

# Disgaea PC

## Game Design Document



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## **GOAL**

The goal of this document is to gather the maximum of design of the game in order to have a complete vision of its content.

## **OVERVIEW**

The gameplay is a turn based, tactical role playing game.

The environment of the game mostly take place in the Netherworld, a kind of Hell, where the main character, Laharl Krichevskoy, son of the Overlord of the Netherwold, wake up after two years of sleep. His father died and there is a fight between the demons to take the crown of the Netherworld. Laharl is awaken by Etna, another demon who will follow him to his journey.

As mentioned before, the game is a turn based tactical RPG, this means two major gameplay esthetics. First, the combat: Player choose a character make it do actions, change character and so on, then it is the computer turn, then player, and so on.

Second, as it is an RPG, doing certain actions make the characters gain experience, new abilities new gears and increased statistics.

### ***Target Platform / Minimum Hardware:***

- **OS:** Windows 10/8/7/Vista
- **Processor:** Intel Core2 Duo 2.60 GHz
- **Memory:** 1 GB RAM
- **Graphics:** nVidia GeForce 9500 GT, ATI/AMD Radeon HD 5450 (OpenGL 3.0)
- **Storage:** 2 GB available space
- **Sound Card:** Onboard

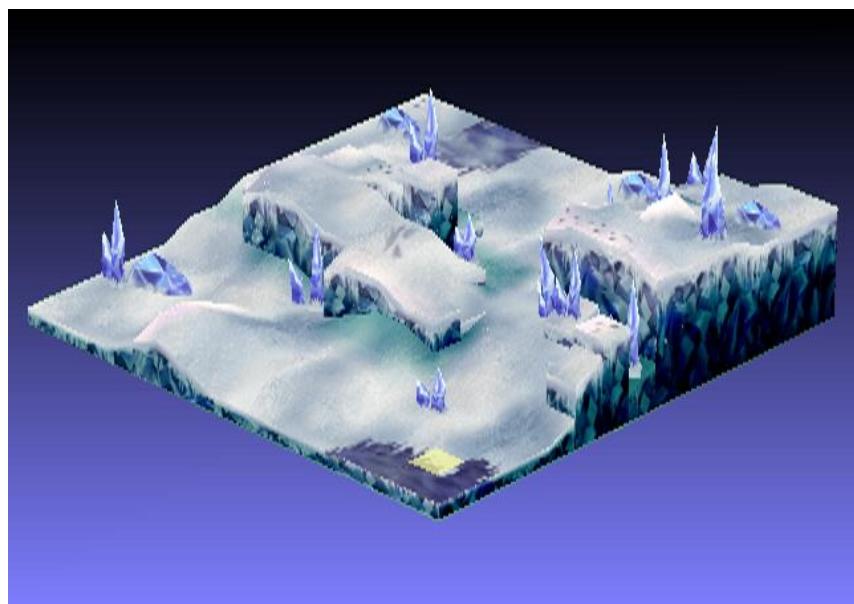
### ***Visual Style***

Description of the visual style. This section of the game design document is very important when the director is not the visual designer. Even when the same person, this section will be a great inspiration and motivator for the rest of the team, as well as help pitch the idea to any stakeholders.

The section should include visual references as well as concept art of locations, sketches etc.

The graphical style is cartoon, 2D tile based, and 2D isometric. Characters tend to be funny.







## ***Audio Style***

Describe the Audio style of the game...

- The music is mostly instrumental with voices for character themes.
- The style is hopping and joyful to underline the funny ambient of the universe
- The audio effects are exaggerated to give characters more dynamism during battle and help the player to understand what happened on the screen
- Dialogues can happen between main characters, and bosses, mostly
- Voice will be used during major plot events

## **Starting Out**

### ***Game start – Main Menu – Character Selection/Creation***

- During loadings, there is a black screen.
- The player can choose to start a new game, load a save, see the credits or exit the game.
- As the player follow the story of Laharl, there is no character selection.
- In-game, player can buy items for their characters, not in the main menu.

### ***Game Start and Intro***

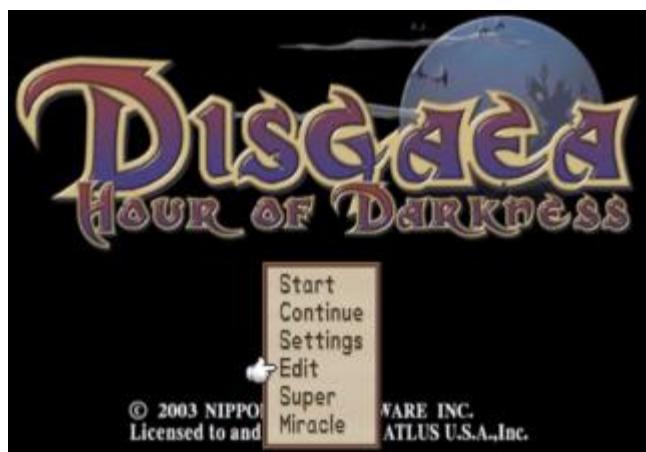
- The game is single player. The first missions are used as skippable tutorials to give to the player the basics of the combat system.
- The basics are delayed during the five first maps.
- At the beginning of a level, the camera show the important points of the map (big enemies, special objectives and special system of the map). Then, the player's turn begin, the cursor is placed on the summoning case, allowing player to summon his/her team. At the end of the combat, the player gain rewards for his/her team (bonus experience, items, money...). This is displayed through a message box.
- During combat, characters are spawned on the summoning case, one by one.
- When the game start, Laharl spawn in his castle. The player can move freely and discuss with NPC to buy/sell items, gain information, heal the injured characters and so on. With one of the NPCs, player can go to combat maps and progress in the story.

### ***In-Game HUD & Menus***

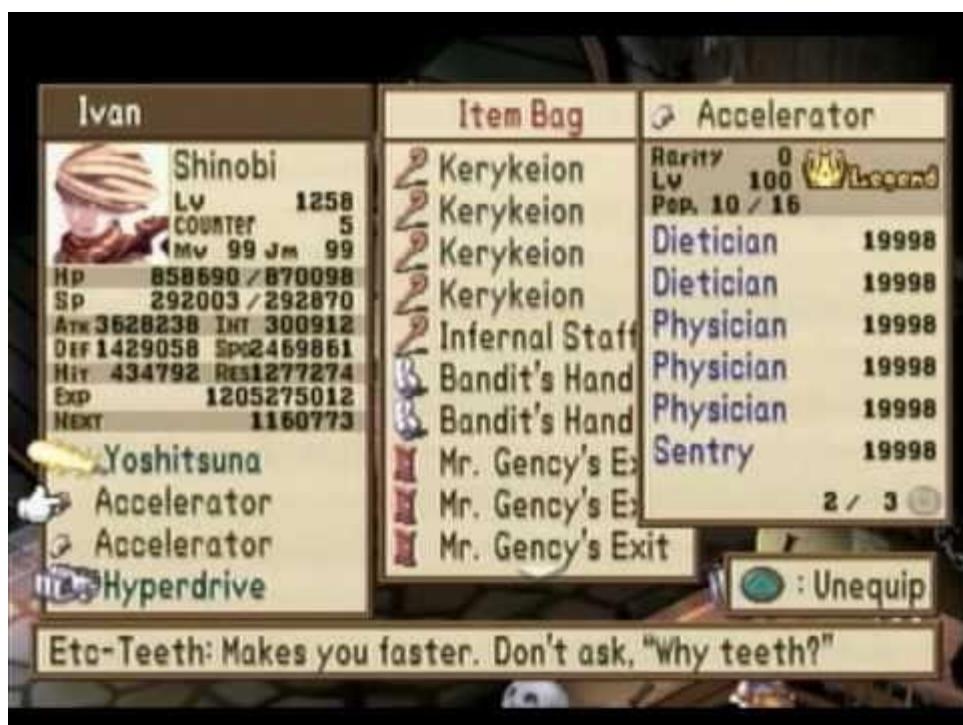
- During combats, HUD can display the stats of a character on a case pointed by the cursor, its range migration and the state of cases if they have a particular one.
- The menus are displayed on the sides of the screen in brown boxes with a list of items

## UI

### Main Menu



### Player Customization / Store



## In-Game



## In-Game HUD

### Combat HUD



### Character HUD



## Level Selection

The levels can be selected by talking to the gate guardian and are unlocked by going through the story. The levels are grouped in chapters (14) and at the end of each chapter, there is a boss level. Each level is a distinct map getting place in the bigger area of the chapter.

### Level Types:

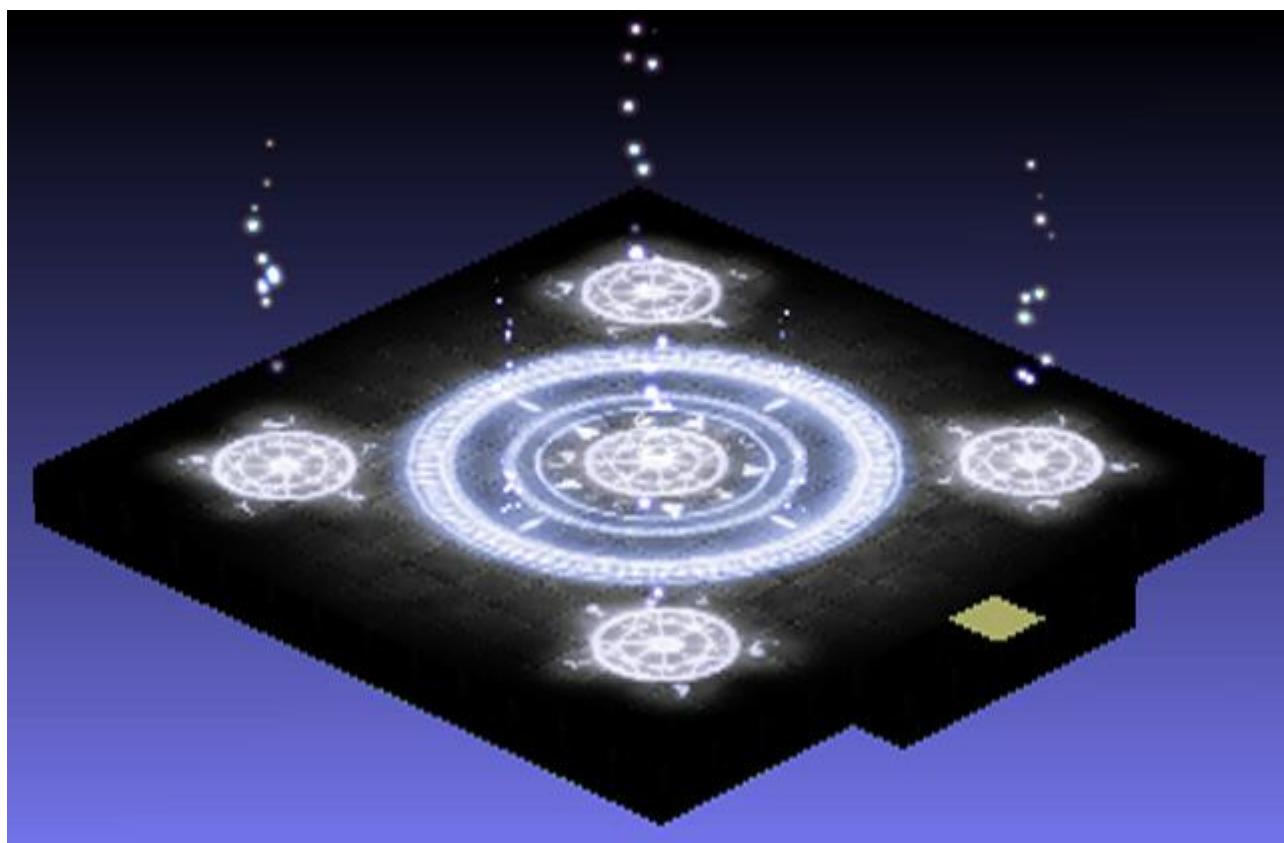
There are different level types based on the ambiance and the gameplay. As depicted in the next chapter of this document, the ambiance depend of the chapter (castle, mountain, volcano...). The gameplay can change depending of the boss of the chapter. Gameplay variation depend mostly of the degree of altitude, geo-panels and initial position and AI of enemies.

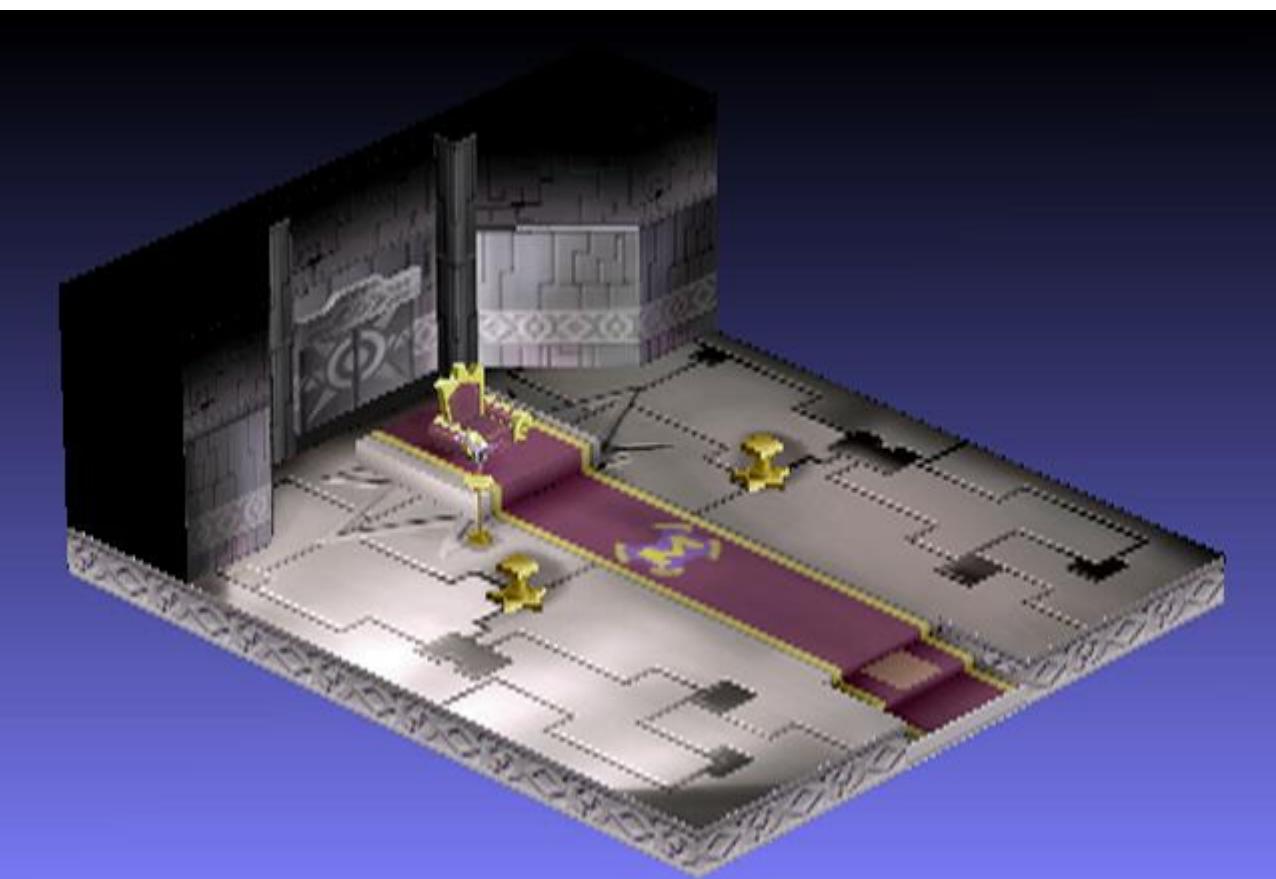
### Full Level List

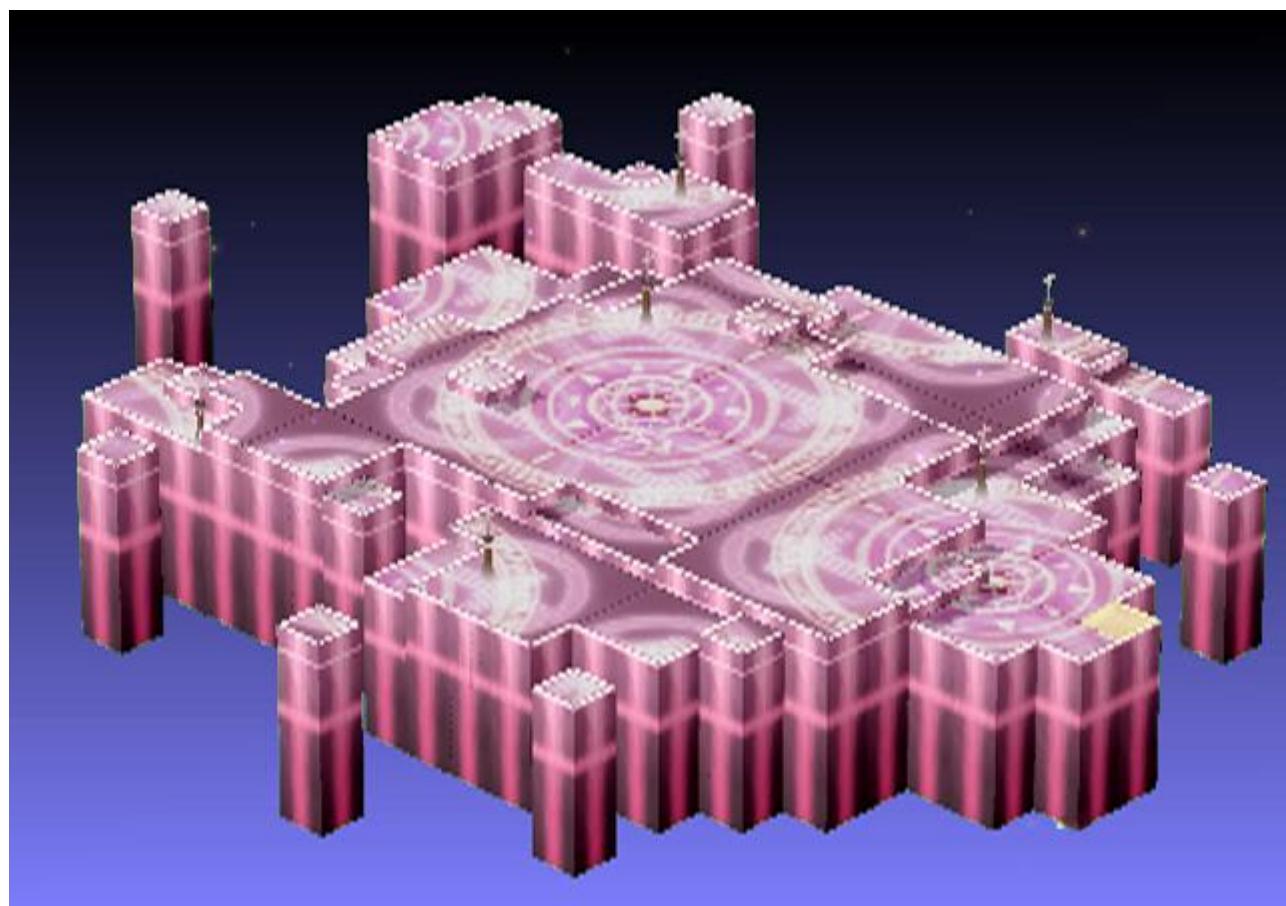
A full rundown of the levels to be included in the game, organized by grouping. Full details of each level should be contained within a separate level design document.

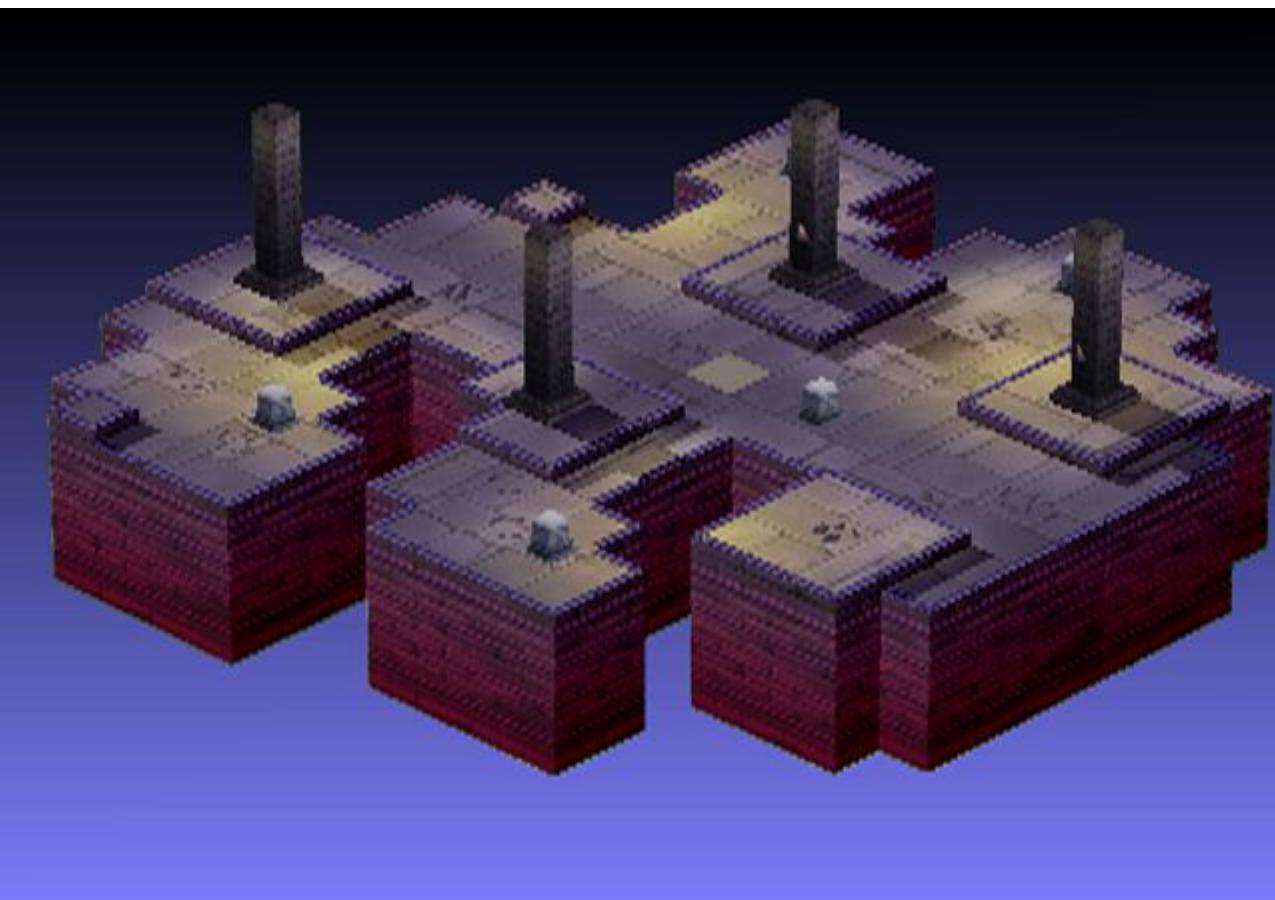




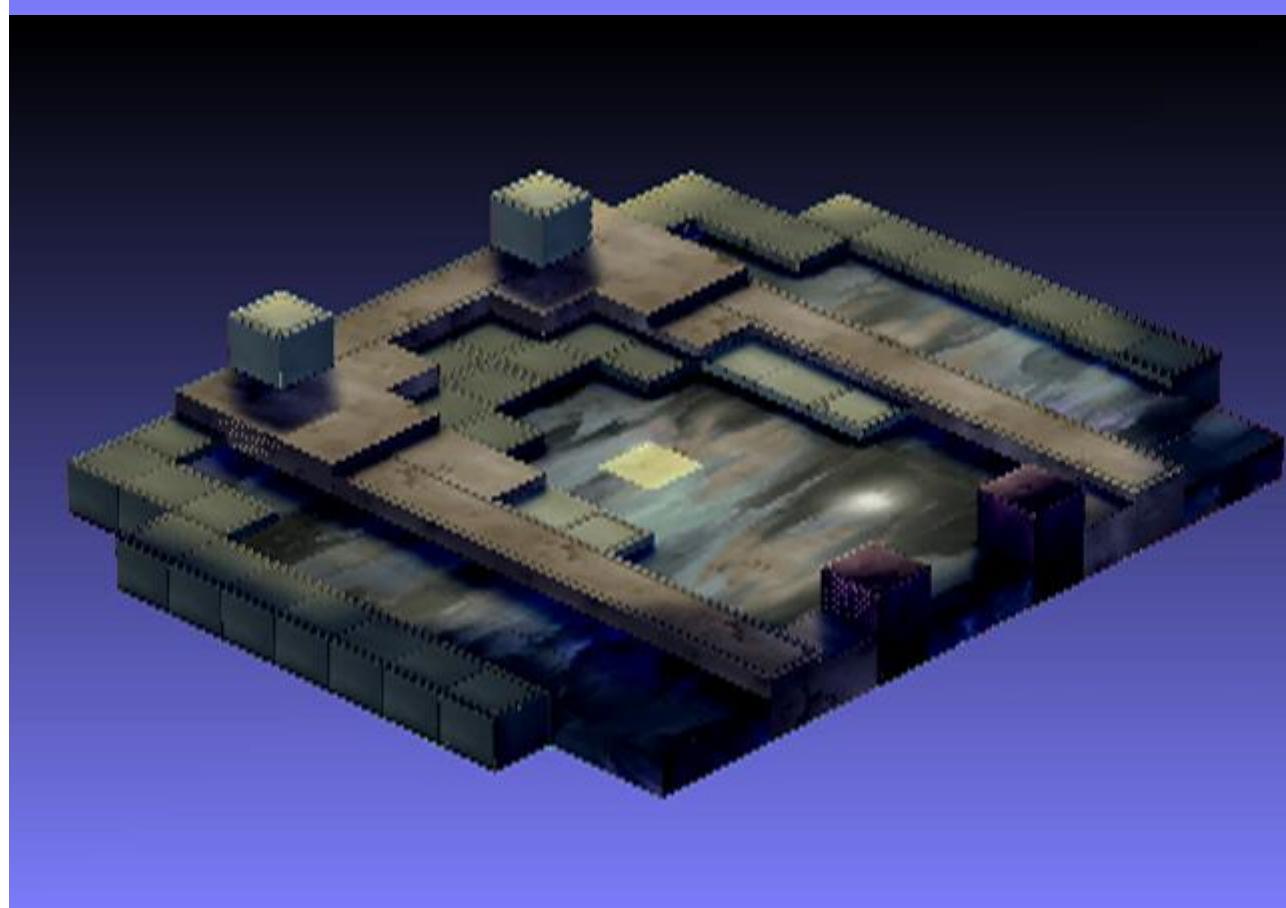
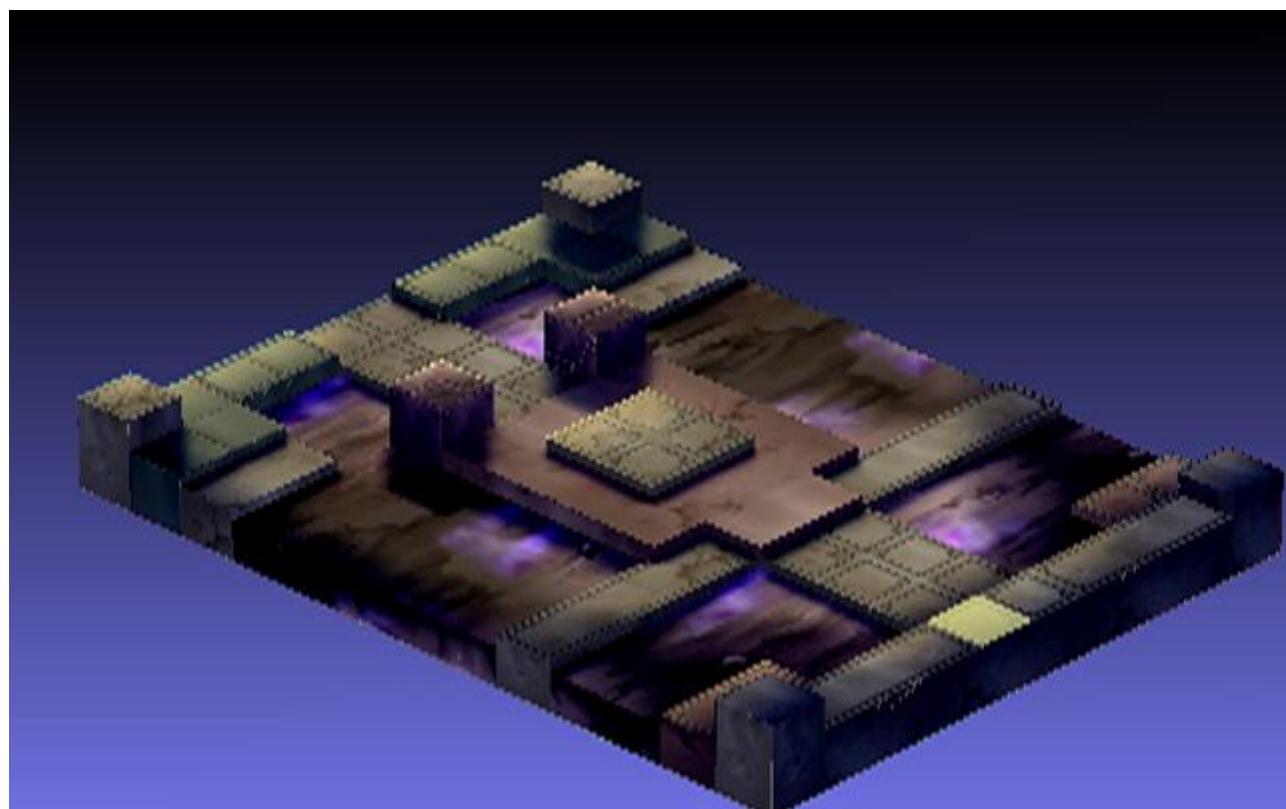


