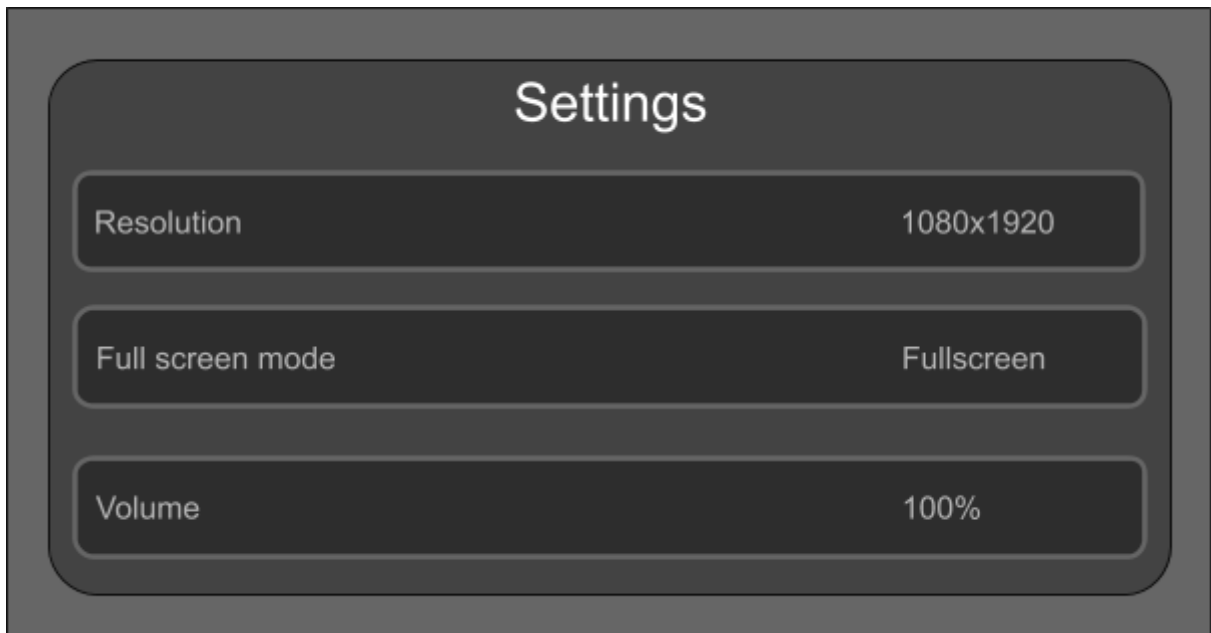
## Dialog with Maria

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

| NAME | NAME | NAME |
|---|---|---|
| PRICE | PRICE | PRICE |

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 |
|------|------|----------------------|
| Coin | Item | Player can pick this up to collect money. |
| Health potion | Power Up | Heals the player |
| Shop | Shop | Used to buy upgrades or power ups for the player. |
| Maria | A.I. | The player can talk with Maria. |
| Enemy | A.I. | Can be killed by player or kill the player |
| Boss | A.I. | Can be killed by player or kill the player |
| Suicide fly | A.I. | Can be killed by player or kill the player |
| Dungeon door | Entrance | Used to enter levels and continue within a level. |
| Spike | Trap | Deals damage to the player. |
| Crate | Item | Can be used to hold a pressure plate. |
| Pressure plate | Button | Used to deactivate a deadly environment. |

# 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. |
| Entrance | Enter a level or continue | Expected in overworld and within levels. |
| Button | Deactive a certain trap. | Only expected within levels. |

# Object Relationships
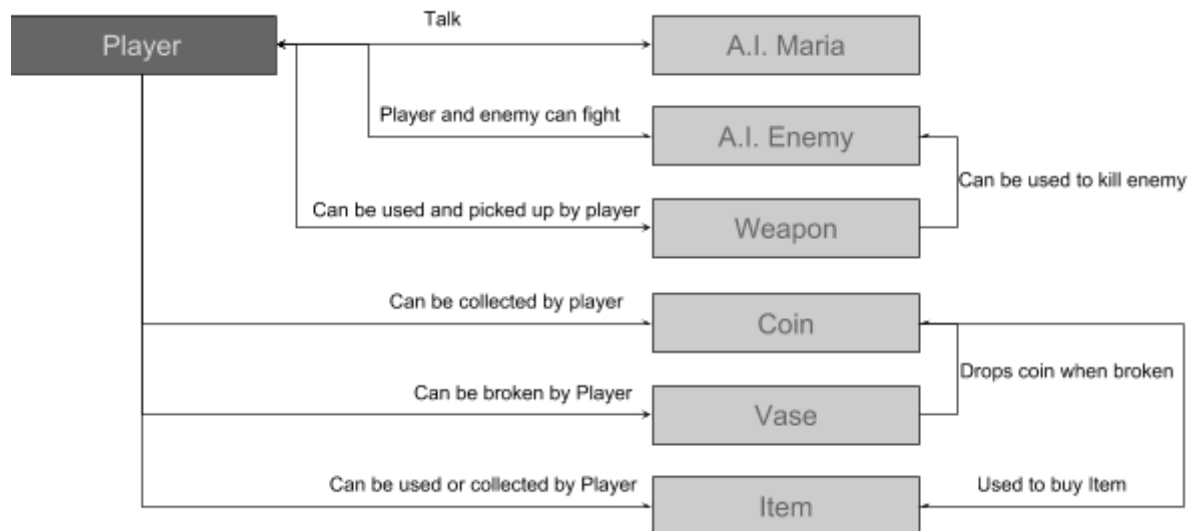
# Core Game Mechanics

| 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. |
| 4 directional movement | Let the player move around in 4 directions. |
| Teleporting (Entering level) | Throws the player inside a level. |
| Attacking | Make sure the player can kill the enemies. |
| A.I. Enemy System behavior | Enemies walking around and/or attacking the player. |