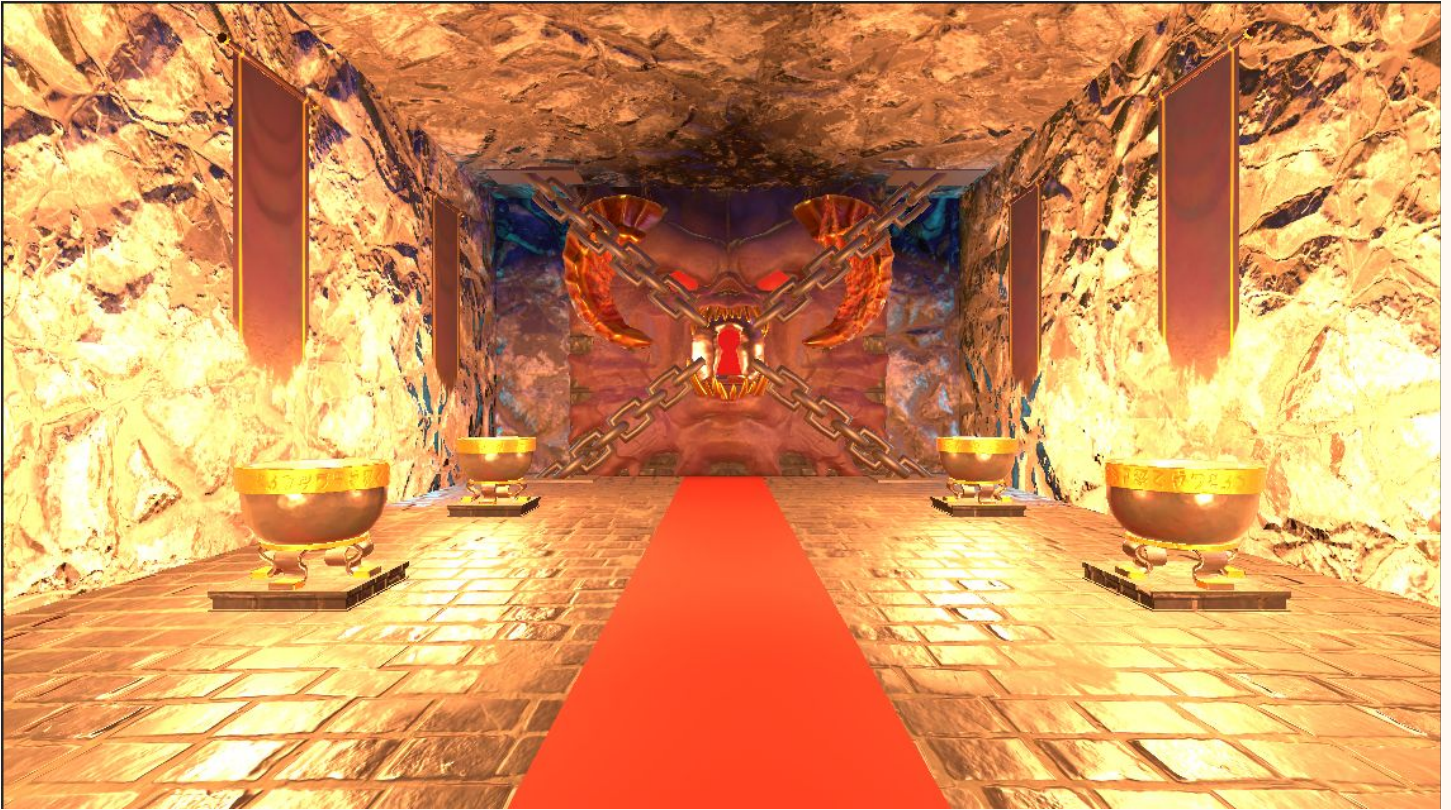


Dun'Djinn



Revision: 0.0.3

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Art by Devin Gaviria

GDD Template Written by: Benjamin "HeadClot" Stanley

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.