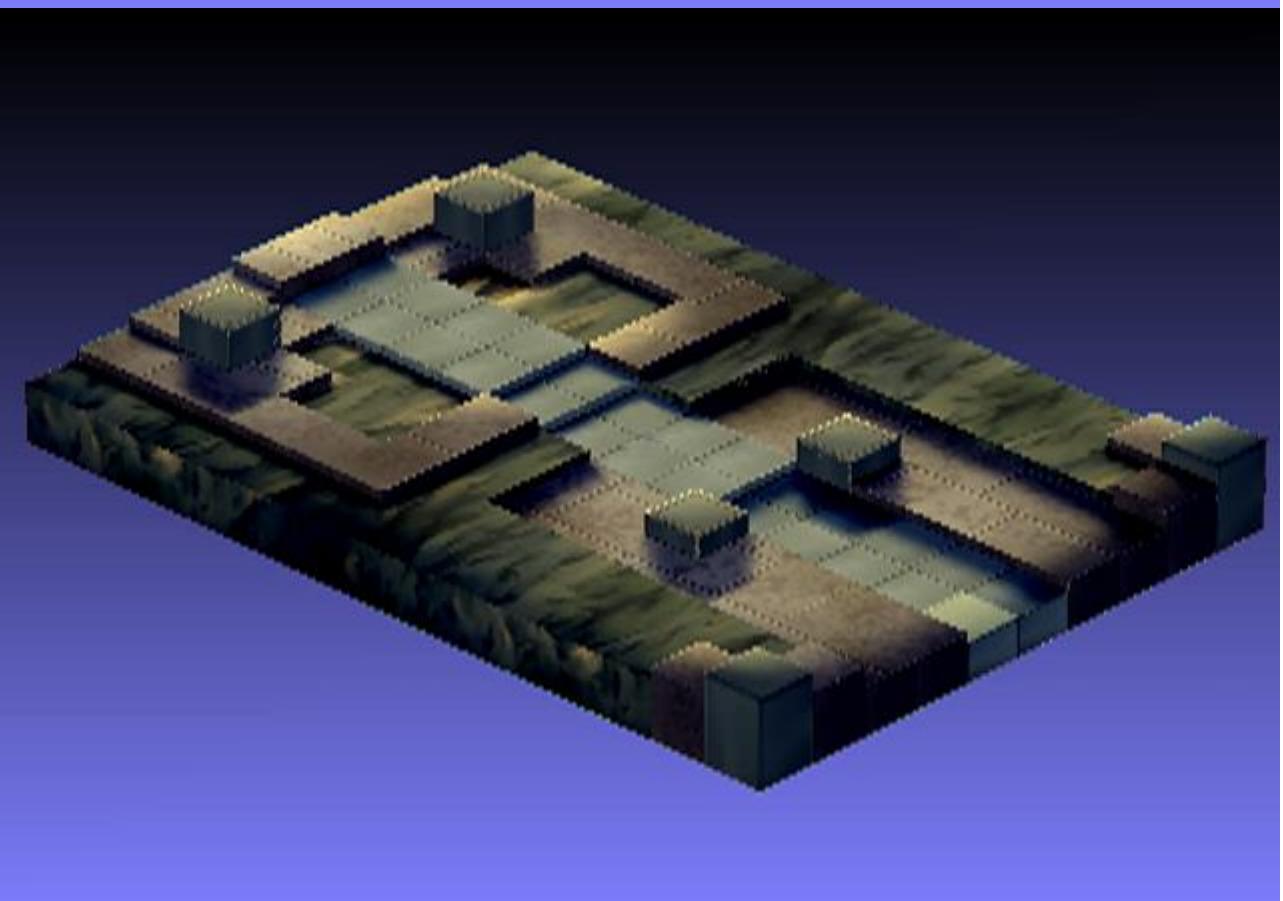
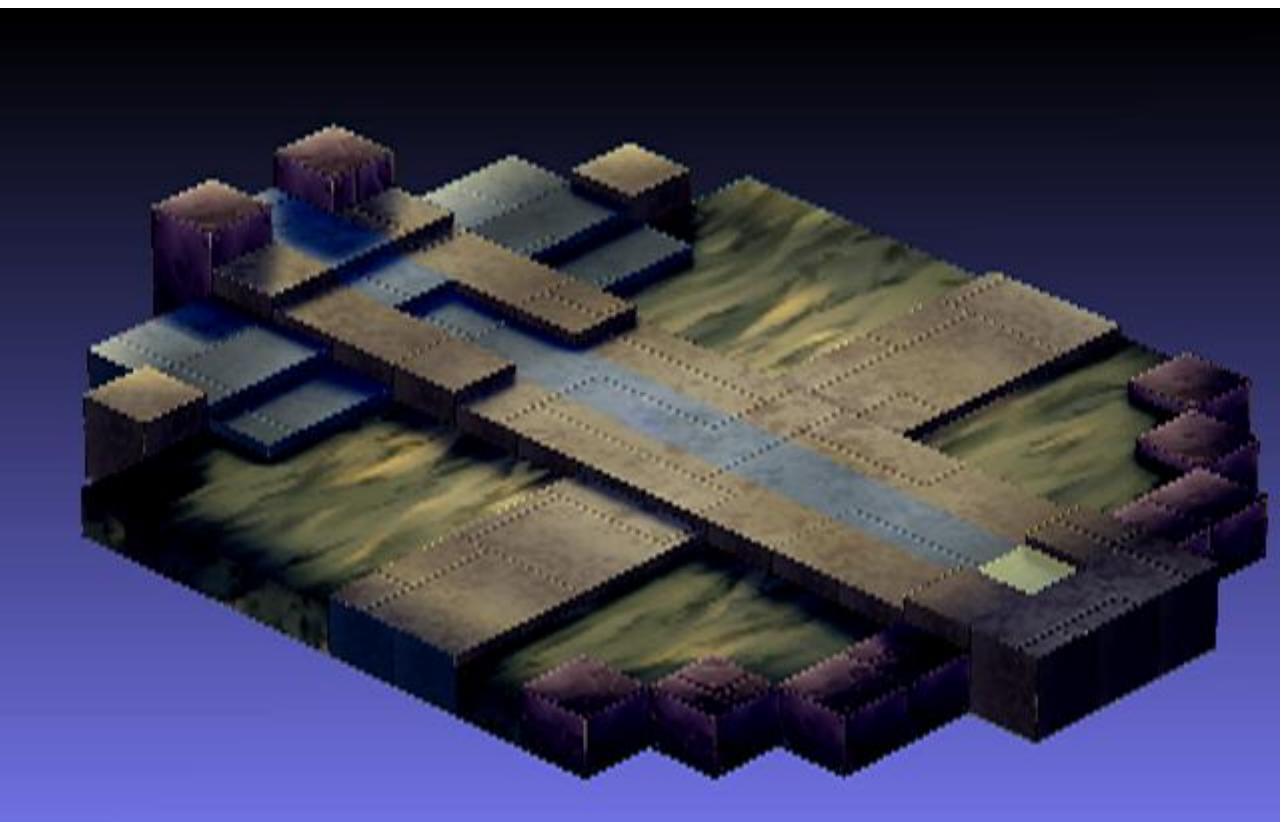


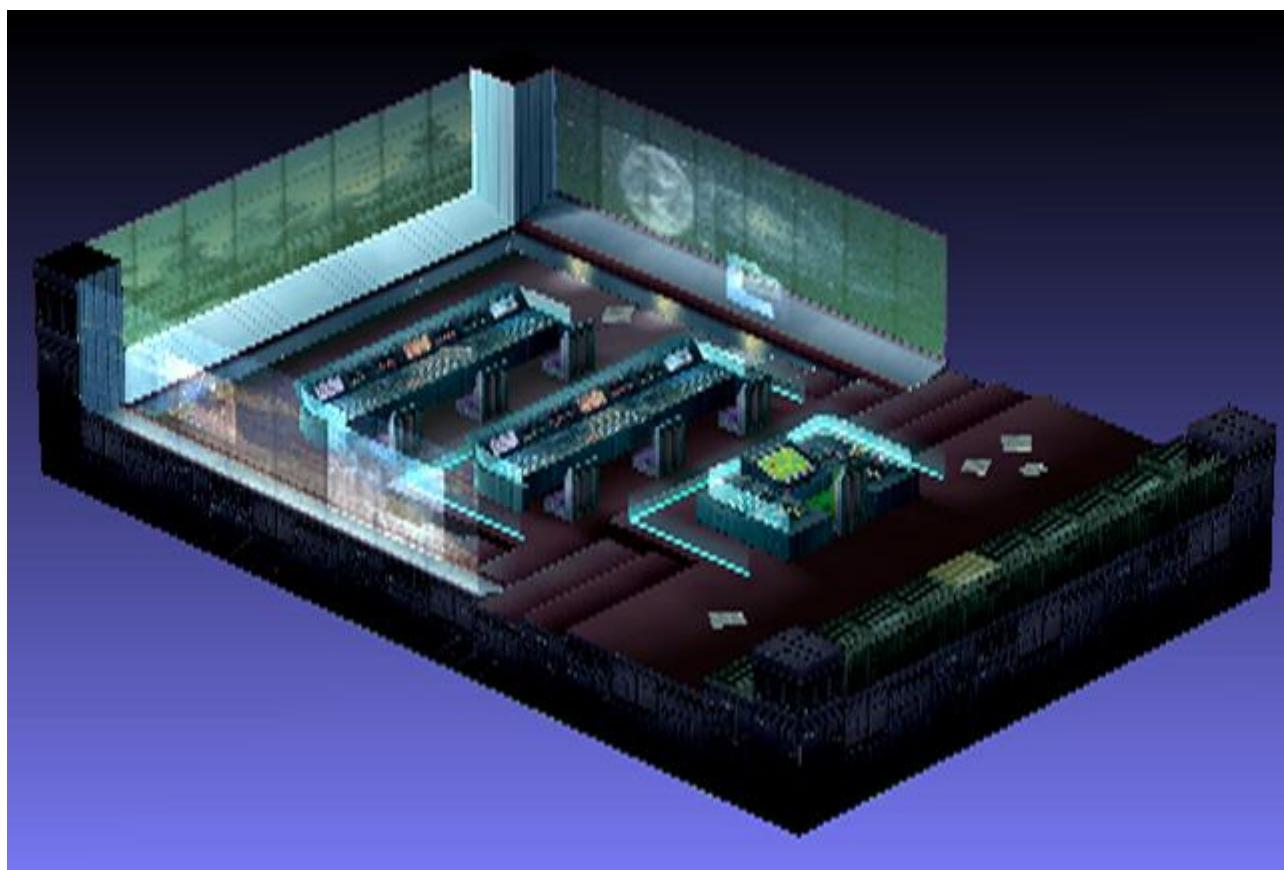


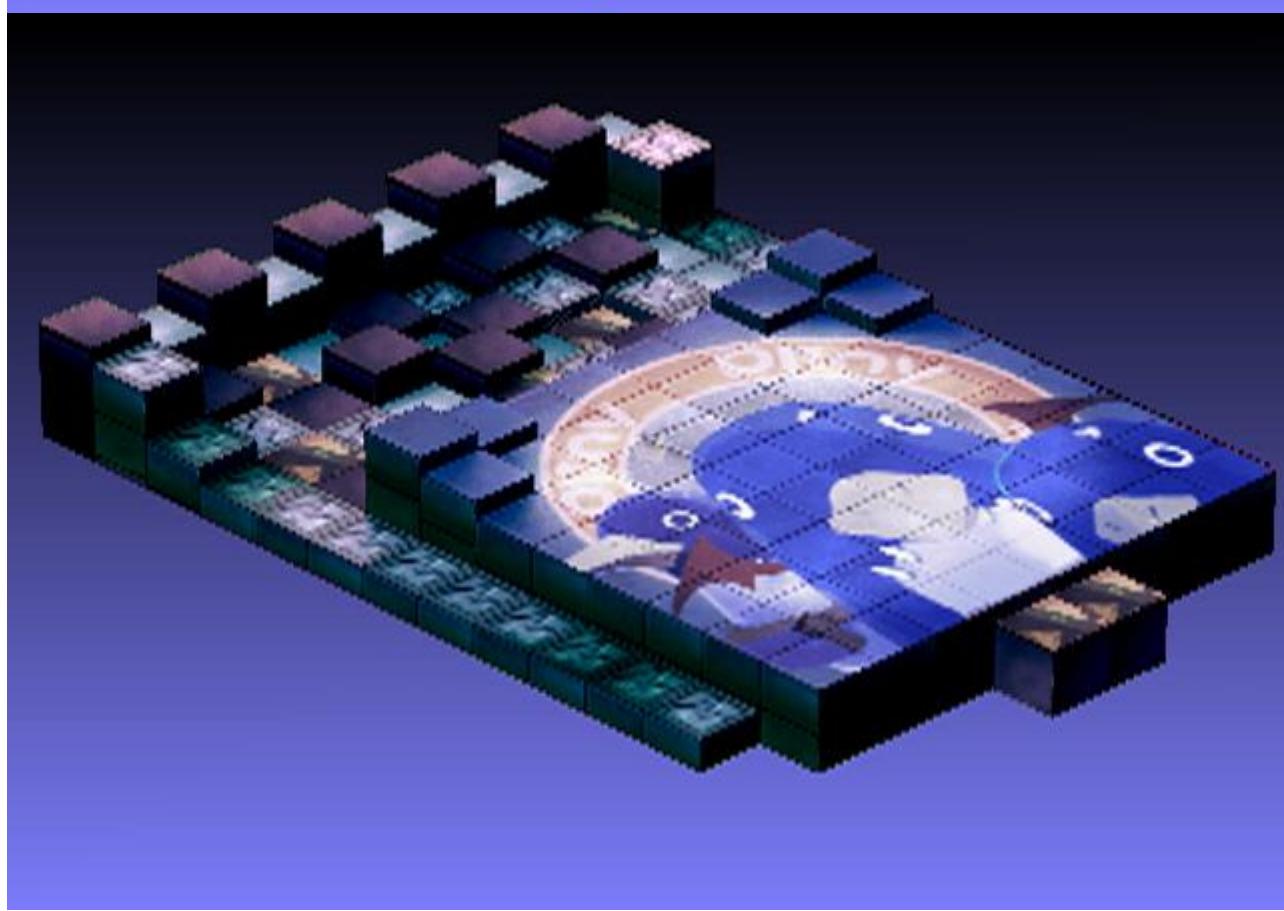
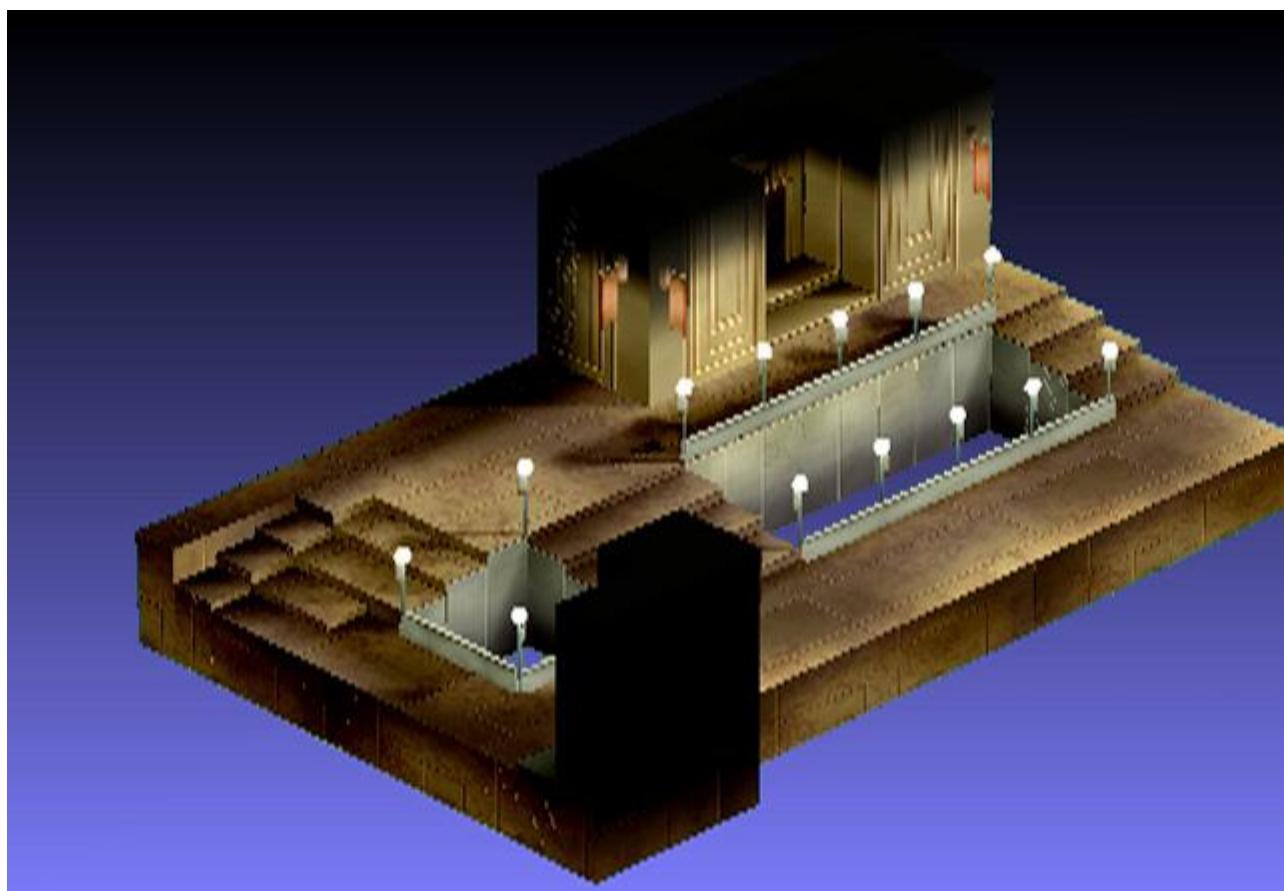


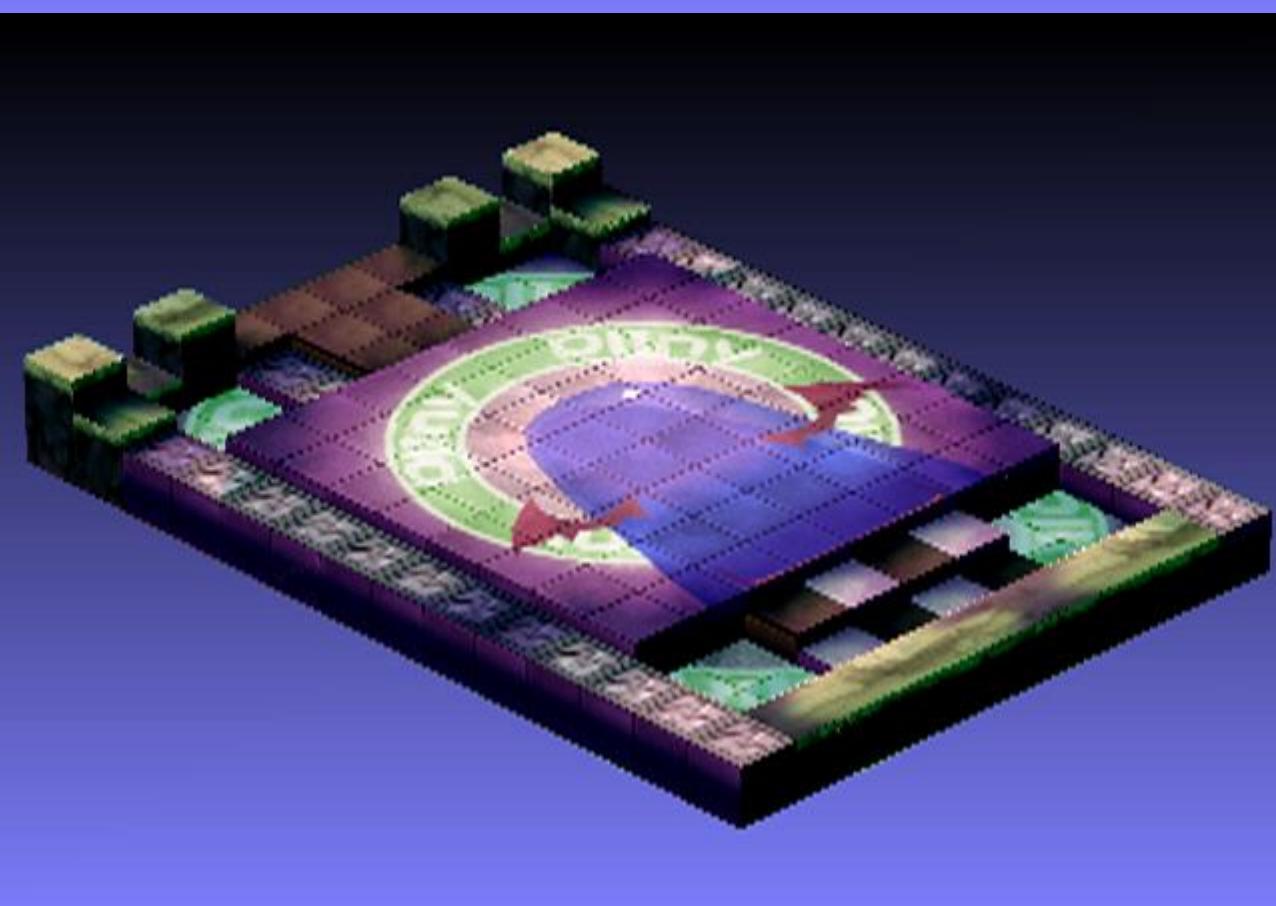
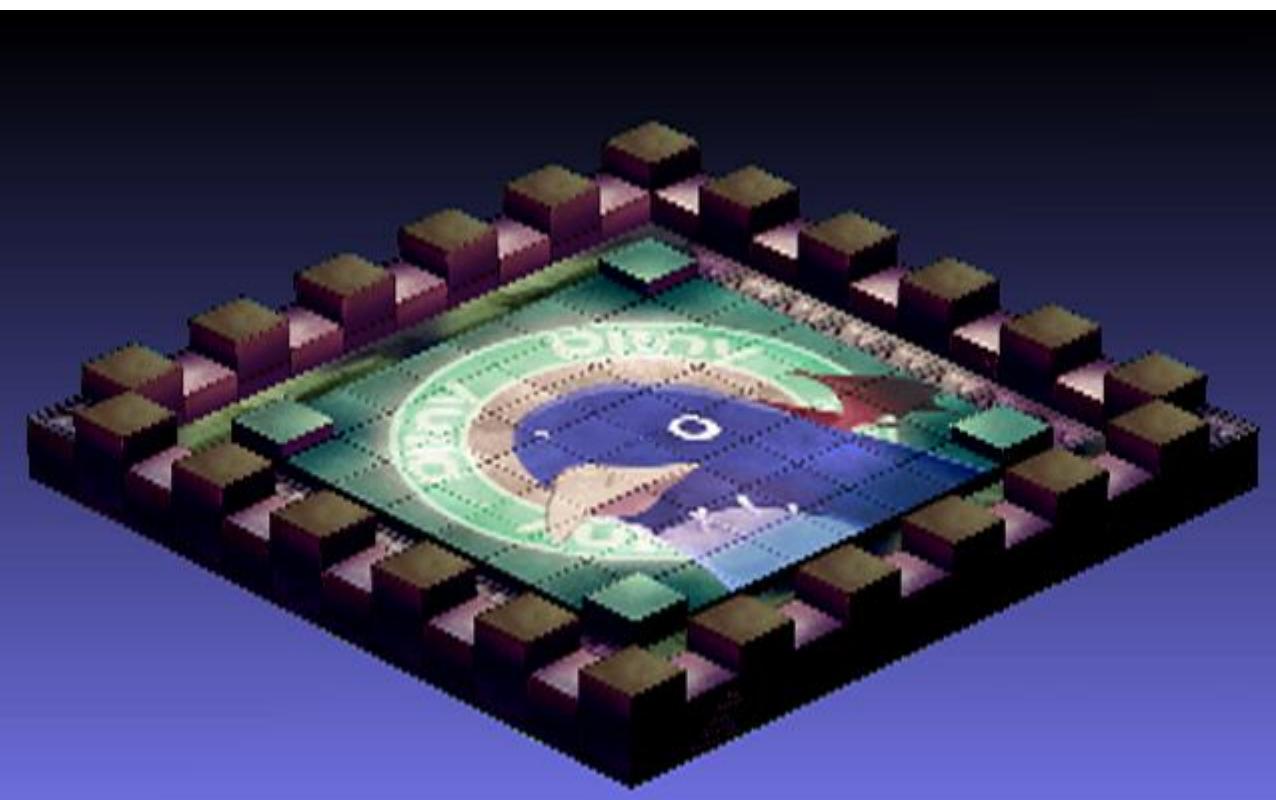




