Project "Crystal" 1.5-Page GDD

Diablo's Whimsyshire meets The Hobbit

Genre: 3rd person Action RPG, single player, fixed camera.
Target Audience: 13+ (T for Teen) fans of old school RPGs like Diablo and people who like silly nonsensical things.
Controls: Mouse and keyboard.
Thematic Setting: Ridiculously-colored Medieval Europe / Fantasy knights, dwarves, halflings, dragons, swords and magical items.

Tech Stack: Unity 2019.2.0f1, Audacity, Asset store for 3D and UI.
Platform(s): Steam.
MVP Game Moment: 2 minutes of simple linear level flow with basic combat against 3 or 4 enemy types.

Game Summary: Project "Crystal" is a Diablo-style RPG with the humor of The Hobbit. More specifically, this game is based on the "Whimsyshire" levels from Diablo 3 and the early adventures of Bilbo Baggins and the dwarves. The game is set in a fantastical world where dwarves, halflings, and humans coexist with talking unicorns, sentient teddy bears, and other whimsical animals after the Great Crystal was sundered over 3000 years ago. As the unlikely hero, you must battle the Rainbow King's soldiers and loyal subjects by finding weapons and ancient artifacts of power, leveling up your character, exploring far-off lands using meta-map fast travel, and stop him before he repairs the Great Crystal.

Core Player Experience: Silliness / The Joy of Laughter
Central Story Theme: Unlikely hero
Design Pillar: Putting the player in absurd / ridiculous situations
Remarkability: Absurd humor in a ridiculous setting

Anticipated Steam Early Access Launch date: Early December 2019

Feature Development Priorities:
- Real-time combat with different enemies
- All the required RPG abilities and upgradable stats
- Level building with game progression
- Branching dialogue system
- Inventory, loot, and usable items

Reference Games: Diablo, Torchlight 2