

Game Design Document

Student name

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Game Name

ElvenHaven

Trello link

<https://trello.com/b/45mQzN9V>

GIT repository link

<https://github.com/Vespies/ElvenHaven-v1.0.0> (there are comments under→ commits→ *choose a commit*→ *scroll to the bottom of the commit*)

Youtube playthrough link

Game Story

Game backstory

The Galdoren Forest has always been a safe haven for the elves who have turned down the offer to live among mortals and meddle in their affairs. Those who have agreed to stay within the forest now live in small communities usually made up of a few dozen rather big families. All the elven clans in Galdoren answer to the Arch King Rothan the Enlightened, protector of the Ever Tree in the very centre of the forest, making it the most sacred of all the sacred places in Galdoren, so as a result it is also the place where to largest and most meaningful members of the great elven houses reside. The forest itself covers the area of tens of thousands of kilometres, but no mortal has ever been able to accurately measure its size as everyone knows that walking among the trees of Galdoren is like striding through a never ending maze only to eventually die from starvation or to be eaten by some wild beast. Assuming you don't encounter the children of the forest first of course as the elves of the Galdoren Forest rarely take hostages. The forest has always been acting as shield against the ruinous ambitions of the mortal kind, their greed and the devastation they leave behind, however not all of the forest is safe, as the green thicket is also a perfect home for other creatures wanting to stay away from the watchful eye of the manlings, foul beastmen and the greenskin raiding parties often like to roam the woods and launch their attacks on mortals from within it. Making sure outsiders don't come too close to the elvish settlements is the task of the Vathanrian Guard, the protectors of the woods who use their martial prowess to slay all those who pose threat to the wellbeing of their people.

Character 1

Character name

Shevallia Tathatloth (Willow Flower) also known as Shev.

Appearance



Character backstory

Shev is known among her folk as a frequent trouble maker. This doesn't however, prevent her from being a well respected member of the Vathanrian Guard and one of the most talented marksmen of her clan. During one of her routine patrols far from the village Shev encounters a dying elf, member of her own clan, the protagonist learns that he has been captured and then tortured by a band of marauding greenskin who forced him to reveal the location of Shev's village. The race against the time and the race against the tide, the tide of foul greenskins... begins.

Stereotypes

Distrustful, courageous, stubborn, arrogant, witty

Character 2

Character name

Hashrak Stoneskin

Appearance



Character backstory

Hashrak is a warboss a large greenskin raiding party which encamped on the outskirts of the Galdoren Forest. He climbed up the ladder of the orcish hierarchy thanks to his brutality in battle and lack of mercy for those who disappoint him. His high intellect (in comparison to other greenskin who tend to be awfully stupid) led him to interesting conclusions regarding the inhabitants of Galdoren. For since “oomies don entah da oods den it must be som propa loot dere”. He successfully kidnapped one of the forest kin and tortured him until he revealed the location of the nearest elven settlement. New loot and a “propa” fight awaits.

Stereotypes

Brutal, merciless, stupid, intimidating

Character 3

Character name

Appearance

Character backstory

Stereotypes

Character 4

Character name

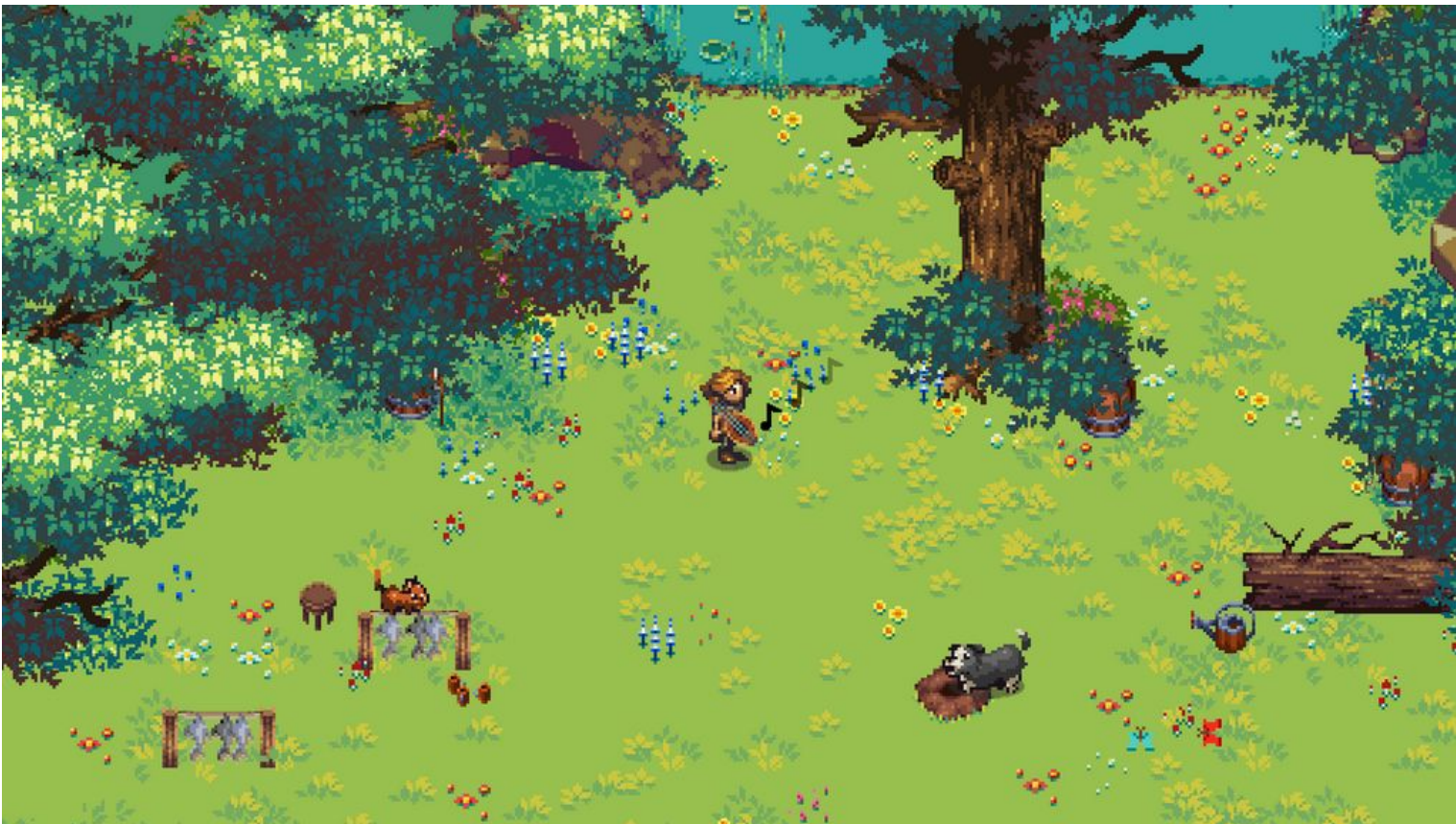
Appearance

Character backstory

Stereotypes

Visual style

Using other game images, describe the visual style of your game



Kynseed



Children of Morta

In terms of the visual style of the game, the screenshot from the game Kynseed accurately describes how I'm aiming to design the assets of the characters as well as the environment surrounding them including trees and smaller non-interactive objects. I would like to go for a rather minimalist approach, but in order to make everything clearly visible each asset will have a black outline.