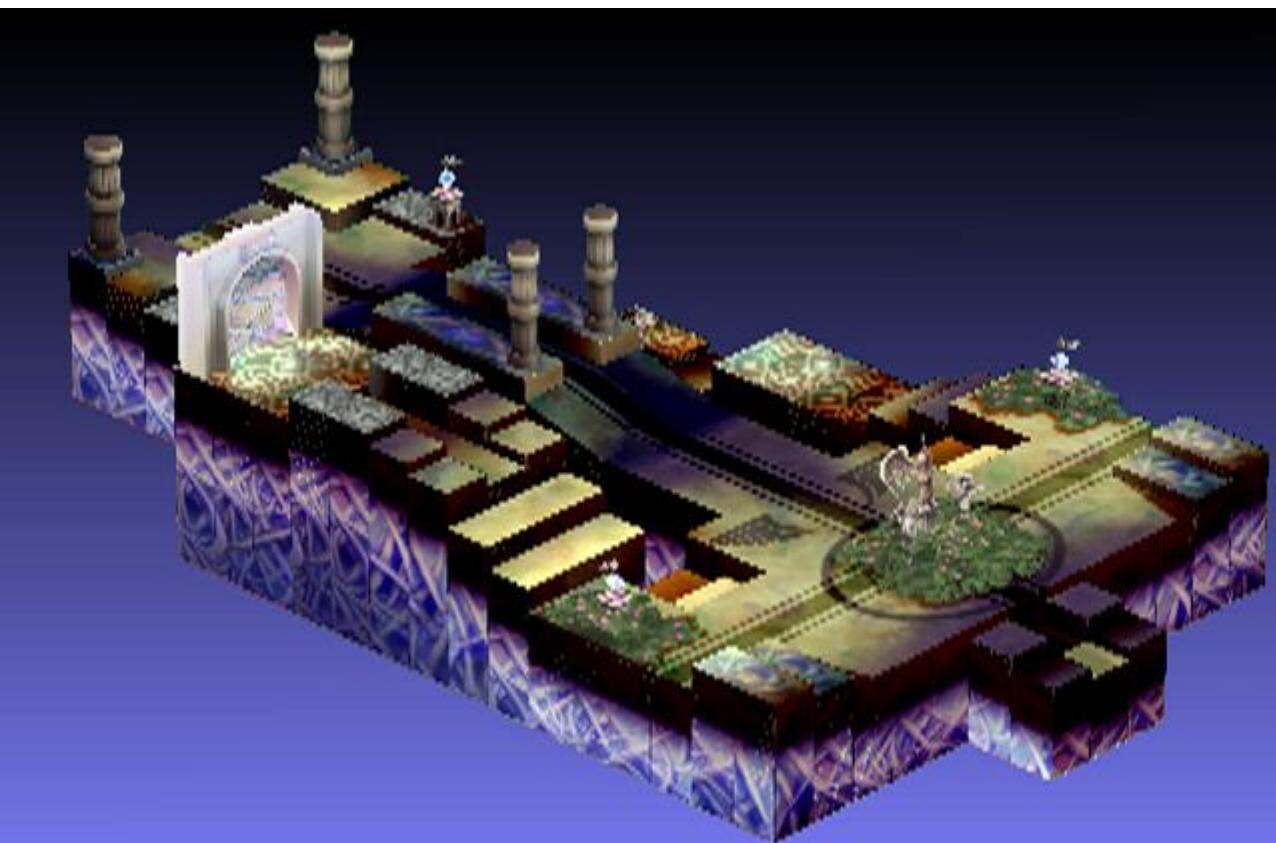


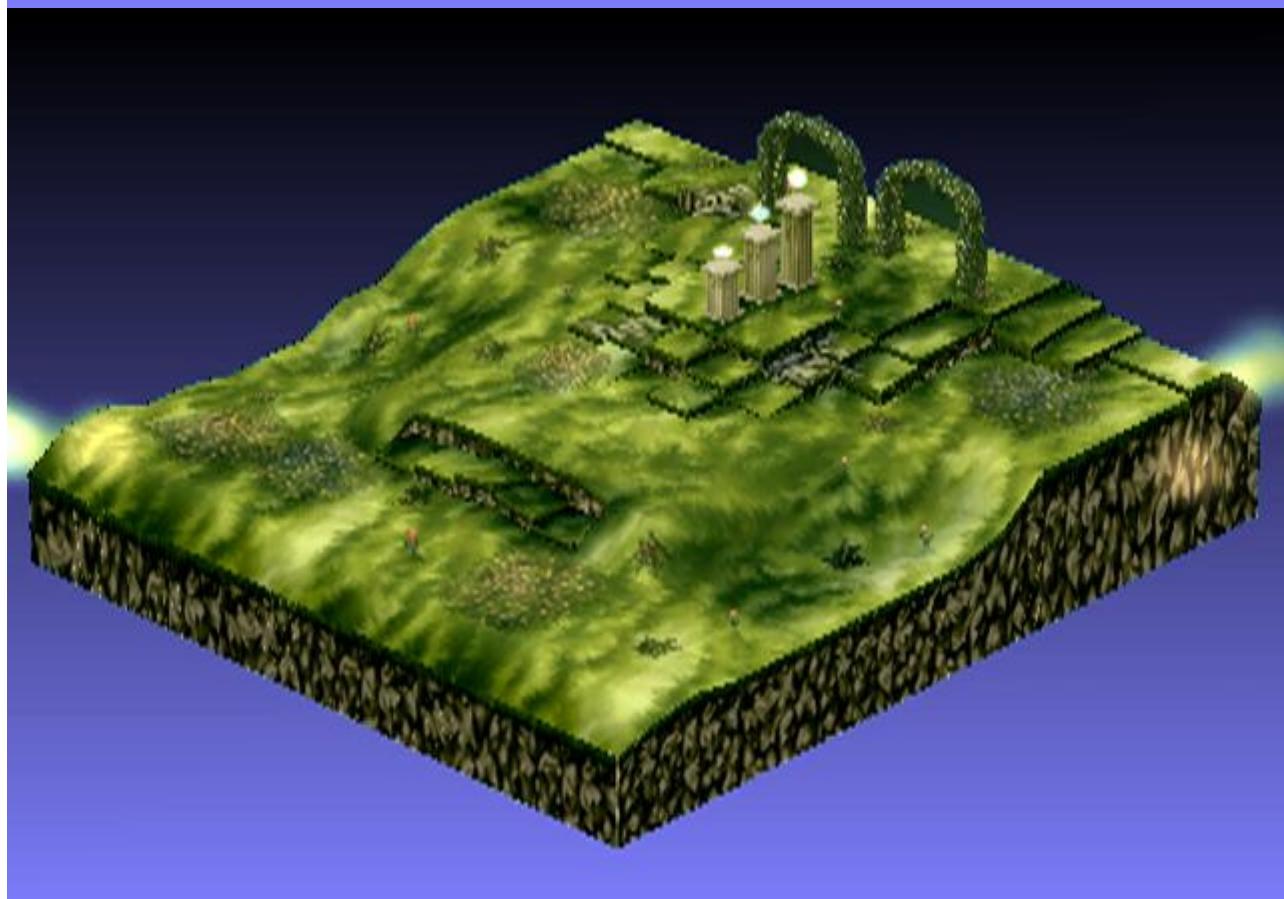


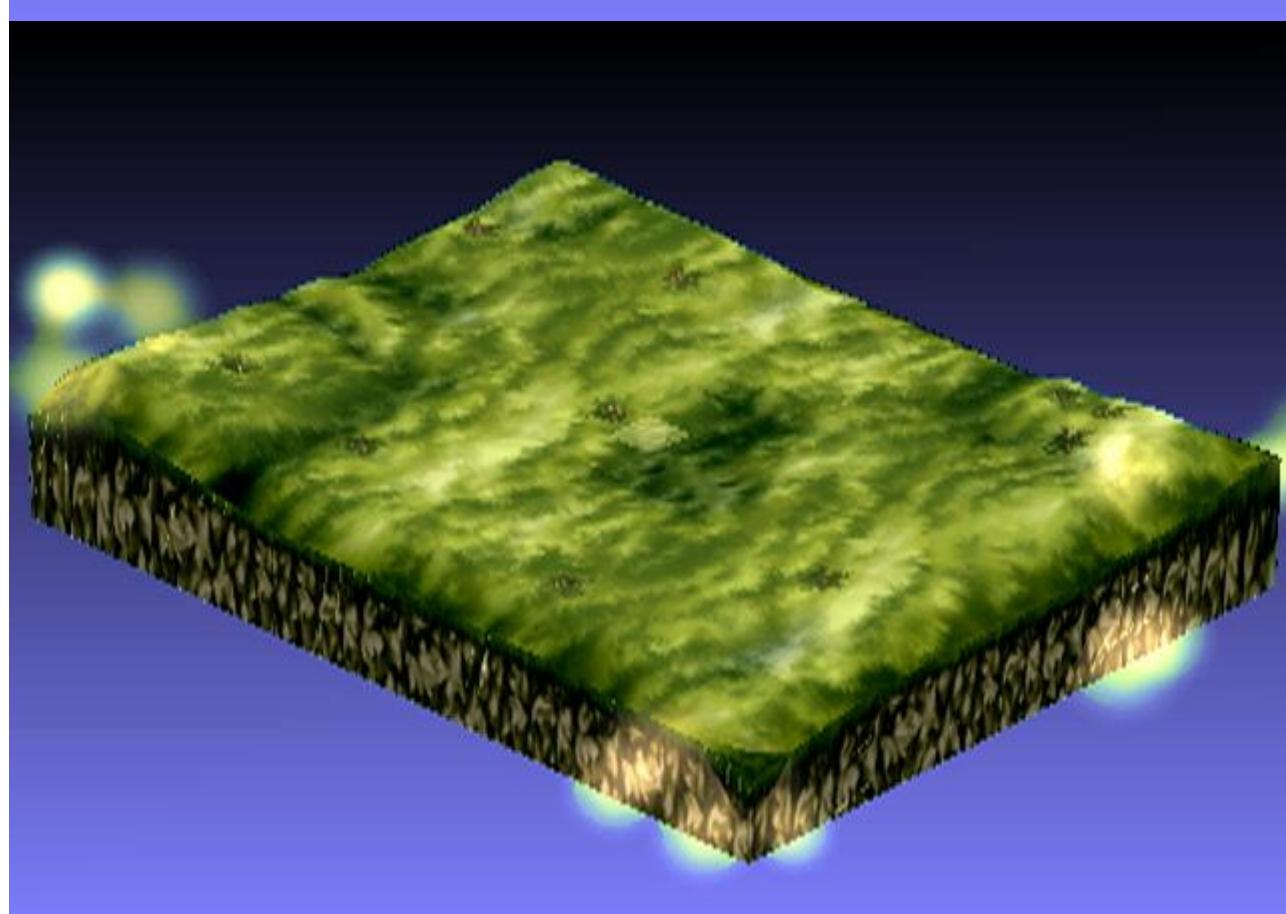


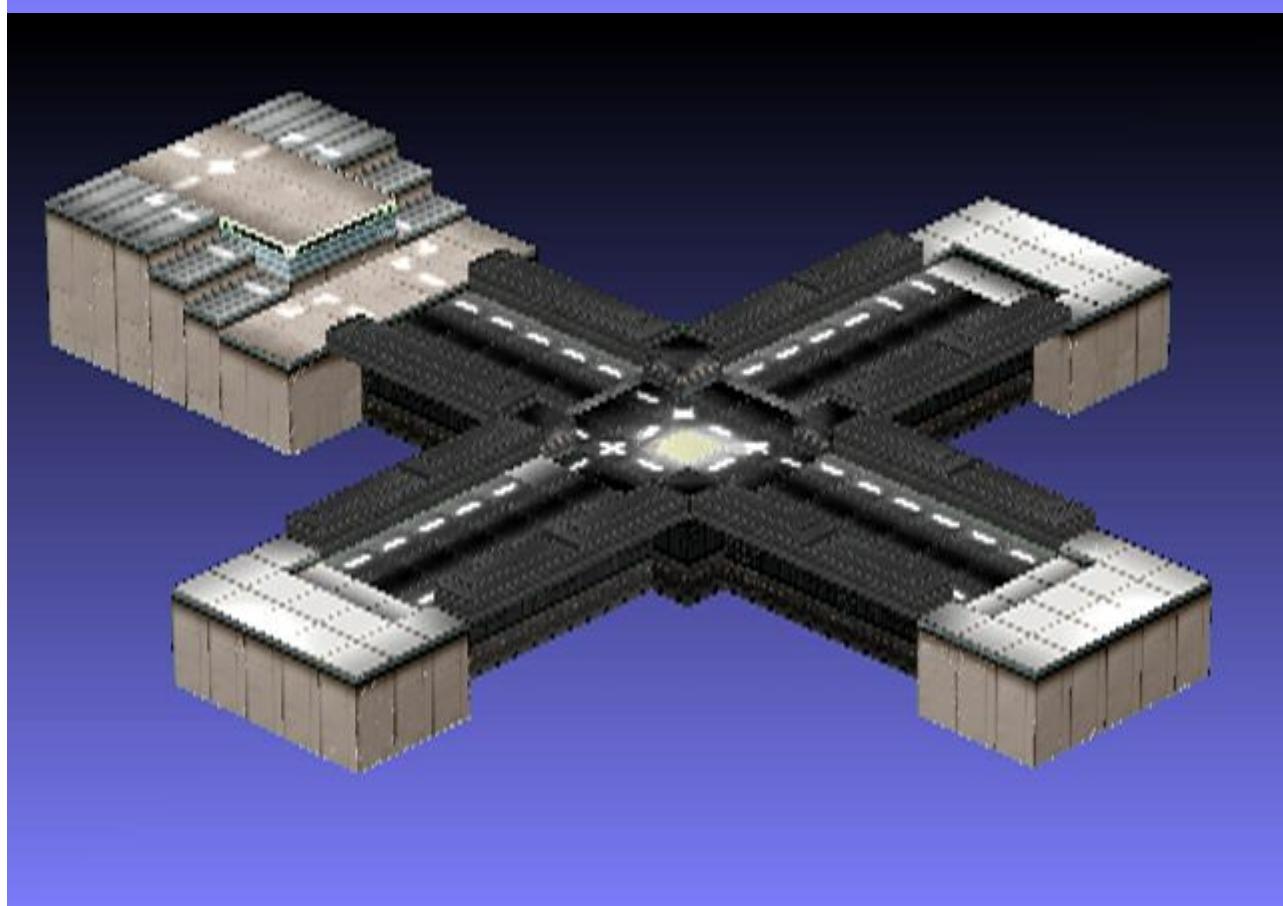
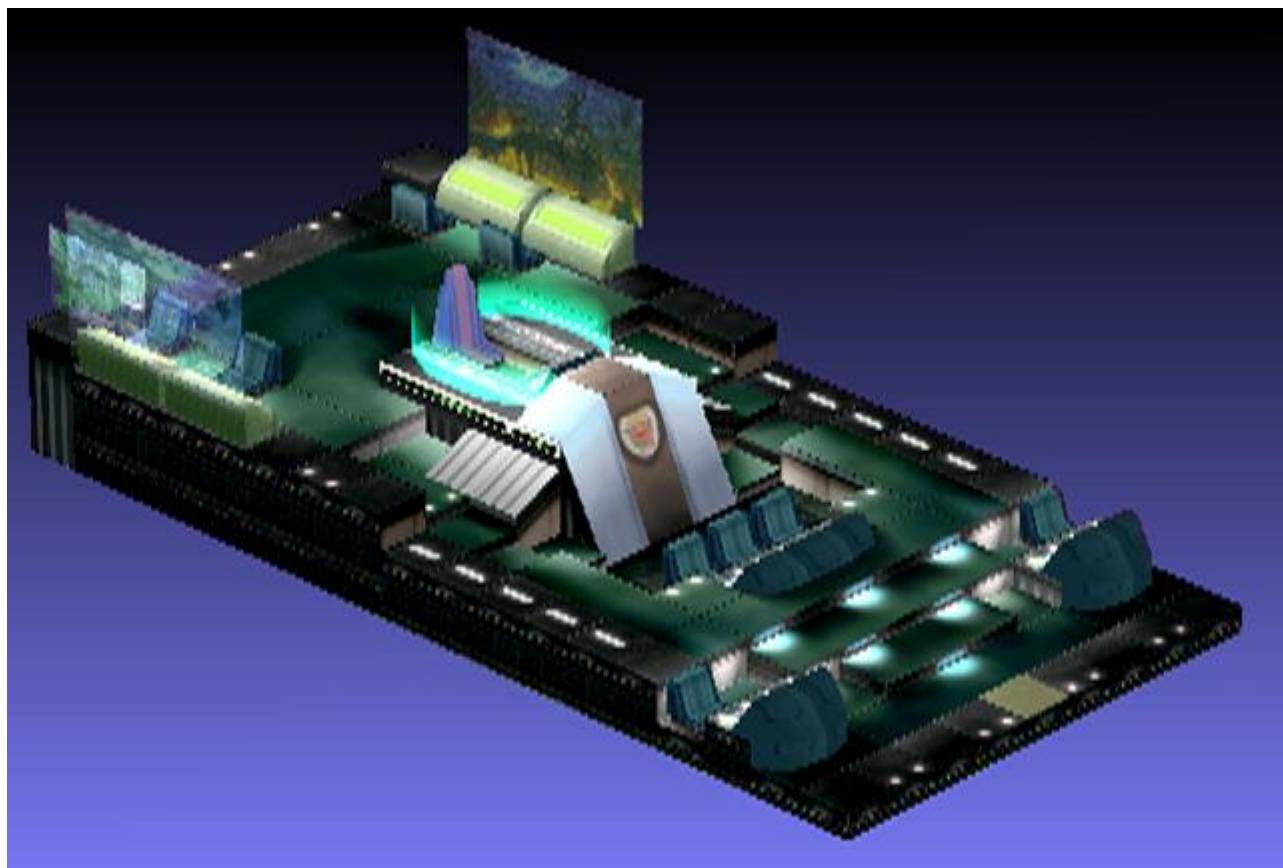


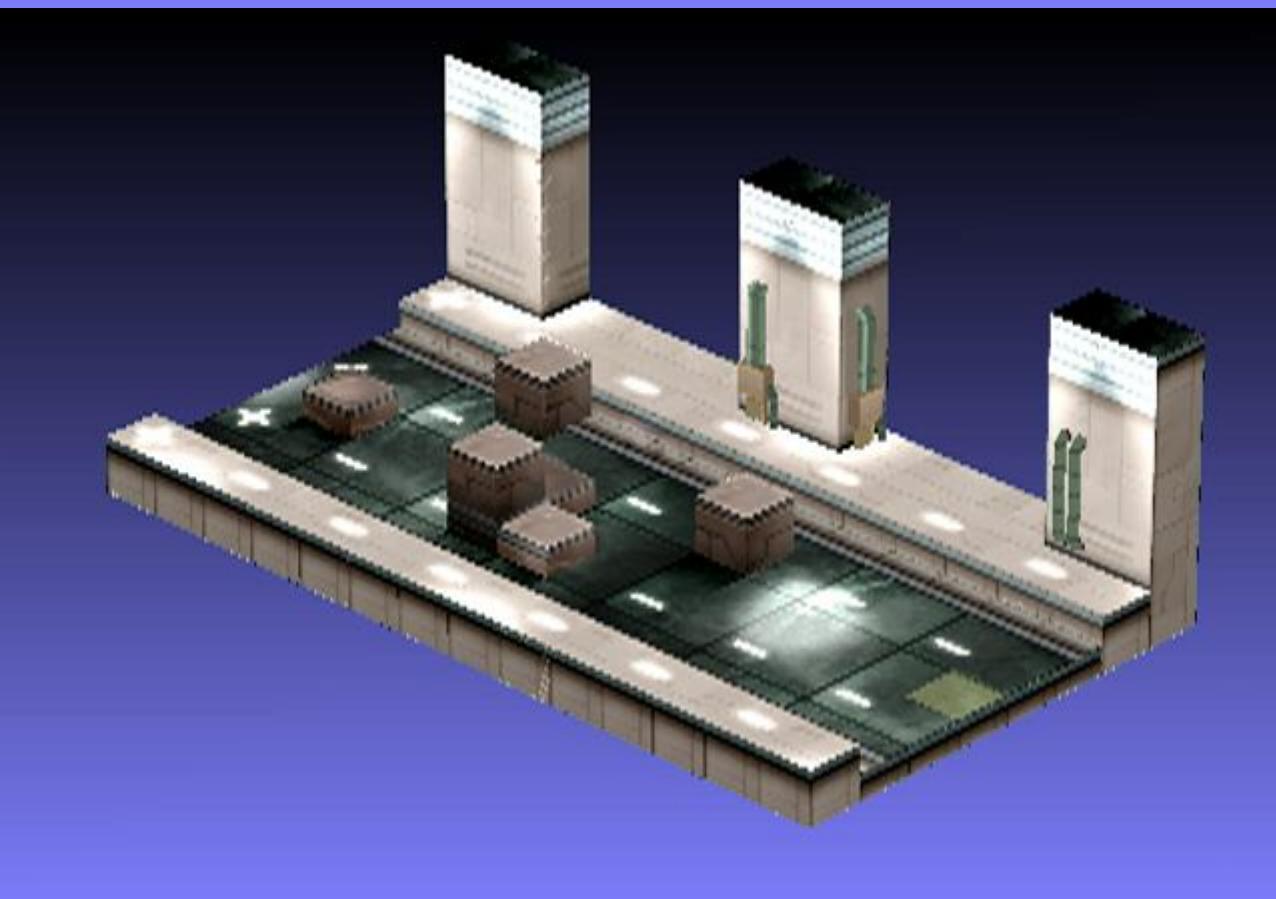
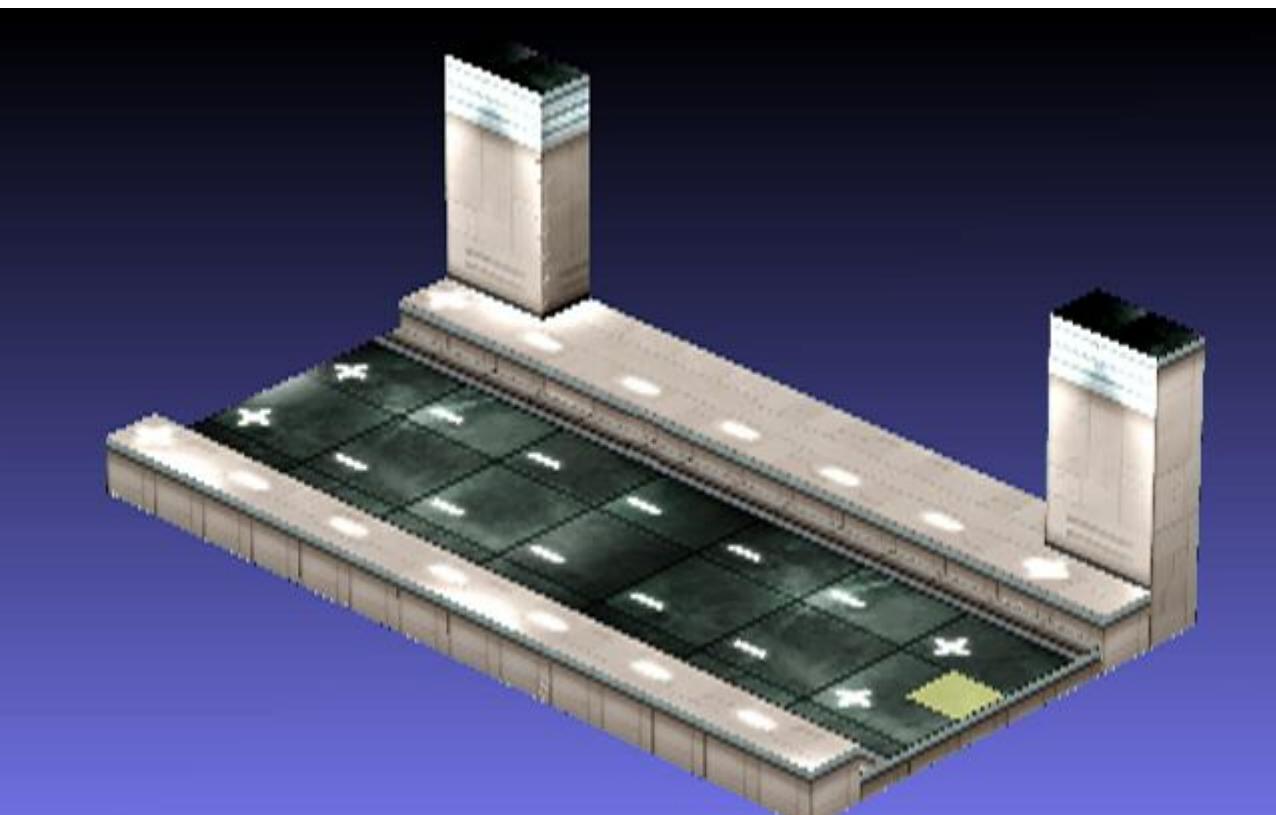


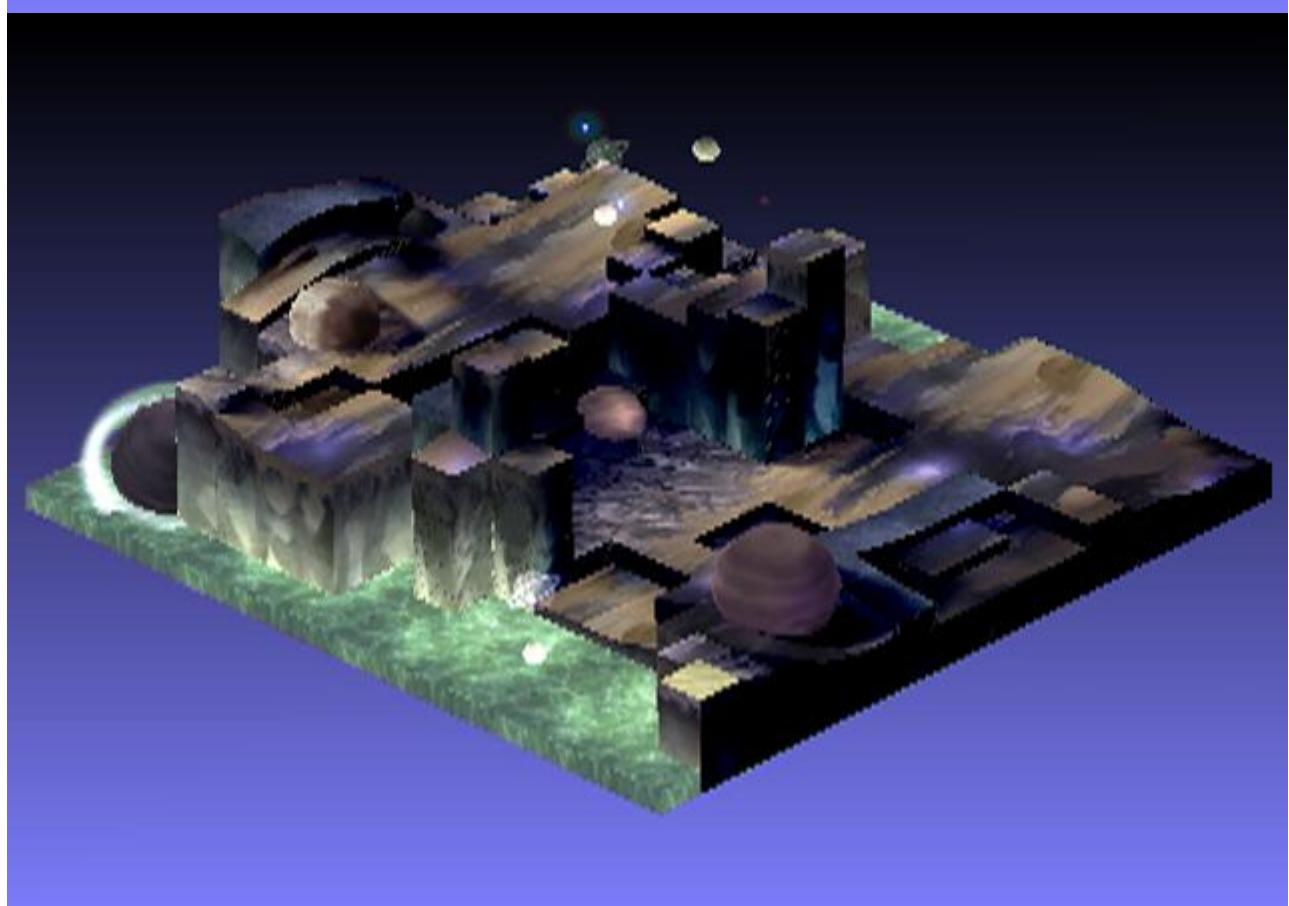
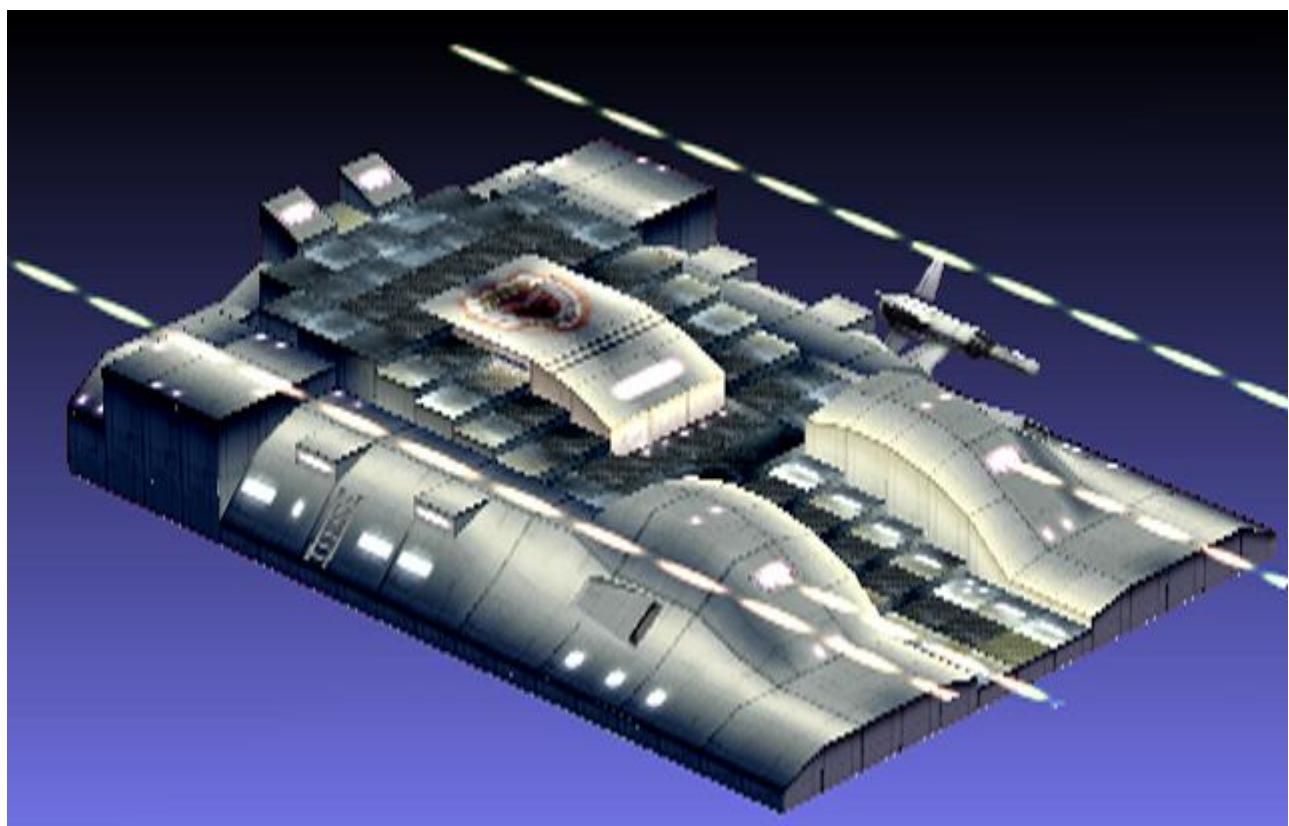