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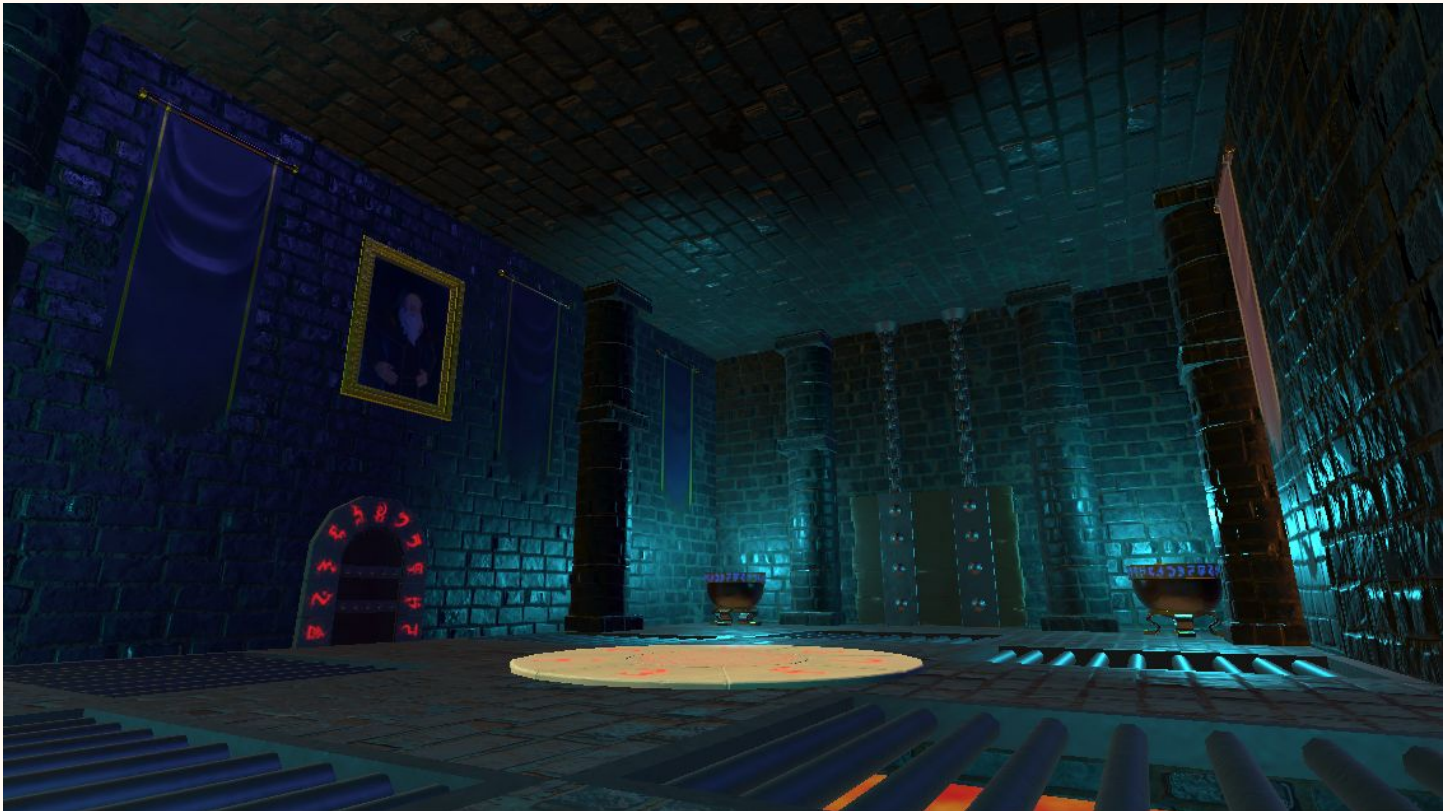
Game Overview

Elevator Pitch

*DD is a First-Person Shooter with lite Rogue, RPG and Adventure elements taking place in a mystical fantasy world. Players fight monsters, solve puzzles and avoid traps in **procedurally generated dungeons** in order to collect **5 artifacts** that modify high-level aspects of the game (ala Halo 2 skulls). Once all 5 are collected, players can access the **final dungeon/boss**. **Death is permanent.***

Theme / Setting / Genre

The game takes place inside of Dun'Djinn, a chaotic demigod jinni that tears chunks of space from other realities/dimensions and smashes them together into a labyrinthine dungeon.



Influences

[Devil's Daggers](#)

[Eldritch](#)

Diablo

Spelunky

[Quake](#)

[\(Boss Battle\)](#)

FTL

Trine

[I.M. Meen \(Dos Game\)](#)

[The Elder Scrolls](#)

