



MF 30K

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Document history

Revision	Date	Name	Comment
1	5.12.	Screenshots	More Pictures from the actual game added
2	14.06.	final	Updated pictures, added descriptions

Game design document outline

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Game goals - Why should the audience/readers care about your game? Aim for five main goals / selling points.

- MF 30K is a turn based strategic Dungeon Crawler where you gather loot, fight monsters and level up, to reach the final level before your friends do.
- Who, What, How?
 - For fantasy enthusiasts, of age 12 and above. (Basically anybody, who enjoys D&D)
 - Kick open doors, fight the monsters behind the doors, claim their treasure and level up. And remember to be faster than your friends.
 - As opposed to normal dungeon crawlers, this game combines card games with video games. All events and monsters are randomized so you never know, what might happen next.
- The game will be available on desktop PC and will feature a multiplayer mode.
- MF 30K is a turn based card strategy game, where you collect cards with items, classes and races to fight monsters and create your winning hero.
- Reach player level 10 to escape the dungeon by killing monsters. But if you lose to a monster you might die, if you're unlucky and then it's game over.

Story overview - keep this description short and frame it in the context of the gameplay.

The player is a young hero, send by their village to clear the dungeon of an evil wizard of monsters and retrieve gold.

But after entering the dungeon the hero can only leave it again, by reaching the heroic level 10. And to do that the hero needs to slay 10 monsters.

Game controls - Provide an overview of the controls. List specific moves that the players will be doing.

- Game is controlled by point and click via computer mouse.
- A player can choose between three classes and depending on the choice, they have on extra ability:
 - Wizard: Charm Monster. Monster level is reduced to half the original level. (Cooldown of three rounds)
 - Knight: Action Surge. The player can attack twice, if the first combat does not defeat the monster. (Cooldown of three rounds)
 - Rogue: Death's Gambit. If the monster is defeated, the player receives an additional treasure, but if the attack fails there is no chance of running away. (Cooldown of three rounds)