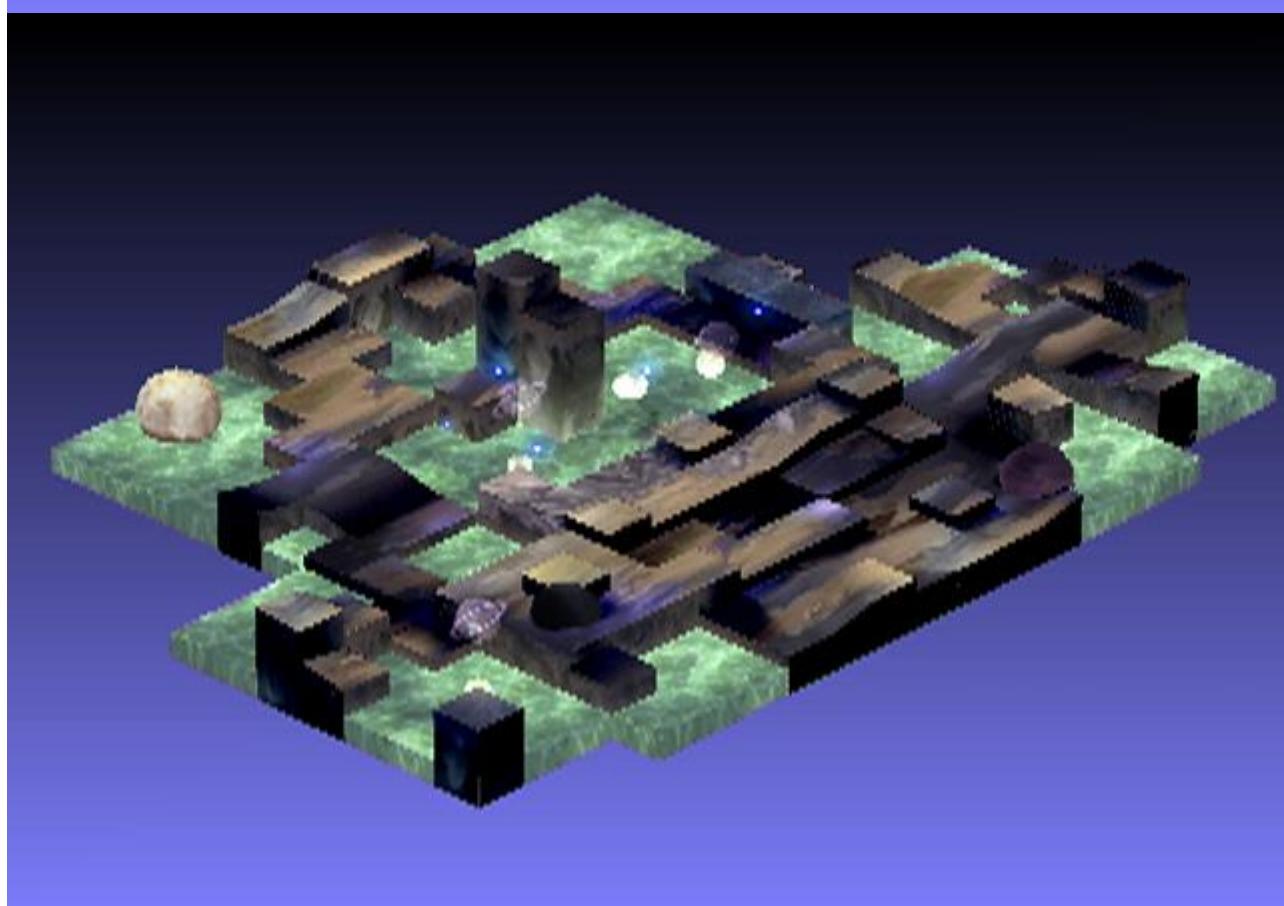
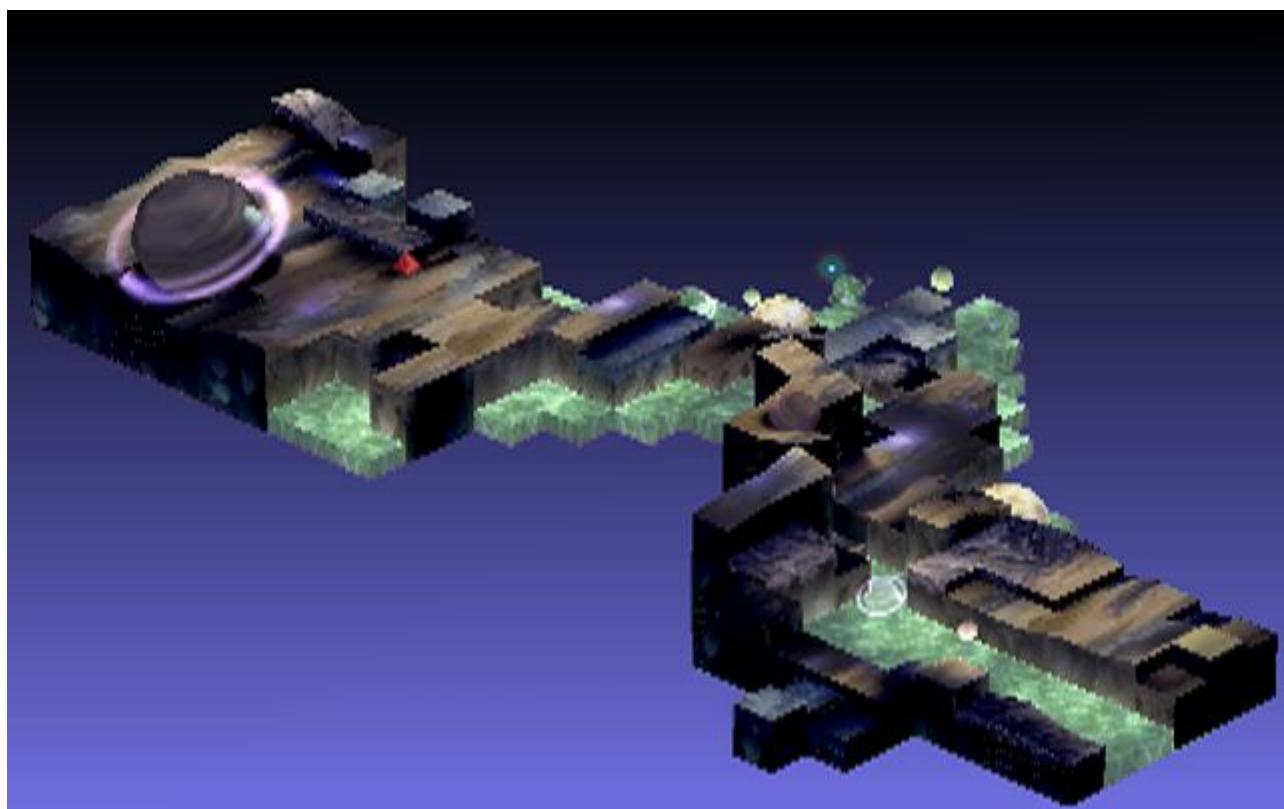


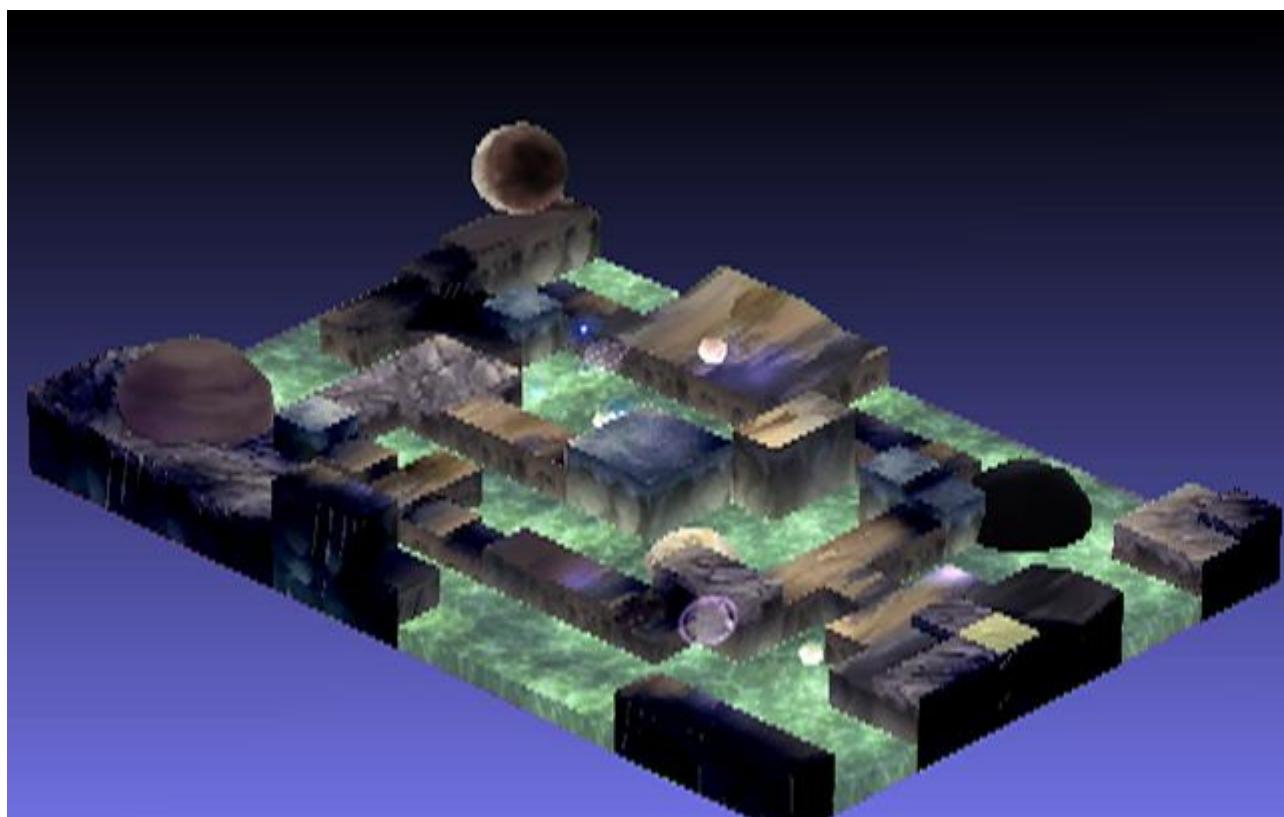








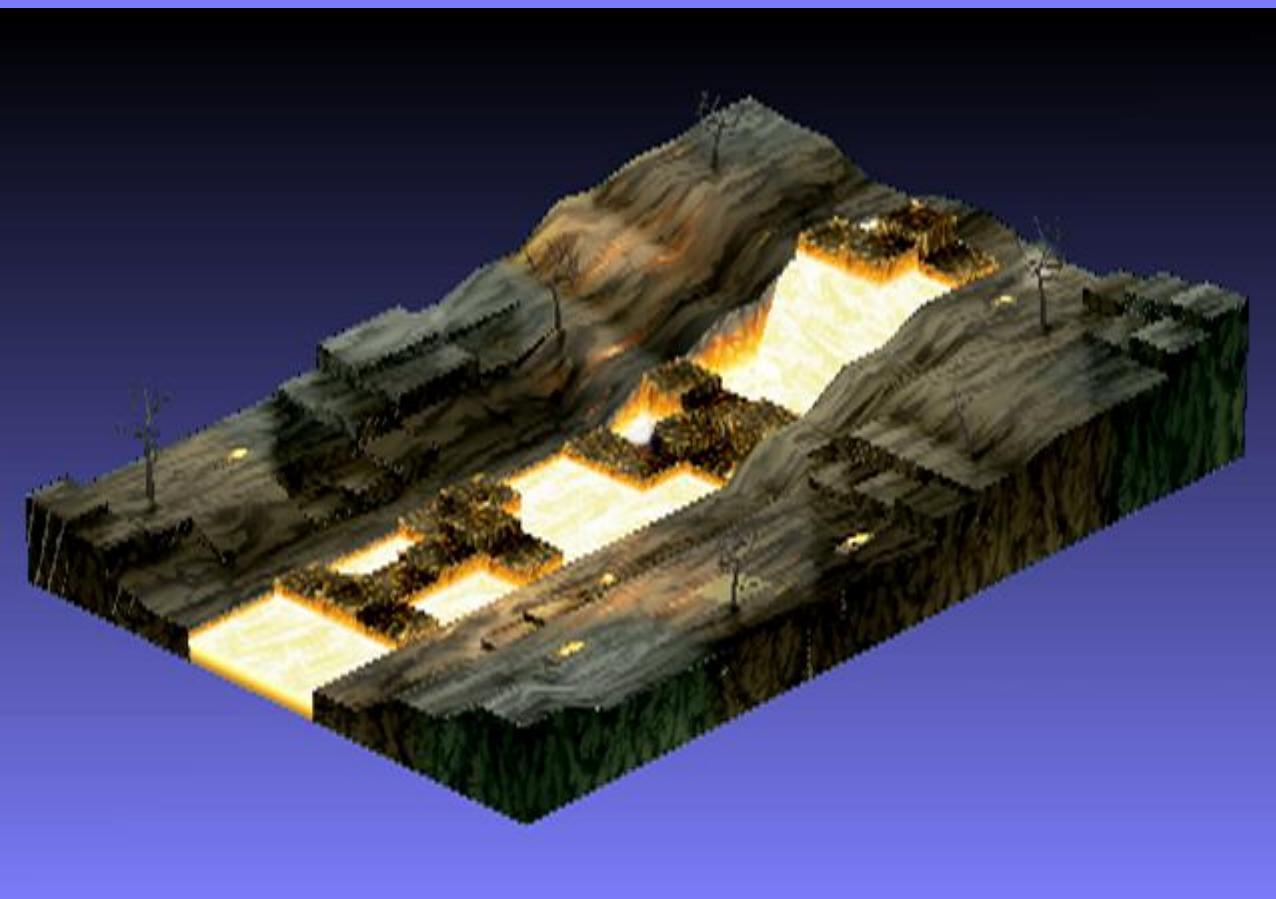


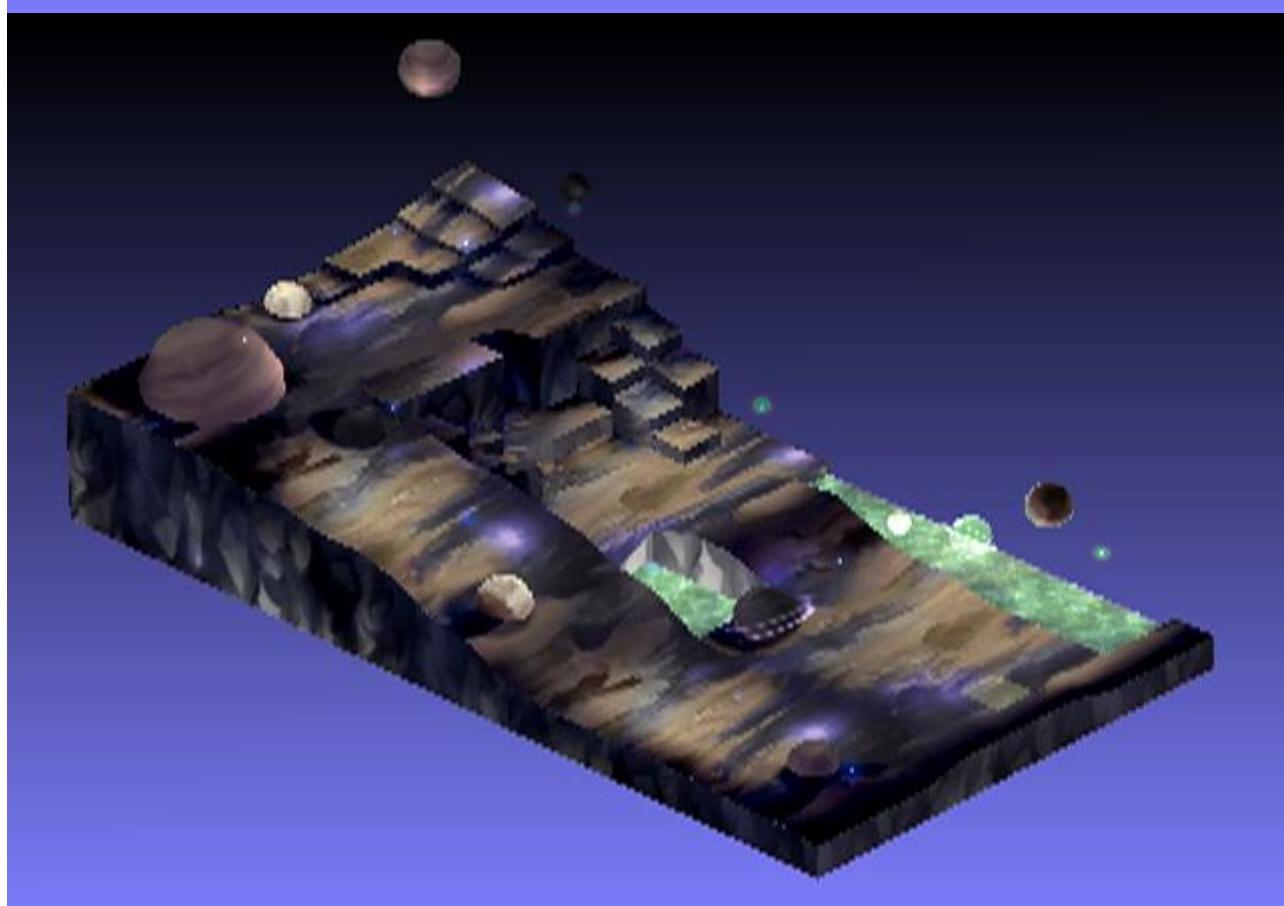
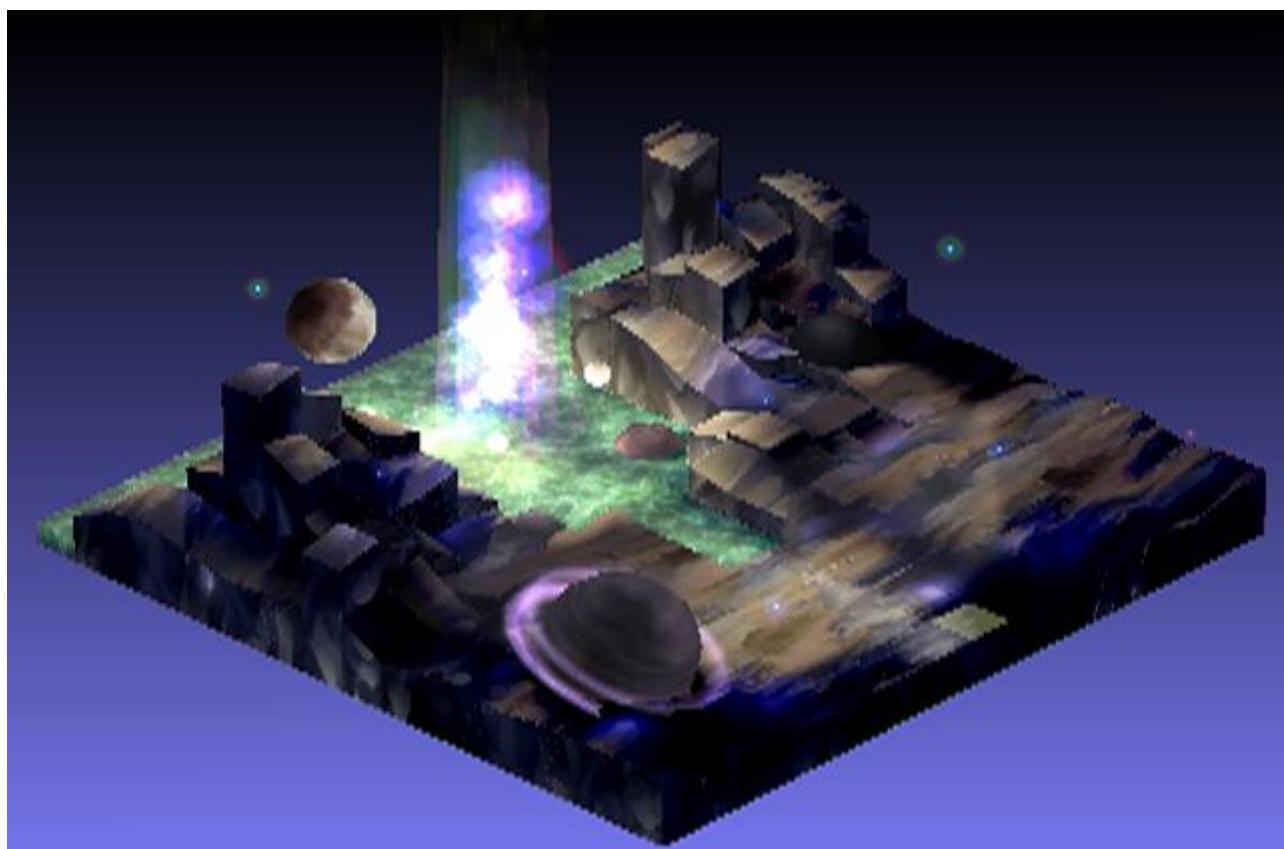


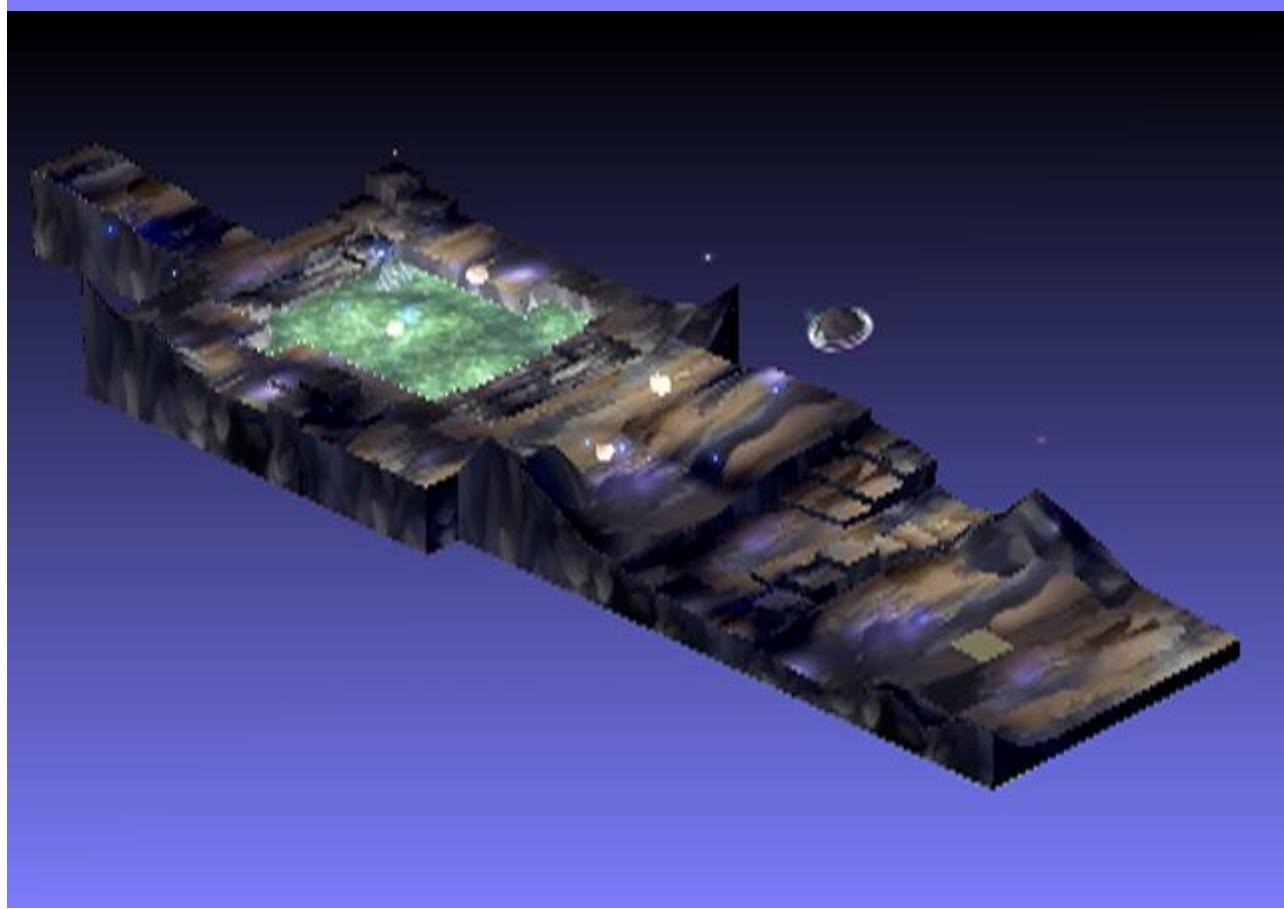
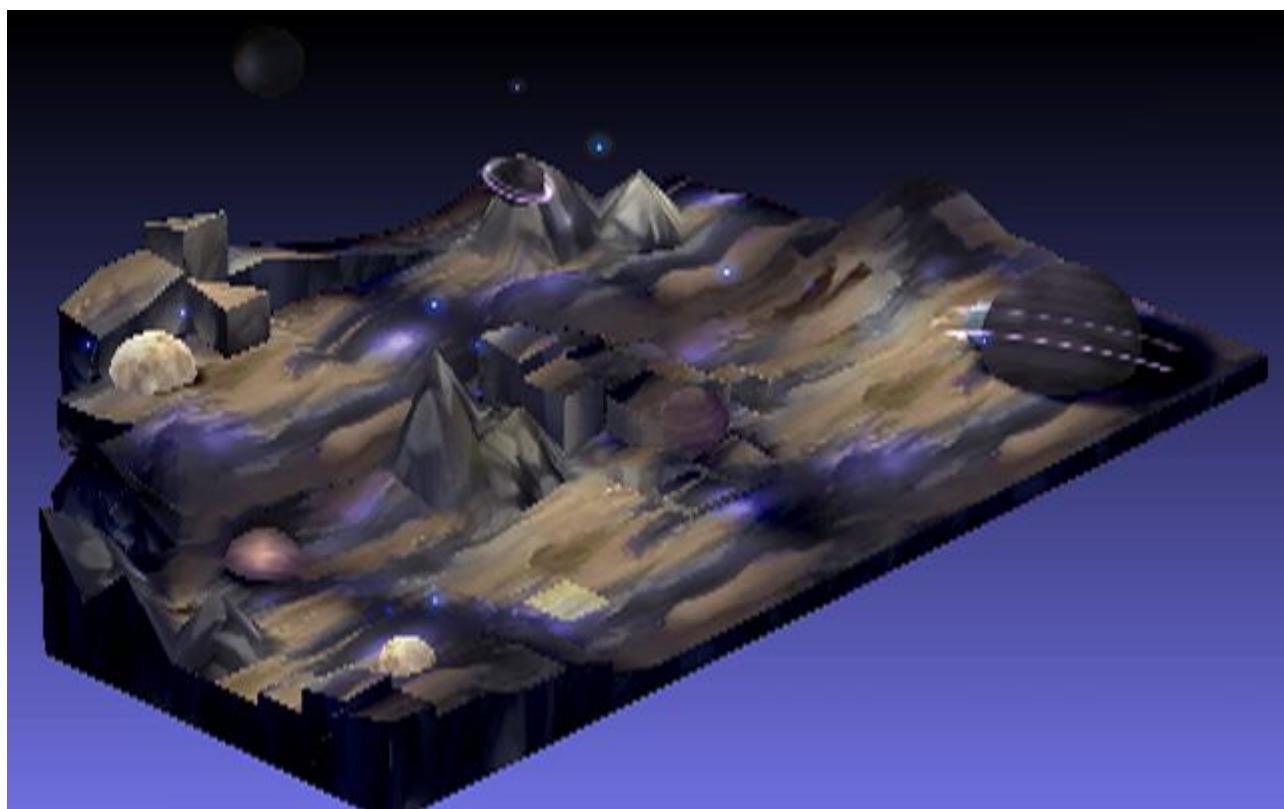