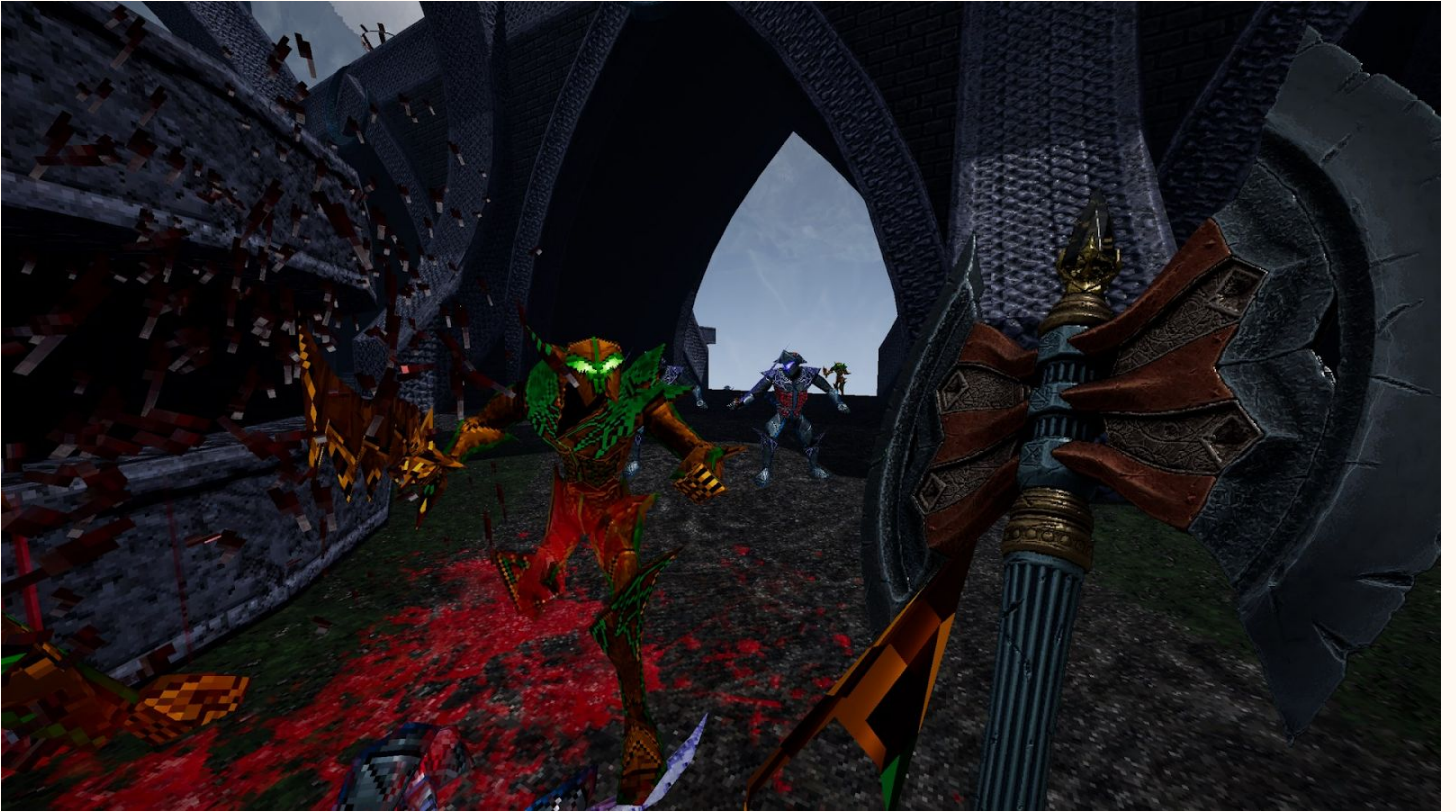
What sets this project apart? (Beating the competition)

How do we beat...

