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| Developers: Hanson Yang, Oliver D’Avino, Yaniv Lazar | **TAGLINE**  “Become the Greatest Knight! Defeat Evil!”  REVISION: 1.0 |

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# EXECUTIVE SUMMARY

The game is going to take place in a medieval castle with a grim atmosphere. The fighting and exploration mechanics is what makes the game interesting. It’s a short and engaging game, it has a satisfying boss fight, it has fun mechanics such as the parry, attack and movement.

# OVERVIEW

The genre of the game will be an RPG. So, you will be playing a knight who is searching a castle to defeat a boss while collecting loot along the way.

# Related Games

## **Blasphemous**



Blasphemous is a 2d pixel art, gothic metroidvania that has a grim atmosphere. The aesthetics of this game are one of its main selling points. Although only a 2d pixel art game, its visuals are stunning and most critics compliment it highly. Blasphemous is a very difficult game, because of this, lots of critics find a way to rate it a lower score. Regardless of the difficulty, the gameplay is very fun and the challenge is a positive thing for lots of players and critics too. According to game critics, the most complimented aspects of this game are its obviously beautiful art, the well-designed combat, the platforming, and memorable battles. The game has a parry mechanic and it is very important for the players survival. This mechanic alone boosts the enjoyability of the combat drastically. The satisfying combat is looked highly upon and it inspired us to make a parry mechanic similar to it. Though praised highly, the game also has negative reviews from game critics. The largest thing that critics complain about is the insane difficulty. They mention how the beautiful story is bogged down because of its difficulty. They want to enjoy the game but are unable to because of its difficulty. Because of these reviews, we will make our game challenging for the gamers who love to learn and have a challenge, but make it easy enough for players to still have fun with the game and not have too difficult of a time with it. Blasphemous has many levels/areas to explore. In these areas, the atmosphere that is so highly praised will be out inspiration. Our game will have a grim atmosphere and a dark but thrilling story. We will compact all these elements into a short game so that every player can beat the game and experience what we have to offer in a short amount of time. 

## **Hollow Knight**



Hollow Knight is a 2d metroidvania game where it takes place in an underground bug-like world. It has an amazing combat where you can attack and parry enemies. The attacks are mainly close ranged. The visuals in the game are also stunning and the animations are incredibly satisfying to watch. The boss fights in hollow knight are one of the most memorable part of the games as it feels gratifying whenever you manage to beat a boss and it has a bunch of optional bosses that makes you want to continue playing the game even after finishing the main story. It also has a rich and complete story that you discover along your journey. The world of Hollow Knight is huge and beautiful and exploring the world of Hollow Knight is really unique and it will differ from each person because of the liberty of choices that you have. The exploration of Hollow Knight also feels very rewarding since you constantly find new upgrades. The movement in the game is also one of the main reasons why it doesn't get boring traversing such a big world with incredibly smooth movements technique at your disposal.

Our game will try to have a combat system where you can parry attacks, a world with platform that you can use to your advantage, a satisfying movement system and upgrades to make the knight stronger.



## **The Binding of Isaac**

The Binding of Isaac is a roguelike game that has a myriad of items that you can get through chests, shops and defeating boss. You can find the chests at random locations each time and sometimes it will be the basic chest while other times it will be the gold chest. The gold chest has better rewards than the basic one. Our game will have a similar system in which we will talk more about later.



# Player Composites

"Lucas Pyrros, 18, student. Single. Student of Dawson College. Plays games often, about 3-4 times a week, usually with his friends on discord. He plays mostly on his PC but when he is not gaming, he is working out at the gym. He has a dual monitor set up with a relatively powerful computer. He focuses on games that give him a challenge, regardless of the genre. He loves to learn the different mechanics of games and strives to improve them. His favourite shows are Death Note, Naruto and JoJo’s Bizarre Adventure. He doesn't watch sports but he would if his friends do. He doesn't yet drive but he loves to party and drink."

"Justin Devries, 22, drop-out, but drives illegally on the side. He used to go to LaSalle but dropped out after just 2 semesters. When he is not on the streets illegally gambling and racing, he is home gaming with his friends. He also loves games like Elden Ring, and Cuphead. He watches bodybuilding videos while playing his games on the side. His favourite TV shows are Attack on Titan, Naruto and Hunter x Hunter. He drives a RX7. He drinks not often, but in large quantities."

# Goal

The goal of the game is to defeat the boss of the castle at the end of the game.