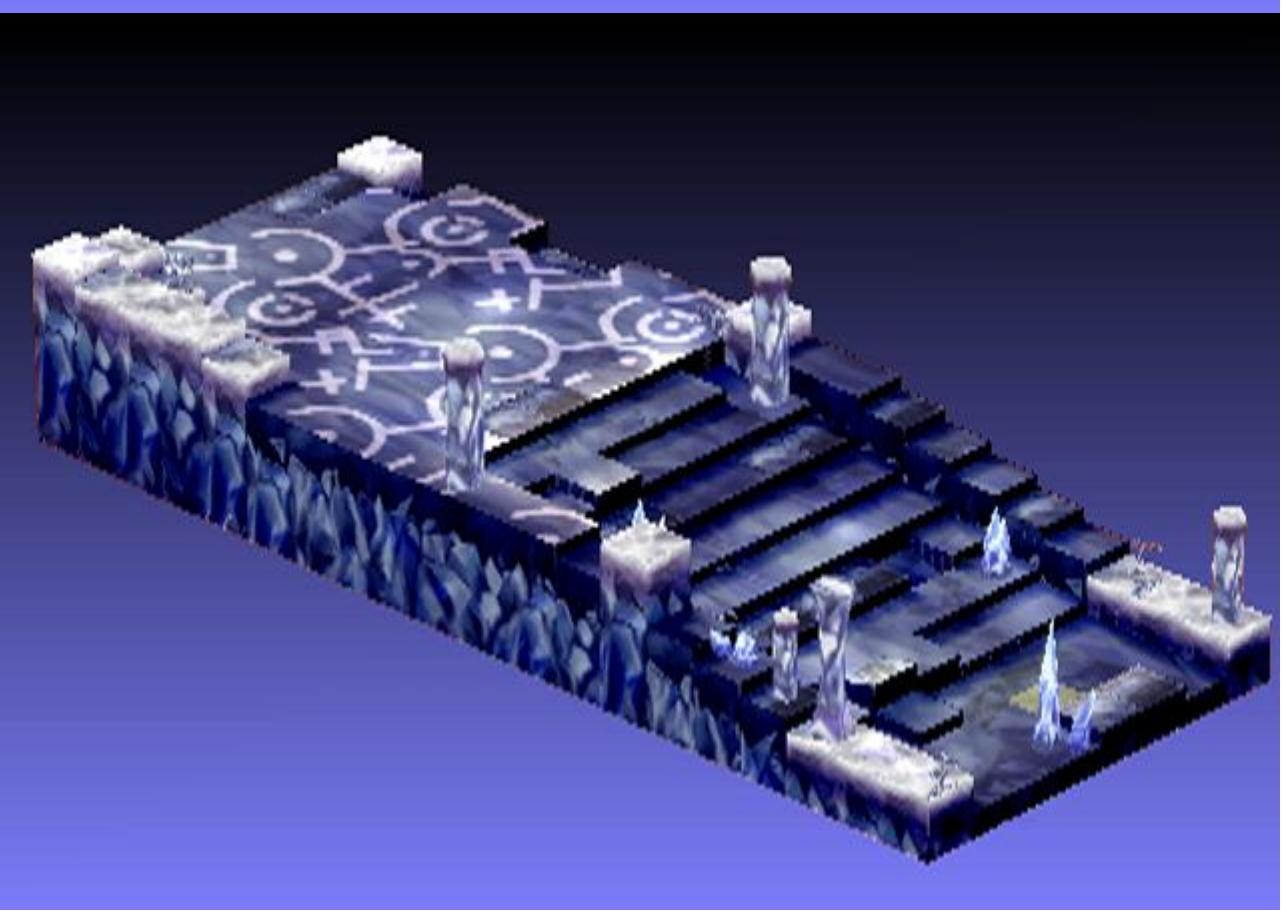
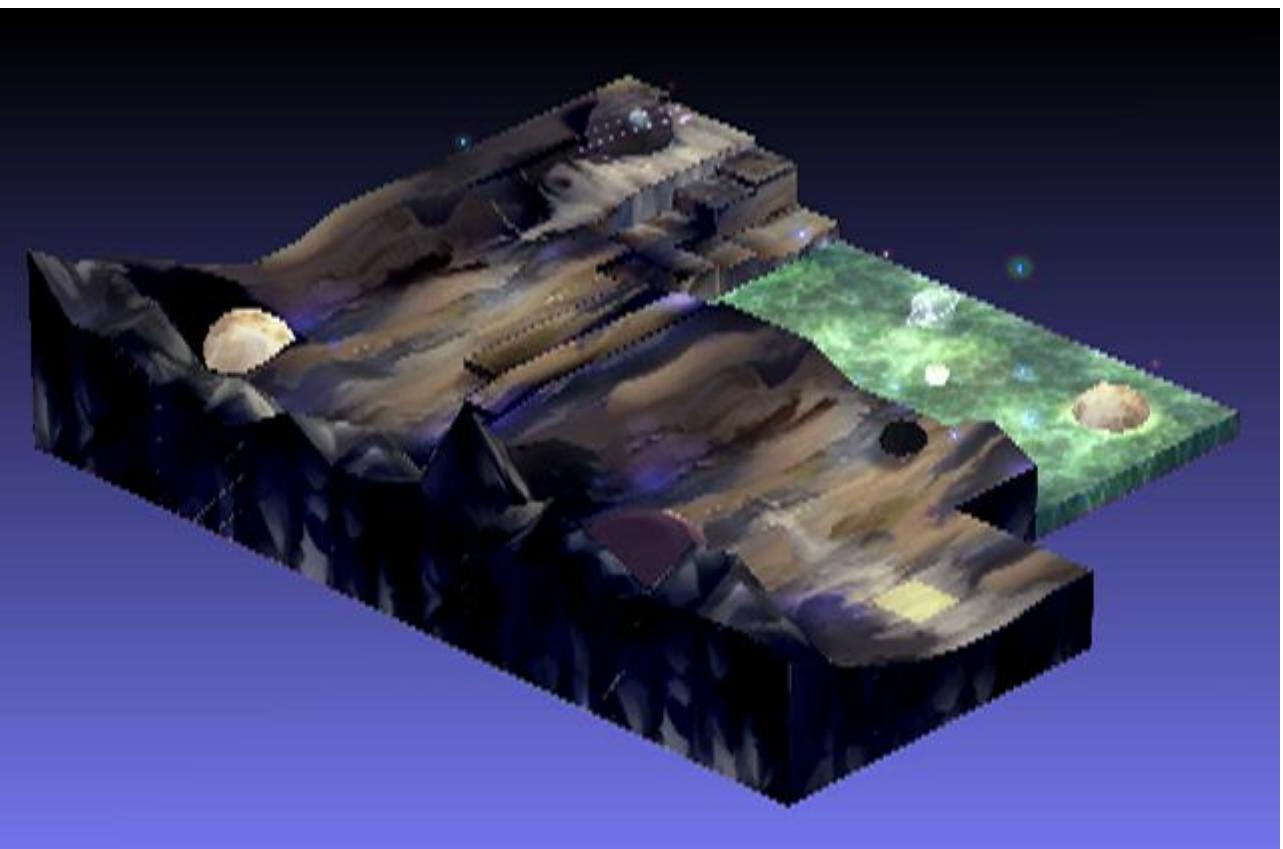


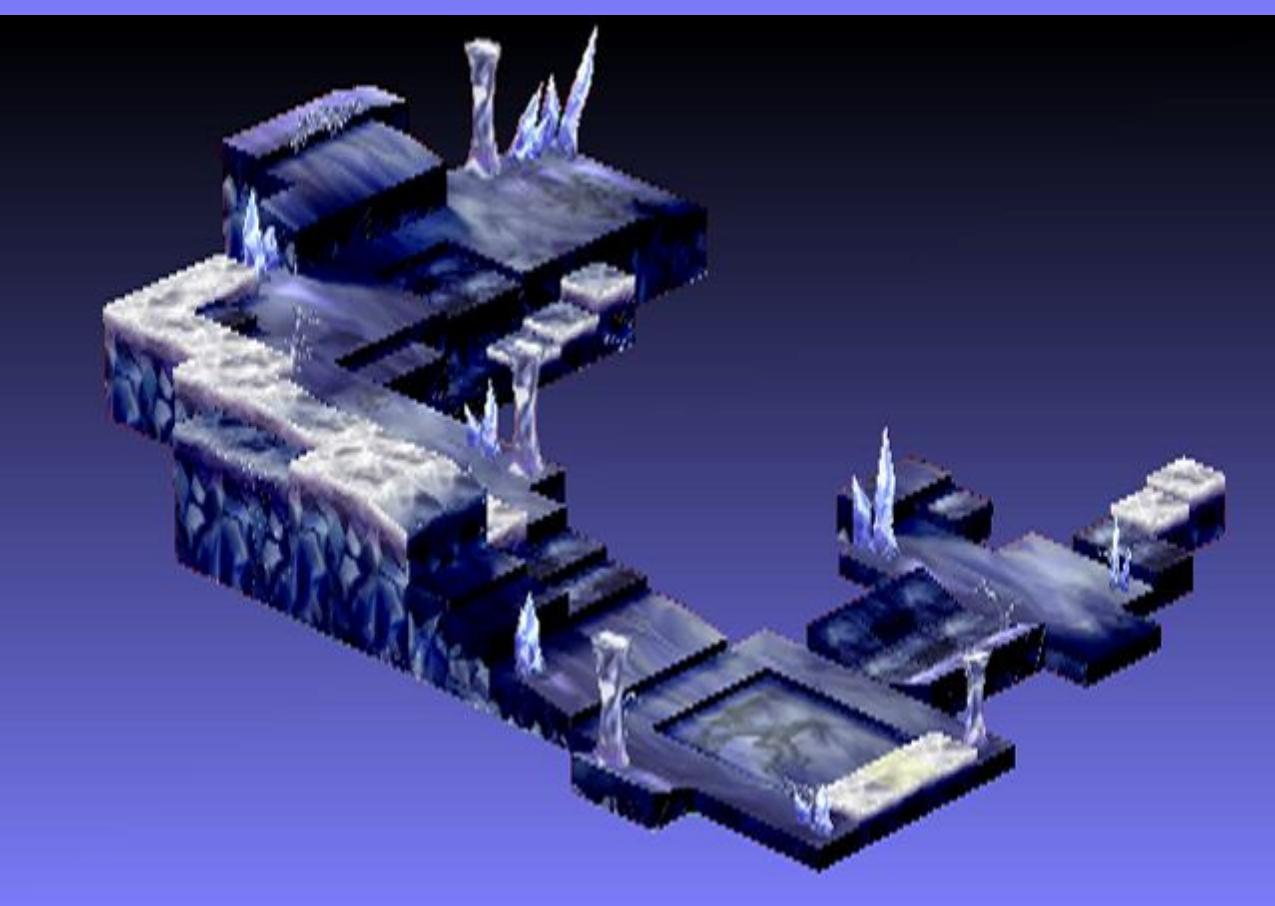
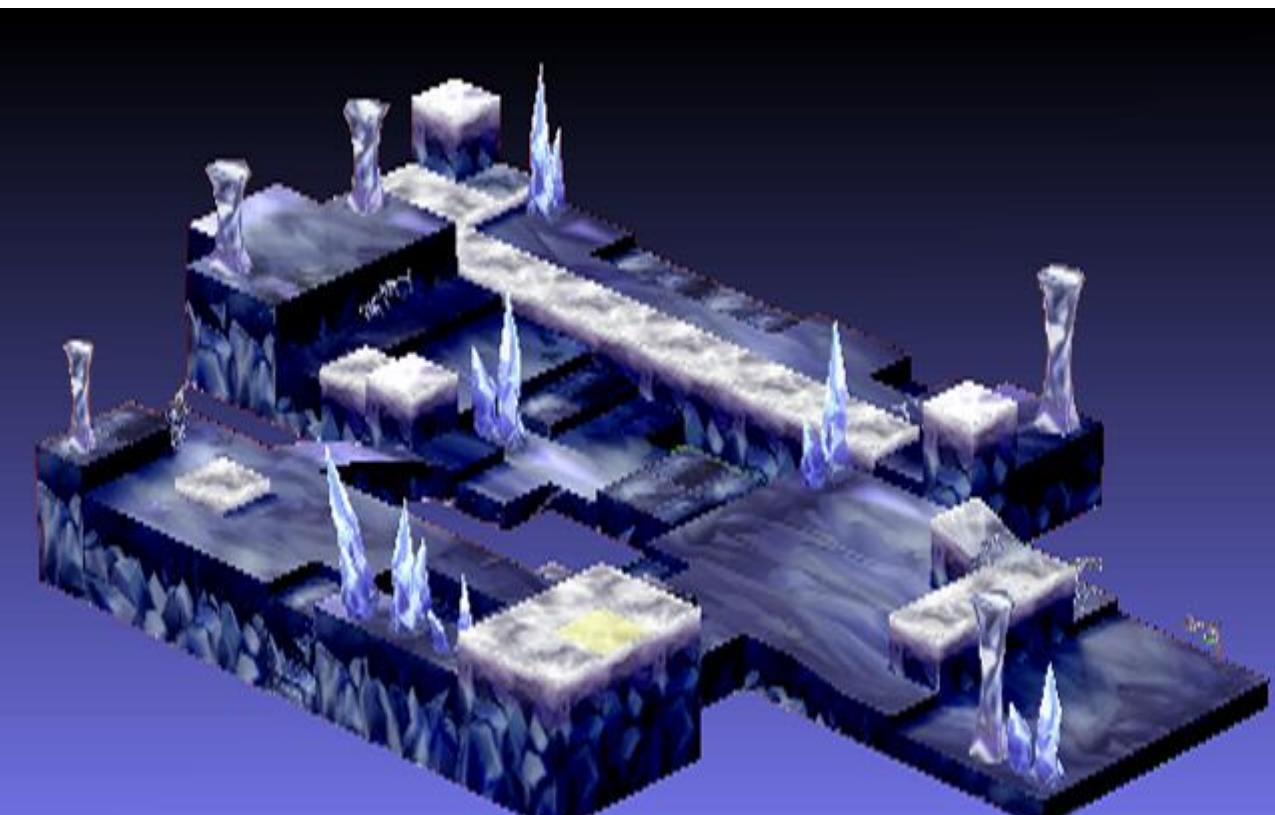


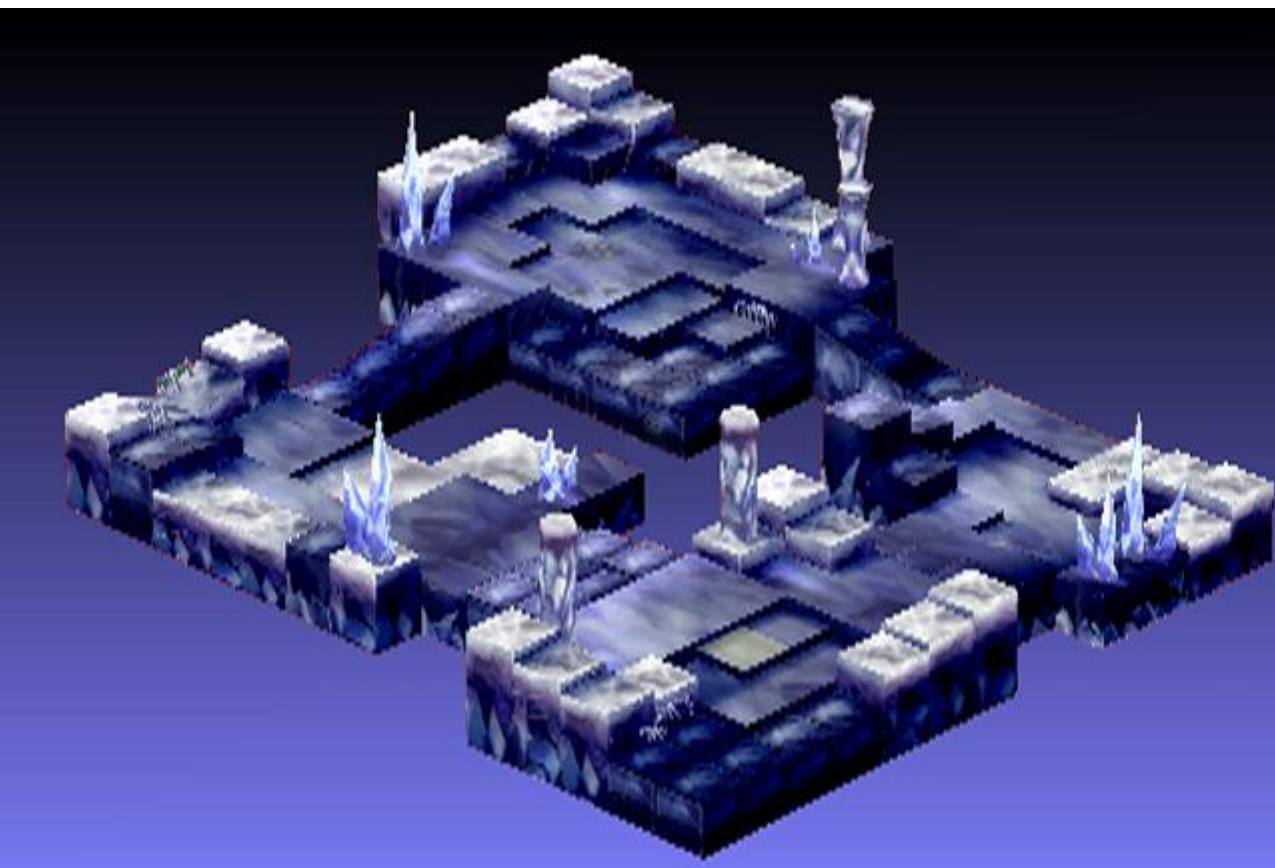


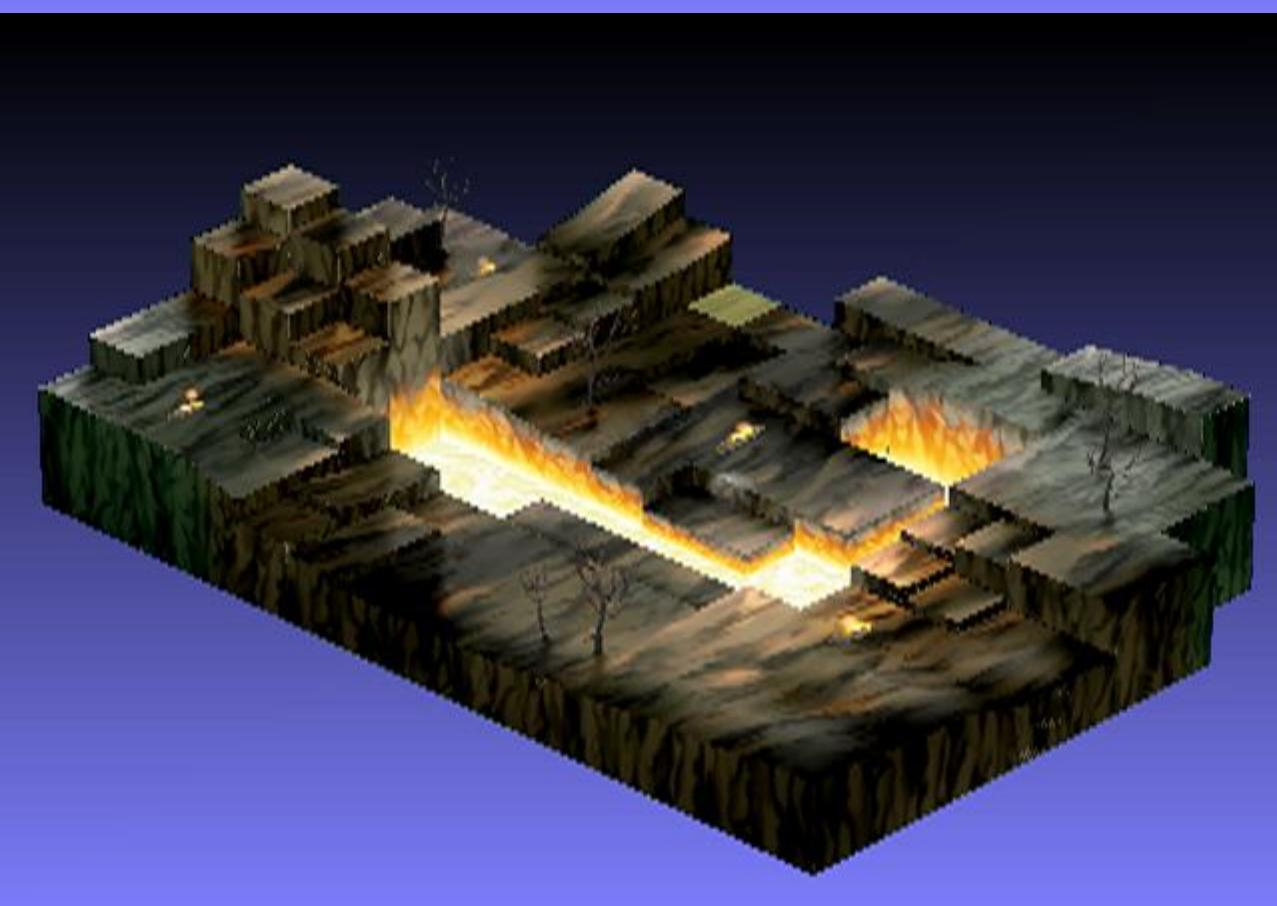
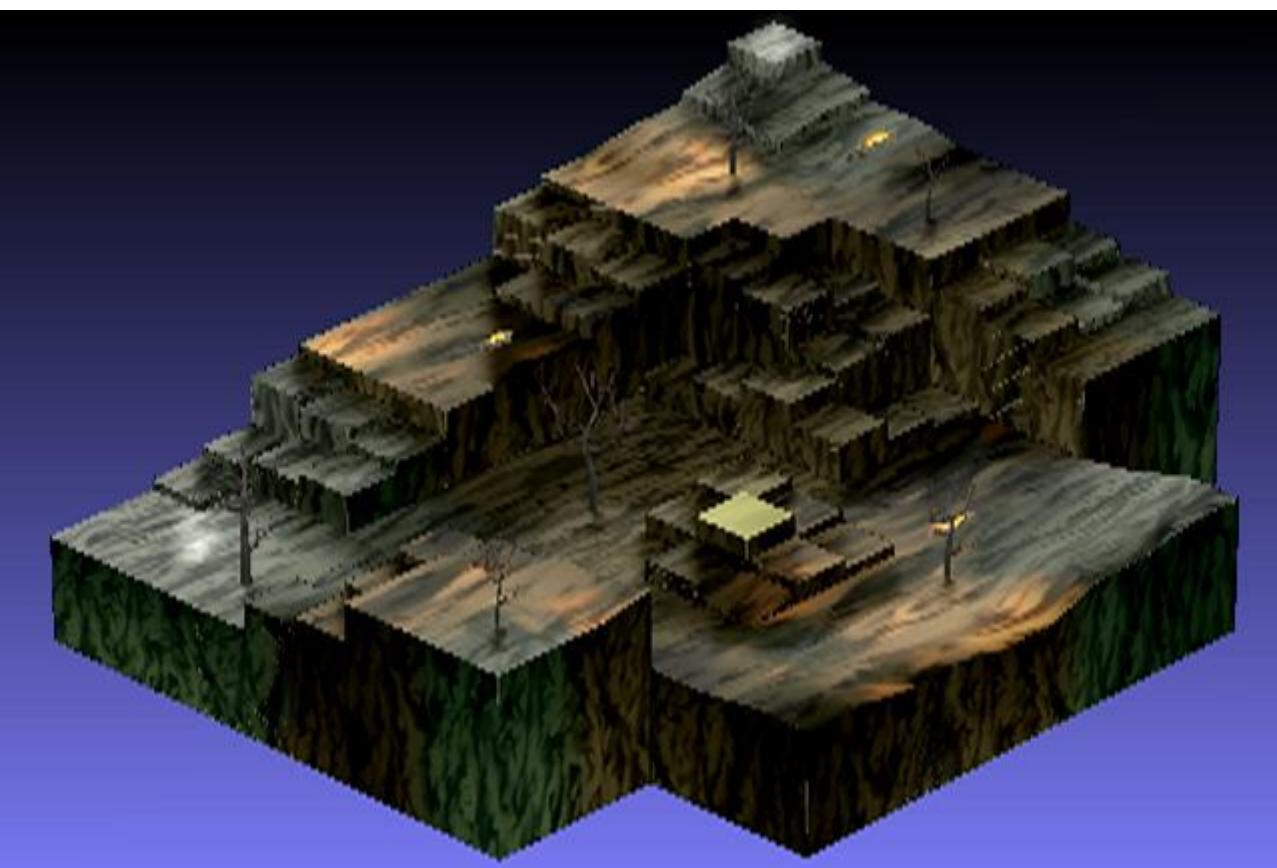