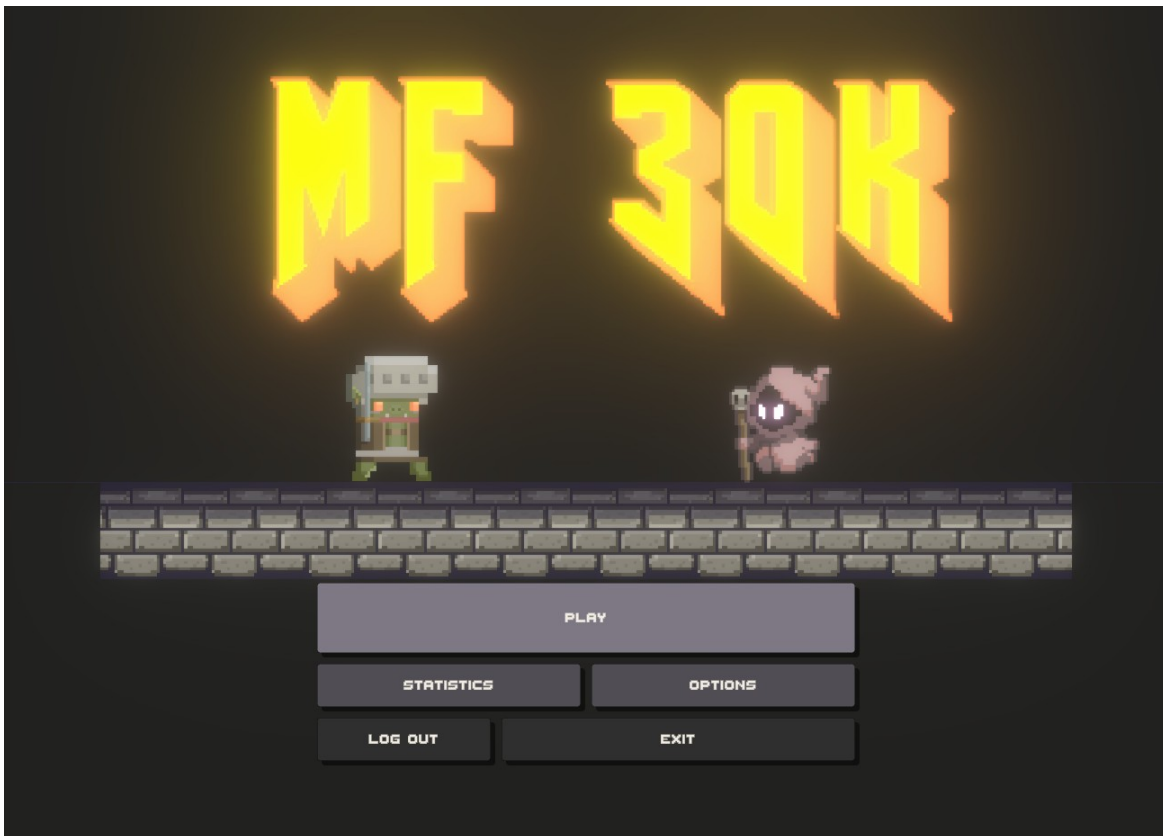
Technological requirements

- Development tools: Spring Framework in Eclipse, Unity

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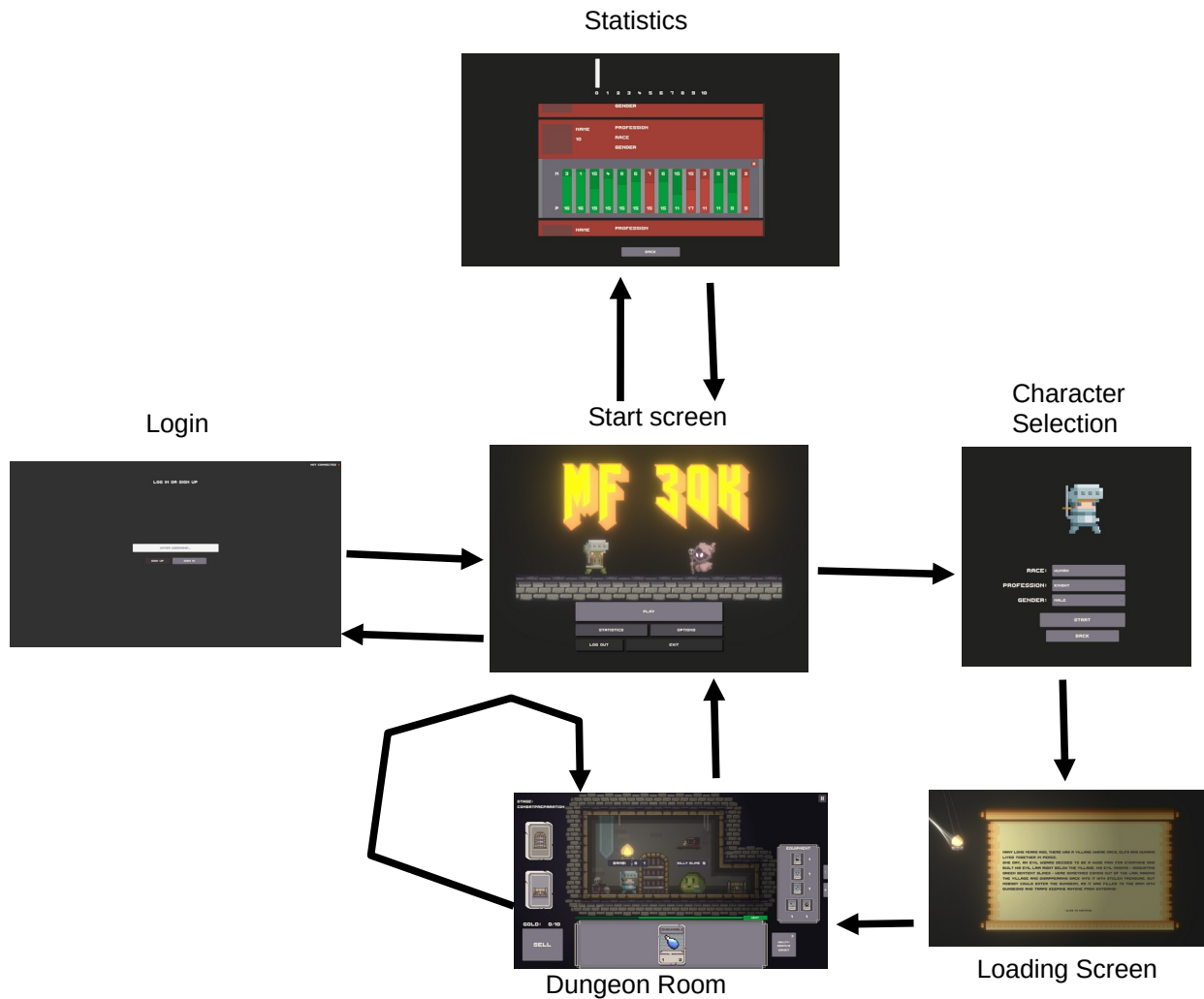
- Target Platform: Desktop PC
- Design tool: Procreate, Aseprite
- What are the proposed tools for cheats? Not applicable.
- Minimum PC System Requirements: 1 GB RAM, 250MB HD, CPU: Pentium 4/Athlon 64 2600+, GPU: None, OS: Windows 7