The screenshot from Children of Morta is a good representation of how I would like the effects such as explosions, missiles, smoke and shadows to look like within my game. I would like the effects to be frequent, bright and pleasant for the eye so that there is always something happening on the screen for the player to enjoy.

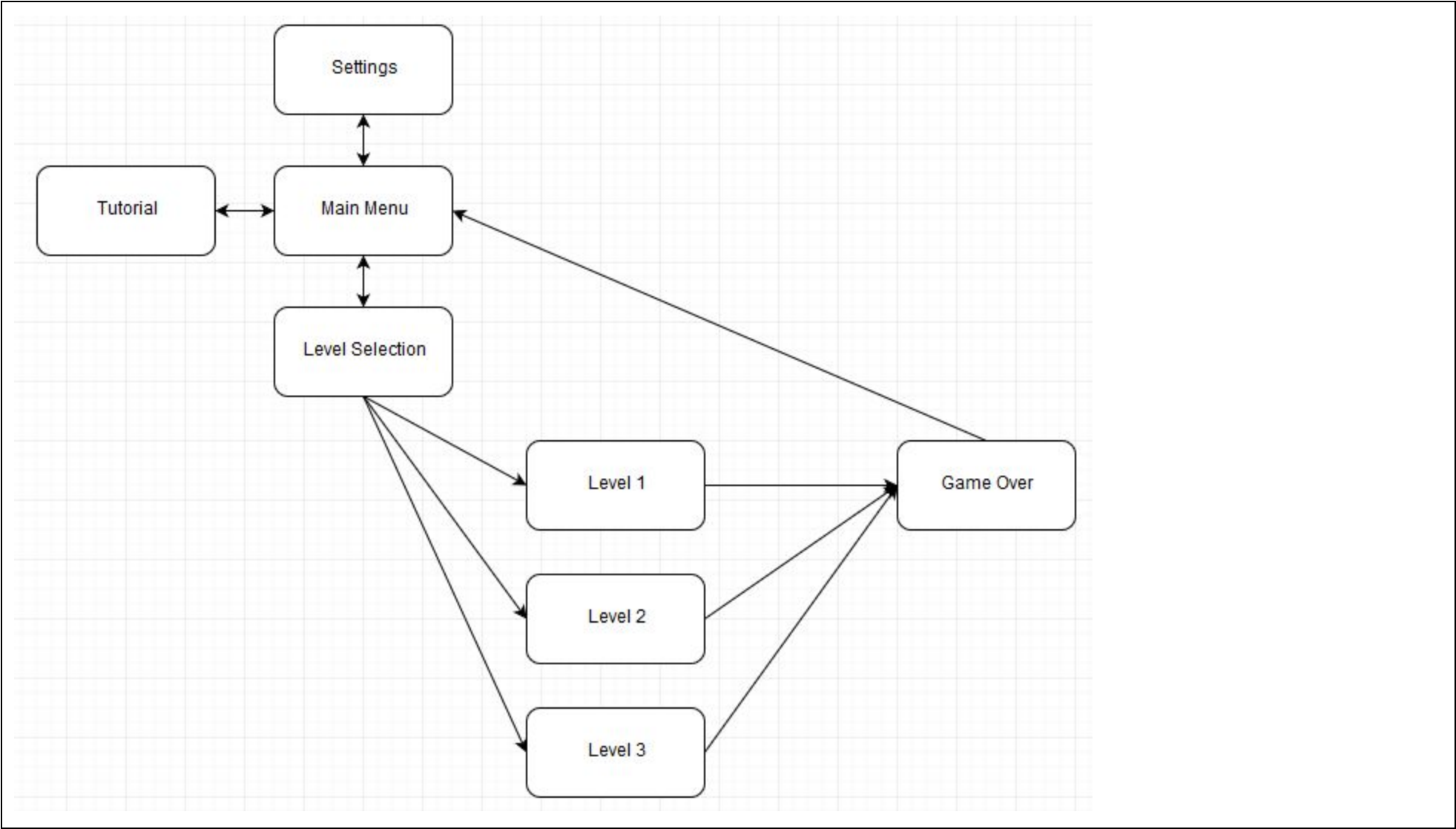
Sound design

Details about the style of sound used in your game (music style, thematic treatment, FX, menu music)

The music in the game is going to be at most time rather calm and mystical to describe the secluded feeling of being in the Galdoren forest. Opening the menu will start a more "alive" music that will fit the theme of typical "epic fantasy music" to make the player a bit more encouraged from the start. The music in the game itself will have to vary so it will change depending on the area where the player is, for instance the music in the dungeons will be a bit darker and more sinister. The different weapons that the player will be able to equip will generate various sound effects such as slashes, hacks and swishes. The enemies themselves will also remind the player of their presence with grunts, moans and shouts when attacked or when attacking.