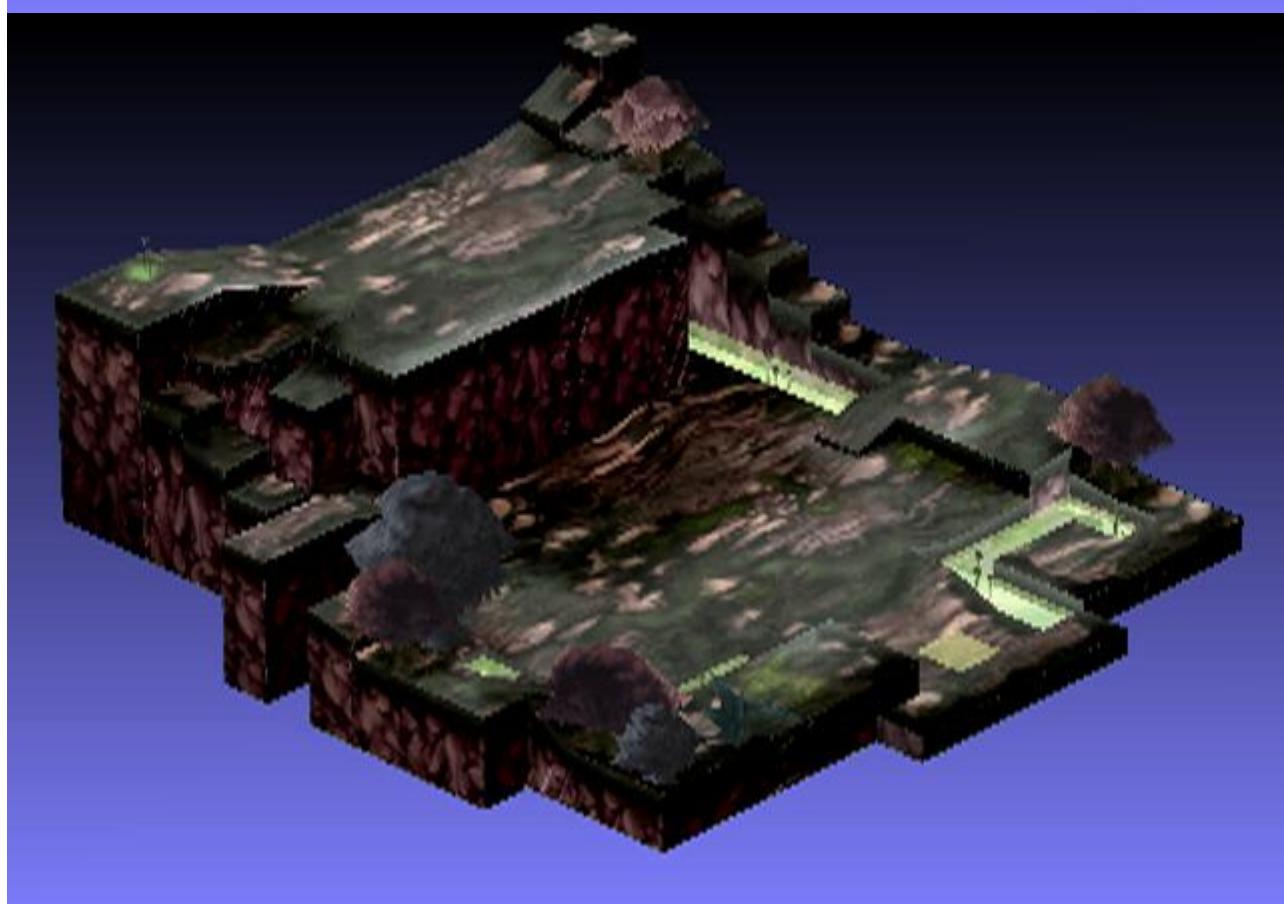
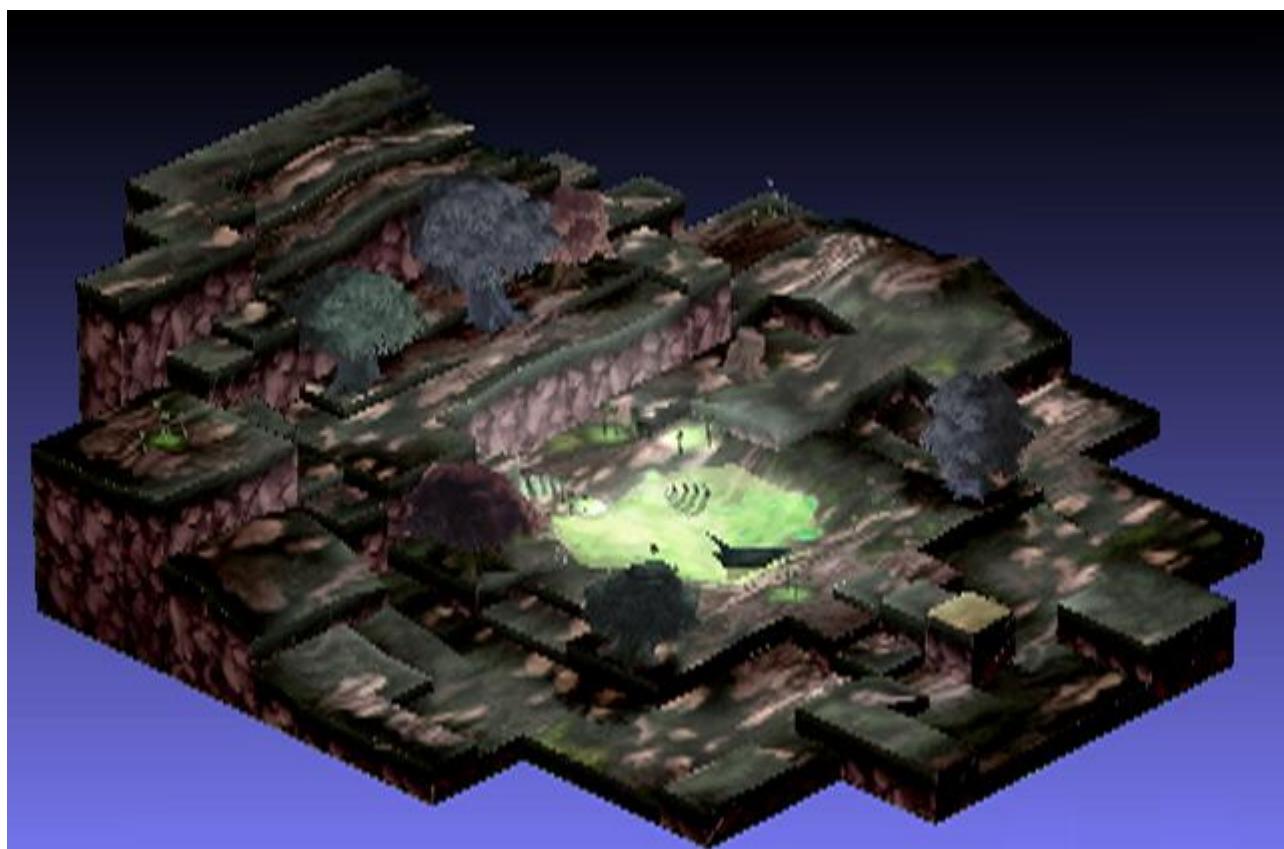


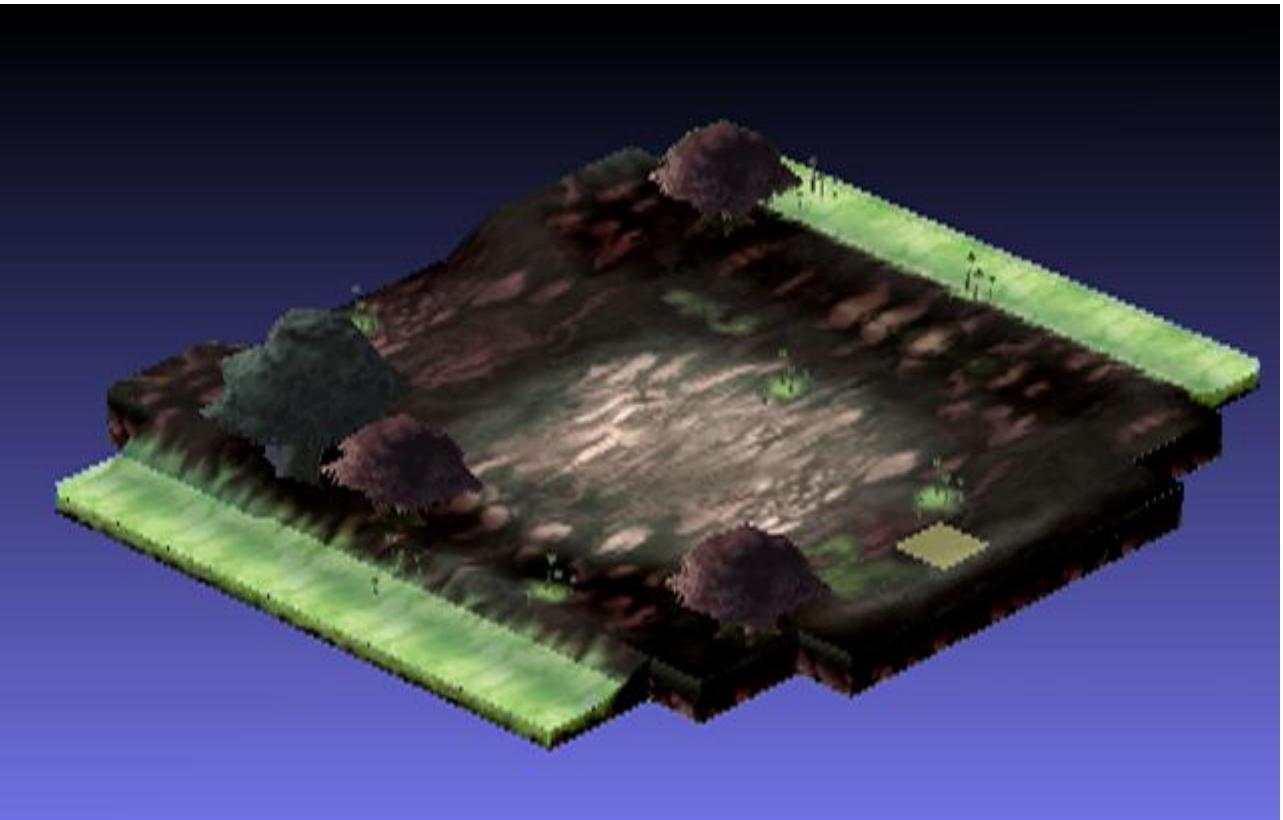


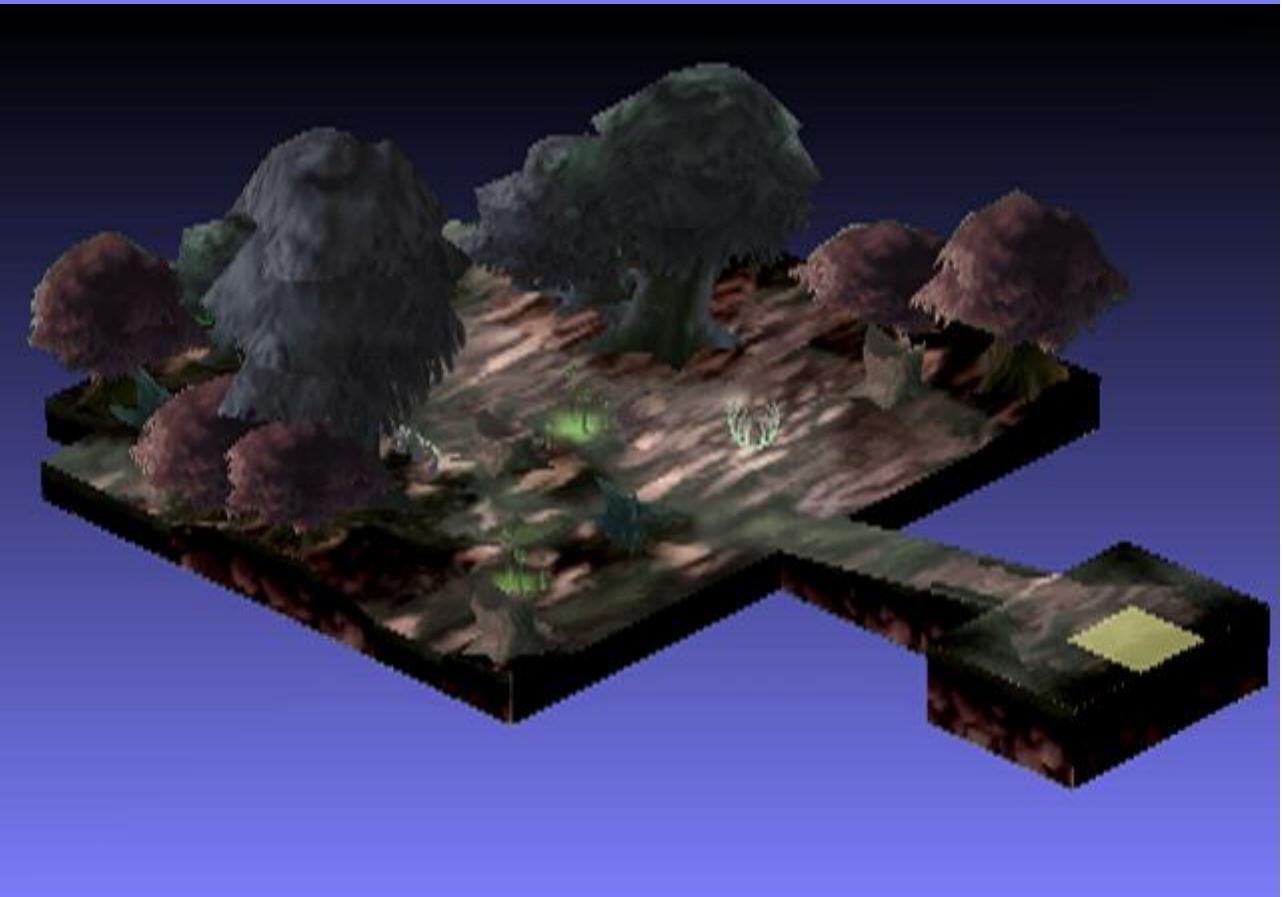
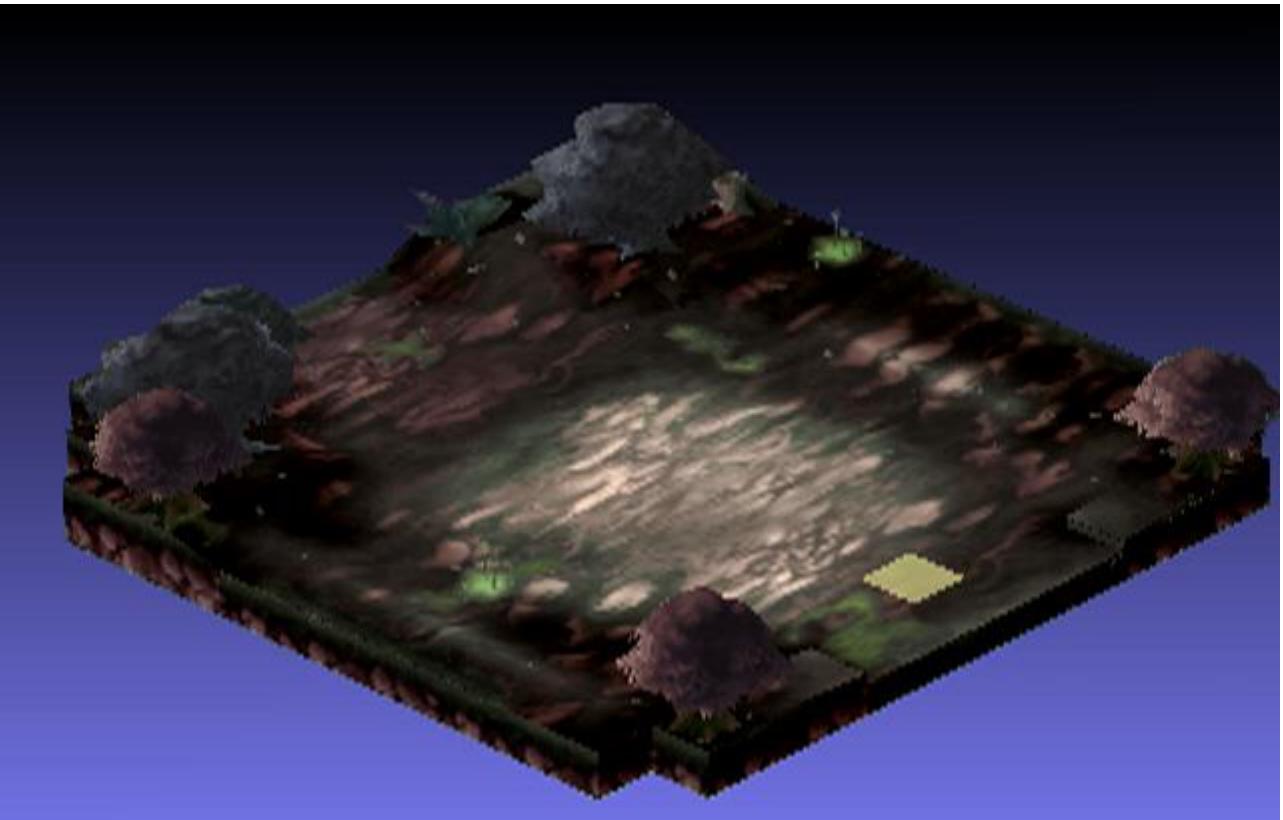


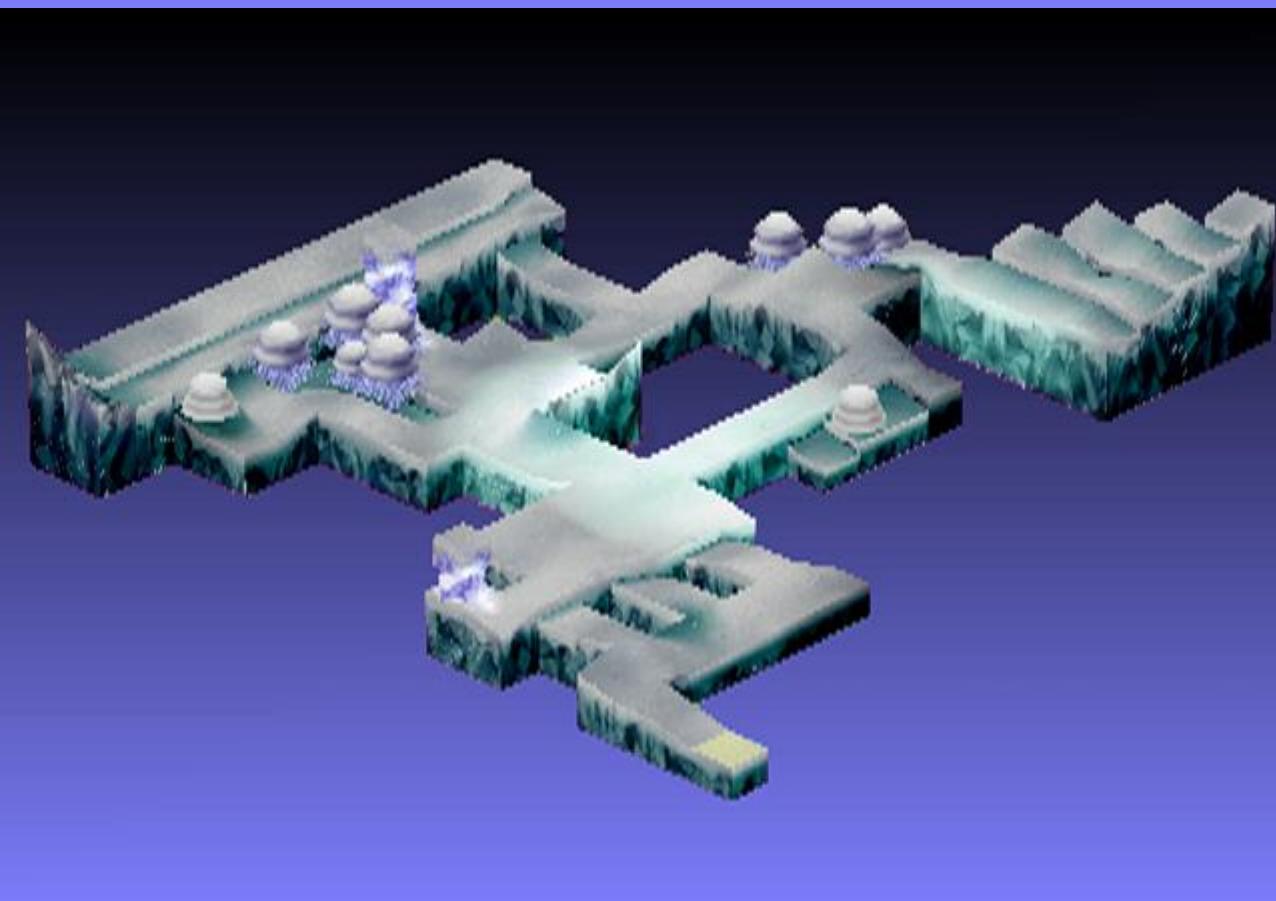
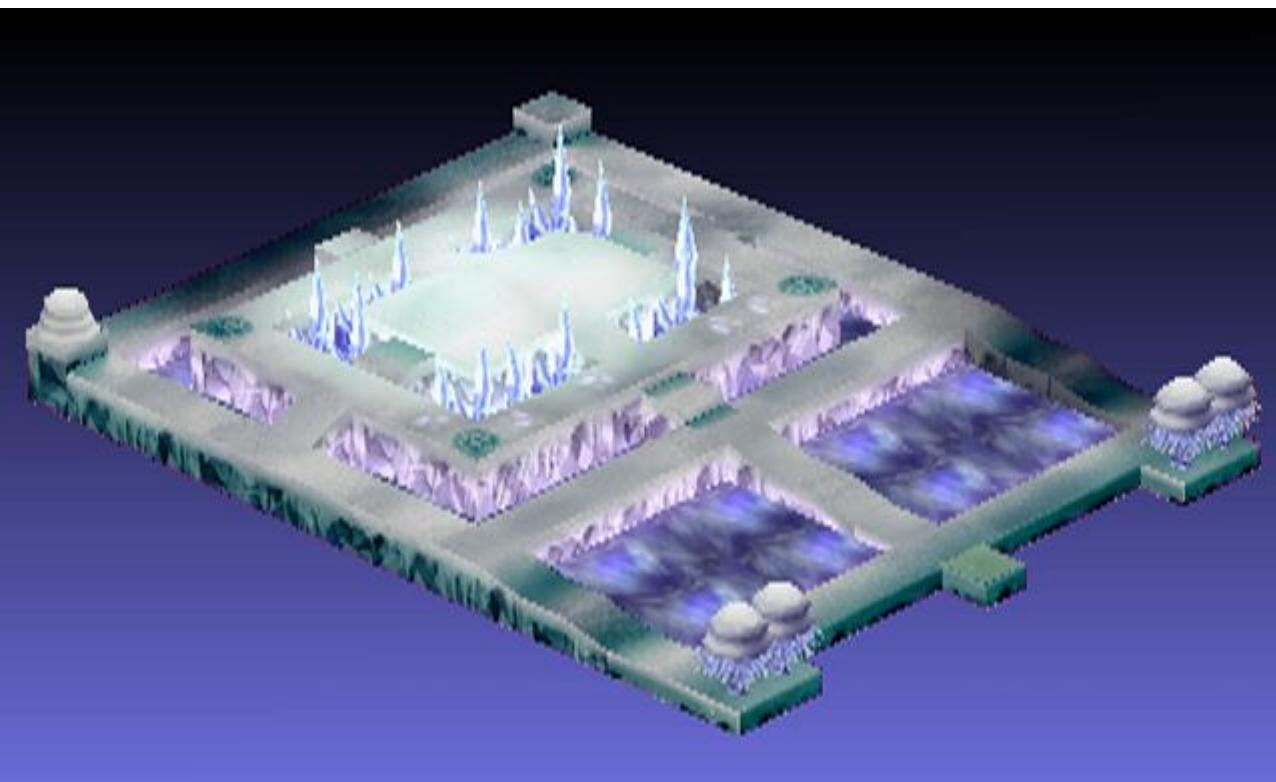


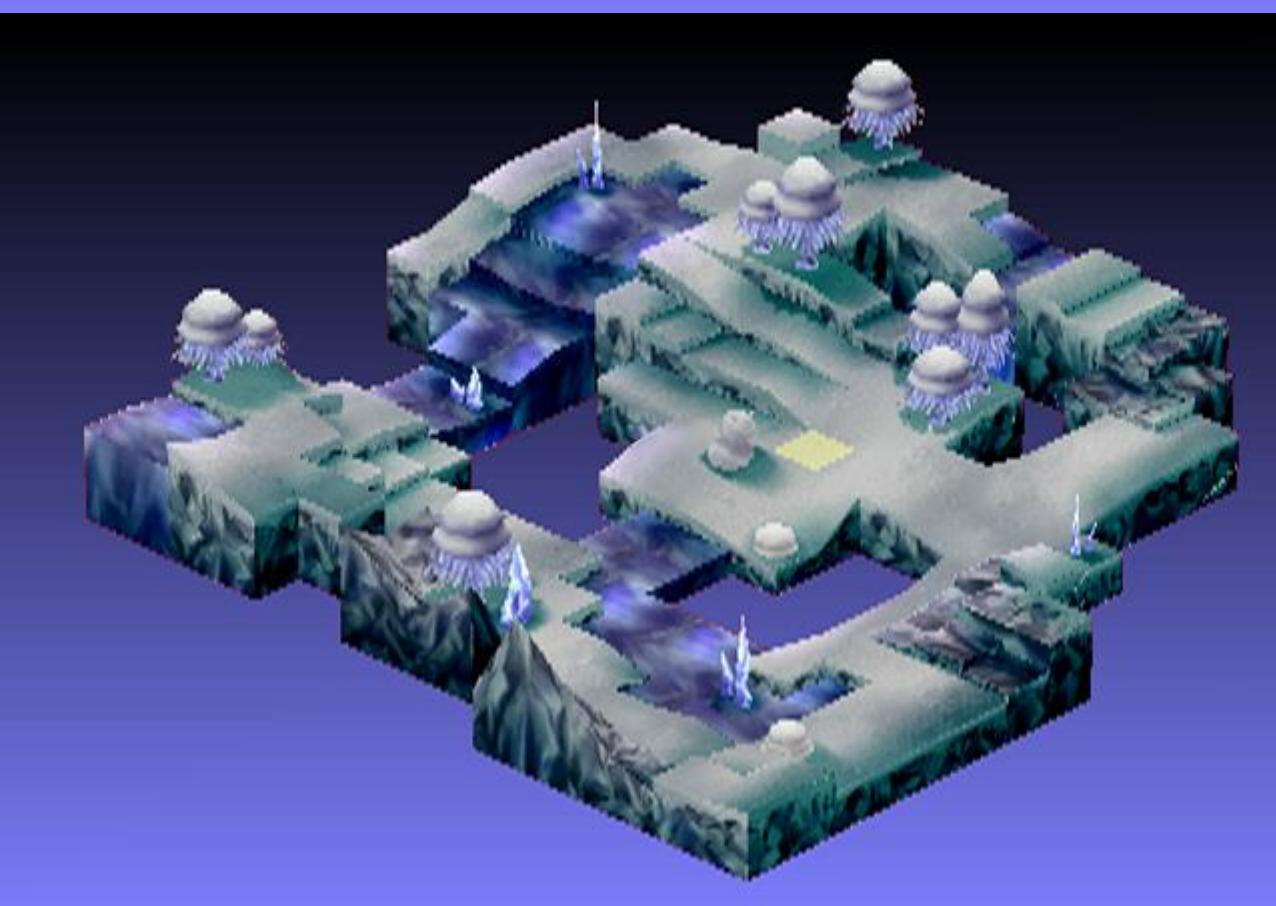
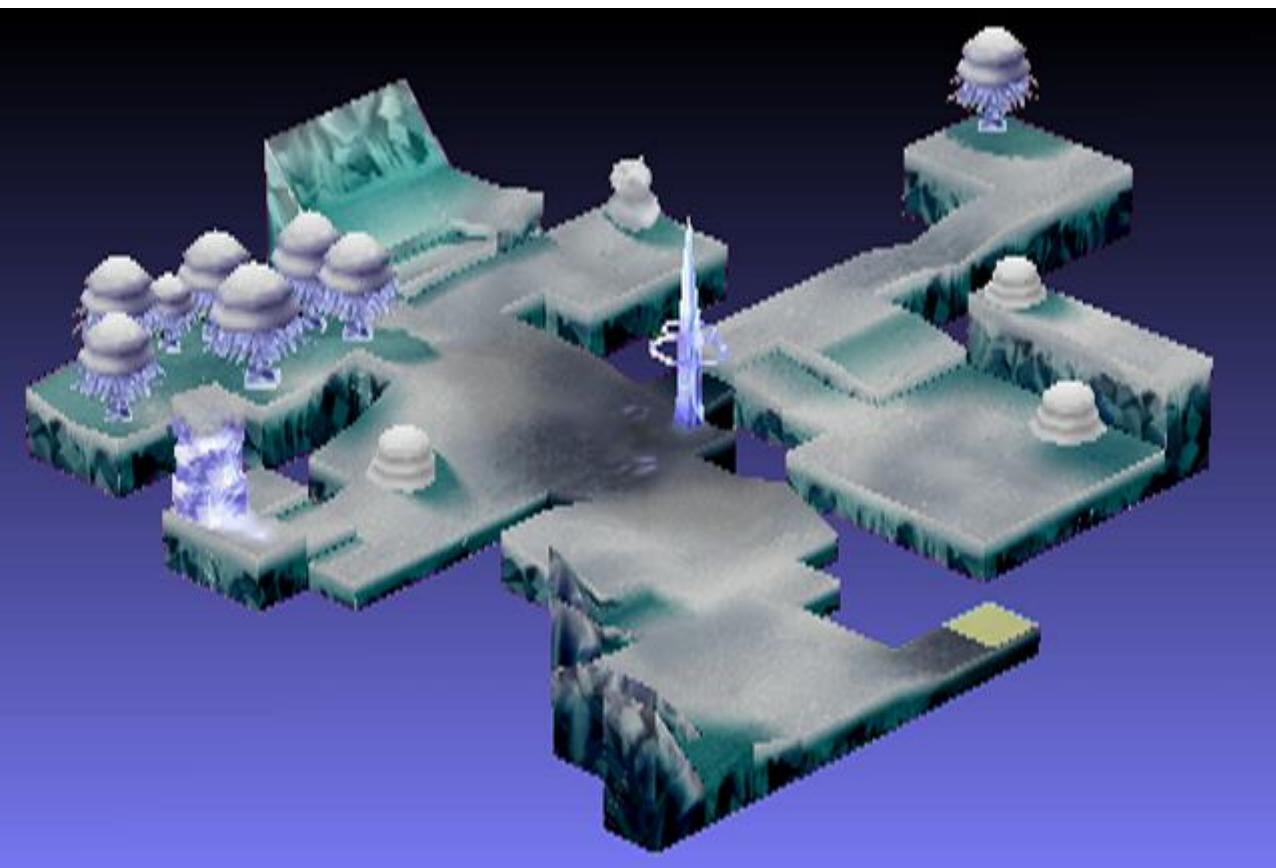