Title/start screen

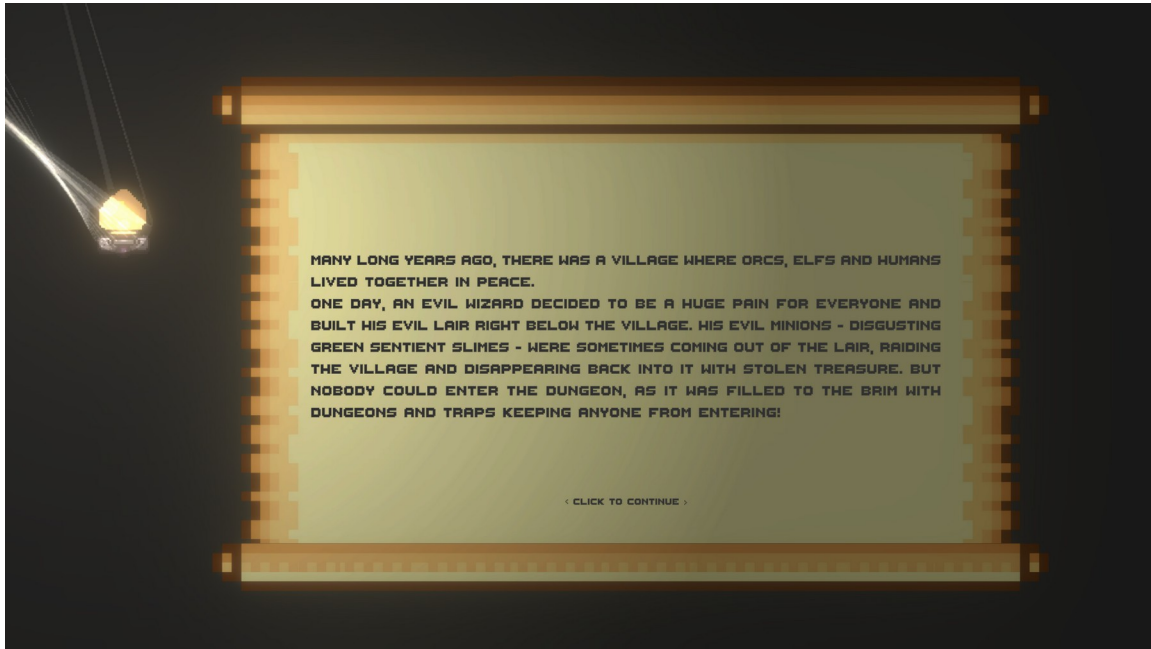


- Player can either play the game, see their statistics or access game options.
- Save/load file - Describe how a game file is saved and loaded and naming conventions for the player. Player options - Include image, sound and music, and player interface details. Include details on connecting links to options:
 - Video, audio, music, and subtitle settings; contrast tool; and alternate control settings (airplane controls, feedback on/off, and so on)

Game flowchart - Show how all the screens from "title/start screen" to "game over" connect with each other:



Loading screen - Explain what the player sees when the game is loading. What images or information are presented?



- In the initial loading screen, the backstory of the game is explained.

Game camera(s) – 2D Static Camera, not controlled by the user, but automatically moved.