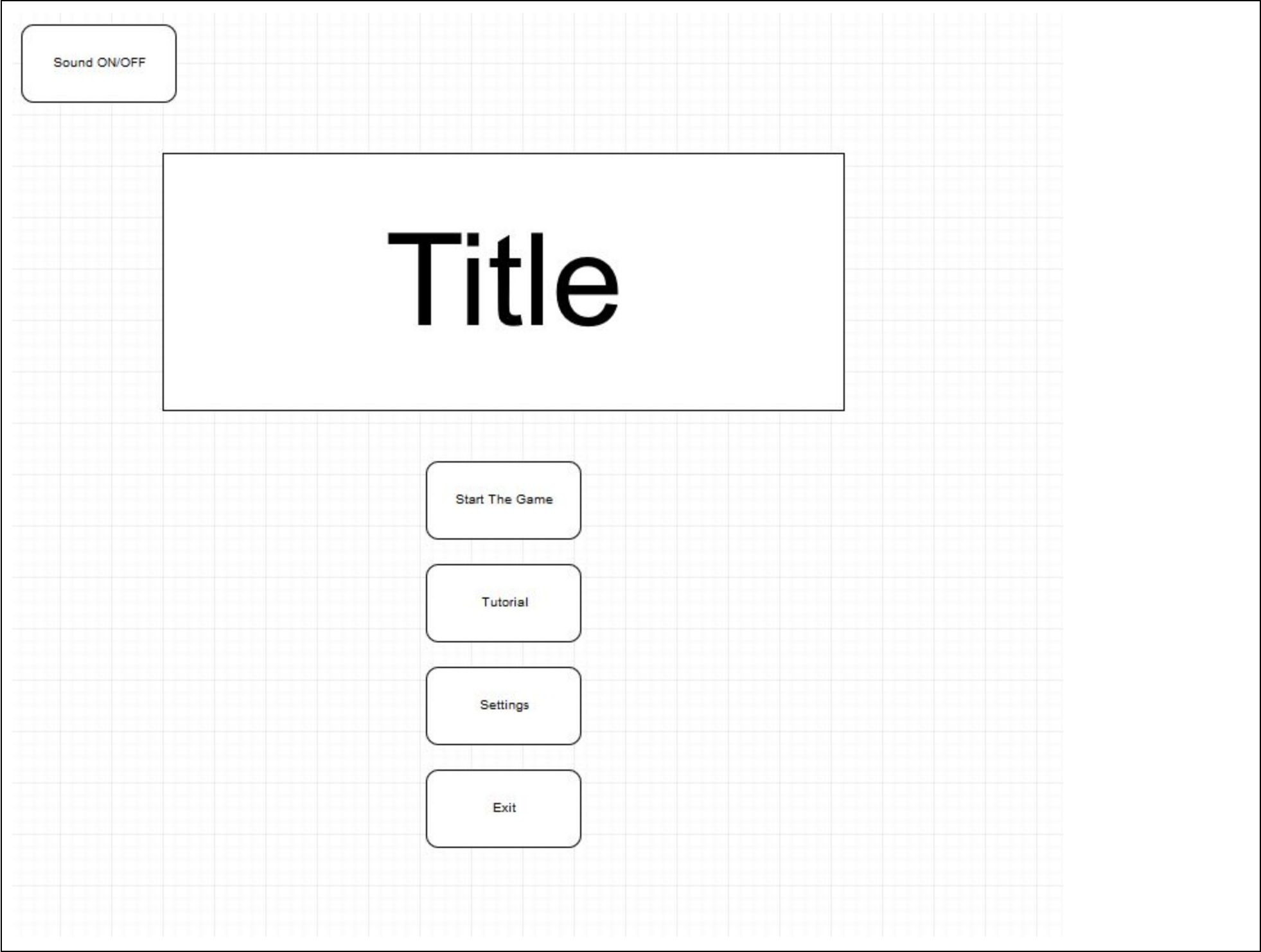
Menu System

Menu flowchart



Menu Screens

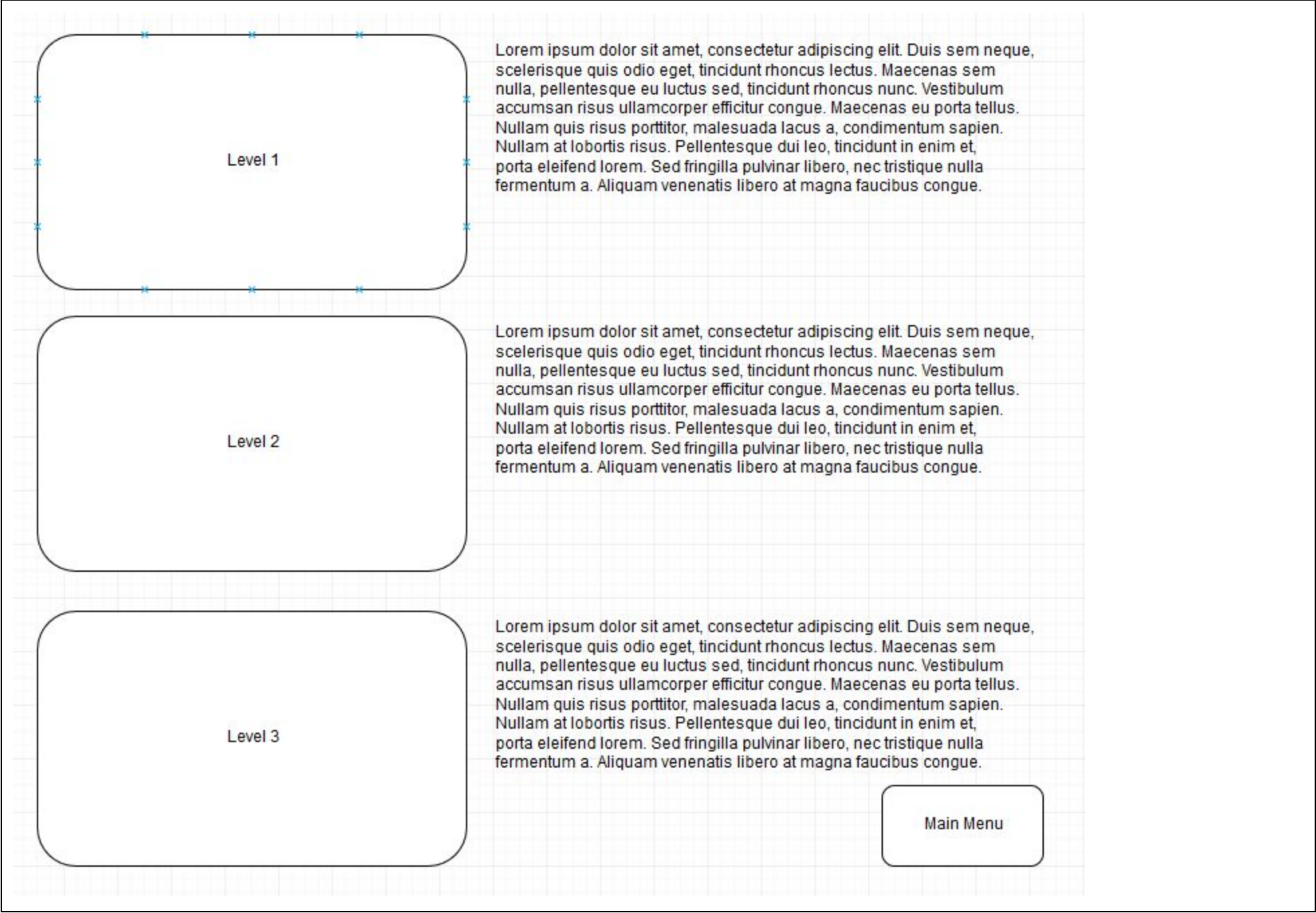
Main menu diagram



Main menu description

- The sound on/off button will serve as a quick way to mute the music in the game if someone wishes to
- Start the game button will open the level selection screen so that the player can choose which level they want to play
- The tutorial button will open the tutorial screen and give the player a basic idea of what the game is about and how to play it
- The settings button will open a screen where basic things like the sound volume can be altered
- The exit button will quit the application