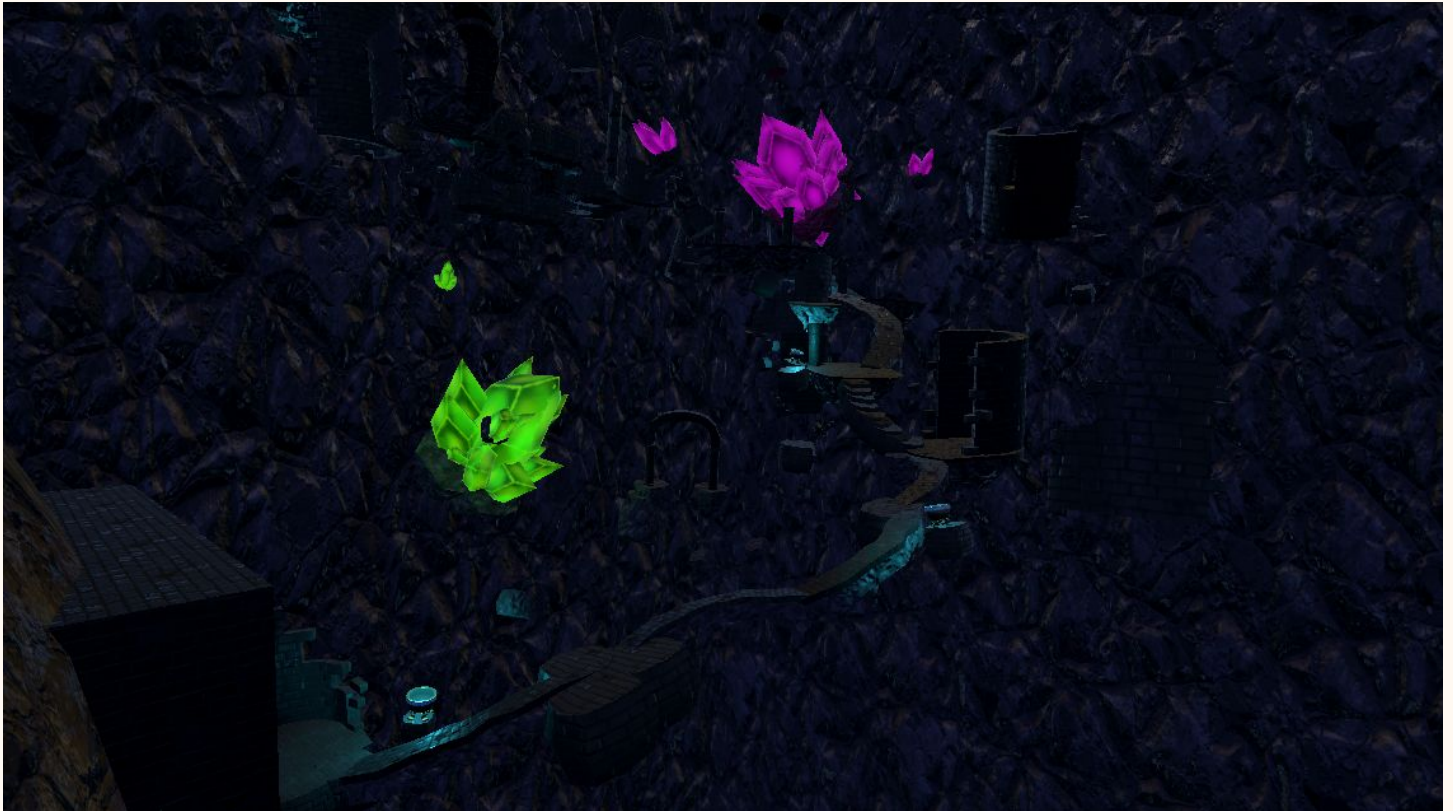
City of Brass



Amid Evil



Gameplay



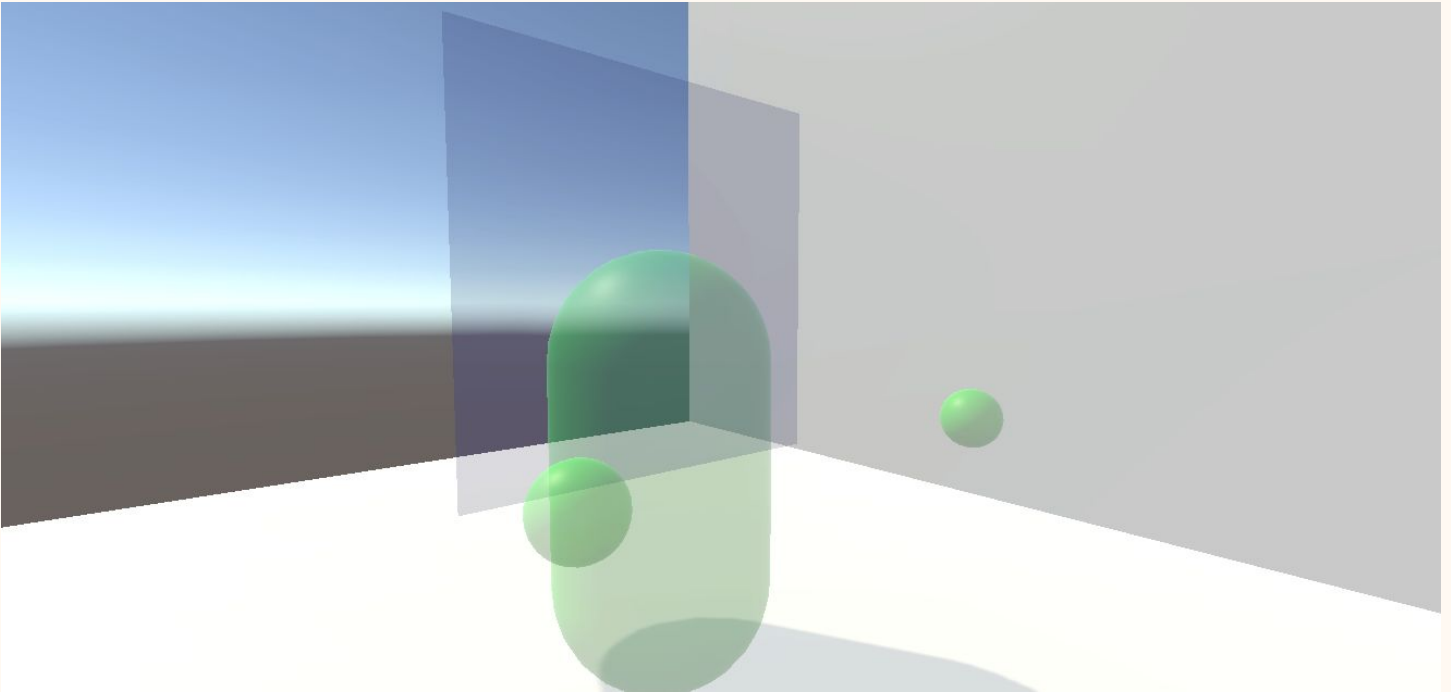
Random Level Generation - Levels are randomly generated to keep the play experience freshed. At dead-ends, portals are spawned connecting other dead-ends in the together.

Random Loot - Weapons and gear are randomly dropped at specific end-points in level generation.

Permadeath (On death, players lose all of their progress in the dungeons and restart from the beginning, losing items and artifacts)

Environment Hazards/Traps (Trap rooms are rooms that mimic normal rooms but include some kind of hazard (spike pit, crusher, etc.); Hazards are randomly spawned alongside items in trap or non-trap rooms)

Player Character



FPS Combat - Dual wielding melee weapons (right hand ranged wands against a variety of enemies that compliment each others behavior in a mob.