HUD system - Describe and/or illustrate how information will be presented on-screen to the player. Include images of all associated imagery such as health/status, power/fuel, money, timers, maps, speedometer, lives, targeting, and special view like "predator vision" or bullet-time.

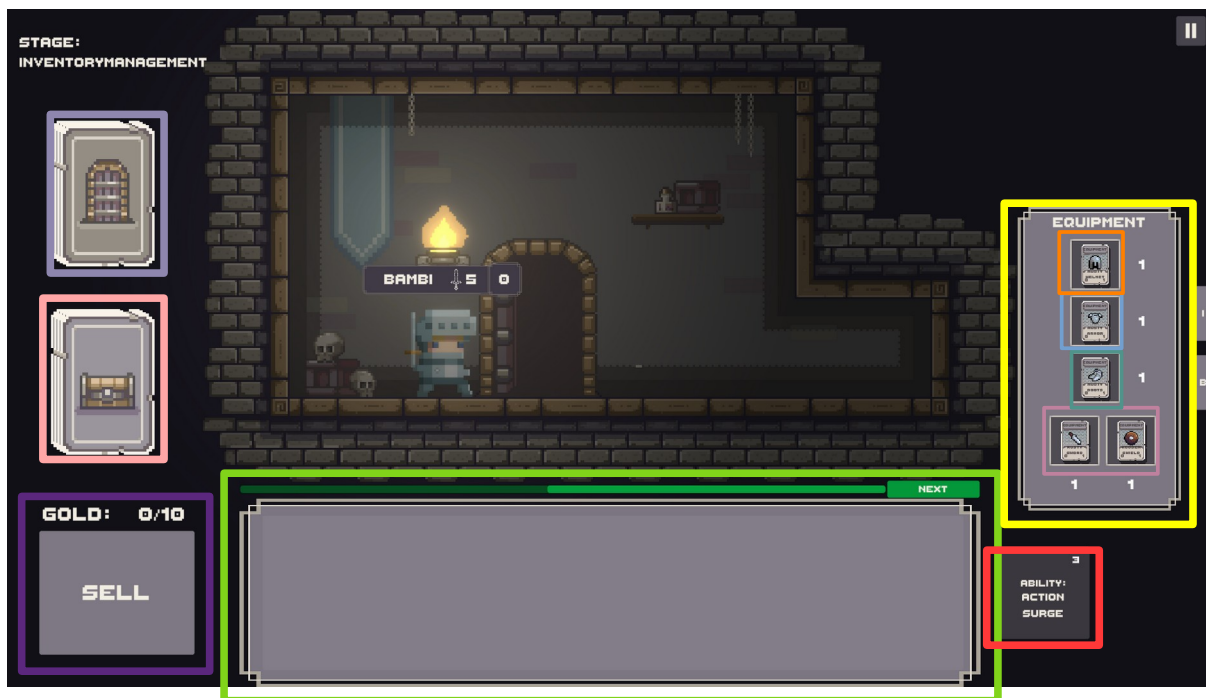
Equipment obtained by the player can be equipped in the corresponding slots. (**Helmet**, **Armor**, **Boots**, **Weapon left** and **Weapon right**).

The player can put treasure cards obtained from defeating monsters into their **hand**.