# The Mechanics

For the fighting mechanics of the game, we will have 2 central mechanics:

The first one will be the basic attack; the basic attack will only be able to attack left and right depending on the direction that the character is facing. The basic/starting stats of the starting weapon will be a short-range melee attack that is fast and need to attack a normal enemy about (5) times to kill them and it will take about approximately (60) attack hits to kill the boss. You can attack using “Left click” on the mouse or by using “J”.

The second one will be the movement. You will be able to move left and right, jump once, dash, dropping down a platform.

You can move the character left by using the key “A” or “Left arrow” and you can move the character to the right by using the key “D” or “Right arrow”. The character can move the character left and right when he is on the ground or in the air, however on the ground the character will move at normal speed but in the air, it will hinder the speed.

The character can’t go through walls and when it is standing on a platform he will not fall through. However, the character can fall down certain platform if they press “S” or “Down key” and “Space”.

The jump can be used only once before touching the ground again. It will be activated by using the “Space” key. When the character jumps, he will go up and down with a gravity mechanic.

Dashing in the game will be activated with the “Shift” and it has a small cooldown. During the dash phase you will be invulnerable and you will traverse a short distance very quickly and phase through enemies.

The Second core mechanic is the parry mechanic of the game, it will be the main defense mechanic of the game. It could also help you attack since it will stun the enemies, making the enemy unable to move for a short period of time, and you can take advantage of it. You can use parry by right clicking the mouse or by using “K”. In order to parry an attack, you have to parry during the enemy’s attack. However, you will have a small cooldown before being able to parry again. If the enemy is stunned, it will take (1.5x time) more damage.

For the enemy, it will take (1) parry to stun them, and for the boss, it will take (3) parries to stun it.

The third core mechanic of the game is the looting. To loot you will have to search around the castle for chest which will contain a random piece of equipment. When you find a chest, you attack it to open the chest. After you attack the chest, the chest will be destroyed so you can’t open it again and it will drop the loot. The possible loots are armors, weapons and potions.

The better the equipment is, the less likely you are to get the equipment. There will have 3 tiers of chests.

The first tier (IRON) will contain 1 item, and have the least chance to get a good reward.

The second tier (GOLD) will contain 2 items, and has a higher chance to get good rewards.

The third tier (DIAMOND) will contain 3 items, where 1 of the items will be guaranteed a legendary item and have great chance to get good rewards as well.

All the IRON chests will spawn at fixed spawn locations, but the IRON chests have a (20%) chance to become a GOLD chest upon starting the game. The DIMAOND chest will have spawn at either of the (2) secret locations upon entering the world.

The fourth core mechanics will be the exploration of the map.

It is going to be a linear layout, but you can go back to the previous ones. The starting room will contain 1 chest with the starting healing potions and no enemies.

The normal rooms will contain (1-3) enemies and (0-1) chests.

The boss room will contain 1 boss.

# Characters

## The Knight

The character that the user will be playing is the knight, the knight will start off with

* Starts of with armor [Lore]
* (3) healing potion
* 1 starting weapon
* (100) hp

He will have a health bar.

The starting weapon will deal (20) dmg.

A pixel art of a knight

Description automatically generated

## Enemies

Normal enemies: There will be 2 unique enemies, the first one will be a ghoul and its stats are going to be

* (100) hp
* (20) dmg

The ghoul will be attacking close range, just like the knight, using their hands.

A pixel art of a zombie

Description automatically generated

The second enemy will be a werewolf and its stats are going to be werewolves.

* (140) hp
* (25) dmg
* Slower movement than the ghoul

Werewolf will be attacking close range, just like the knight, using their claws

. A pixel art of a werewolf

Description automatically generated

Boss: The boss is a lot more powerful than the normal enemies that you will encounter in the game. It is going to be a (ENTITY 3) and its stats are going to be

* (1200) hp
* (45) dmg

The boss will have a close-range attack that deals 45 dmg each

. A video game character with horns and a sword

Description automatically generated

# Equipment & Potions

## Artifacts:

Blood Talisman [MYTHICAL]: Increase health gained by health potion to (75%) of your max health.

Ancient Pizza [RARE]: Increase your max health by (50).

Elixir of Strength [MYTHICAL]: Multiply your damage by (1.5x)

The Vampiric Left Crest [MYTHICAL]: Lifesteal health from enemies. Whenever you deal damage to an enemy, you will gain (3) hp

The Vampiric Right Crest [MYTHICAL]: Regenerates (1) hp per second.