Head Bob

Gear Slot (One slot for a passive item that benefits the player)

Health (Discrete health ticks; 4 health ticks make up a heart; The player has 5 hearts total; invincible for a short time after being hit; Can pick up more hearts to increase maximum health)

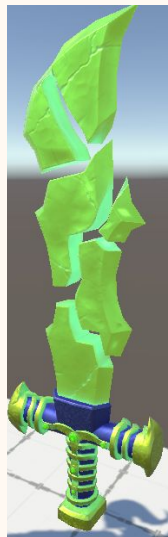
Weapons

Players can find ranged and melee weapons that have a variety of different actions. Weapons range from a simple axe all the way to an electric sword that can discharge electricity into nearby enemies. Players can only hold one ranged and one melee weapon at a time.

Flintlock Pistol



Ephemeral Sword



Gear

Players can pick up one gear item that has a passive ability and an active ability.

Common Items

Boss Door Key



The primary objective of any of the dungeons, players must find a key at one of the dead ends in the dungeon. Once picked up, players can use it to open up the boss door and face that dungeon's respective boss.

TODO: Is there an arrow that guides the player to the key? Once the key is picked up, is there an arrow that guides the player to the boss door?

Health Gem

These can be collected by the player in order to increase their maximum health.

Health Shard

These can be collected by the player in order to restore lost health (damaged health gems) and are dropped by mobs of enemies, found at dungeon dead ends and after defeating dungeon bosses.

Common Enemies

Players fight enemies ranging from simple melee **Pirate Skeletons** that charge directly at and swing at the player to powerful **Mages** that can teleport, shoot fireballs and summon **Stone Golems**.



Skeleton Crew Mate



These are the most numerous foe the player will encounter on their journey. To draw a comparison, think zombies in *Left 4 Dead*. They function with simple mob mentality. See the player? Alert nearby enemies and charge after them.

There are three variations of the Skeleton Crew Mate.

Swashbuckler: These guys have melee weapons (saber, razor sharp peg-leg, etc.) and will swing at the player once they are in their attack range.

Saboteur: This variation has a single shot pistol. Once the player enters within their attack range the Saboteur will take aim and fire if the player hasn't moved more than their max yaw turning distance or outside of the attack range. They do not care about hitting their own in the crossfire though.

Grenadier: These guys are high octane spazzes and losing any care for bodily harm didn't help them gain any instinct in self-preservation. From a distance, they'll lob grenades at the player. Once the player enters into their attack range, they will then ignite two grenades and rush towards the player.

Skeleton Captain



The brains and head honcho of our skeleton crew. The captain takes no riff-raff and sternly punishes all dissent from his crew. That doesn't mean he won't shower his crew with loot and grog when they done a good day's work.

Basically a tougher variation of the previously mentioned skeleton crew mate, the Skeleton Captain mostly hangs back from the front of the action and only occasionally steps in close for a slow, but **powerful melee attack**.

Mage



Driven by an unquenchable thirst for knowledge of the natural and mystical realms, Mage's lead a solitary life buried in books. If you run across one in passing, you might not even gain their notice as their thoughts are entirely elsewhere. But make sure not to cross them. Years of studying has given them the ability to summon a variety of deadly things from the ether, including **molten fireballs**, **razor sharp icicles**, **blasts of electricity** and even **ancient familiars** to perform their bidding.

Like the Skeleton Crew, Mages come in three varieties based on their studied discipline (**Fire**, **Electric** and **Frost**).

They also have the ability to summon a **Stone Golem** (see more below) if the player lets them survive on low health for too long without finishing the job.

Because they have mastered the levitation, mages can freely fly along the vertical axis.

Mages always keep their distance from the player. When the player gets in to close, they will either stop their attack and flee or, if not on cooldown, attempt to **teleport** to a random location 10 - 15 meters away from their current location. Because even they don't know where they'll end up, after teleporting they spend a few moments adjusting to their new location.

When at a safe distance from the player, Mages behave very similarly to a turret or the previously mentioned Saboteur. They'll track the player, attempt to aim ahead of their current position and launch one of the previously mentioned projectiles.

Stone Golem



A big slow moving tank, Stone Golems are summoned by Mages to attack whatever target the Mage is currently fighting. They have a powerful **hand-clap** that can crush any opponent too slow to dodge it. Periodically they will also perform a more **powerful hand-clap** that does **AOE** damage around them.

Dragon Whelping



Don't let their size and general dog like demeanor fool you. These things will roast you alive if given the chance and use your charred corpse as a play thing. Many have made the mistake of getting too close to their hoards of gold and paid for it by becoming quick BBQ.

A powerful foe they fly around the player lobbing fireballs at them until they land hard on the ground. Once there they will blow a hot stream of fire at anything nearby.

Like the Mage's, they come in three variations. TODO: Besides fire, what are the other two variations?

Dungeon Bosses

After traversing through a dungeon, players face against a boss in their respective boss room. These are extra difficult/health spongy enemies that challenges the player's full skill set. Most attempts will end in failure.

