# 风（Zephyr） GDD

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## Change Log

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# Overview

Walking in the depth of Hell, you are struggling to survive. You can feel the pressure in the air, the demons whispering in your head telling you to give up. But you can't, You know you have forgotten important things. You tell yourself you must recover what you lost, but you are almost at your limits. The more you discover, the harder it becomes. But you keep telling yourself: Keep moving... Keep moving...

During your wandering, you found strange pieces scattered around. They record nothing but painful thoughts and memories, and they are getting in your head. As you move on, continuously pushing your limits, your thoughts start flying. You can't help but think about why you got here. Everything felt so unreal, everything felt like a bad dream, and the only things you know are pain and misery…

**Game Theme & Elements Related**

The main game theme is about all the difficulties, negativity, and hardships in real life. If people get engulfed in these negative thoughts and such, they might get depression or other mental illnesses. This leads to suicidal thoughts, for which some can overcome, but some get defeated by it and leave the world. The main story is implicit, but as the player proceeds with the game experience, they will realize the truth of the world.

Explaining the setting: The player got teleported into this world remembering nothing, and the only way to go is forward. Then they encounter enemies in the shape of monsters and demons.the player keeps on going, and each time the player dies, they remember something. What they remember is related to the enemy that killed them. This basically is the rediscovery of the player’s life before reaching this realm. For example, if the player died in an early level, killed by a demon that represented loneliness, what happens after the death is that some stat of the player decreases indecating that they was beaten by some sort of hardship. This is also why I implemented a lot of stats. Because as people we have a lot of qualities, and these qualities may decrease or vanish as we grow up and go through different things. Each stat implicitly stands for a certain quality. After the player dies, a sentence could be shown on their screen. Something like: upon this death, you suddenly remembered something. It was in primary school. You were sitting alone in the corner, looking at classmates playing with each other. But there was no one around… There is no explicit life limit. Whenever a potential stat drops below -10, the game is over immediately, and something may appear on the screen: You remembered more… (Something happened)... (What you felt)... You finally had enough. GAME OVER. Also, as the player proceeds through the game and defeats enemies, there is a chance the enemies will drop memory fragments of other people. These fragments will be more thorough and clear. Explorers may like this kind of collecting stuff, and they could also be linked to achievements. If the player wins the game, the output will be different. Based on how many times the player died, the result will differ. for example, if the player only died once as the first example is, something can be displayed on the screen, like: you remembered more… you see a girl/boy(doesn’t matter) running towards you. “Come play with us!” You open your eyes and see yourself in a hospital. Someone is sitting beside you. It was a fever dream after all. you smiled and went back to sleep. This could be the ending for someone who died the most to demons that represent loneliness. If someone died the most to “stress”, they might wake up on vacation, etc. Just some thoughts on the background. It would be best if these texts could be accompanied by pictures illustrating each sentence, and for deaths black and white pictures, but for successful colored ones.

One major element of the game is wind, as the game name “风” (Zephyr) means. There are many reasons for this. One is that this game is in memory of a lost friend who died of suicide. “风” was part of his name. Also, wind can be warm or cold; can be soothing or harsh. We all need a gentle, mild breeze amid the violent tempestuous reality we call life. The abilities in the game will be mainly related to wind, including but not limited to blizzard, breeze, fire storm, etc.

# Vision Statement

What is the goal for this game? Who is it for? What kind of game is it?

Main goal is to finish all three stages of the game without losing all lives. The game is mainly for achievers and explorers, but killers might also find certain aspects challenging.

For achievers, The game will incorporate achievement systems including but not limited to normal achievements (finishing the game, defeating every type of enemies, single life victory, etc), but also hidden achievements obtained by chance when the player defeats a certain enemy.

For explorers, I will give certain enemy types a chance of dropping items unrelated to the game process but the background story. These stories will incorporate the main theme in a fragmented and implicit way. Collecting full sets of these notes will unlock hidden achievements.

For killers, the game can be very hardcore. Upon entry, the player can define potential stats and the difficulty of the game experience. Potential and difficulty are directly correlated to the number of lives the player can use up, and the lower the player’s potential, the lower the player’s numerical stats and the effectiveness of augments are. With these aspects combined with some touch of the numerical stat values of the enemies, the game can be very hardcore.

As said, this is a roguelike game, which is known for its unpredictability due to many intertwining aspects affecting the actual gameplay. However, to my knowledge, no roguelike game has such a complicated stat system as MOBA games. Therefore I decided to implement a complicated stat system in a roguelike game, and making the stats closely intertwined with the gameplay experience, giving a wider variety of combinations for the player to explore.