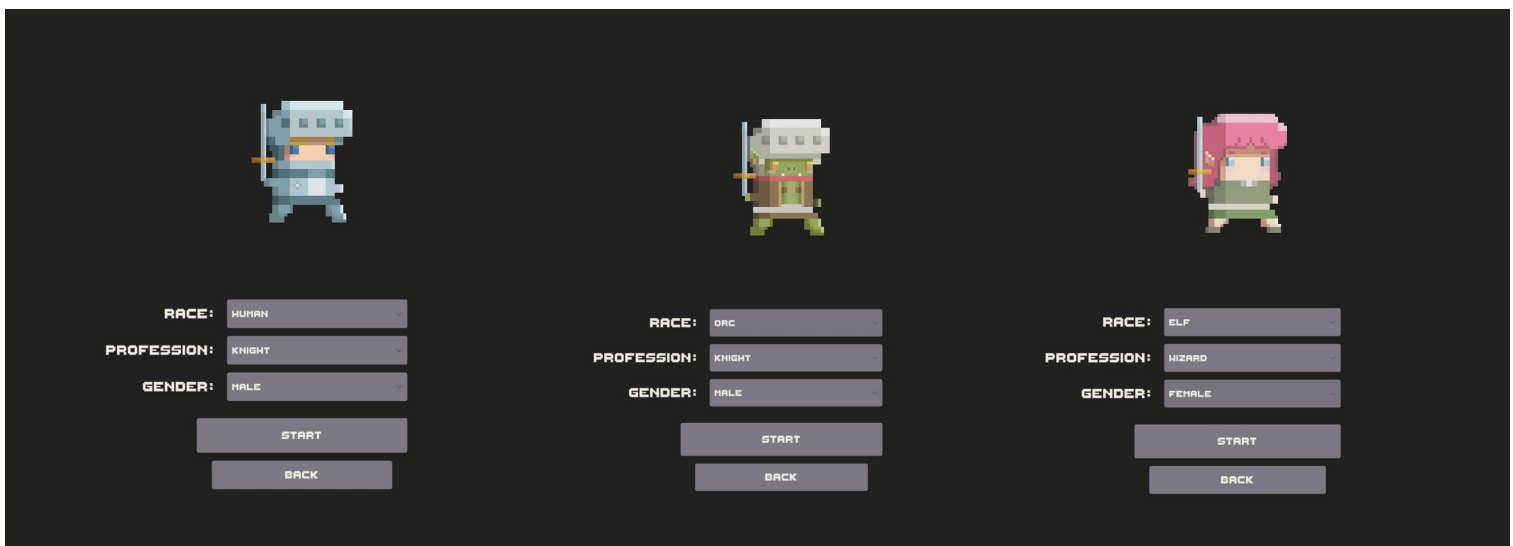
Treasure cards are drawn from the **treasure stack**. Monsters, and professions are drawn from the **door card stack**. The HUD also displays, the players combat strength and their level.

Players can sell cards, by dragging them on the **"sell" field**.

By hovering over their **skill**, they get shown a text, what the skill does.



Player character(s) – Characters are created in the beginning of the game. The character can initially choose between 3 different races (Orc, Elf and Human) and 3 different professions (Wizard, Rogue and Knight).



Player metrics - List and detail the player character and provide metrics related to movement, combat context-sensitive moves (such as QTEs), health, player death, and idles.

The player can be seen in game with their combat level and their heroic level. The combat level is used to fight the monsters, and is an accumulation of all their equipped equipment, applied consumables and their heroic level.

The combat level is indicated in green, if the player is fighting a monster it has advantage against. Or it is indicated red, if the player fights a monster with disadvantage. Advantage means the player gets +1 to their combat level, disadvantage means the player gets -1 to their combat level.

Advantage is granted if:

- An orc fights against a slime.
- An elf fights against a ghost.

Disadvantage is applied if:

- An orc fights against a ghost.
- An elf fights against a slime.

Player skills – Player skills are dependent on equipped items, class and race. The player by default does not have any skills.

Orcs grant a static +1 on the combat level against slimes, but a -1 against ghosts.

Elfs grant a static +1 against ghosts, but a -1 against slimes.

Humans have ± 0 against both.

Wizards have the skill “Charm Monster” which reduces the monster level by half.

Rogues have the skill “Death’s Gambit” which grants an additional treasure in the case of a victory, but guarantees a losing consequence, in case of a loss.

Knights have the skill “Action Surge” which allows the player to attack twice, if the first combat results in a loss for the player.

All profession skills have a cooldown time of rounds, before it can be used again.

Player inventory tools – Inventory is split into hand cards and cards in the backpack of the player. Hand cards are limited to 5, whereas the backpack has a limiting capacity of 10. The hand cards can be lost due to losing consequences of a combat, whereas the backpack is untouchable.

