Graphics Programming GDD

Knightfall by Veronica Rae Leda
Over the Knight Side

Project Links & Tools

Unreal Engine
Discord
Trello Board

General Specifications

- **Inspirations**:
- **Genre**: Action, Waves
- **Setting**: A child's bedroom in the 21st century
- **Art Style**: Toon shader
- **Target Audience**: Casual gamers 15-40 who enjoy cute action games
- **Platform**: PC

Gameplay Summary

In Knightfall, players assume the role of a loyal stuffed bear, entrusted with the critical task of safeguarding a child's peaceful dreams. As night falls, the nightmares emerge from the shadows. Battle eerie nightmare creatures to ensure the young dreamer's serenity. Prepare for an epic battle where bravery knows no bounds, and the bond between child and teddy bear is unbreakable.

Core Mechanics

- Movement: WASD
- Attack
- Heal

Core Gameplay Loop

- Enemies will be spawned in waves that increment by 5 each wave
- More bosses will appear

Goal

- Defeat all Nightmares
- Prevent Child's Nightmare bar from going to 100

Player Stats

- Health / Stuffing
- Nightmare Bar: The child's dream levels. If attacked by nightmares, the bar goes up. Must not reach the max level.

Weapons

- Needle

Enemies

- Nightmares
  - Fast
  - Low health (1hp)
  - Focuses attacks on child, attacks player when within range
  - Waves
- Night Terrors
  - Slow
  - Higher Health (10hp)
  - Attacks only Player

Portfolio Goals:

- Showcase AI Programming work