

A Hero's Redemption

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Assignment 2:

Game Design Document and User Research Plan



Section A: Game Design Document

1. Game Overview

1.1. Pitch

Descend into a treacherous dungeon, stripped of your power, to rescue the princess and claim your rightful reward by overcoming monsters and a cunning Demon Lord.

1.2. Format/ Platforms

X86 Windows PC with executable (.EXE)version

1.3. Genre/Theme

Rouge-like rpg game

Theme/Setting: A classic high fantasy setting centered around a perilous dungeon crawl. The theme revolves around a hero's journey of overcoming adversity, regaining strength, and defeating a powerful evil to rescue a damsel in distress. The setting is primarily the multi-layered dungeon.

1.4. Graphical Perspective

Third person perspective

1.5. Target Audience

Core Audience: Gamers aged 16-35, with a slight skew towards male players, who enjoy action RPGs on PC or consoles. They likely play games like *Diablo*, *Dark Souls*, or classic dungeon crawlers and are drawn to challenging gameplay, character progression, and a rewarding sense of accomplishment. This audience also appreciates a narrative with heroic themes.

1.6. Game Influences

It was inspired mainly by early rouge-like games such as *Diablo* and *Dungeons & Dragons*, and the story are similar to Japanese style RPG, which has a hero as main character and a princess that kidnapped by the enemy side.

1.7. Player Objectives

It is achieved by progressing through the dungeon, overcoming obstacles and enemies, and ultimately defeating the Demon Lord who holds her captive.

1.8. Distinctive features

The core gameplay loop revolves around finding not just new power, but specifically reclaiming what was lost, making the progression more meaningful.

While the core narrative is a familiar rescue mission, the initial setback and the types of challenges faced within the dungeon offer a unique spin on the traditional formula.

2. Characters

2.1. Player Character(s)

The player takes control of the Hero

2.2. Enemies

The dungeon will be filled with countless monsters and a Devil King. Players will primarily lose HP if a monster "touches" the main character, encounters hazardous environmental conditions or during the quest.

2.3. Allies

Some monsters in the dungeon are neutral or even helpful, and players can interact with certain statues. However, there are no friendly NPCs available to team up with the main character.

3. Narrative/Story

3.1. Backstory/ Premise

Before the game begins, the Demon Lord launched an invasion, successfully conquering territory and kidnapping the kingdom's princess. This act placed the kingdom in a state of emergency, and the king has offered an immense reward – the princess's hand in marriage and riches – to anyone who can rescue her. Many have tried and failed, highlighting the extreme danger of the undertaking.

3.2. In-game narrative

Initial Escape and Recovery: The game begins with the hero escaping the prison. The immediate goal is survival and regaining strength.

Exploration and Empowerment: The player navigates the dungeon levels, battling monsters to gain experience

The Rescue and Resolution: Upon defeating the Demon Lord, the player rescues the princess. The story concludes with their triumphant return to the kingdom.

3.3. Missions/ Challenges

Overcoming the initial powerlessness and surviving the early levels with significantly reduced stats and no equipment.

3.4. Choice points

The game currently offers three possible endings:

1. **Good Ending:** The warrior defeats the Devil King, successfully rescues the princess and returns to the kingdom.
2. **Bad Ending:** The warrior is defeated and dies in the dungeon.
3. **Special Ending:** As the story progresses, the warrior uncovers evidence of the king's corruption. Returning to the kingdom with the princess and the evidence, the warrior uses it to force the king to abdicate the throne, ensuring justice prevails.