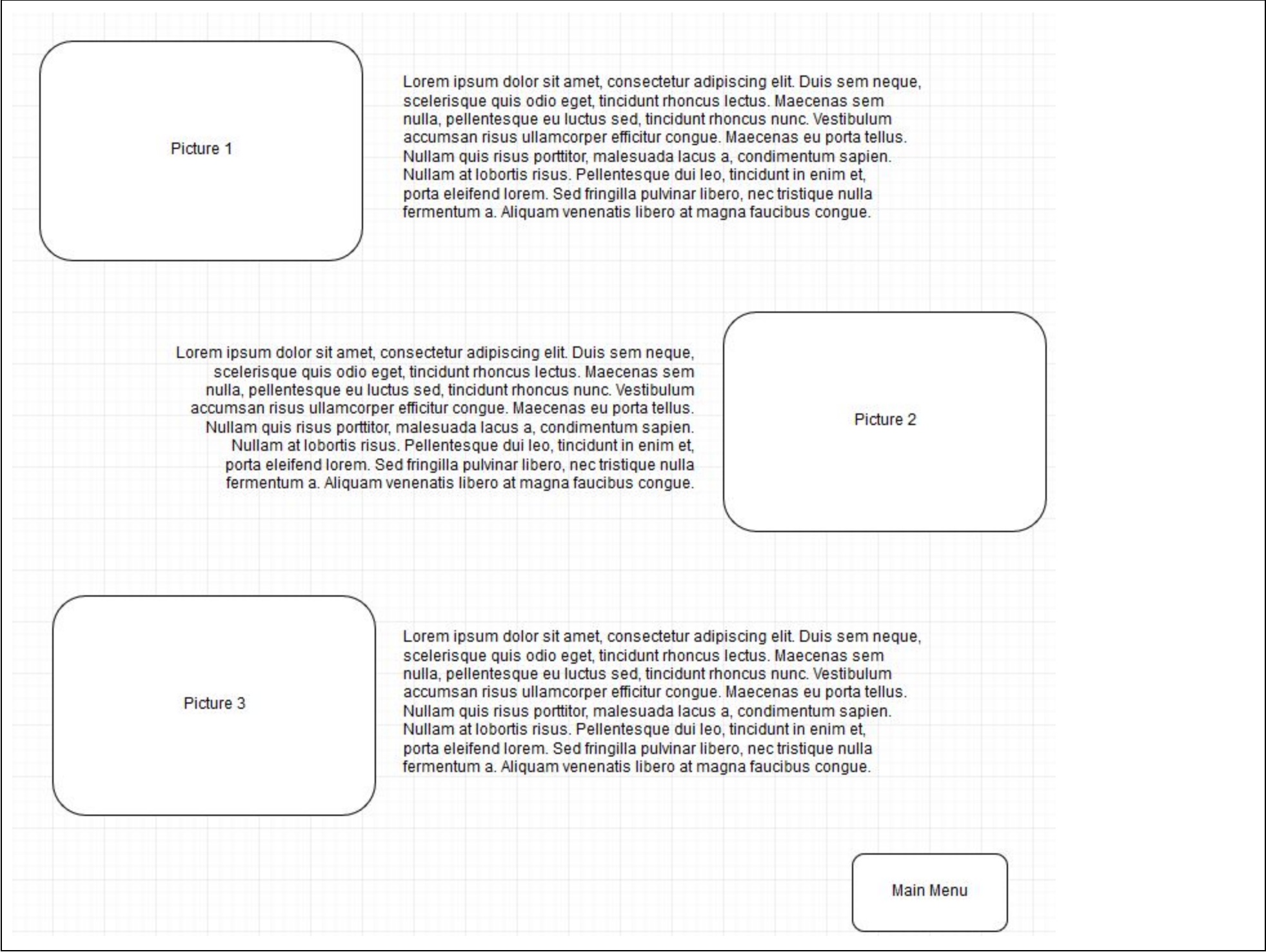
Level Selection screen diagram



Level Selection description

- On the level selection screen there will be three boxes showing screenshots or maybe even short clips of the level so they player can choose what to play, 2nd and 3rd will start as greyed out and they will unlock upon the completion of the appropriate level that came before
- There will also be short description reminding the player of the story and progress of the character in the game, locked missions will have the corresponding text hidden to avoid spoilers.
- The main menu button will bring the player back to the menu screen

