



# Game Design

Red Nightmare

# Overview

Red Nightmare is a high-fantasy roguelike with RPG elements. The player controls a single character, using an arsenal of magic or physical abilities to slay enemies. The player will collect gear - equipment that provides stat enhancements, and powerups to augment and widen their array of abilities to use.

Each level has the same objective - kill all enemies and defeat the boss, although the boss may require more than just brute-force to defeat. Defeating the boss allows the player to advance to the next level.

Eventually, the player advances to the last level, where they must defeat the final boss - a unique challenge that will test the limits of the player's build and playstyle.

If the player dies, the game is over.

# Plot and Setting

Red Nightmare is set in the continent of Doreah - a continent filled with peoples of different creeds, magics and beliefs. During the events of Red Nightmare, Doreah is on the brink of a war between two diametrically opposed major factions - the Ancient Empire and the Omiri Clans. Separate to either of these two vast factions are the elemental wizards - magical users who serve one master of a specific type of magic.

You play as Melistra, a powerful sorceress. Formerly of the Ancient Empire, she is now aligned with Pyr, the Elemental God of Fire. As tensions rise between the empire and the clans, an increasingly aggressive Pyr seeks to end this war before it begins.



# Gameplay

The player can initially only play a single character - Lady Melistra. The player can move around using the WASD keys.

Melistra's primary ability is Fireball. To throw a fireball, place your mouse cursor in the direction you want to shoot, and left-click. After a short casting time, Melistra will hurl a fireball from her current position to your mouse cursor. Any enemy she hits will suffer fire damage.

Melistra's secondary ability is Allure of Flames. This is a casted teleport which leaves behind a fiery explosion, dealing fire damage to nearby enemies. To begin casting Allure of Flames, select your target location and then right-click.