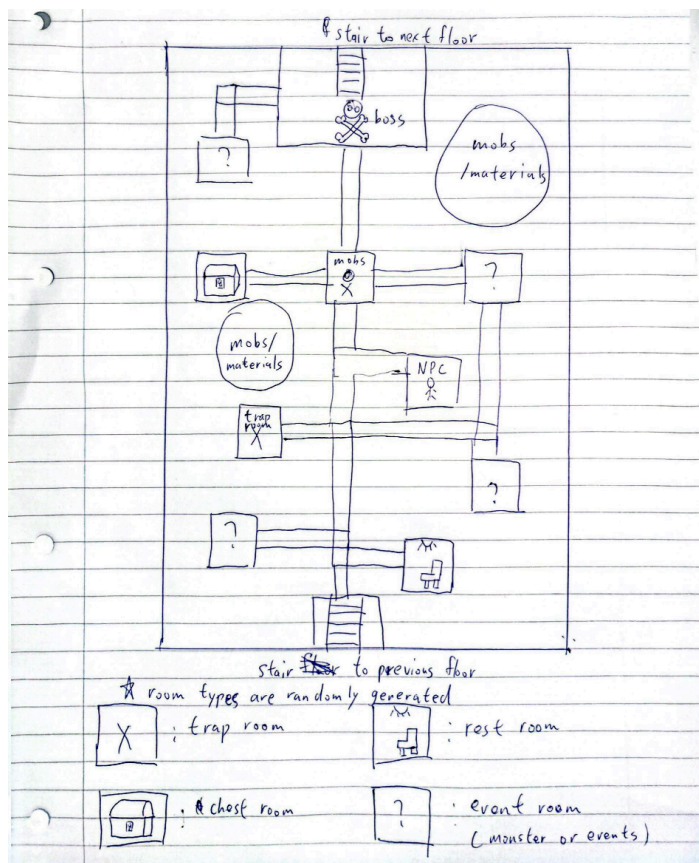
4. Environment

4.1. Game Structure

There will be 4 levels/floors in the game in first place. Player can travel between levels by stairs. To gain access to the stair, player must defeat the boss located at the stair. The last level will only have one room which is the final boss, the demon king. Defeating the demon king will lead to victory of the game

4.2. Levels and Locations

There are several rooms in the map and area for fighting with monsters or collecting materials to trade with NPCs. Player will have to discover the floor and gain essential and powerful items in rooms. Only boss room is shown at the first place. Room types may spawn randomly in each game, but the location is fixed. Entering each type of room will encounter different events



5. Gameplay

5.1. Mechanics

Rouge-like game, fighting with monsters at each stage and encountering a boss at the end of the stage. There are different rooms in each stage that player may obtain treasure or encounter a trap and gains items. In order to proceed to the next stage, the player must defeat the boss. Doing so will give the player a unique buff and items.

5.2. Movement

Using wasd on keyboard to move or joystick on controller to move

5.3. Controls

Mouse and Keyboard (Mnk) or Controller

5.4. Weapons

MC can use sword, spear, bows.etc for physical attacks and magic wand for magical attack and skills casting

5.5. Inventory

There is a space limit in the MC backpack. MC can equip weapons, helmets, armour and 2 special items slots for example rings, necklaces.

Also, Player can drag the items to the Tool bar and quickly access different items without opening the inventory page during combat.

6. Graphical User Interface

6.1. Maps and Views

6.1.1 World Map

A map of the entire game world accessible through the game's backpack menu. The map highlights quest objectives, treasures, dungeons, regions and your current location.



6.1.2 Mini-Map

Real time display of the player's surroundings and their location. It highlights the same features as the world map.

6.2. Heads Up Display

6.2.1 Health Bar



6.2.2 Mana Bar



6.2.3 Experience Bar



6.2.4 Inventory Button

Grant quick access the player's weapons, amors and Accessories

6.2.5 Menu Button

Access to the game's options menu or exiting the game

6.2.6 Display Mini-Map

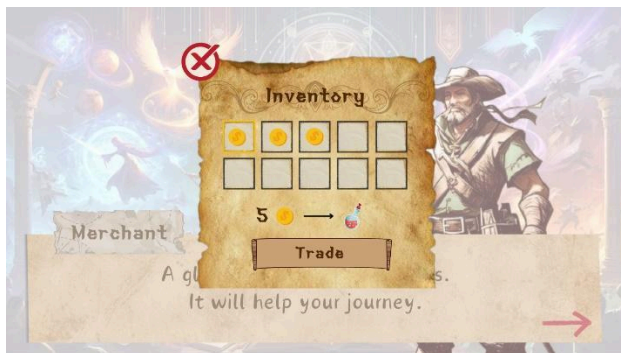
A smaller map display on the player's screen during gameplay so the player can navigate the game world

