Game Design Document

Wizards and Warlords

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**Written by:**

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# Introduction

## Game summary

Wizards and Warlords is a Rogue Like game in which you start of with a wizard character has to defeat his enemies, the warlords which are defined as orcs and trolls.

## Inspiration

#### Vampire Survivors

Vampire Survivors is a Rogue Like game in which you can play different characters and have to defeat multiple enemies in different levels. Each level contains coins that you can collect in order to buy permanent upgrades in the in-game store. When you defeat enemies you collect experience, when you go up a level you are able to collect a new attack or upgrade an existing attack.

## Player experience

In a single game the player starts in the middle of the map, enemies start to spawn slowly all around the player. The player always start with a single attack with which they can attack the enemies, when an enemy dies the player can grab the experience gem to get closer to a level up. When a player gets attacked the health bar will slowly starts to go down. Throughout the level there are objects that the player can interact with and get either food to regain health or a coin to use in the in-game shop.

## Platform

The game is developed to be released on PC.

## Development software

* Godot 4.4 (for programming)
* Adobe Photoshop (for pixel art and designs)
* Audacity (for music and audio)

## Genre

Singleplayer, Rogue Lite, Action, Adventure

## Target audience

The game is targeted towards people have interest in playing Rogue Lite games as it is heavily catered towards those type of games.

# Concept

## Gameplay overview

Wizards and Warlords is a rogue-lite action where players take control of a variety of characters, starting with a wizard, and engage in combat with hordes of enemies. The goal is to level up by defeating enemies, collect experience, and strategically select upgrades to enhance your abilities and stats. Each time you level up, you choose from a set of upgrade options that allow you to shape your character into a stronger force capable of taking on increasingly difficult enemies. The game features permanent upgrades purchased with coins collected during gameplay, allowing for further progression between runs.

## Theme interpretation

Abc…

## Primary mechanics

Abc…

## Secondary mechanics

Abc…

# Art

## Theme interpretation

Abc…

## Design

Abc…

# Audio

## Music

Abc…

## Sound effects

Abc…

# Game experience

## Interface

Abc…

## Controls

Abc…

# Development timeline

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **#** | **Assignment** | **Type** | **Status** | **Finished** | **Note** |
| 1 |  | Other | In progress |  |  |
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# Art