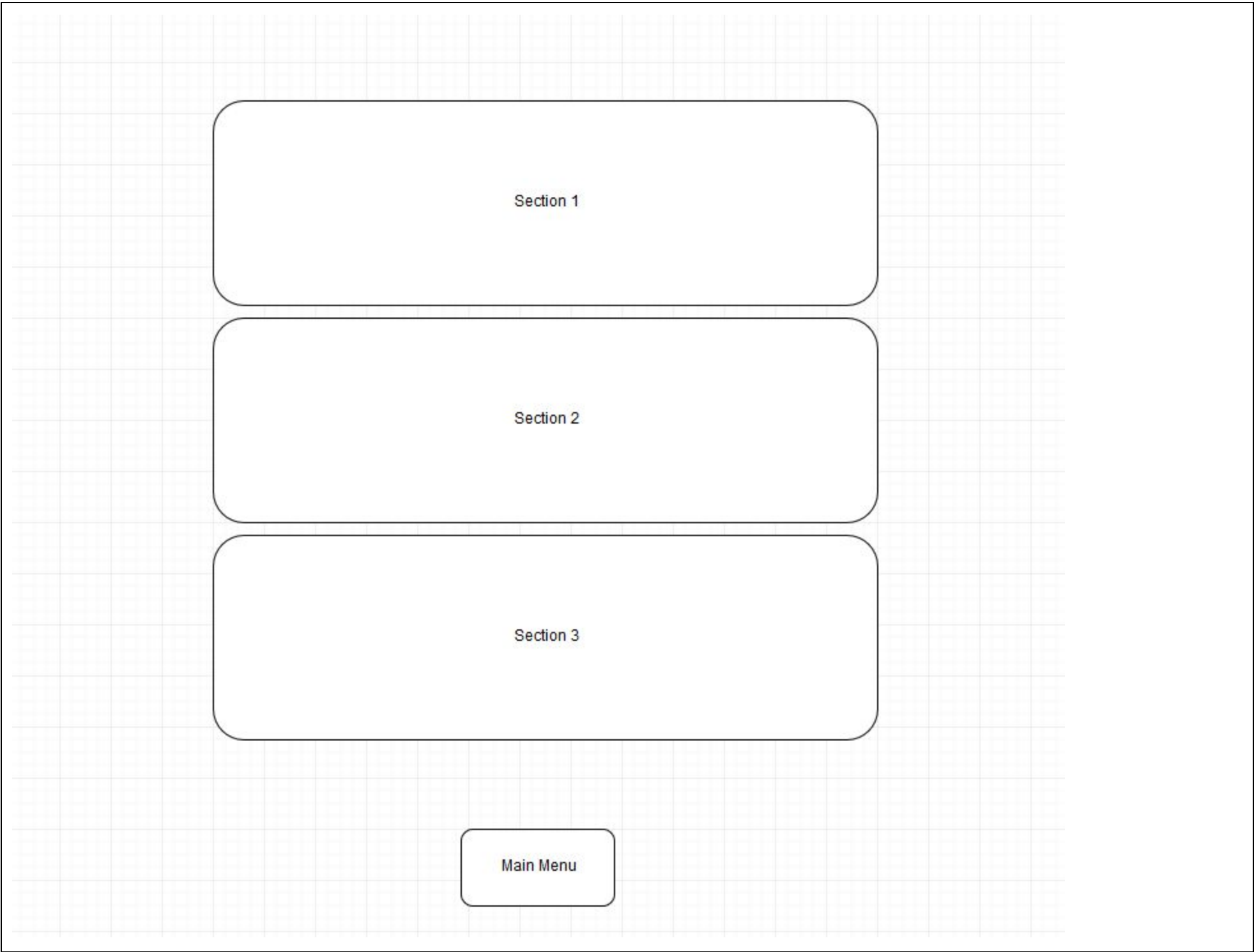
Tutorial screen diagram



Tutorial description

- The tutorial screen will feature pictures or ingame screenshots of the most basic game mechanics and then explain how they work with the text next to that picture
- The exact number of screenshots needed is unknown as during the development of the game additional new ideas and mechanics may arise that will need explaining
- The main menu button will obviously bring the player back to the main menu screen

Settings screen diagram



Settings description

- The settings screen will be divided into multiple sections each will cover one type of settings such as: graphics, sound and other preferences
- The exact number of sliders/ buttons and their type is unknown and the possibilities will change throughout the development process
- The main menu button will obviously bring the player back to the main menu screen

Game Over screen diagram



Game Over description

- The game over screen will feature a large message for the player to inform him of his misfortune at the very top of the screen
- From here the player will have the option to return to the main menu and perhaps start again

Game screen diagram




Game Screen description

- The game screen itself will consist of three components
- The first is the health of the player, this will decrease when the player will be hit by the enemies, but it can also be regenerated with hit point pickups
- Right under the health in the top left corner we have the score of the player which will generally start as a really high number and slowly decrease to encourage the player to finish the game as fast as possible, however killing enemies will also grant points the player player will have to choose what would be better in his current situation
- In the bottom left corner of the screen there will be a weapon indicator which will be showing the player which weapon he has equipped, new weapons will be available at different stages of the game and they will change the way the player plays the game

Game Elements


Player Character

Character name	Graphics
Shevallia Tathatloth	<div><p>(Temporary art, this will definitely change in the final version of the game)</p></div>

Property	Description	Type
Speed	Defines the movement speed of the player	float
Smoothing	Defines how fast the hero will be turning to face the player’s cursor.	float
Health	Defines the player’s hit points, if they reach 0 the game ends.	int

Sound name	Description (how does the sound interact with the game)
Footsteps, jumps, sounds of swift movement and shouts	These sounds will be played during the movement animation to give the character more “texture” as well as to let the player know that something is happening. These sounds will change during combat into something more violent so instead of a rather tactful and stealthy sounds the player will hear shouts and really fast paced movement sounds.

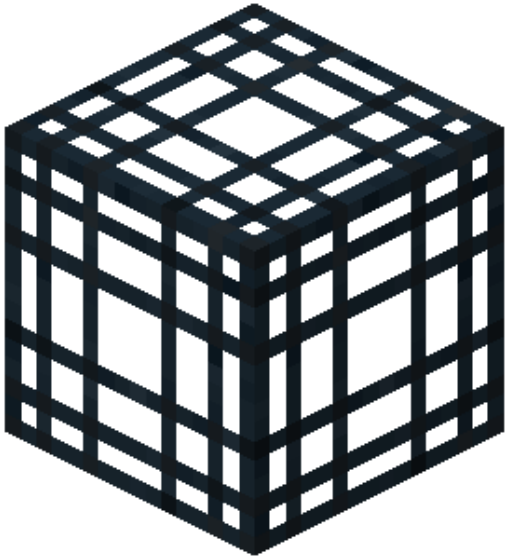
Enemies

Enemy name	Graphics
Goblin	<div><p>(Temporary art, this will definitely change in the final version of the game)</p></div>

Property	Description	Type
Health	Defines the enemy’s hit points, if they reach 0 the enemy dies.	int
Speed	Defines the movement speed of the enemy.	float
Smoothing	Defines how fast the enemy will be turning to face the player’s position.	float
Score to add	Defines how much score will be added upon its death.	int
Damage	Defines how much damage it will deal once it gets close to the player.	int

Sound name	Description (how does the sound interact with the game)
Highly pitched gibberish and greenskin speak	Upon finding the player the enemies will say their voice lines and make noises of skittering towards the player’s character to inform the person who will be playing the game that they can expect an encounter in a moment.
Slashes and weapon smashes	If the enemy gets close enough to the player to be able to deal damage to him there will be sounds of waving their weapon around to indicate to the player that they are losing health.


Blocks

Block name	Graphics
Burrow	<div><p>(Temporary art, this will definitely change in the final version of the game)</p></div>

Property	Description	Type
Time	Defines how much time each cycle upon which an enemy is spawned takes.	float

Sound name	Description (how does the sound interact with the game)
Grunting, earth movement	If the player will be in appropriate range for the spawner to create enemies each enemy created will produce a sound which is meant to indicate to the player that there is danger incoming and an enemy is just about to exit the burrow.