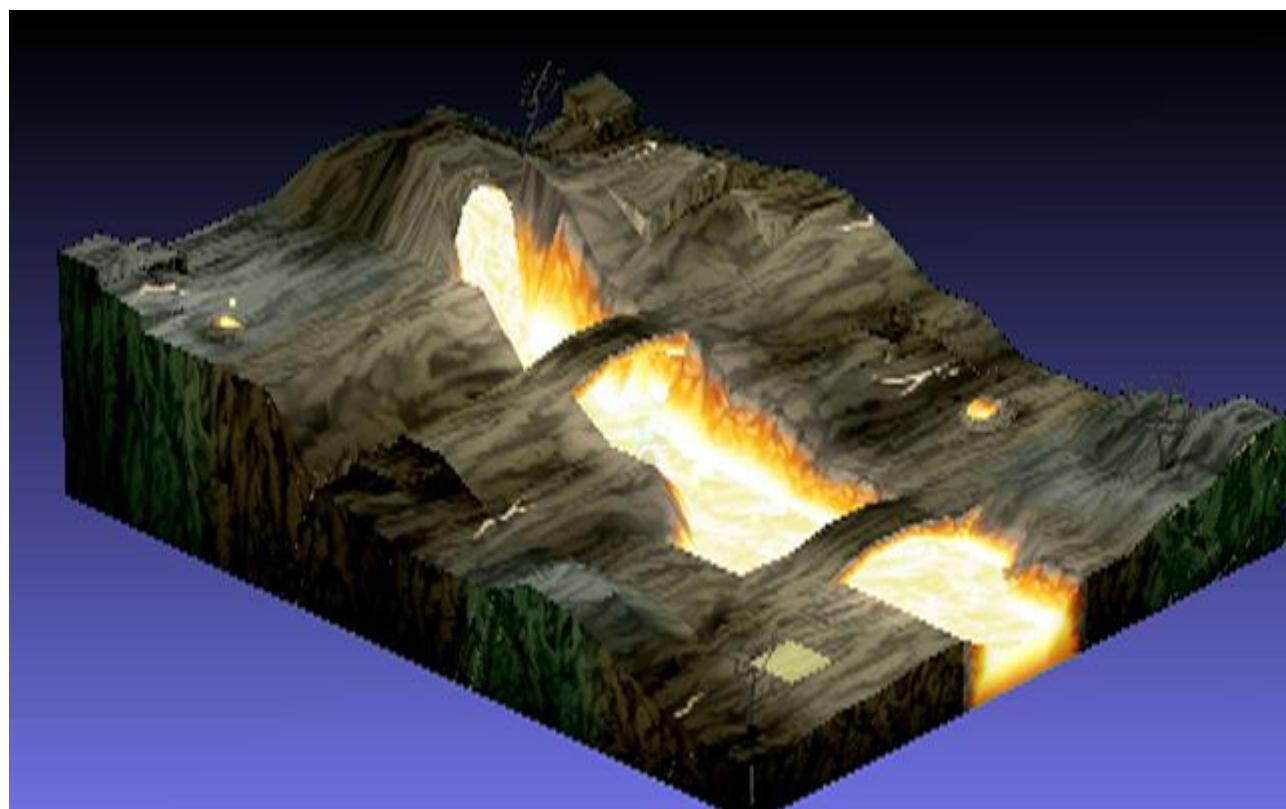


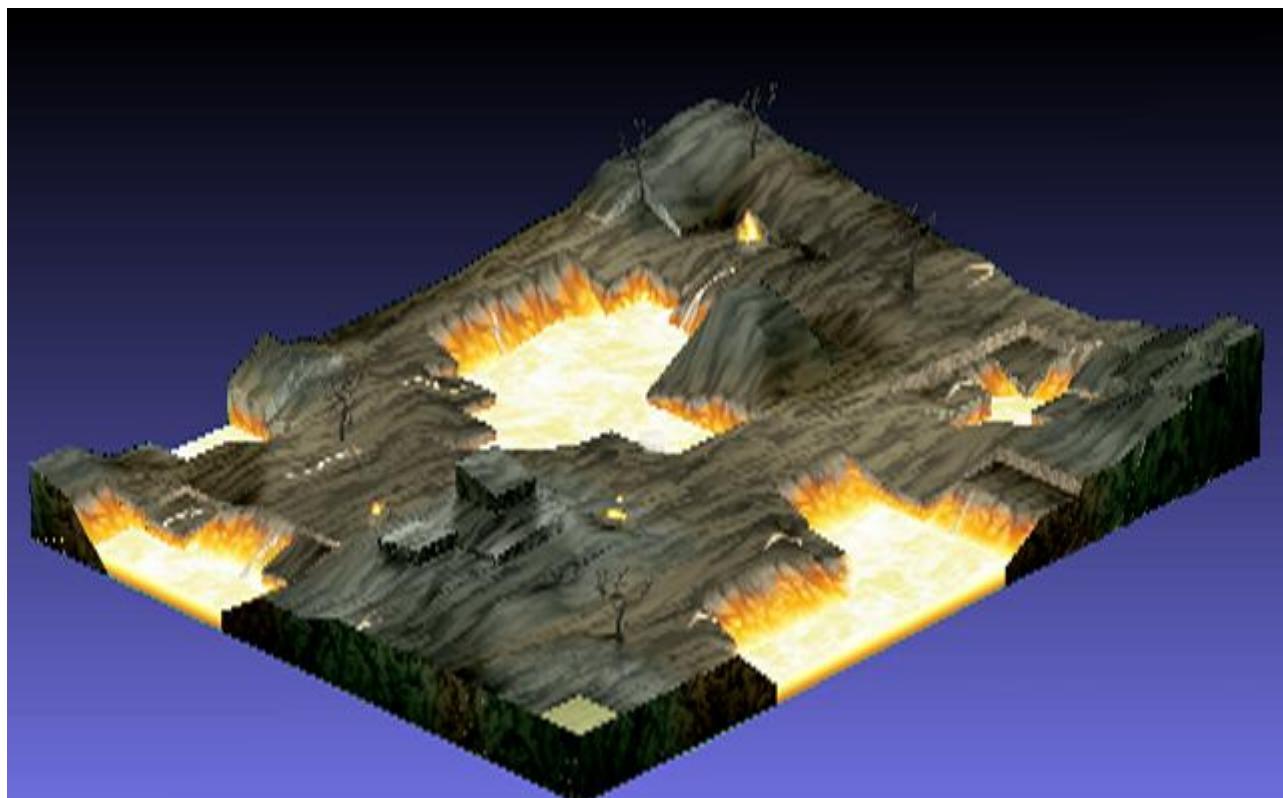


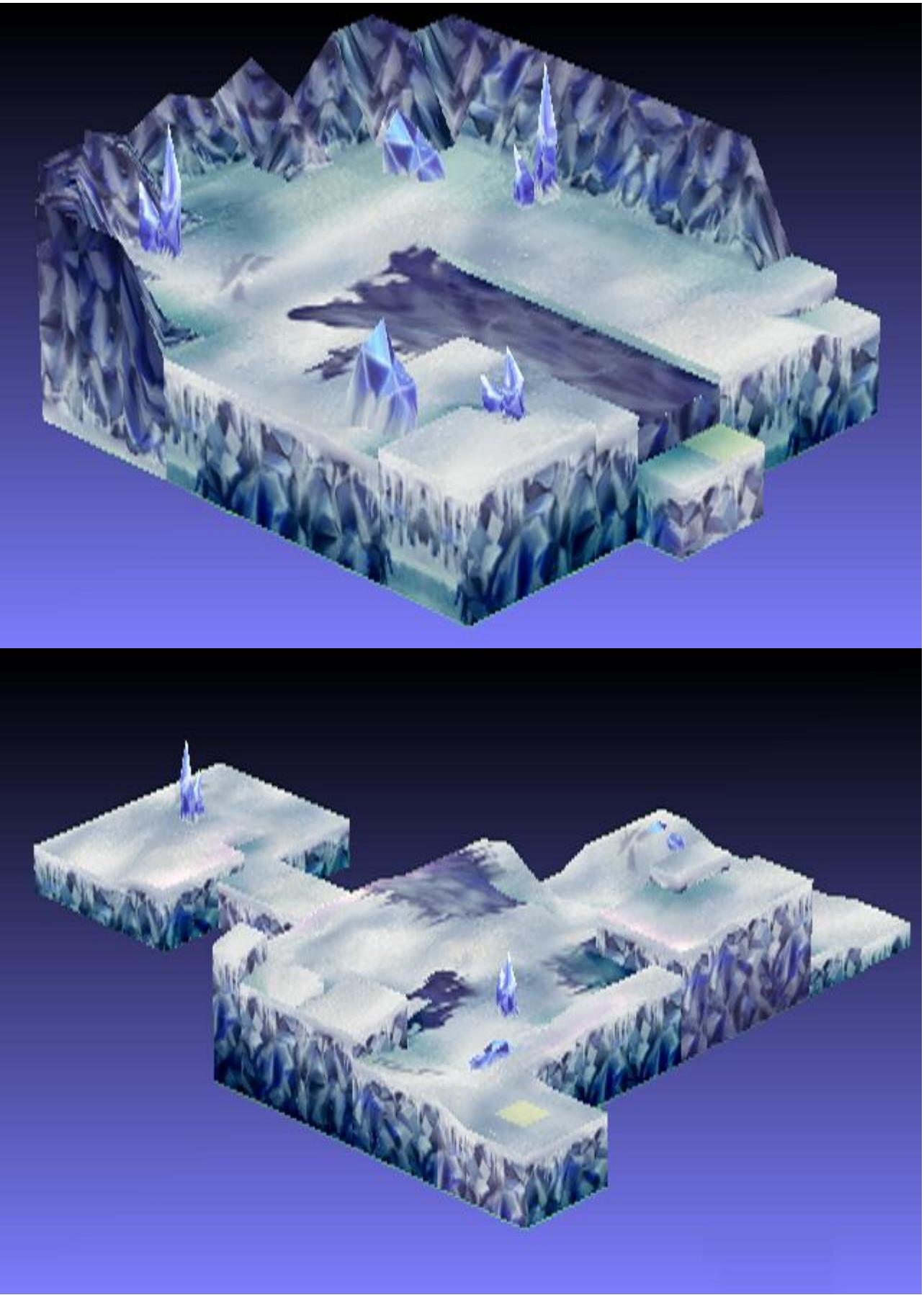


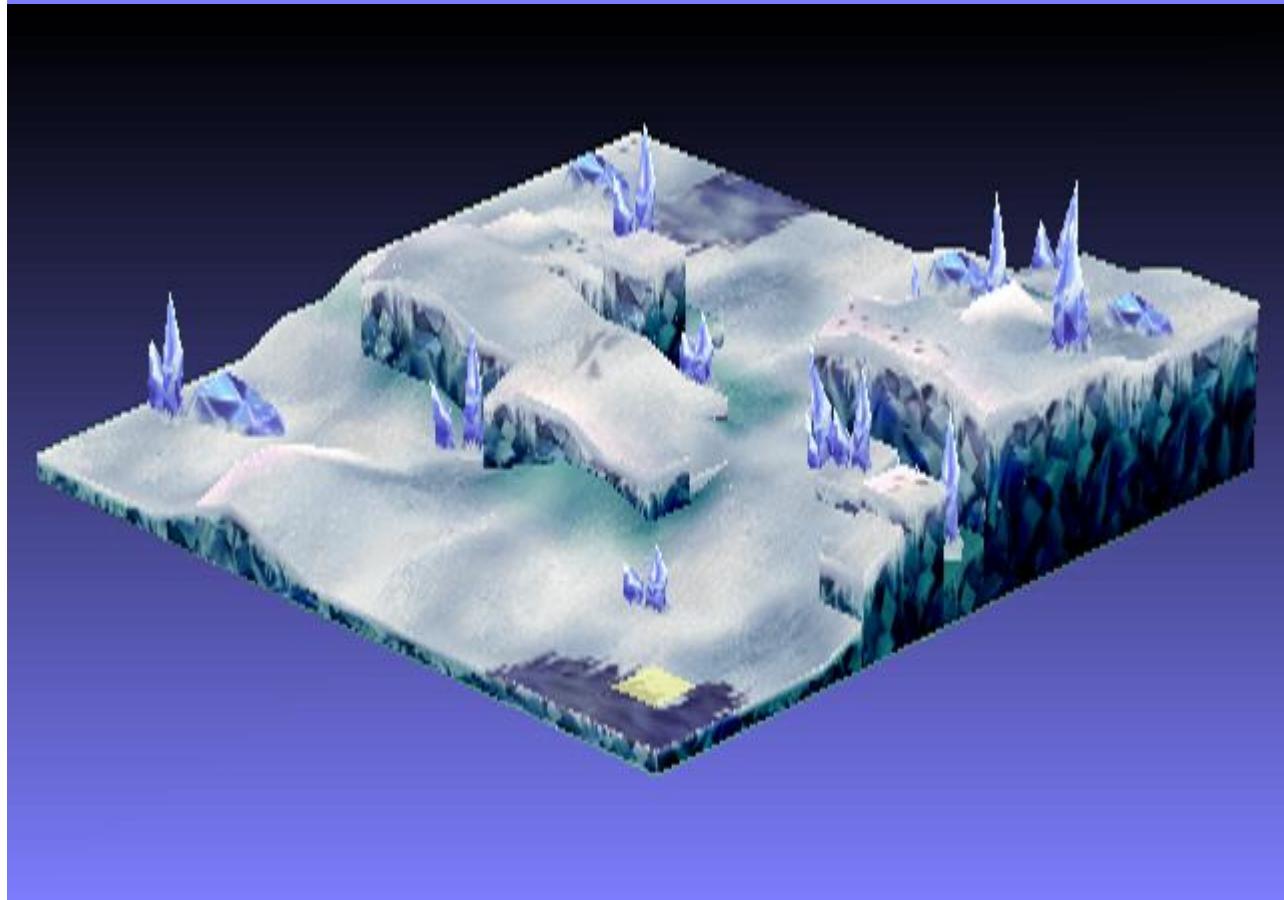
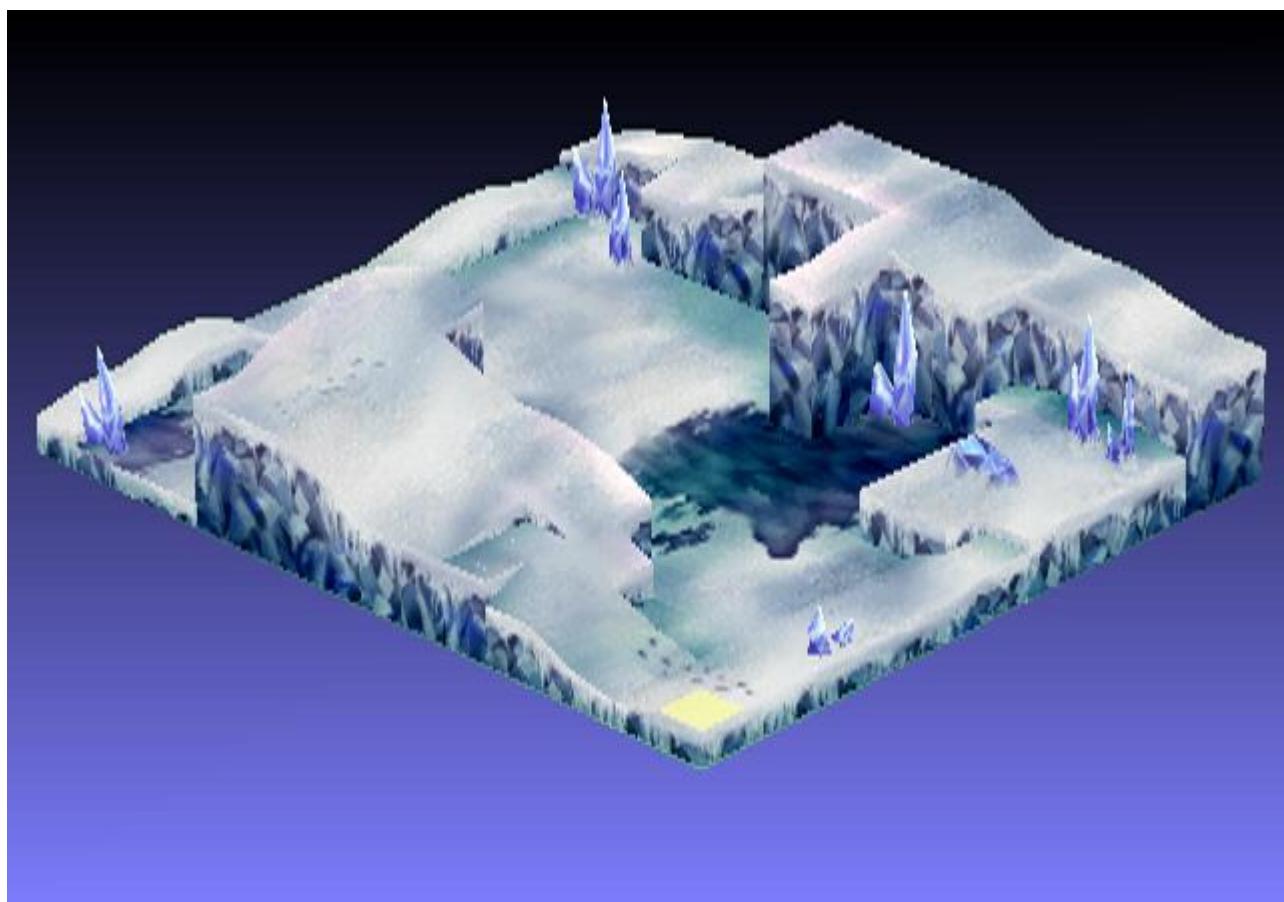






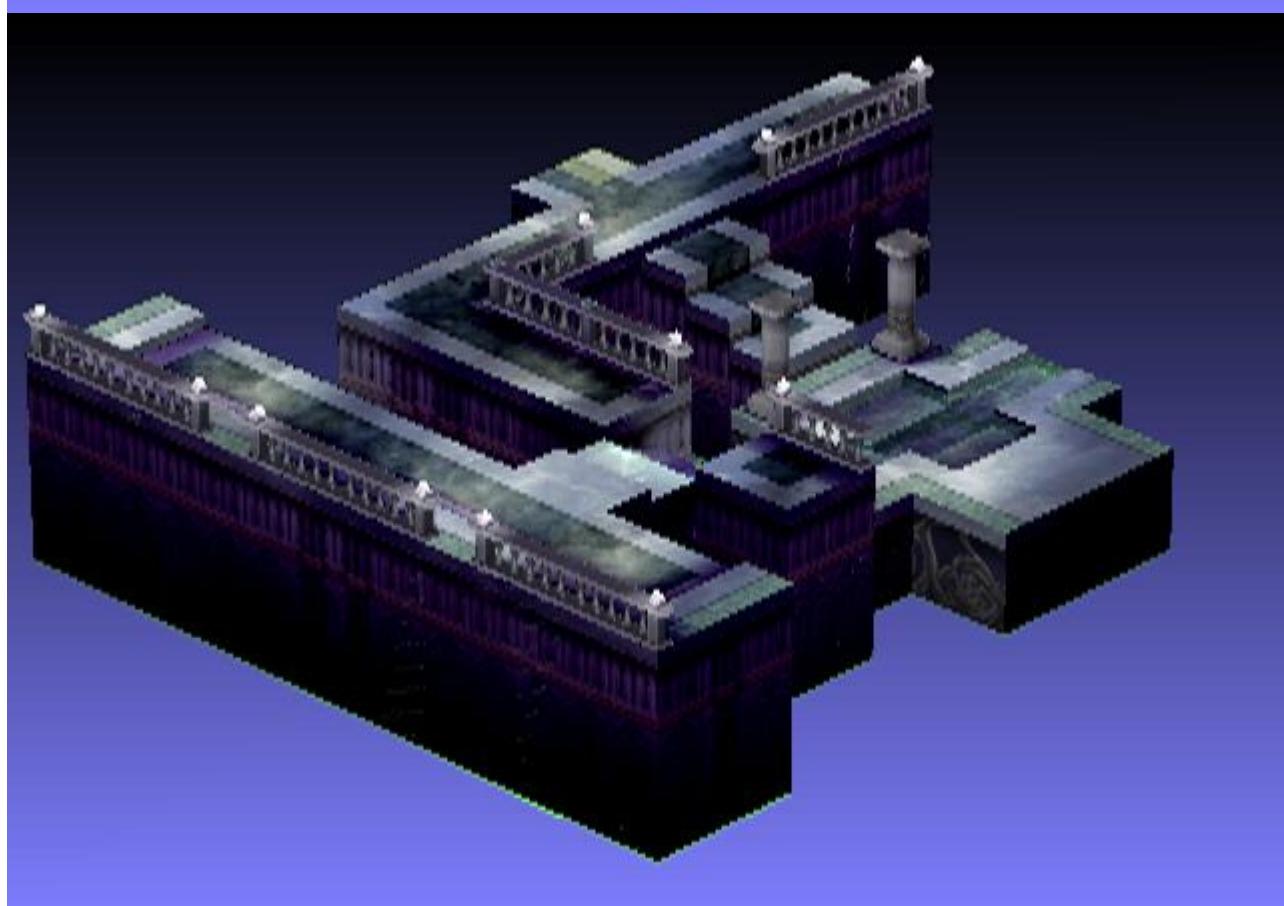
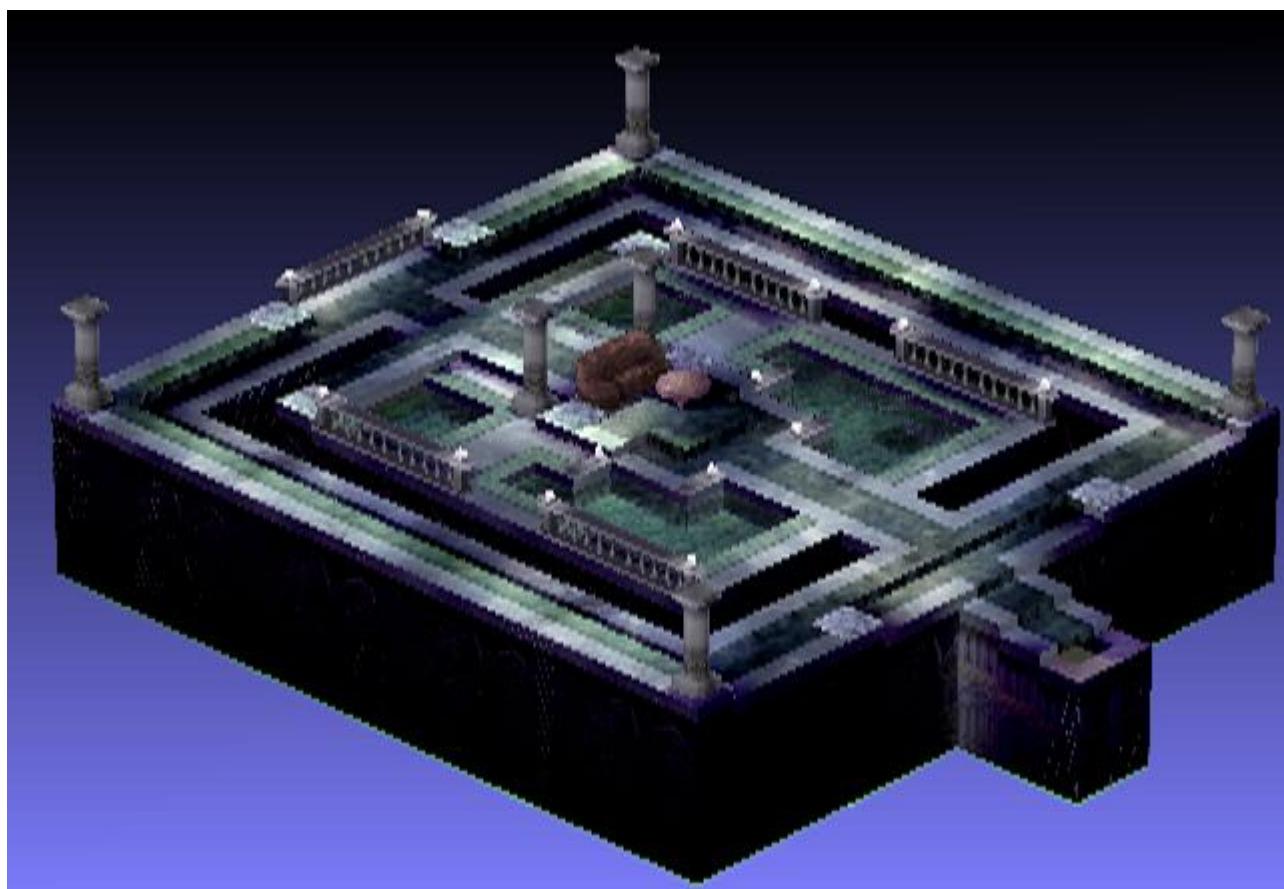