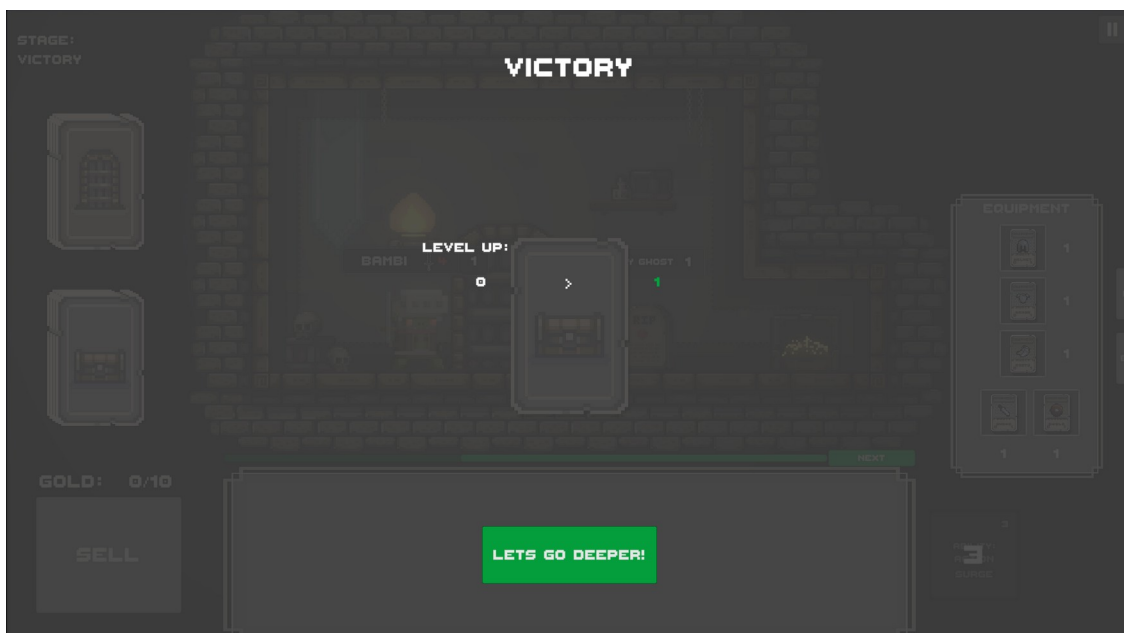
The backpack can contain only items (equipment and consumables) and cannot be accessed during combat preparation stage.

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Combat – Player combat level after applying all equipment and consumable buffs are compared to the monster level. Combat itself is chanced based. The player spins a wheel, where the green part of the wheel is the winning zone of the player and the red part is the winning zone of the monster. The ratio of the zones is proportional to the player combat level and the monster level. If the spinning wheel stops in the green zone, the player wins, if it stops in the red zone, the player loses.



If the player wins, they win treasures. 1 treasure if the monster level is 5 or lower, two treasures if it is between 5 and 10 and 3 treasures for monsters higher then level 10.



If the player loses, they get presented 4 hidden losing consequences as “bad cards”. These include: Losing a level, losing a hand card, losing an equipped equipment. One of them is a free pass (running away), where the player escapes the consequences, and nothing bad happens.



Power-ups/state modifiers - List power-ups and state modifiers. Show images and list what their effect and duration are.

Before combat begins, there is a preparation stage. During this stage, the player can decide to use **consumable items**, to temporarily buff their **combat level**. The buff lasts for one combat. Consumables are randomly generated by the game, and give a combat bonus between 1 and 6.

The player can also change their **equipment**, which effects the combat level in the same way. Equipment is also randomly generated by the game, and gives a static combat bonus between 1 and 5. The player has 5 slots to equip items, and can fill these with the respective equipment to boost their combat level. The equipment boosts the combat level, as long as it is equipped.



Health: Not applicable

Scoring – the score of each player is tracked by their **heroic level**. It can be increased by winning a fight against a monster.

Rewards and economy – Items (equipment and consumables) have a gold value. In the managing inventory phase items can be sold to the game to increase the player level. For every combined value of 10 gold pieces, the player can increase their level by one. The gold value of all sold cards is accumulated during the game and can be seen in the statistics of each player.

Winning against monsters also grants rewards. Monsters grant treasures in case of winning, which means for every one treasure, the player draws a random item card.

Collectibles/object sets: Not applicable

Vehicles – Not applicable.