Weapons

Weapon name	Graphics
Hand Crossbows	<div><p>(Temporary art, this will definitely change in the final version of the game)</p></div>

Property	Description	Type
Damage	How much hit points it will subtract from the enemy’s hit pool upon contact.	int
Fire time	How many shots per second the hero will do.	float
Move speed	How fast the missile will travel.	float

Sound name	Description (how does the sound interact with the game)
Shooting missiles	The player’s currently equipped weapon will make a sound after every released missile and the sounds will vary depending on the type of the weapon, for instance using a crossbow will create a different noise than shooting a shortbow.

Level plan

Sound design

The first level will be taking place out in the open where the player will have a lot of room to maneuver, since the level is located in a forest I will aim to use the music that won't be too quick and aggressive, instead rather calm, but showing determination.

The second level will be taking place in a dungeon which is really tight and claustrophobic. I will aim to use music that can show that well, sounds of dropping water or walking on puddles would be a good addition as well.

The last level will consist of a continuous battle where the player will really have to focus. Therefore in contrast to the previous two levels I will use music that can present a battle in a appropriate atmosphere. I will also use various sound of battlecries and fighting.

Key



The starting position of the player's character on the map.



Orcs and other types of melee-hitting enemies.



Ranged enemies e.g. bowmen and slingers.



A random piece of weaponry that the player can equip and replace the old weapon upon a pick up.



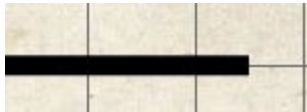
A burrow which spawns more enemies as the player approaches near.



This is where the player needs to get to in order to complete this level.



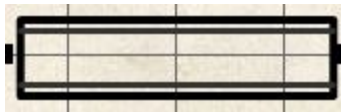
A doorway which can only be opened if the player possesses enough score.



Borders of the map and all kinds of walls that limit movement.



Burning houses, not interactive, visual effects.



A palisade, characters can't walk though it, but the enemies are able to target it and try to destroy it.



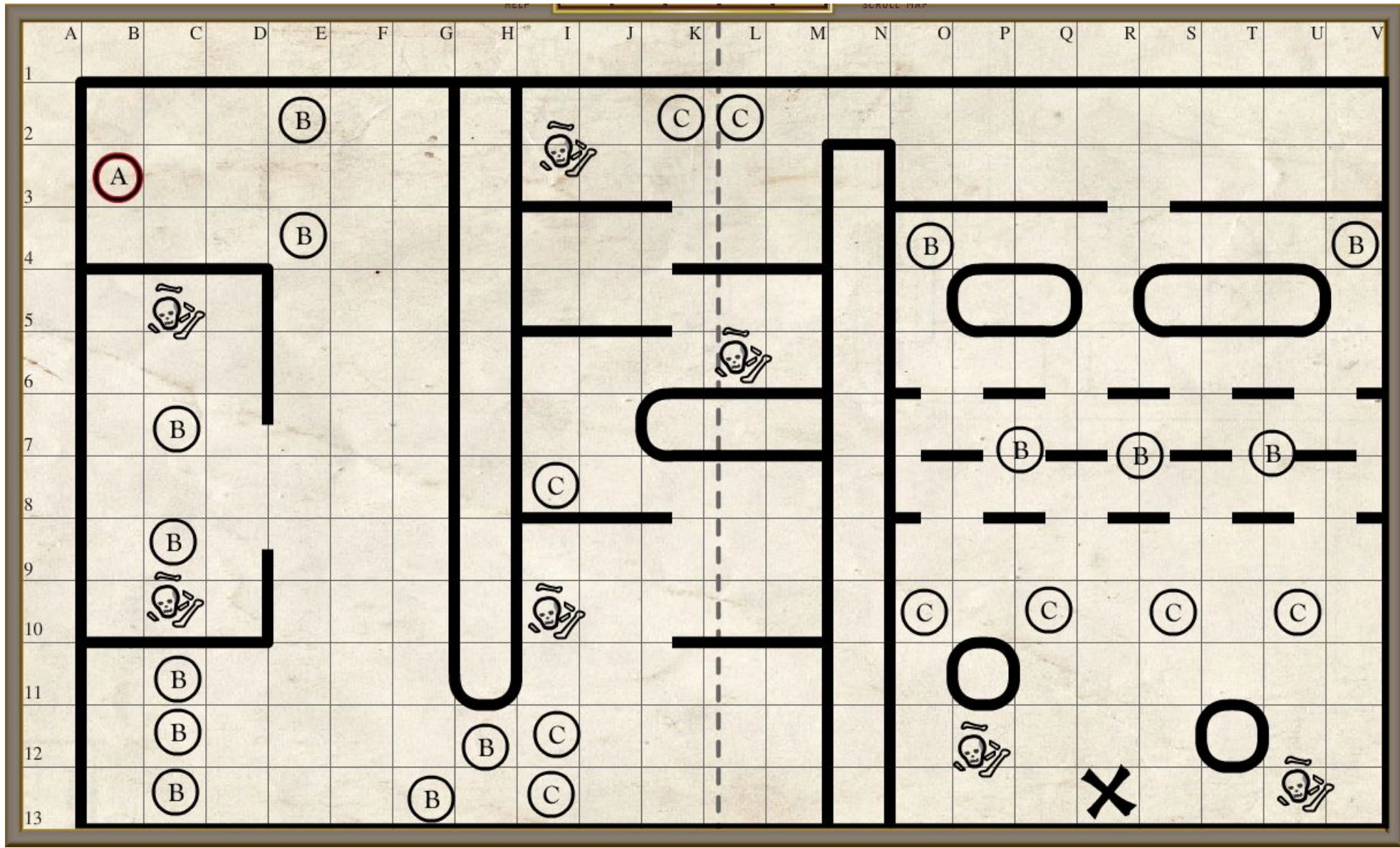
Bushes that don't allow the player to walk through them, in contrast to the enemies, used to limit players movement.



