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 Timeline.

Feb 5 – High Concept Document and planned timeline finished

Feb 7 – Sound prototype in game

Feb 21 – Game design document completed (still subject to change)

Feb 28 – Prototype engine completed, includes player attacking, monster/player movement, and game lighting

Mar 7 – Overworld prototype with dungeons displayed on map  
All non-boss monsters in game (may still replace some monsters with other monsters)  
All dungeons in-game (may not be playable)

Mar 14 – Alpha complete.  
Monster and player health functional  
Items and inventory prototype

Mar 21 – Dialogue and basic cut scene scripting

Mar 28 – Story integration  
GUI finished  
Overworld complete

Apr 5 – Game mechanics balancing finished

Apr 10 – Cut scenes finished and in-game

Apr 12 – All story in-game and finished

Apr 19 – Beta

May 9 – Game released

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. The player will face monsters while traversing dark dungeons to save his family. The player will choose from 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 change their weapon class to counter the weapon type or suffer penalties. Dungeons will grow 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 play 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 where the player can swing their weapon and will have to avoid contact with enemies. Dungeons will be laid out as a series of square rooms, and the player will have to achieve an objective for the doors to the next room to open. Objectives can be anywhere from killing all the enemies in the room, finding a key in a chest, or hitting a hidden button.

2.2 Feature Set

* **Weapon classes**

Weapon classes will allow the player to choose from three different play styles each strong against one and weak against the other. This helps keep a dominate strategy from forming and allows for various play styles while requiring some minor dungeon planning. The three weapon classes will be melee, ranged, and magic. Melee will consist of swords, spears, and axes. Melee weapons are weak to magic attacks and are strong against ranged attackers. Ranged weapons will consist of bows and crossbows. Ranged weapons are weak to melee attacks and are strong against magic attackers. Magic weapons will consist of staves and wands. Magic weapons are weak to ranged attacks and are strong against melee attackers.

* **Darkened dungeons requiring lighting**

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. The player will have a small area of light to illuminate the player character, so he will not be completely concealed, but monsters will be hard to fight against as the lit area will be very small. The player will be able to equip a torch instead of a weapon, which will expand the area of light but remove offensive capabilities. The player can place the torch in the ground and equip a weapon to have a fixed area of expanded light for fighting, but will have to pick up the torch for further exploration.

* **Over-world map**

The over-world map will be a map consisting of boxes that represent possible destinations. A sprite will show the player’s current position, and clicking on the map will move the player to their destination, be it a dungeon or shop. This will also allow you to replay dungeons that the player has found, either for fun or for loot.

* **Limited inventory space**

Inventory space will be limited to 4 slots not including equipped weapons and armour, which will be a different 4 slots reserved for specific items. This means the player will have to plan more before entering a dungeon. This will keep the player from bringing every type of weapon and armour since they will need room for healing items, torches, and loot.

* **Monster dropped items**

Monsters will drop basic healing items and currency. Bosses will reward the player with access to a chest containing higher level loot.

* **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. A special chest will reward the player after defeating a dungeon boss.

2.3 Target Audience

Crispy crawl is designed with low power pcs in mind. It is 2D, and will have low processing power requirements needing no video card to play. This means anyone with time to waste could play the game. In theory, any operating system will play the game, but we only plan on releasing it for the Windows 7 computers in Stark State College.

3.0 **Gameplay**

3.1 Dungeons

[!]Dungeons

3.2 Monsters

[!]Monsters

3.3 Bosses

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. Player movement will be

3.4 Items