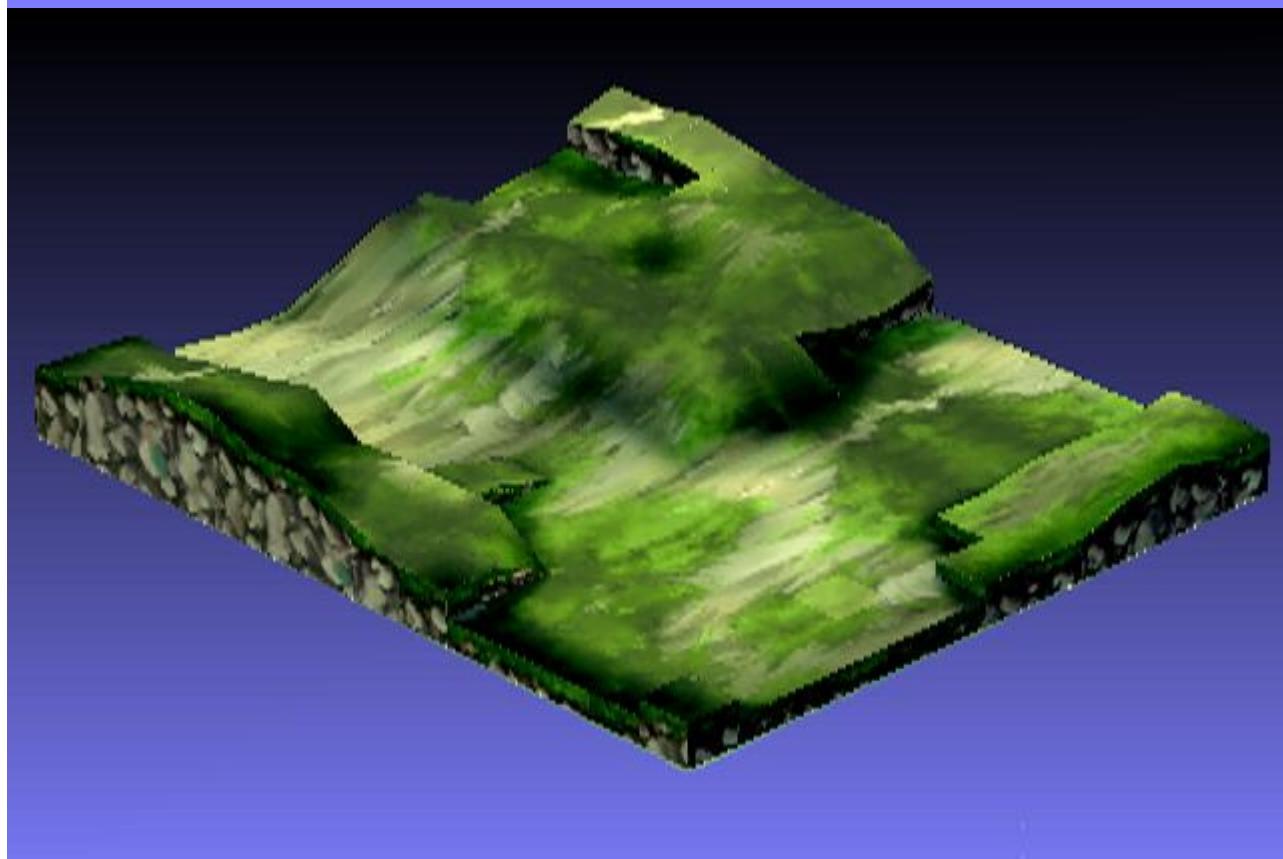
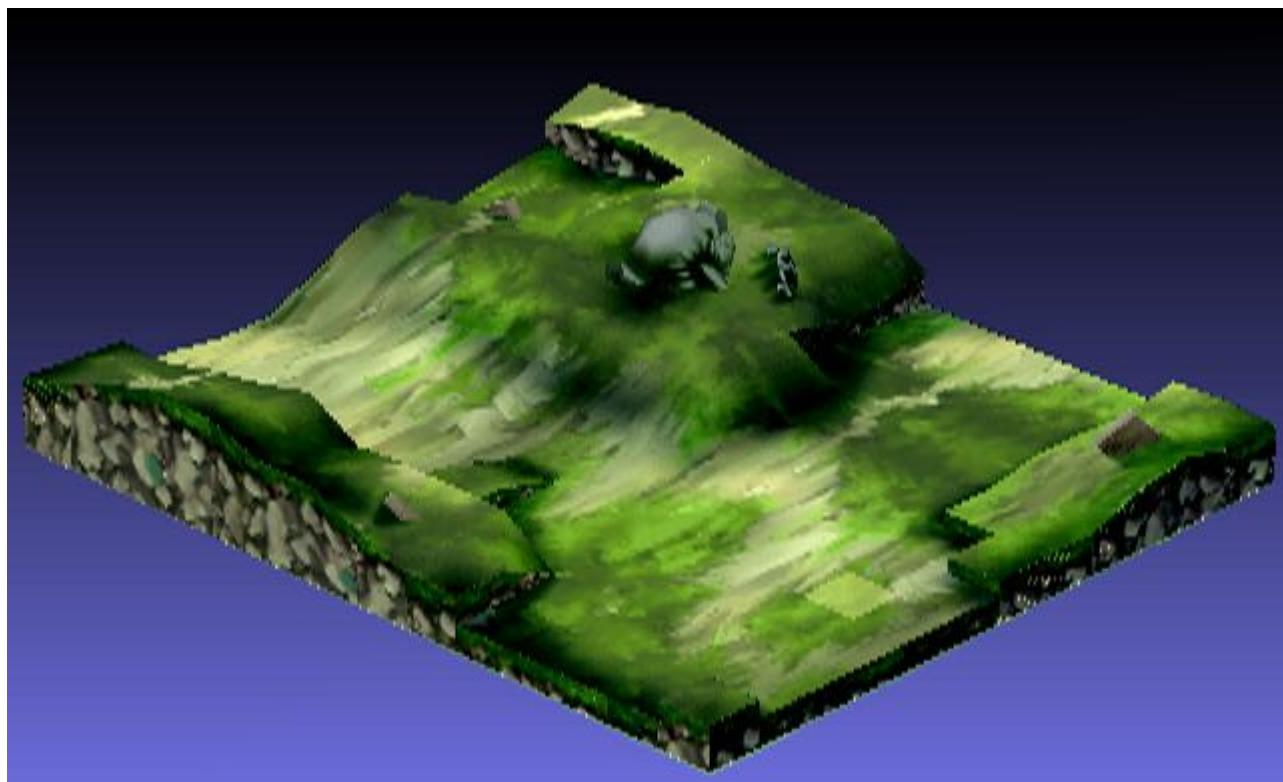


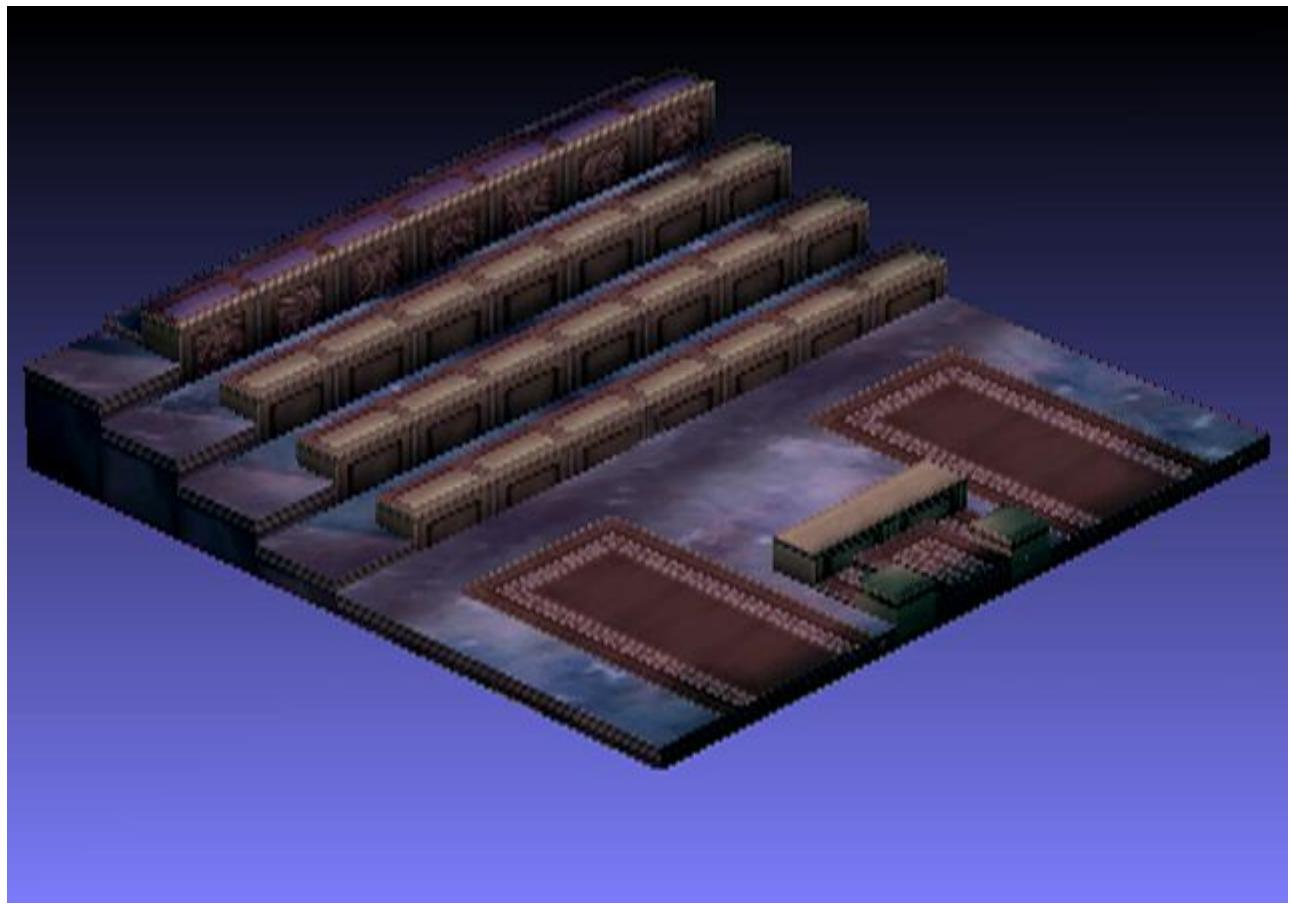












## Gameplay

Go over the gameplay from start to the end. Break this section up into the setup in the beginning, what the first couple things are that happens when the match starts. How do the players prepare or get ready?

- The game mostly rely on the tactical RPG dimension. The player will spend most of his/her time fighting with his/her units on various maps.
- The emotional objective is to make the player think. To achieve this goal, there are a lot of ways to upgrade the characters and so to face a battle. To avoid overthinking, story battle stand between funny dialogs.
- The player have to use a tactical approach of the battleground to be victorious.
- There is no interaction except with enemies/NPC
- The main challenges are boss fights which ask the player to build a solid tactic. The player is rewarded by earning more points during the fight, allowing bigger bonuses at the end of the battle.

## Mechanics

Out of combat:

- Free movement : Player can move Laharl freely
- Interactions : Player can interact with various NPCs

- Objects : Player can equip, unequip, use, buy, sell and store various objects
- Dark Assembly: Player can access the Dark Assembly and try passing bills to modify aspects of the game (new characters unlockable, reroll of current characters, next combat bonus or malus...)
- World of Objects: Player can enter the World of Object for each object in his/her inventory. The World of Objects consist in several randomly generated map the player have to clear before going out of the object. At the end, the stats of the object are improved.
- Hospital: Player can heal wounded characters by going to the hospital and pay some money. Like a “fidelity price”, hospital will sometimes deliver a reward.
- Dark Summoning: Player can summon new units to help during fights. The new unit will be the apprentice of an elder unit and will possibly gain statistics from its master.
- Stores: Player can buy items in different stores through the game.
- Class System: Summoned characters have a class. This class can be a basic one or can be unlocked by different conditions.
- Play Level: Player can select a level to play/replay by talking to the Gate Guardian.

In combat:

- Turn based actions: Player set actions for all the characters he/she controls, execute them, then it is the computer turn and so on.
- Move: Player can move a character for a maximum of its range.
- Attack: Player can make a character attack another (ally or enemy)
- Special Attack: Player can unlock and use special attacks for a character, depending of its class and weapon equipped.
- Tower: Player can use a human character to lift another character. If the lifted character was already lifting another character, it start to create a tower.
- Throw: A character can throw a character it lifts in a cross (front, back, left, right).
- Use item: Player can use items on its character.
- Paired Attack: If two or more characters attack in same time the same opponent, they can do a paired attack, dealing slightly more damages.
- Pirates: In the Object World, Pirates can appear randomly. Defeating them will loot a piece of treasure map.
- Geo Panels: Geo panels are small pyramids that have modifiers statistics. During battles, some cases will be associated with a color. If a geo panel stand on one of those cases, each other cases of that color will give to character standing on them the bonus (or malus) of the geo panel. Geo panels have colors too. If the colors of the geo panel is different that the color of the case it is standing on and the geo panel is destroyed, the color of the cases will become the color of the geo panel, dealing damages to characters standing on it. This effect can be linked to deal more damage and gain more points.
- Points: Actions during combat give a score at the end of this one. Those points are consumed and give rewards to the player.

## ***Controls***

The player can control his/her character with the mouse. He/she can also use the mouse or shortcuts to navigate through menus. A controller can also be used. In this case, the player can use the left joystick/arrow keys to move the character and the button “A” to interact and validate in menus.

## ***WINNING THE MATCH***

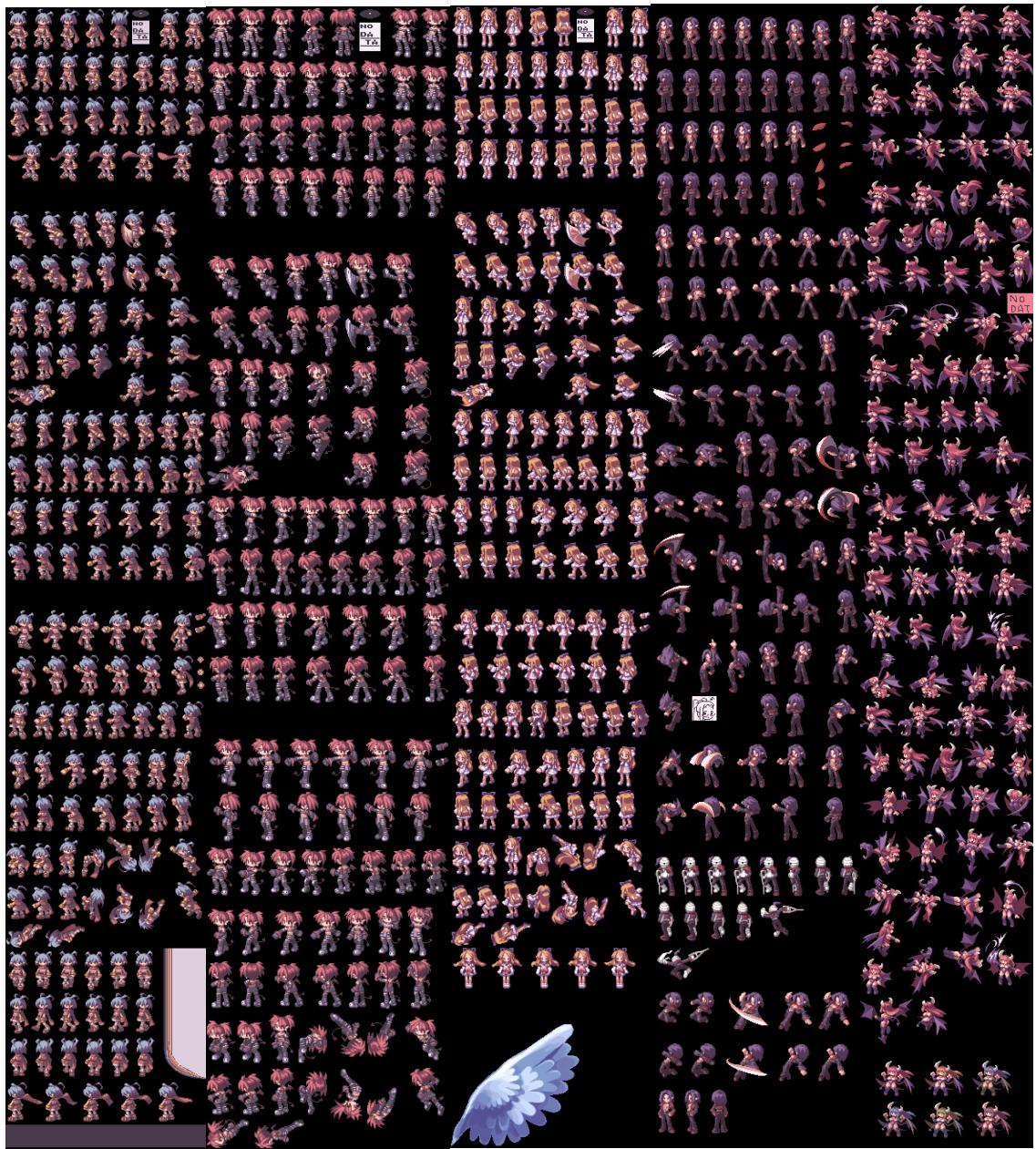
To win a map, player usually have to defeat all enemies on it. To win the game, player have to complete the full story. A game over occurs when all the characters available for the fight are defeated.

## ***Challenges of importance***

Each Boss level is a big challenge asking the player to find a strategy allowing him/her to fight with a more powerful enemy. At the end, player is rewarded with a new part of the story and a new area

## ***Assets***

Some characters tile sheets:



Backgrounds:







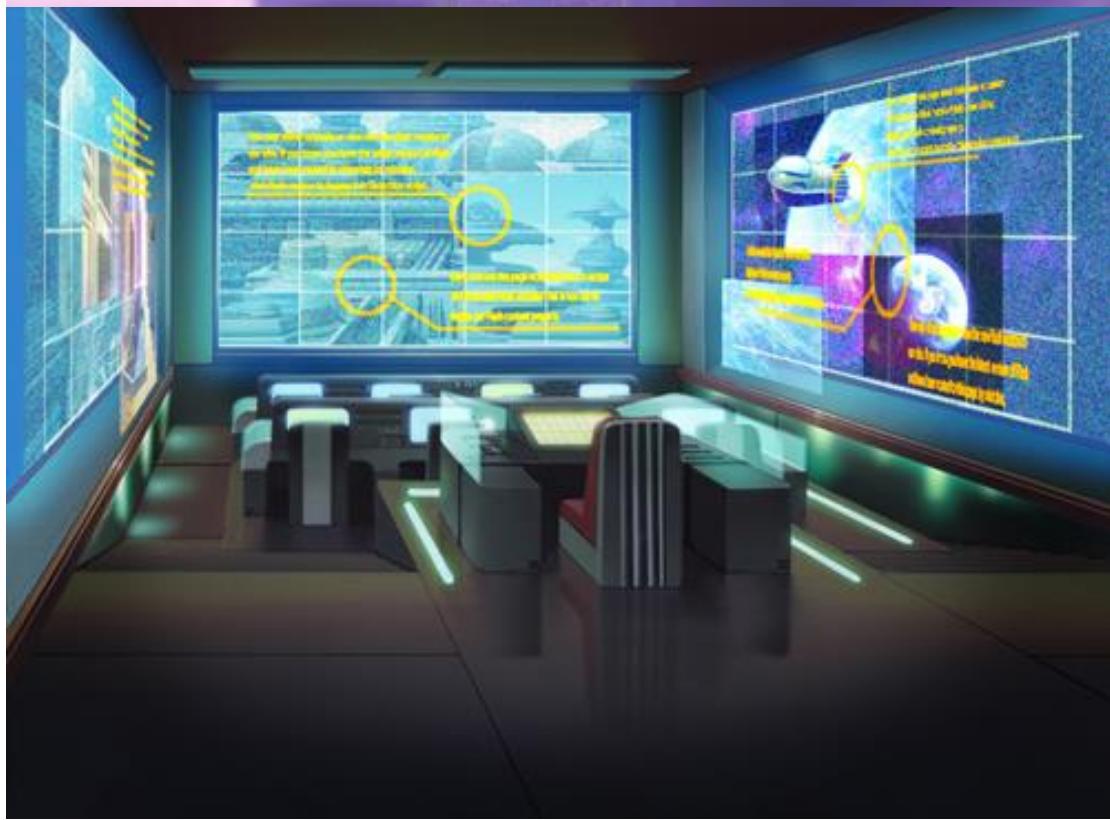
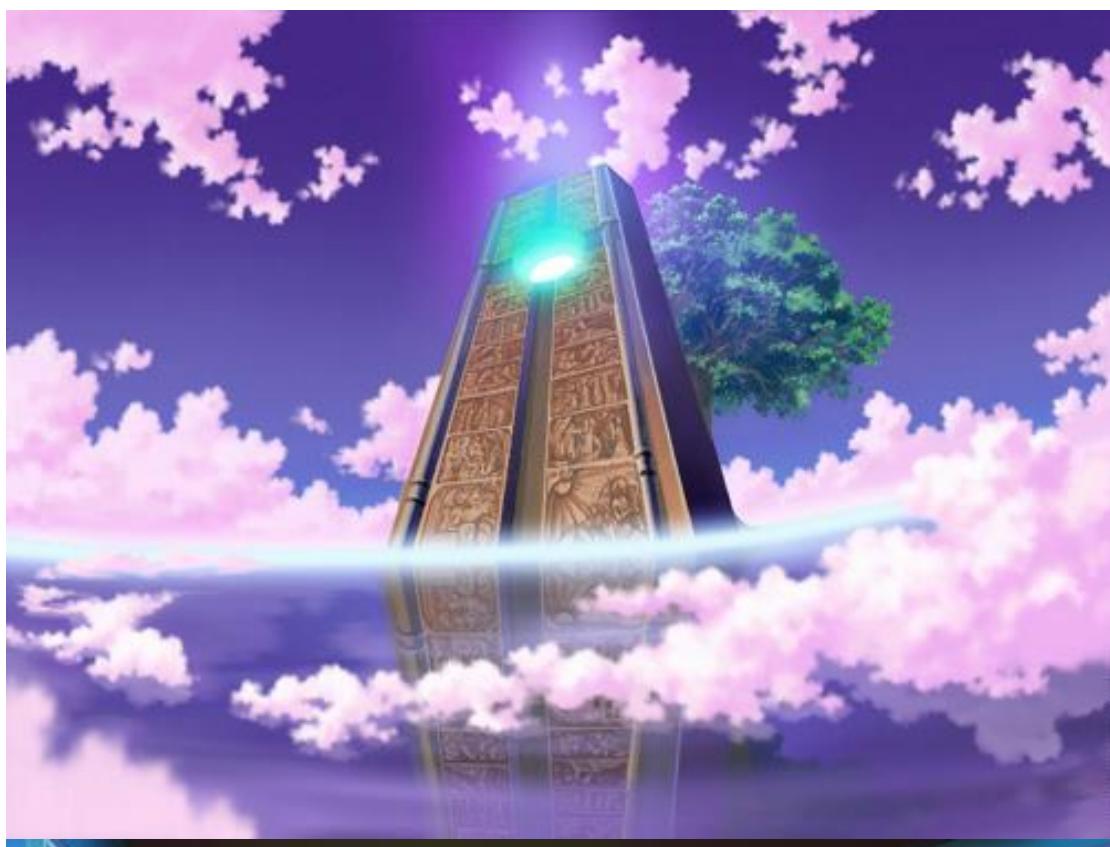


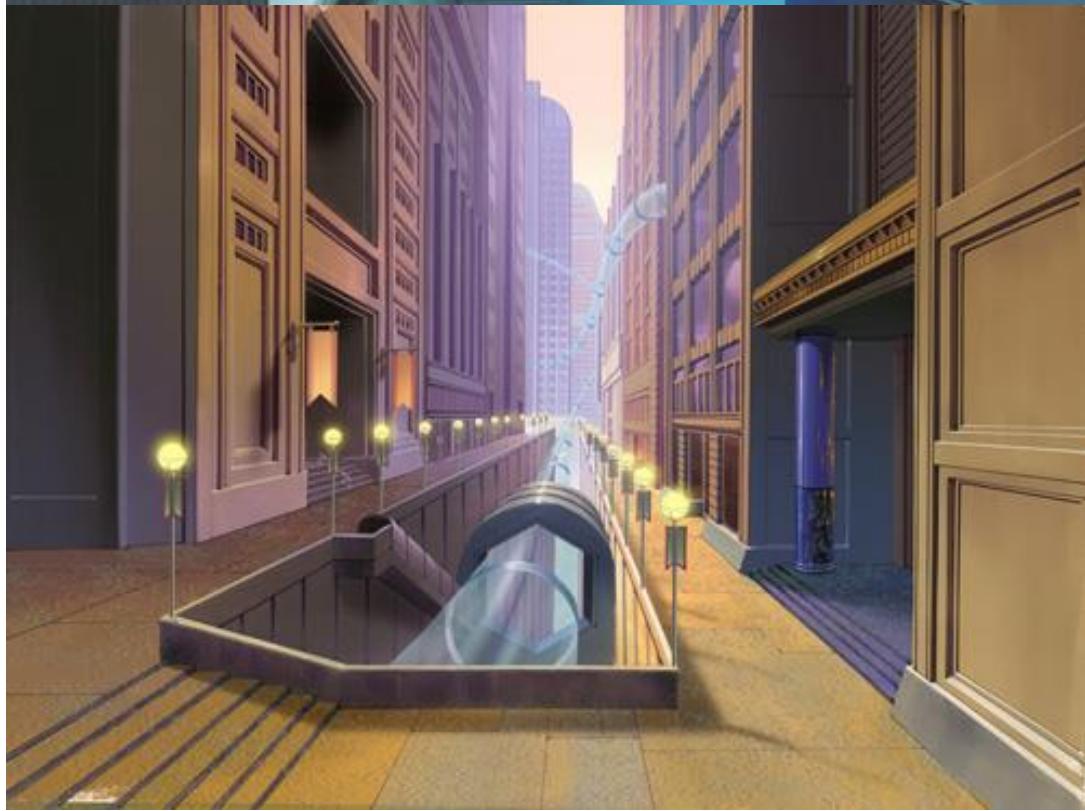
































## Characters





## **Audio**

1. Lord Laharl's Hymn
2. Hell's Whisper
3. Welcome to the Overlord's Castle
4. Ghost Decent
5. Flowerbed
6. Etna Boogie
7. AKUMA Drops
8. Angel Smile
9. Mischievous Demon's Footfall
10. Hysterical Kingdom
11. Ah, My Magnificent Life
12. A Dark Race becomes Magnificent
13. Dear Friends
14. Witch Hunting
15. The Anthem of Braves
16. Marionette's Tragedy
17. Beauty Baron
18. Beautiful Round Dance
19. You Go Girl
20. Portrait of the Underworld

1. "Battle Comrade"
2. "Sorrowful Angel"
3. "Ray of Light to the Future"
4. "Underworld"
5. "Great Wilder"
6. "Red Moon"
7. "Running Fire"
8. "Rosen Queen Co.'s Underworld Branch"
9. "Fancy Ball"
10. "Galaxy Wars"
11. "Tiny Bells"
12. "Fearless Whisper"
13. "March of Planet Earth"
14. "Lord Laharl's Hymn BGM"
15. "Battle of Eight Beat"
16. "Planet X"
17. "Hell's Whisper (Organ ver. )"
18. "Disgaea"
19. "Eternal Melody"
20. "Flower of Happiness"

