# Game Design Document (GDD)

**Title: "The Unknown Future"**

**Developer: Xiaowei Xue 300579496  
Genre: Roguelike Action RPG / Dungeon Crawler  
Platform: PC (Windows, macOS)  
Target Audience: Fans of fast-paced roguelikes (Ages 14+)  
Engine: Unity 6  
Programming Language: C#**

**1. Game Overview**

**Concept:  
A roguelike action RPG where players control a single hero in real-time combat, battling through procedurally generated dungeons filled with deadly enemies, traps, and loot. Each run offers randomized skills, weapons, and upgrades, encouraging adaptive playstyles.**

**Core Gameplay Mechanics:**

* **Fast-paced real-time combat (combos, skill usage)**
* **Multiple hero classes (Warrior, Mage, Rogue, etc.) with unique playstyles**
* **Procedural generation (random dungeons, enemy spawns, loot)**
* **Permadeath (with meta-progression unlocks)**
* **Randomized skill & weapon drops (no two runs are the same)**

**Unique Selling Points:**

* **"Build-as-you-go" gameplay – Adapt to random skill/weapon drops**
* **Smooth, responsive combat (dodge rolls, parries, skill combos)**
* **High replicability (daily challenges, seeded runs)**
* **No grinding – Pure skill-based progression**

**2. Story & Setting**

**Setting:  
A cursed kingdom where a demonic throne corrupts all who seek it. The player is one of many adventurers attempting to claim it—or destroy it.**

**Plot Summary:  
Each run is a new attempt to reach the throne, with lore revealed through item descriptions and rare NPC encounters.**

**Playable Characters (Examples):**

* **The Sells word (Warrior): Balanced melee fighter.**
* **The Shadow dancer (Rogue): High mobility, backstabs.**
* **The Pyromancer (Mage): Ranged AoE spells.**

**3. Game Mechanics**

**Controls:**

* **Movement: WASD**
* **Attack: Mouse Click / Controller Trigger**
* **Dodge Roll: Spacebar / Controller Button**
* **Skills: 1-4 Keys / Controller Bumpers**

**Combat System:**

* **Weapon Types:**
  + **Swords (balanced)**
  + **Daggers (fast, low damage)**
  + **Staves (ranged magic)**
  + **Greatswords (slow, high damage)**
* **Random Skills:**
  + **Found as loot (e.g., "Fireball," "Shadow Step")**
  + **Can be swapped mid-run**

**Progression & Meta-Upgrades:**

* **Permanent Unlocks: New starting weapons, passive buffs**
* **No XP Grinding: Skill matters more than stats**

**Randomization:**

* **Procedural Dungeons: Rooms, traps, enemy spawns**
* **Random Events:**
  + **Cursed shrines (high risk, high reward)**
  + **Merchant encounters (buy/sell gear)**
  + **Elite enemy ambushes**

**4. Art & Audio Style**

**Visual Style:**

* **Pixel-art with modern lighting (similar to *Dead Cells*)**
* **Fluid animations (attack combos)**

**Sound Design:**

* **Crunchy SFX (sword slashes, spell explosions)**

**5. Level Design**

**Game Modes:**

1. **Standard Run: 5 biomes, final boss**
2. **Endless Mode: Infinite scaling difficulty**

**Example Biome:**

* **"The Blood Crypts" – Tight corridors, vampire enemies, blood magic loot**

**6. Technical Specifications**

**Engine: Unity 6   
Save System: Run-based (permadeath) + meta-progression  
AI: Behavior trees (enemies adapt to player actions)**

**7. Development Timeline**

1. **Pre-Production (3 weeks):  Combat prototype, art tests**
2. **Production (3 weeks): Core gameplay, 3 biomes**
3. **Polish (3 weeks): Balancing, juice (screen shake, hit pauses)**
4. **Release: summer 2025**

**Conclusion**

***The Unknown Future* is a fast, skill-based roguelike where every run feels fresh, rewarding quick reflexes and smart build choices.**