Crispy Crawl Design Document

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1.0 **Overview**

* 1. Purpose of this Document

The purpose of this document is to record the design and development of our game. The game is being developed for an ECA 240 class at Stark State College.

* 1. Planned design and development time line.

(Input time line here)

2.0 **Game Design**

2.1 Game Concept and Genre

Our game is a role playing, adventure game that has an isometric camera view on the player character. The game will consist of multiple dungeons each ending with a boss battle. Through the course of the game the player will face monsters and traverse un-lit dungeons to save his family. The player will be able to play three weapon classes that allow the player to pick a desired play style. Monsters will also inherit the weapon class traits and the player will have to think on the go or change their weapon class to counter the weapon type. Dungeons will grow darker and darker as the player progresses and daring players can try to memorize the layout and challenge dungeons with no light source. The player will be able to select or replay a dungeon or enter the shop through the over world map system.

The game will follow in the footsteps of previous games of its style like Legend of Zelda and The Binding of Isaac. The combat system will be a basic attack and avoid style the player can swing their weapon and will have to avoid contact with enemies. Dungeon layouts will be similar to Zelda’s dungeons where the player is in a square like room and has to achieve and objective for the doors to the next room to open. Objectives can be anywhere from killing all the enemies in the room, or fining a key in a chest, or hitting a hidden button to open a door.

2.2 Feature Set

* **Weapon classes**

Weapon classes will allow the player to choose from three different play styles each retaining a strength and weakness to the other. This helps keep a dominate strategy from forming and allows for various challenges and play styles. Melee, ranged and magic will be the three weapon classes. Melee will consist of swords and shields, spears, and axes and are weak to magic attacks and are strong to ranged attacks and attackers. Ranged weapons will consist of bows and crossbows and are weak to melee attacks and are strong to magic attacks and attackers. Magic weapons will consist of Staves and wands and are weak to ranged attacks and are strong to melee attacks and attackers.

* **Darkened dungeons using 2D lighting to illuminate.**

Dungeons will start unlit and the player will make use of torches to light the dungeon to be able to see and progress. The higher the difficulty of the dungeon the darker it will be at the start. The player will have a small aura of light to illuminate the player character so the player is not completely concealed.

* **Over world map that allows you to access shop and dungeons. Also allows replay of your favourite dungeons.**

The over world map will be a map consisting of dots that represent the destination will a courser that will show the players current position. This map will allow the player to pick and choose their destination be it a dungeon or a shop. This will also allow you to replay dungeons that the player finds particularly fun.

* **3 unique boss battles.**

Essence of fury

This boss will be melee based and perform melee based attacks such as swings of a large weapon and charging at the character.

Essence of knowledge

This boss will be magic based and launch magic attacks at the character. The boss will sometimes swing a large staff.

Essence of pain

This boss will be ranged based and fire off projectile attacks.

* **Limited inventory space**

Inventory space will be limited to 4 slots not including equipped weapons and armour. This will have the player make more thought out choices when entering a dungeon. Also this will keep the player from bringing every type of weapon and armour since they will need room for healing items.

* **Monster dropped items**

Monsters will drop basic healing items and currency.

* **Treasure chests**

Treasure chests will be throughout the dungeons and will reward the player with a variety of items. These items will include armour, weapons, healing potions, and currency.

* **Damaging tiles and traps**

There will be certain tiles such as lava tiles that will inflict damage to the player when walked on. Some tiles can also trigger traps that can cause damage to the player or halt their progress.

2.3 Target Audience and Public Relations

2.4 Visual Style and Levels

* **Size**
* **Environment**:

3.0 **Gameplay Mechanics**

3.1 Gamemodes

3.2 Story and Factions