GitRekt

GDD

Table of Contents:

* Introduction
* Character Creation
* Spells
* Main Menu
* Map
* Battle

Introduction

GitRekt is a top down turn-based RPG game that was designed for the Android platform using Unity. The objective of the game is to defeat your opponent before all of the player’s units die.

Character Creations

Players will be allowed to choose how their players look along with choosing their initial spell.

Spells

Many spells exist from dealing damage using fire spells to healing allies with holy spells. It is up to the player to decide which spells go well with each other and which spells they wish to master in order to deal the most powerful attack ever.

In order to improve your spells, you will have to master them by constantly casting them. That means, the more battles you fight, the more you will master your spells, and the faster you will be able to evolve your spell.

Keep in mind though, constantly changing spells will cause you to forget some things about the spell, resulting in a loss of experience.

In order to obtain new spells, monsters must be battled and destroyed in order for spells to have a chance of being dropped. The stronger the monster, the higher chance of a spell being dropped.

Main Menu

Players will be selecting to go on quests, customize their characters, recruit characters, and admire the beauty of their characters.

Map

[SHOW PICTURE OF MAP]

In order to move to a location, players will select specific landmarks shown on the world map in order to move there.

Battle

[SHOW PICTURE OF BATTLE]

Battling will begin with the player and their allies on the left and the enemies on the right. Four buttons will be available that will have the character’s spells within them.

As a unit casts a spell, depending on the spell, there may be a cooldown timer indicating that the spell cannot be casted until the cooldown timer is over. Each unit will take turns casting spells and damaging each other. First one to defeat all their opponents win.

There is no health bar in GitRekt, you have to rely on your senses of sight and hearing to determine how low your health is or of your opponents.

At the end of the battle, a reward screen will pop up showing the results of the battle, any items that may have dropped, along with the number of experience earned for each spell.