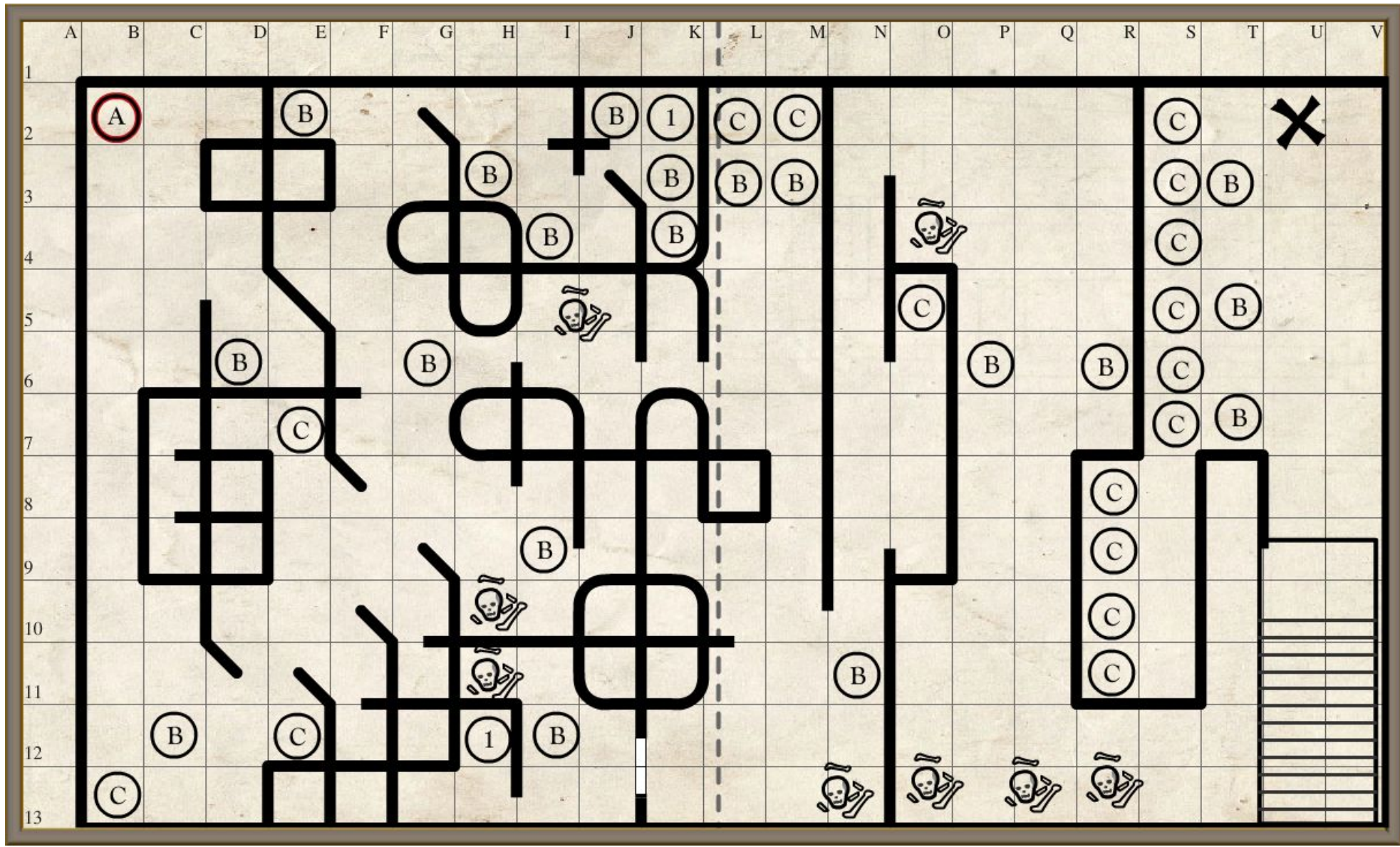
Stairs that also indicate that whatever is situated higher than the player (upstairs) is able to detect the player, but not vice-versa.

Level Diagrams

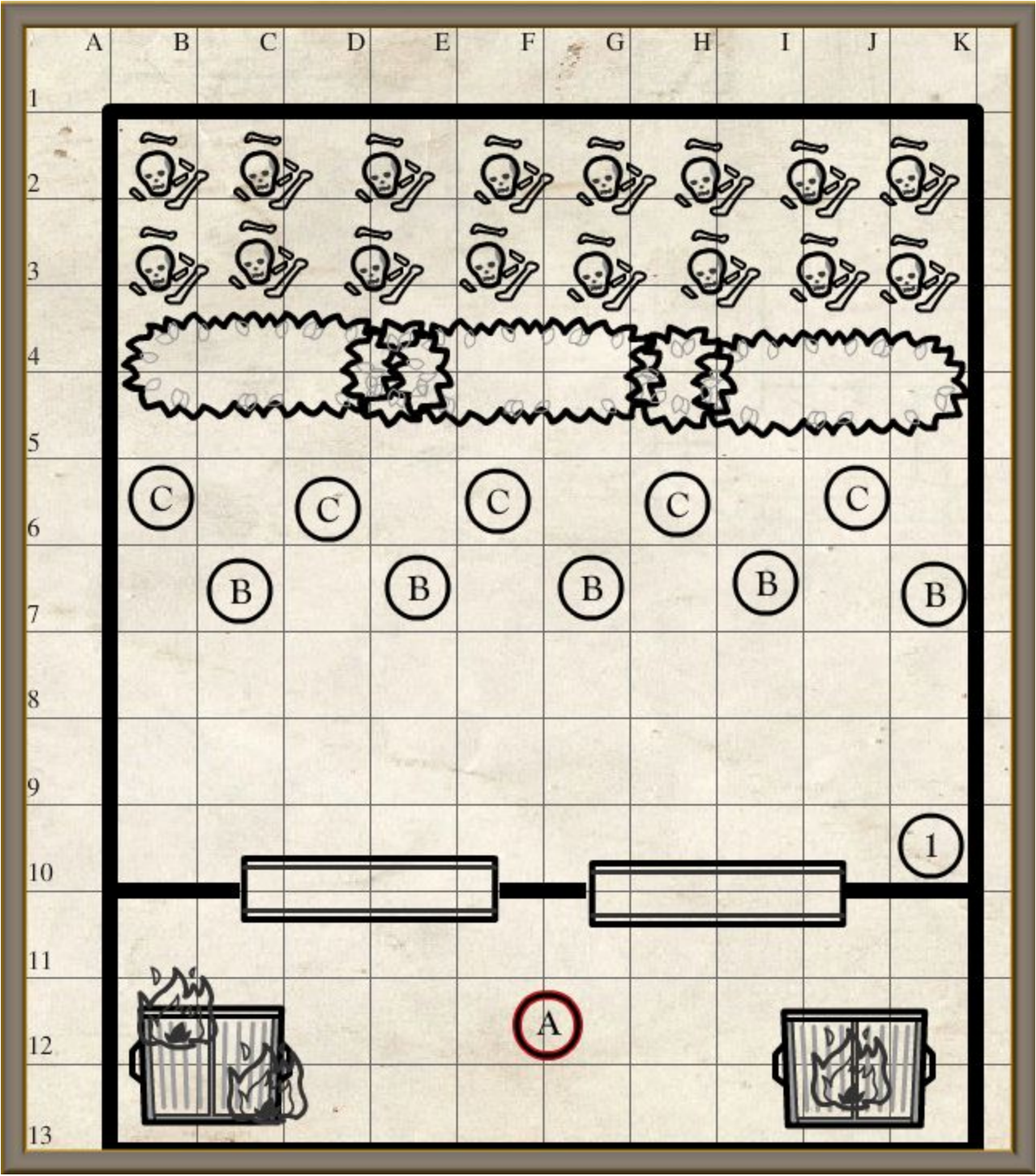
Level 1



Level 2



Level 3



Game Breakdown

Space

- Isometric point of view
- The camera is bounded to the player
- The camera follows the player smoothly on the horizontal and the vertical axis