ArchMage



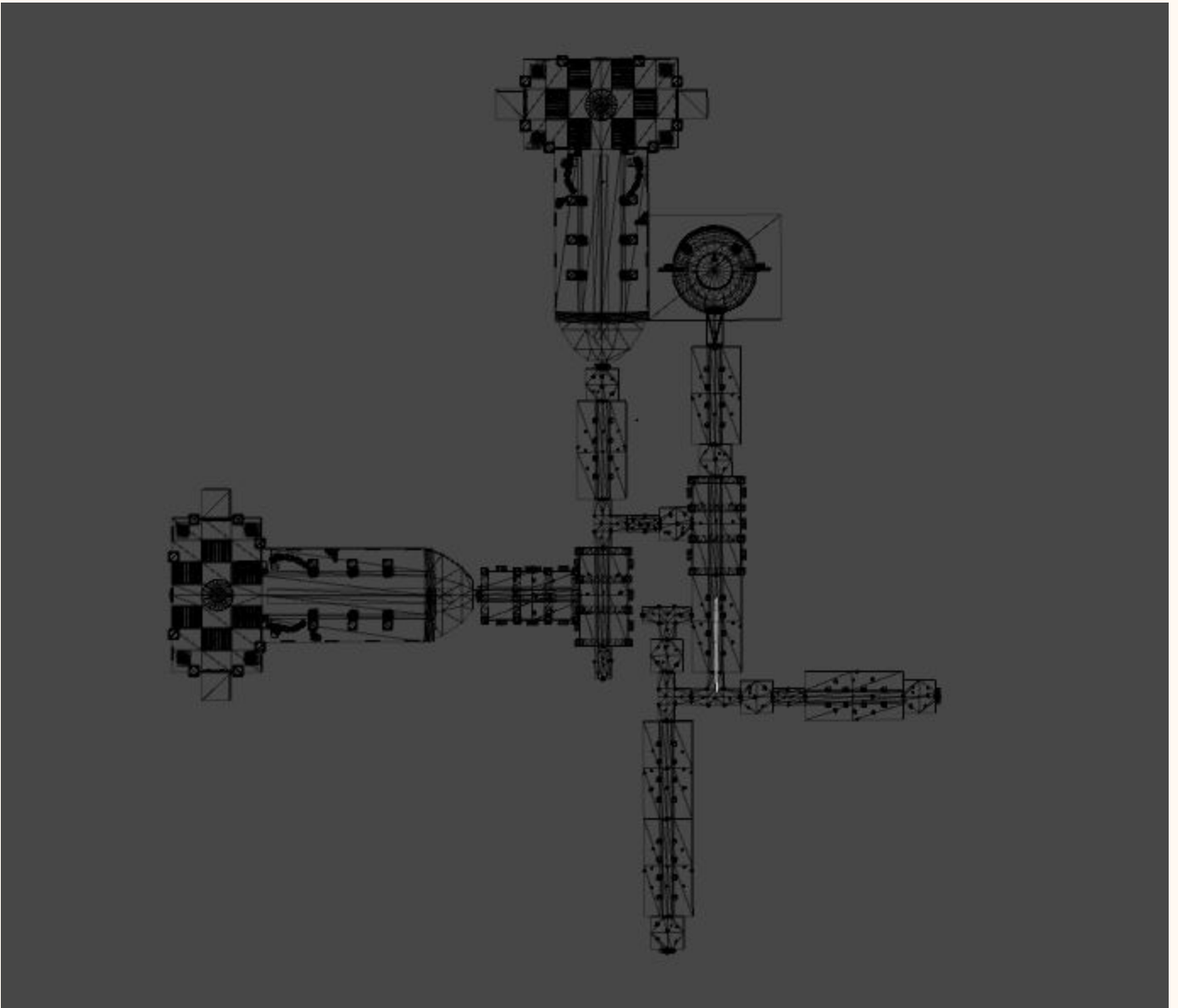
Winner of *Arcana Monthly's* Mage of the year, this is the big cheese of the mages and the first boss the player will encounter.

He uses more powerful variations of all the abilities of the previously mentioned mages along with several scripted traps/spawners in his environment.

