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

Developers: Yaniv Lazar, Hanson Yang, Oliver D’Avino

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.

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 enemies 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, so you can only go one way. The starting room will contain (1) chest and no enemies.

The normal rooms will contain (2-3) enemies and (1-2) chests.

The boss room will contain 1 boss.

The Knight

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

* (0) equipment
* (3) healing potion
* 1 starting weapon
* (100) hp

He will have a health bar.

The starting weapon will deal (20) dmg.

Enemies

Normal enemies: There will be 2 unique enemies, the first one will be a (ENTITY 1) and it’s stats are going to be

* (100) hp
* (5) dmg

(ENTITY 1) will be attacking close range, just like the knight, using (WEAPON OF CHOICE).

The second enemy will be a (ENTITY 2) and its stats are going to be

* (140) hp
* (10) dmg

(ENTITY 2) will be attacking (long range), just like the knight, using (WEAPON OF CHOICE).

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
* (20) dmg

The boss will have a (long range and short range) attack that deals (20) dmg each.

Equipment & Potions

Armor:

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Weapon:

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Potion:

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