6.3. Menus

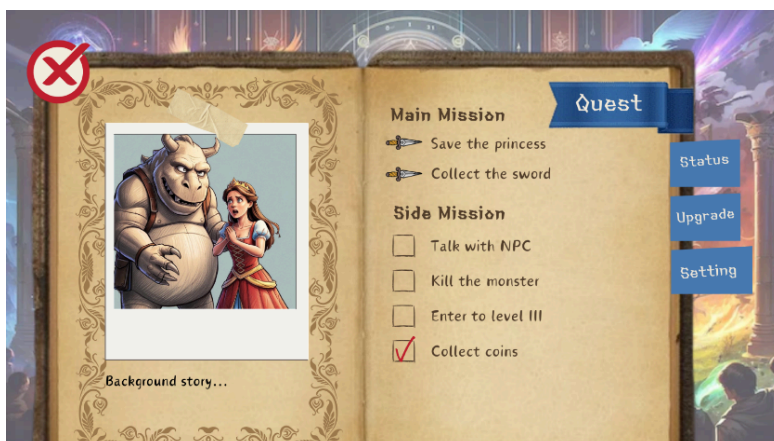
6.3.1 Game Start

Display button of Play, Settings and Quit and Illustration background of the game

6.3.2 Conversation



Include name of NPC and dialogue. Next button to skip conversation, trading UI to show inventory.



6.3.3 Quest

A page for story telling that includes illustrations and words. And quest to show players' mission.



6.3.4 Character status

Player's status for example: current HP, MP, EXP, LV. MC's statistics, Armour, buff list, resistant % to physical attacks and magical attacks etc.



6.3.5 Equipment and skills

Skills that MC masters and upgrade buttons, and the items that player are currently equipped

7. Required Assets

7.1. Art (2D and 3D)

- Main Character model and NPC models
- Monster model 4 Boss models
- Weapons models and at least 5 textures for each weapon for different quality and types
- Floor texture for 4 levels and related scene obstacle, decoration models (trees, wall, lights .ect)
- Item textures
- HUD assets and textures (HP, MP, EXP bar, skill bar and tool bar)
- UI for game start, Trading, quest, MC static and inventory as shown on 6.3
- Illustrations to show main story line

7.2. Animations

Characters:

- Main character animation for walking, attack with different weapon, casting magic, being hit, heavily damaged and being killed.
- Main character skill and magic animation.
- Monsters and boss walking, attack and death animation. Boss casting skills animation
- NPC standing, talking with player
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Environments:

- Environments animation for different levels
- Animation for breaking in rooms
- Cutscene animation for travelling in different levels.

7.3. Code

- Player combat system (movement and camera following, Inventory, damage, skill, level, respawn .etc)
- HUD display and maps showing
- Save point and load system
- Monster AI for attacking player (Boss will use a different script-AI combination strategy)
- NPC system for giving quests and trading, and related quests system and UI
- Cutscenes and animation
- Random room type generation and floor transfer

7.4. Dialogue

Text with a greeting or introduction sound effect

7.5. Sound Effects

- Character and enemy combat and movement related sounds
- UI and button sound
- Environmental sound effects (such as collisions with different objects, wind sounds, etc.)
- Voice sounds for the player and NPCs
- Skill Sounds (Activation, cast and fire per skill)
- Trap Trigger Sounds

7.6. Music

- Normal music
- Combat music (each for normal combat, boss and final boss fight)
- Winning music
- Lost music