

Game

Title : Retake

Mechanics

1. Status Ailments



Element	Name	Level	Adv	Effect
Ice	Cold	1	25	<ul style="list-style-type: none">• Slow (10%)• Higher the Fire Status Ailment, Faster the decrease in Adv
Ice	Frostbite	2	100	<ul style="list-style-type: none">• Slow (20%)

				<ul style="list-style-type: none"> Higher the Fire Status Ailment, Faster the decrease in Adv If you have Fire Status Ailment Level 2 or more at the same time, Takes 1Hp/3 Second
Ice	Frozen	3	300	<ul style="list-style-type: none"> Immobile Increased Gravity Lasts 1 Second If it naturally disappears, it turns into Frostbite. If hit with a Physical Weapon, Frozen turns into Frostbite and receives Massive Ice Damage
Fire	Hot	1	25	<ul style="list-style-type: none"> Increased Fire Damage Received (10%) Higher the Ice Status Ailment, Faster the decrease in Adv
Fire	Burned	2	75	<ul style="list-style-type: none"> Increased Fire Damage Received (20%) Higher the Ice Status Ailment, Faster the decrease in Adv
Fire	Burning	3	125	<ul style="list-style-type: none"> Increased Fire Damage Received (30%) Higher the Ice Status Ailment, Faster the decrease in Adv If in water, Burning will turn


				into Burned
Natural	Poison	1	25	<ul style="list-style-type: none"> • Lose 1HP/6 Seconds • After not receiving Adv for 3 Seconds, will slowly decrease based on Poison Resistance
Natural	Venom	2	100	<ul style="list-style-type: none"> • Lose 1HP/3 Seconds • After not receiving Adv for 3 Seconds, will slowly decrease based on Poison Resistance
Natural	Lethal Poison	3	250	<ul style="list-style-type: none"> • Lose 1HP/1 Second • After not receiving Adv for 3 Seconds, will slowly decrease based on Poison Resistance
Lightning	Shocked	1	50	<ul style="list-style-type: none"> • Low Chance to take Lightning Additional Hit when hit by Lightning Damage that is not an Additional Hit. • Takes 1HP/2 Seconds while in water
Lightning	Charged	2	150	<ul style="list-style-type: none"> • Medium Chance to take Lightning Additional Hit when hit by Lightning Damage that is not an Additional Hit. • Takes 3HP/2 Seconds while in water
Lightning	Over Charged	3	300	<ul style="list-style-type: none"> • Lightning Additional Hit when hit by Lightning Damage that



				<p>is not an Additional Hit.</p> <ul style="list-style-type: none"> • Takes 2HP/1 Second while in water • Interrupted every 2 Seconds for 0.2 Seconds for the next 6 Seconds. • After 6 Seconds, Over Charged turns into Charged
Physical	Scratched	1		<ul style="list-style-type: none"> • Defense Decreased (10%)
Physical	Bleeding	2		
Physical	Wounded	3		

