**カッパ**

**Hanzaki: a guide for kappas**

A functional design documentation

**Core mechanics:**

Hanzaki is a sidescroller in some levels and top-down in others.

**Controls:**

The game features stealth elements mixed with fast paced combat.

You control one character with the arrow keys and the Shift, Z, X, C and V keys, all of which are customizable.

The arrow keys move your character and Shift lets you run.

Z is a basic attack while X throws a shuriken.

C Fires a grappling hook and V activates a smoke bomb.

You can also double tap the arrow keys to initiate a dash.

**Enemies and stealth:**

Enemies consist of 3 types of kappas, babies, adults and a boss.

They all attack on sight, although babies are weaker than adults.

The kappa’s use a line of sight to spot the player, with the exception of the boss which is scripted.

The babies can be struck down, but the adults can only be killed using stealth.

When you hit the adults you flinch, allowing them to strike you, so instead you throw a shuriken to the back of their head, instantly killing them if it hits.

When you use a smoke bomb they become confused and you can slip away.

**Obstacles and events:**

In the first level you have to destroy boxes to move to the next level.

In order to do so, you have to gain a katana which is blocked by broken stairs.

You have to find 2 parts of a grappling hook, fighting 2 kappas.

And then use the hook to go to the dojo upstairs, fight another kappa and gain the katana.

Afterwards you destroy the boxes and move on.

Also, there is an optional roof part you can destroy with the grappling hook, and gain a heart on the roof.

Level 2 starts out by talking to an old hermit, he tells you that the kappas went down the river.

However an adult kappa is blocking the way, so you have to gain a shuriken which you find by grappling over a broken bridge and solving a puzzle.

You can optionally kill all of the kappas in the hermit’s backyard, gaining a heart from him.

Upon killing the kappa blocking the way, you sneak around more kappas.

Then you have to solve a stepping stones puzzle and destroy a boulder with your shuriken.

After which you have to sprint to the end of the level.

Starting level 3, you find a smoke bomb to conceal yourself.

Then using everything you’ve learned you evade the kappas and jump down a hole.

Upon entering, you find Boss kappa sleeping in the opposite corner.

In the boss fight, the goal is to get the boss to head-butt a boulder.

By attacking him, jumping on him and hitting him, you up his agro meter.

When the agro meter is full, he charges into you, but he only hits the boulder when you throw a smoke-bomb, confusing the boss.

Upon hitting the boulder, you can finish the boss, and then an end cut scene plays.

**Abilities:**

Basic attacks hit an enemy and breaks objects, the default key is Z.

The grappling hook lets you climb surfaces high surfaces, the default key is X.

The shuriken lets you hit enemies and break objects out of reach for sword, the default key is C.

The smoke bomb makes you invisible for a while and confuses enemies, the default key is V.

**Pickups:**

You can pick up health, healing you for a portion.

You can pick up hearts, which give you a maximum health boost.

You can pick up shurikens.

You have to pick up two parts of the grappling hook.

You pick up the blade.

**UI:**

The UI features a health bar, your current weapon and the abilities.

When cutscenes play, a letterbox pops in, and a visual novel style conversation proceeds.

Camera controls enemies/stealth obstacles/events abilities pickups UI