

# Lost in Sin

## DESIGN DOCUMENT

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## Introduction

### Game Summary Pitch

Lost in Sin is a turn-based RPG game with roguelike elements set in the universe of Dante Alighieri's *Divine Comedy* where the objective is to navigate through dungeons, representing different layers of hell, with the goal of reaching the lowest layer to escape. Each layer serves as a

dungeon, and players strive to reach the end to unlock new checkpoints and progress further in the game.

## Inspiration

### Darkest Dungeon

Darkest dungeon revolves around a main hub where player can recruit party members and try to complete dungeons to make them stronger. End goal is conveyed to the player by mission logs. Character death is persistent and game autosaves to prevent player from reloading saves.



### Wasteland 3

In this game, combat mechanics is based on a square grid which all combatants utilize. Each character has certain amount of action points which they can spend on movement or attack and utility actions. Character dialogue is animated with a close-up camera.



### Dante's Inferno

This game takes place in the same setting, Dante's Divine Comedy.



## **Player Experience**

In a single level of each of the 7 layers of hell, player will try to progress through the layer of hell by recruiting and optimizing party members. Each layer will add new enemies and level mechanics, which make the game progressively harder. Each level will have a final boss which if defeated, progress the player to the new layer. Also, the levels will have multiple paths which the player can explore to fulfill side quests.

## **Platform**

The game is developed to be released on windows PC

## **Development Software**

- Unity Engine version 2022.3 LTS for programming
- Adobe Photoshop for graphics and UI
- FL Studio 12 for all music and SFX
- Autodesk 3DS Max for 3D modeling
- Substance Painter for texturing

## **Genre**

Singleplayer, roguelike, RPG

## **Target Audience**

Veteran players which like to play strategic turn based RPG games. Players who will invest time to overcome challenges and have a passion for environmental storytelling.



# Concept

## Gameplay overview

Player progresses through hubs, where players can recruit and improve party characters. On each game day, players can choose a party to venture into a dungeon to collect power-ups and collect items. There are multiple dungeons which players can select at a time, and completion of each of the dungeons yields a reward. If all of the party is wiped, players return to the hub to re-enter the same dungeon or move on to another dungeon. Each hub has a main dungeon in which if the players clear it, they move on to the next layer of hell.

## Theme Interpretation (Descent)

'Descent' interpretation - The player descends into hell to get out of it.  
As the player descends, he finds more depraved sinners and faces tougher challenges.

## Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<p><u>Grid</u></p> <p>Characters can only move in a fixed</p>	

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
square grid during combat.	
<p style="text-align: center;"><b><u>Initiative</u></b></p> <p>When Characters engage in Combat, they take turns based on their initiative order.</p>	
<p style="text-align: center;"><b><u>Skills</u></b></p> <p>Each character archetype has 3 regular skills and an ultimate skill which they can use only once per combat (or x times per dungeon crawl). Player selects their skills/ultimates from a pool.</p>	
<p style="text-align: center;"><b><u>Attributes</u></b></p> <p>Each character has following attributes:  Health, Defense, Attack, Luck.  When Health is reduced to 0, the character dies.  Defense acts as a multiplier to reduce incoming damage.  Attack increases damage output.  Luck increases the chance to find better equipment and critical chance.</p>	

## Secondary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<u><b>Environment Effects</b></u> Ground on characters which stand have effects on the attributes and skills of the characters.	
<u><b>Items</b></u> Characters can equip items which have effects on attributes and skills of the characters	

## Art

### Theme Interpretation

3D graphics with a dark color palette. Palette changes with each layer of hell and models reflect the main characteristic of the layer.

### Design

Background is composed of low poly models whereas characters have more detailed models.

## Audio

### Music

To add to the overall theme and vibe of the game, there will be minimalism incorporated into the music. Heavy use of reverb and



effects to fill space within the few instruments. Bass and drums will generally constitute the majority of tracks with accompanying softer sounds.

## **Sound Effects**

To add more flare and polish to the experience, a multitude of environmental sound effects will give weight and feedback to the player's actions.

# **Game Experience**

## **UI**

On top of 3D model art, a more smooth, higher definition style will be incorporated in the UI. An adequate color palette will be used for each character archetype.

## **Controls**

### **Keyboard & Mouse**

Point and click