# Similar Games & References

Hades, Dead Cells, other roguelike games

Damage and Stats inspired by LOL

# Gameplay Overview

**Interactions:**

<https://lucid.app/lucidchart/13ae581e-f20e-4e82-b5cb-1ac7c24ab913/edit?viewport_loc=-743%2C-217%2C4352%2C1959%2C0_0&invitationId=inv_86ec8d35-78a2-441d-9e9e-cc399f9c6bbb>

**Properties:**

Health(HP): Damage value object can take before death

Mana(MP): Resource for casting abilities

Armor(AR): Reduces physical damage

Magic Resistance(MR): Reduces magical damage

Attack(AD): Stats that boost physical damage

Ability Power(AP): Stats that boost magical damage

Attack Speed(AS): Stats that shorten cast and backswing

Luck: Stats that increase the chance of getting epic, mythical, legendary rarity items, skills, and augments

Stamina: Resource for rolling, running, etc.

Tenacity: Stats that decrease the time of CC

Cooldown Reduction(CDR): Stats that reduce cooldown

Crit Chance: Chance of dealing extra damage

Speed: How fast the object moves on the map

Trajectory: How the attack takes place

Interactive Properties: Knockups, Interactions with skills, etc.

Rarity: Common, Rare, Epic, Mythical, Legendary

Augments: Increase a certain aspect of base stat and potential, at the cost of some other potential

Enemy Type: Being killed by a certain enemy results in some loss of a certain potential

**Calculations:**

PlayerStats(x) = PlayerBaseStats(x) \* (1 + PlayerPotential(x) \* 5%)

EnemyStats(x) = EnemyBaseStats(x) \* (1 + EnemyPotential(x) \* 30%)

WeaponDamageDealt = ((PlayerStats(Attack) \* WeaponStats(AD Ratio))% + (PlayerStats(AbilityPower) \* WeaponStats(AP Ratio))%) \* WeaponStats(BaseDamage) \* (1 - (EnemyStats(Armor/MR)% \* (1 - WeaponStats(Armor/MR Pen))))

AbilityDamageDealt = ((PlayerStats(Attack) \* AbilityStats(AD Ratio))% + (PlayerStats(AbilityPower) \* AbilityStats(AP Ratio))%) \* AbilityStats(BaseDamage) \* (1 - (EnemyStats(Armor/MR)% \* (1 - WeaponStats(Armor/MR Pen))))

## Type of Game

Roguelike

## Core Mechanics

### Core Mechanic 1

Jump: advancing height, can be used to dodge

### Core Mechanic 2

Run: Increasing speed when moving can be used to shorten the distance, at a cost of stamina

### Core Mechanic 3

Walk quietly: decrease speed when walking, make no noise to approach enemies

### Core Mechanic 4

Crouch: decrease speed, can go through areas designed to be low

### Core Mechanic 5

Run shift: Increasing speed when moving without sound, can be used to shorten the distance, at a cost of stamina

### Core Mechanic 6

Roll: a burst of speed to a certain direction, the height of figure halves, at a cost of stamina

### Core Mechanic 7

Block: used to decrease the effect of enemy attacks. Costs stamina when blocking, perfect blocks result in no damage, imperfect ones reduce damage by 30% but cannot avoid damage

## Key Features

## Victory Condition

Finish the three stages without depleting lives

## Fail Condition

Lives depleted

# Characters & NPCs

## Playable Characters

## Enemies

## NPCs

# Items & Pick-ups

## Pick-up 1

## Pick-up 2

# Levels Elements

## Element 1

## Element 2

# Controls

WASD for movement; W to climb, S to jump down

Space to jump

Shift to shift walk

Ctrl to roll

Double click WD to run

C to crouch

Scroll wheel to switch weapons

Click to fire

QERF for abilities

# Game Modes

# Monetization

# Interface / HUD

Layout for HUD and any windows that pop up during the game.

# Camera System

# Menu Layout

Flow chart showing how the game fits together.

<https://docs.google.com/document/d/13uhjm2MqqenQbVbh8uPBEWu_xP_4A9SJ19f2d9_JzDQ/edit>

Mockups for how the menu will look.

# Art Style

This can be a combination of reference images from other sources and mockups created by an artist.

# Tutorial Sequence

# Achievements & Rewards

A list of achievements and unlockable rewards.

# Lite Version

Description of lite version

# Data to Log

# Appendix

The appendix should contain links to other related documents.

1. Sound List

2. Asset Lists

3. Level List

4. Story Description