Design Document

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Core Gameplay

The Core Gameplay Loop is comprised of three stages:

-Exploration

-Combat

-Looting

The Game should rely on easy fun (rewards/input >1, awe and wonder) to maintain a grip on its audience. To that extent, the focus of the game should be its progression system.

Core Mechanics

Movement

-it should be automated, to reduce the need for player input and allow them to easily play it on his phone with only one hand

Combat

-it should be real time, as to increase the pace of the game to the effect of maintaining the player’s tension

Abilities

-the player should have 4 abilities, each having its own “damage” and “cooldown” parameters

-one ability should qualify as an auto attack, having little to no cooldown while another ability should have increased damage and long cooldown (an Ultimate)

-the player should start with only his auto attack unlocked, the other abilities unlocking at certain milestones fulfilled by killing a certain number of enemies

Death

-upon death, the player will switch bodies with the enemy whom it was killed by, borrowing it’s abilities

-upon death, the ability milestone will be reset, therefore implementing a penalty for suboptimal play

Enemies

-6 types of enemies will exist, each type being found in a different section of the dungeon

-said will not respawn upon death

The Dungeon

-it will be completely randomized with the aim of instilling a sense of wander into the player

-it will be split in 6 different sections, each containing a different type of enemy

-an algorithm will ensure the randomization of the rooms while bundling them in different biomes with the aim of maintaining the player’s immersion

Player Goals

Currency

-players will receive a randomized amount of currency suitable for their progress upon clearing a room of all enemies for the first time

-said currency will carry over upon switching bodies

-said currency will be split in 6 different tiers to reinforce the sense of progression

The Shop

-a shop will spawn next to each biome exit, having the aim of both creating anticipation as well as tension for the player

-it will allow the player to trade the obtained currency for flat stat boosts, allowing the player to keep up with the scaling of the enemies

-a negative feedback loop will be in place such as the player will not get stuck unless he avoids shops on purpose

-the shop, as well as it’s stat reinforcements are designed as a momentary goal for the player, being a source of immediate payoff

The Narrative Items

-they will be the main device for narrative delivery within the game

-they will offer percentage based stat boosts for the player

-each item will offer a boost as well as a reduced penalty

-the player will be able to equip 3 such items at any given time

-each item will contain 3 sentences representing a piece of the protagonist’s background

-each item will have the first sentence unlocked upon acquisition, one more sentence being unlocked upon obtaining a duplicate

-duplicates will also increase the percentage stat boost of said item

The Ability Catalogue

-it will contain all enemy abilities the player has unlocked

-upon unlocking all abilities of an enemy, the player will obtain one of the aforementioned items

-upon completing the catalogue, it is reset, allowing the player to obtain the 2nd set pf items and once more for the 3rd set.