Weapons

1. Weapon Types
 - a. Sword
 - b. Bow
2. Elemental Damage
3. Up to 3 Equipped

Enemies

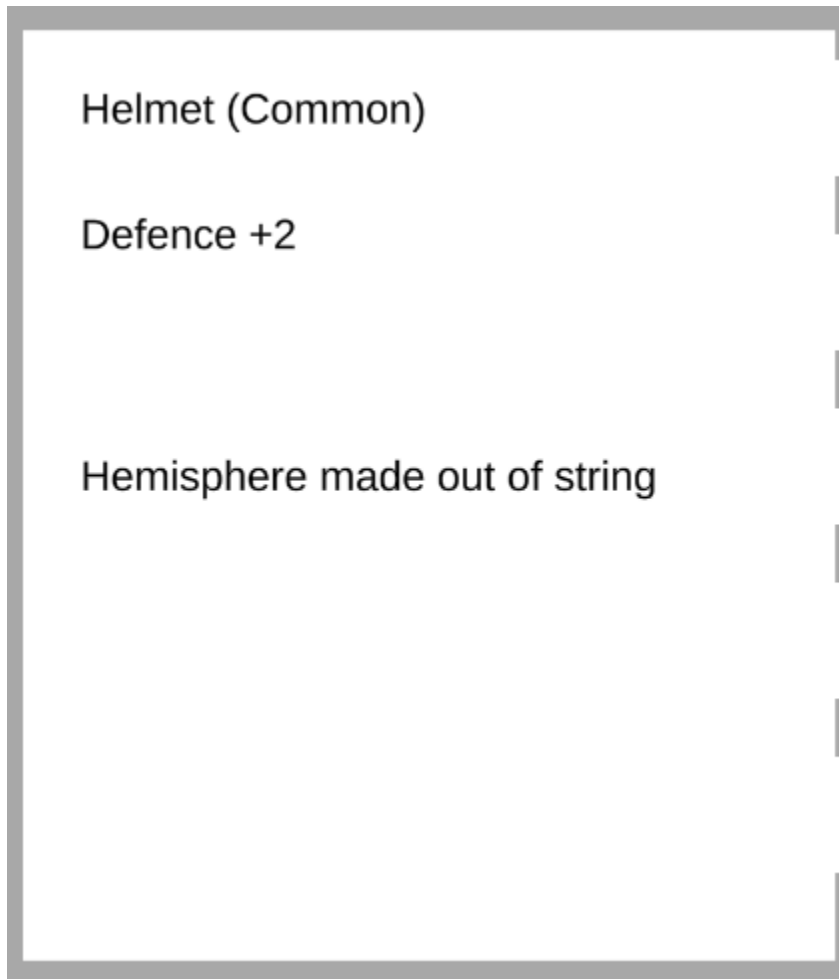
Name	Dmg	Type	Stats	FSM	Others
Snail	Natural	Normal	HP: 100 ATK: 5	Attacks in range	

Bird	Physical	Normal	HP: 50 ATK: 5	Attacks in range	Can Fly 
Wizard Man	Natural	Boss	HP: 500	If far away, Jumps and stomps. 10s CD If close, close range attack. 4s CD	

Inventory

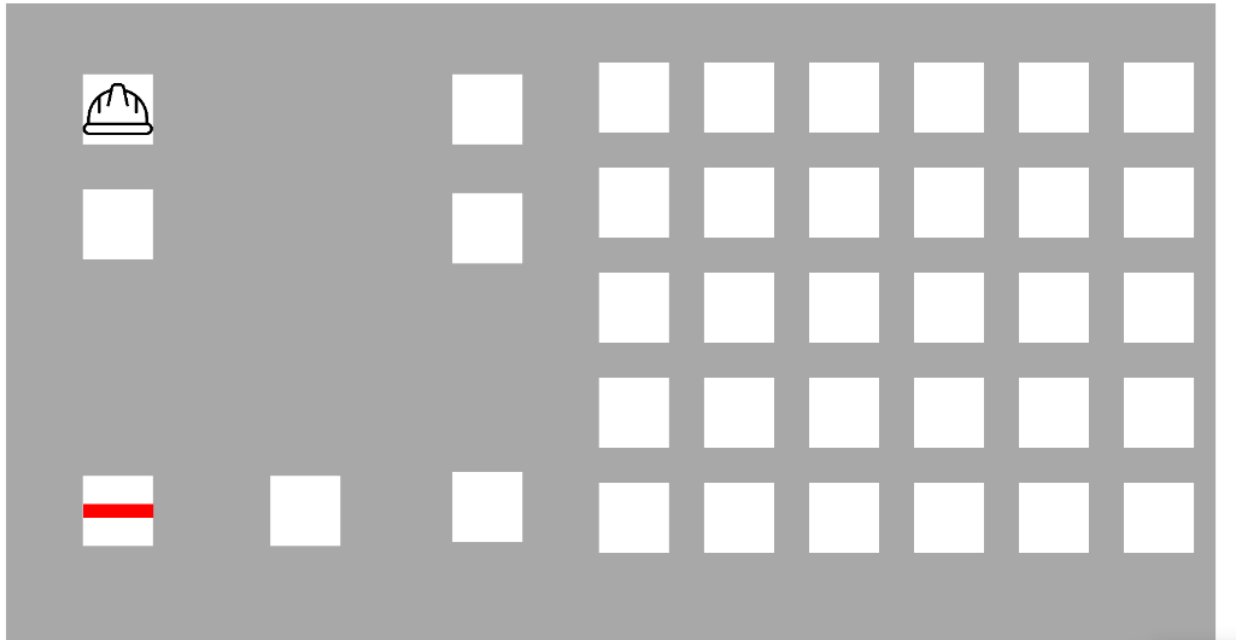
1. Shows Equipment
2. Shows items in the inventory