Artifacts

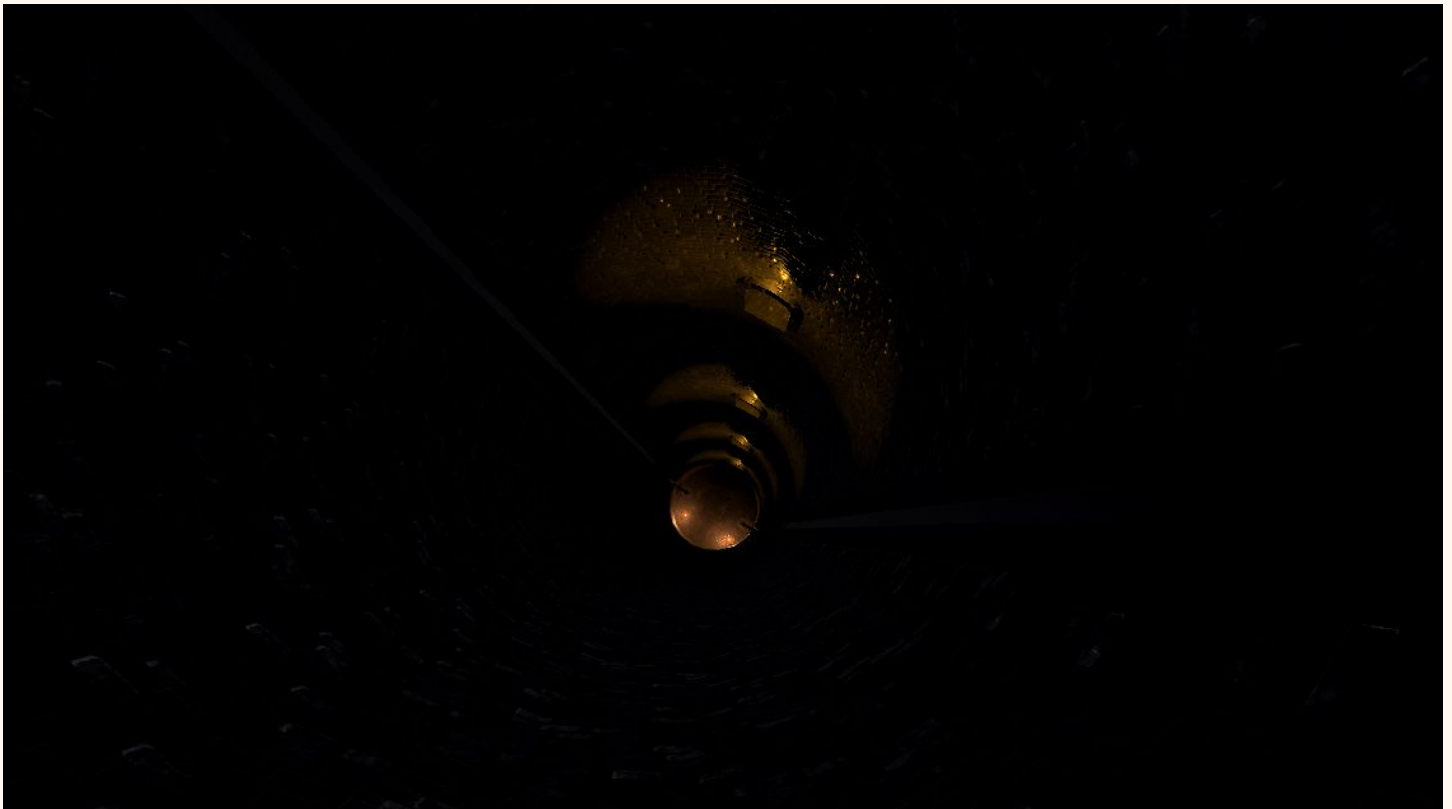
(Main goal to collect 5; Each modifies some high level aspect of the game, increasing difficulty and/or creating new challenges for the player to face)