Restriction: Only when enemies are in the room

## Weapon:

The Silver Sword (White slash)

20 Dmg

(2) attack per second

## The Legendary Sword (Gold slash)

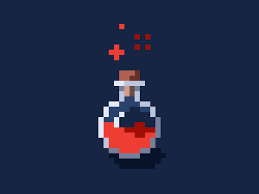
35 dmg

(3) attack per second

## Potion:

Health Potion: heals (50) hp instantly upon consumption (1 sec cooldown)

Restriction: Needs to be touching the ground to be used



# Controls

A or left arrow: Move to the left

D or right arrow: Move to the right

Space: Jump

(S or down arrow) + Space: Fall from a platform

Shift: Dash

Left click or J: Attack

Right click or K: Parry

# Lore:

This story takes place in the late 1600s. The main character (The Knight) is a knight for his small village known as (Elysar) village. This village is on the outskirts of the Kingdom of (Helstor). The Kingdom of Helstor is an evil sanctuary of monsters who have no regard for human life. The leader of the kingdom is the devil himself. He rules over every monster across all the lands and his sole goal is to rid the world from humans and take over. They are a hidden community hiding from the Kingdom. Although the village is very small, his people are very hard working and it has lots of history. One day, the knight is given a mission to search for medical herbs for the village and is sent away for a couple days or so. After the knight has gotten all the supplies, he returns to his village. Once he gets near, he sees his village in rubbles. He quickly dashes towards the village to see blood stains the ruins that are left. He quickly runs towards his house where he and his family lives and he sees no more than a pool of human blood. Distraught as he is, he realizes that it was the work of the devil. This was very bad because his village held on to some of the most powerful artifacts in the world. He knew that if the devil got his hands on these artifacts, the world would be his for the taking. The reason the villagers could not use the artifacts on the devil is because they have severe repercussions when a human uses it. Most of the villagers would die before even being able to use them. But for the devil, the artifacts would have no severe consequences on him because of the demon blood coursing through his veins. He scurries to the location of the artifacts and sees that they are missing. Without a second thought, he hurries to the Kingdom of Helstor.

# The Knight Lore

The knight is a mercenary for his village and does lots of work for them because he has undying will and loyalty. He has no real family because he was found on the soil nearby the Kingdom of Helstor. The villagers were worried that the child would be killed if no one took care of him so they took him in and raised him as if he was one of them. Although they don't know where he came from or who his parents really are, they were his one and only family. He grew up very talented with strength that was second to none. He was born with extraordinary strength and speed so they trained his intellect and technique as much as they could. Before he was even 18 years old, he was already by far the strongest in his village. Regardless of this, he went on many errands and completed little commissions for them, making them respect him greatly.

# Artifact Lore:

The blood talisman is a talisman that comes from the blood of thousands of monsters. Long ago, a swordsman fought off all these monsters and combined all their corpses into a small talisman that would help boost the regenerative properties of healing potions. Unfortunately, the man was killed by his own creation immediately after use. It was passed down generations and the village of Elysar sought out to keep all the ancient artifacts safe.

The Elixir of Strength is a goblet that carries an unknown liquid. The goblet is unable to spill the liquid due to some mystical power that was placed on it. If drank, your strength would increase greatly, but the last person that drank it exploded from rapid muscle growth. This was also taken in by the village and was studied to find who created it. The roots of it are still unknown.

The vampiric left and right crest are two halves of an even greater crest. Long ago, when the king of vampires was still alive, he fought a great hero known all over the world. After a long battle between the two, the hero split the king in half, ending the battle for good. As the king was withering away, the hero noticed a crest on the vampire’s chest. He ripped it off but noticed it was slashed perfectly in two by his final cut. He had heard of artifacts and knew that they do not work on humans so he gave it to the person he trusted most. That person eventually migrated near the Kingdom of Helstor and created the village of Elysar with the sole purpose of keeping the artifacts hidden away. The hero later died in a valiant battle against the devil. Sadly, he was no match for him.

The ancient pizza was created by the god of nourishment. The gods would intervene with the world every now and then but it was simply for their own amusement. As for this god, he was situated in Italy and tried their pizzas. After this, he decided to create his own recipe and made what's known as the ancient pizza. Once a human tried eating it but he was killed soon after. The god laughed and created a box of the pizzas. The pizzas were later retrieved by many people and they were all sold to the ancient hero that we knew from the vampire battle. He was all for the plan of his friend and retrieved any artifacts he could to give to his friend as he believed it would possibly save the world from annihilation.

# ART

A video game screen with a group of characters

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A video game screen with a brick wall and a sign

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A collection of pixel art objects

Description automatically generatedA pixel art of a zombie

Description automatically generated

A pixelated chest with text

Description automatically generated

A pixelated treasure chest

Description automatically generated

A pixelated wooden chest

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NOTE:   
If we have time to spare for our game, we will create some voice lines for the characters in the game.