Game progression outline -

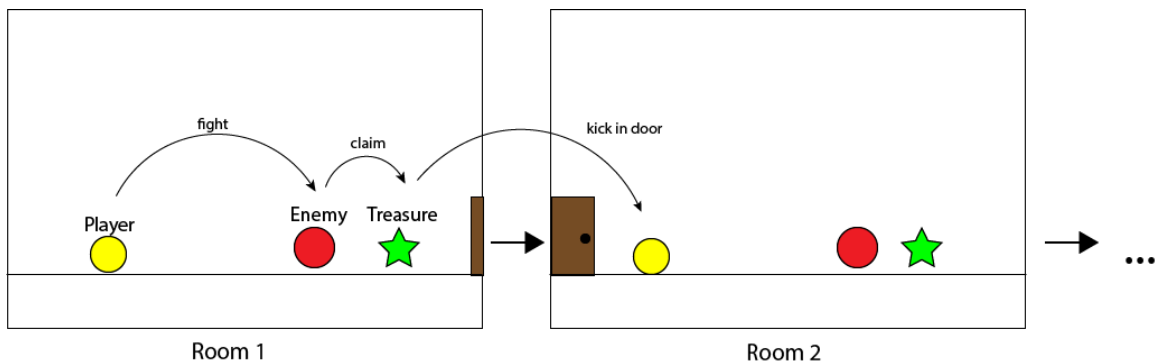
In the beginning the player only has their starting equipment and is relatively weak. But the monsters are as well. Both player and monsters get stronger as the game progresses. The player by slaying monsters, and the monsters linear by game progression.

If the player is unlucky though, and loses more often, then winning the monsters might get stronger faster than them, so that they can't win easily anymore.

World overview/level select/navigation screen - Not applicable.

Universal game mechanics: Not applicable. (Only mechanic is the combat, as explained above.

Game levels -



Levels all overall look the same and are randomly generated. The only difference is, that randomly either a monster awaits behind the door – or a new profession or race.

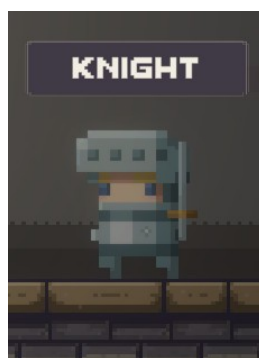
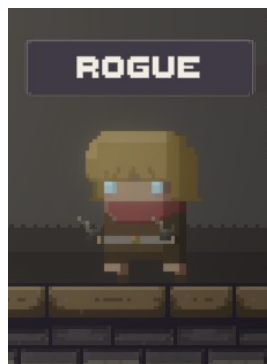
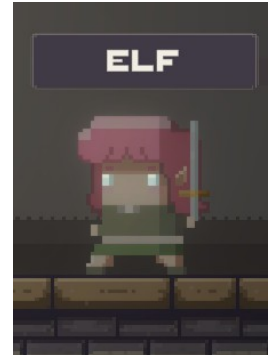
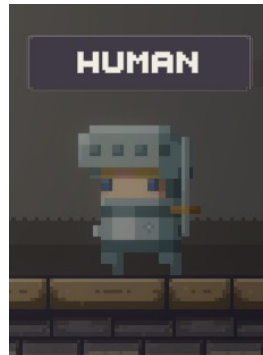
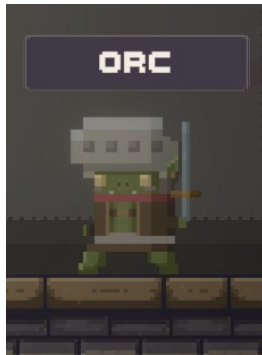
General enemy rules – Enemies can be found after kicking in a door. Each enemy has a combat level, and a set of consequences that are applied to the player in case of a loss. These include: nothing, losing equipment, losing hand cards, losing levels.

Level specific enemies: Not applicable, as enemies are randomly generated. - Enemies are either slimes or ghosts.

Bosses – Not applicable. (yet)

NPCs (non-player characters) – The option to change their profession or race is presented to the player by an NPC each.

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Mini games – Not applicable.

Monetization – Not applicable.

Music and SFX – Background Music (<https://youtu.be/YJc1Q-GKiQo>), Combat Music
Title Screen Music (Same as Background Music), Sound effects for: Playing a card,
combat, putting cards in your backpack, drawing a card, victory, defeat, level up,
monster sounds.