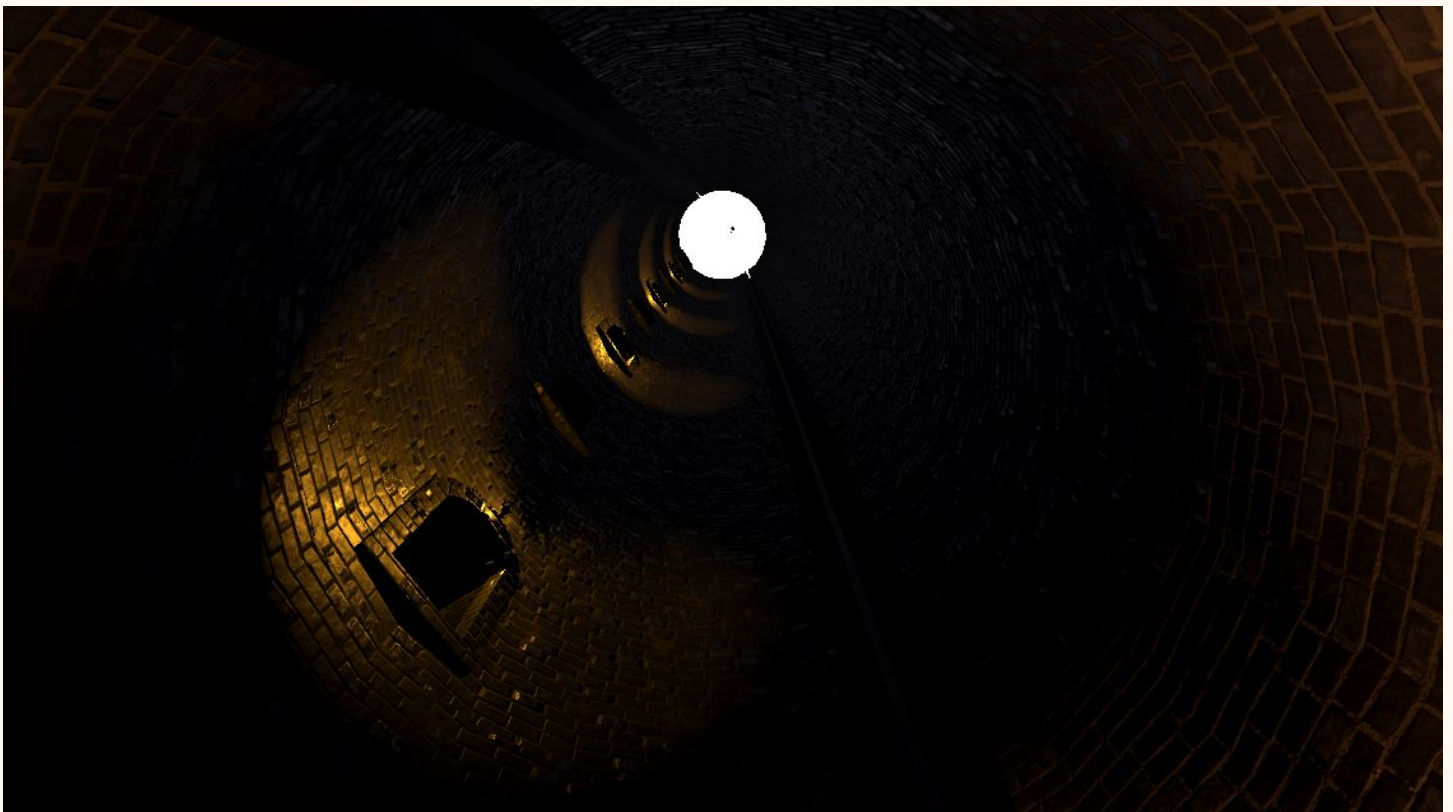
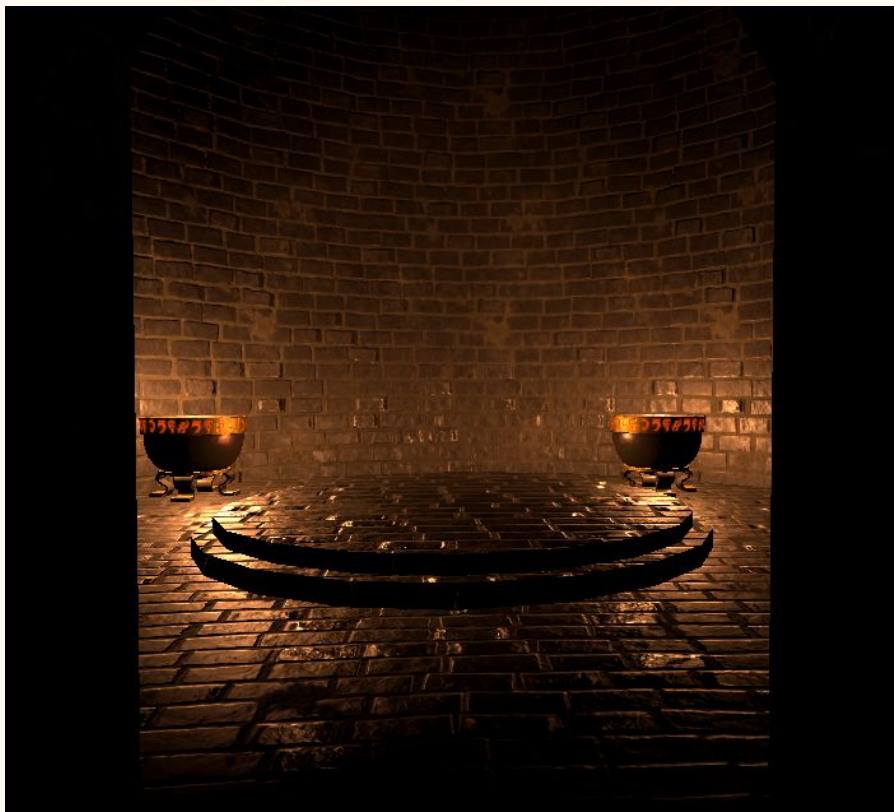
Environment











Lore

Story (Brief)

Ancients, attempting to harness the Djinn's power frivolously used it to craft the universe. The Djinn was nearly exhausted of his energies when he fought back, killed the ancients and is now in the process of reclaiming his essence. This process has/will happen for eons and will destroy the universe in the process. Seeing the value in what the ancients created, the Djinn decided to keep a menagerie of creatures, places and things, ala Noah's Ark.

Story (Detailed)

Production

Scale

- **Cost** - As close to 0\$ as we can make it
- **Time Frame** - Early Access release in December.
- **Team Size** - 2 to 3 main developers; 3-4 others (audio, production etc.).
- **Marketing** - Trailers, screenshots, social media and contacting up and coming enthusiast press.

Team

Devin Gaviria - Art Lead / Design

Caleb Smith - Tech Lead / Design

Jacob Gernand - Art / Animation

Chase Patton - Production

Eric Johnson - Voice Acting

Targeted platforms

PC - Steam/Itch.io (Mouse-Keyboard/Xbox Controller)

Monetization Model

Early Access?

Standalone, one-time purchase.

Milestones

Game On Expo Build/Trailer

August 10th 2018

- Trailer
- Public/Private Gameplay Demo?

Early Access Release

December - January 2018/2019

- Complete Gameplay Experience (sans polish, additional weapons/enemies, additional rooms/dungeons)

Post-Release Support

2019