Rules

- Player
- Will lose health when hit by greenskin in melee
 - Will lose health when hit by enemy arrows
 - Game is over when the player reaches 0 HP
- Missile
- Dies when hitting an enemy or upon travelling a certain distance
- Enemy (eg. goblin)
- Will lose health when hit by the player’s missile
 - Gives the player score upon death
- Player’s weapons
- Will vary in shooting speed
 - Will vary in hitbox size
 - Will vary in distance travelled before disappearing
 - Will vary in damage dealt

Goal

Reach the end of each level without dying and obtain highest score possible.

Game Elements

- The Player
- Enemy Greenskins
- A Greenskin Burrow
- Player’s weapons and missiles

Mechanics

- Running
- Dodging
- Shooting
- Switching weapons

In game controls

- W - Move Up
S - Move Down
A - Move Left
D - Move right
- Mouse
- Cursor - Look at the cursor’s position
- Left click - Fire weapon

Game Systems

Document any game systems included.

Examples:

- Level timer (do something before the timer runs out)
- Survival (Player survives sustained attack)
- Dialogue (other characters talk to the player in popup windows)
- Character selection
- Inventory system
- Player attributes (e.g. energy, mana, stamina, strength etc)

The last level of the game will be very different compared what the previous ones will have to offer. The gameplay will change specifically for that part of the game and new rules will be introduced. The player will have to take on the seemingly endless hordes of enemies attacking Shev’s village, the eponymous Elven Haven. The player’s character will start on the outskirts of the village and they will have to defend it for a certain amount of time, if too many enemies get through into the village itself the game is going to end and the player will lose. It will encourage the player to change their habits and instead of risky and quick movements they will have to take a steady and defensive approach in order to win, a bit like the last stand and king of the hill ruleset often seen in various games.

On a few occasion in the game, most probably at the beginning and end of every level the player will be presented with a cutscene of sorts where a short dialogue between Shev and other characters will take place. This will serve as a way to push the narrative forward and perhaps remind the player of the current story flow. To do that the gameplay will have to stop for a second to make sure the player is focused and pays attention to what is happening.

The game won’t include a typical inventory system, instead it will consist of a single slot where only the weapons can be replaced and equipped. On multiple occasions the player will have the opportunity to find a new kind of weapon which could be picked up to replace the old one. That way the player will get some variety in gameplay and they will be able to stick to their favourite play style. The weapons will vary on many levels, for instance there will be a pair of hand crossbows releasing bolts in a quick succession for some moderate damage and a longbow serving as a “sniping” tool with really high damage.

It is worth mentioning that the enemies spawned by burrows won’t provide any points to prevent the player from “farming” the score inappropriately.

Press Kit

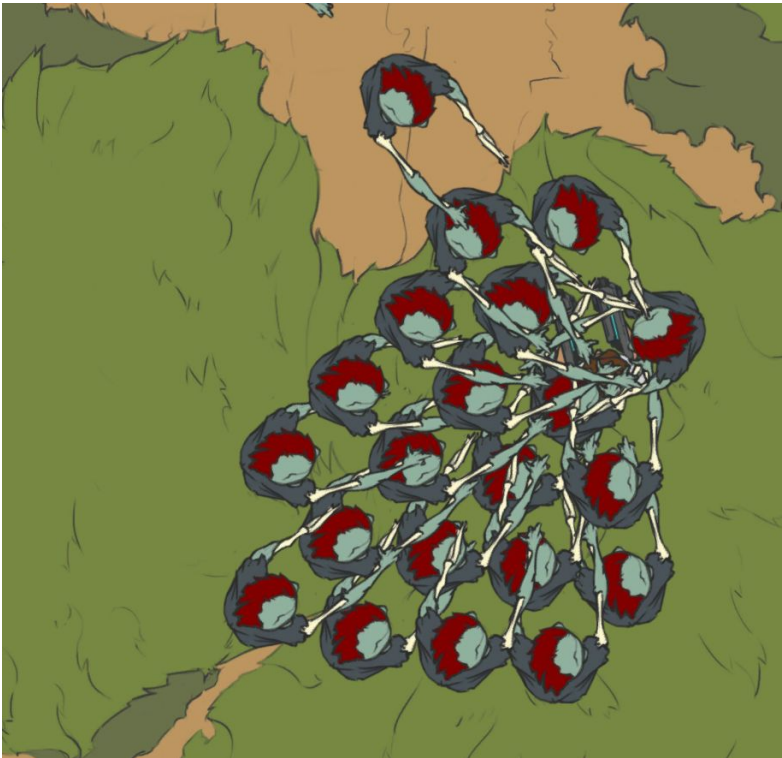
Store icon/Logo

(The logo will consist the main character’s asset with the name of the game underneath)

Core features

- Isometric POV
- Indie
- Adventure
- Singleplayer
- Fantasy
- Shooter

Screenshots



(Temporary art, this will definitely change in the final version of the game)

Rating



Similar games

Game name

Tesla vs Lovecraft

Game link

https://store.steampowered.com/app/636100/Tesla_vs_Lovecraft/

Game name

Enter The Gungeon

Game link

https://store.steampowered.com/app/311690/Enter_the_Gungeon/

Game name

Nucleon Throne

Game link

https://store.steampowered.com/app/242680/Nuclear_Throne/

Feedback

“Insanely good, very detailed diagrams and game elements, love the game maps! Missing screenshots in press kit”

“Very detailed with well made diagrams.”

“Very detailed, very clear understanding of what you would like to do with the game.”

“Nothing Happens when player Health hits zero. Otherwise all working fine”

The feedback I received suggests that the concept that I came up with for the game may actually (with a bit of luck) work. Since I’ve been mostly working on the theory the game itself hasn’t yet seen much advancement. Things that were spotted by the play testers such as making the character die when the hit point count hits zero need to be implemented.

Youtube review channels

Channel name

MrBlockzGaming

Channel link

https://www.youtube.com/user/MrBlockzGaming/featured

Channel name

Noxious

Channel link

https://www.youtube.com/user/NoxiousHearthstone

Channel name

Christopherodd

Channel link

https://www.youtube.com/user/ChristopherOdd/videos