3. Hovering over item shows description



4. Consumables can be used with double click

5. Drag and drop equipment into relevant slots to equip



Controls

Left - A

Right - D

Up - W

Down - S

Switch Weapon - 1,2,3

Dash - Double tap A/D

Inventory - I

Jump - Spacebar

Attack - Left Click

Exit Crafting/Inventory - Escape

Defense Affects Damage Taken

- Minimum 1 Damage Taken

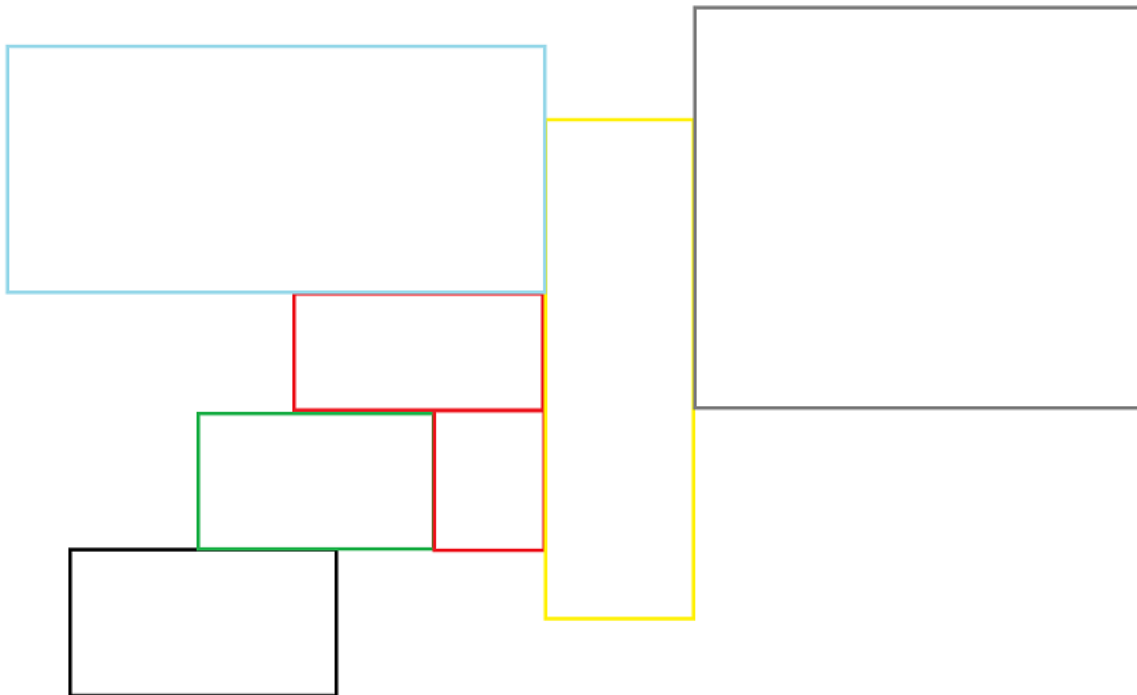
Resistance affects Status Ailment Adv Gains

- 100% Max

Equipments

1. Mainly to Increase Resistance, Defence and Survivability

Map



1. Randomly Generated based on surrounded rooms
2. Map is only one type of area

Synopsis

You, a new adventurer, witnessed the royals all captured and the kingdom falling into the hand of a demon. Resolved to reclaim the lands for the safety of your family and friends. Along the way, you meet other like minded beings that help you on your journey to defeat the demon.

Basically you start off outside of the kingdom and slowly fight your way through regions like the forest, swamp, charred lands and eventually the castle.

You would be able to collect various temporary buffs every run, making each run slightly different. Each weapon will be balanced out individually so that the player can choose a weapon suits their fighting style rather than focusing on using weapon types that are over powered.

Genre

Platformer, Roguelite, Dungeon Crawler

Target Audience

People who like dungeon crawling games

Platform

PC

Rating

PG

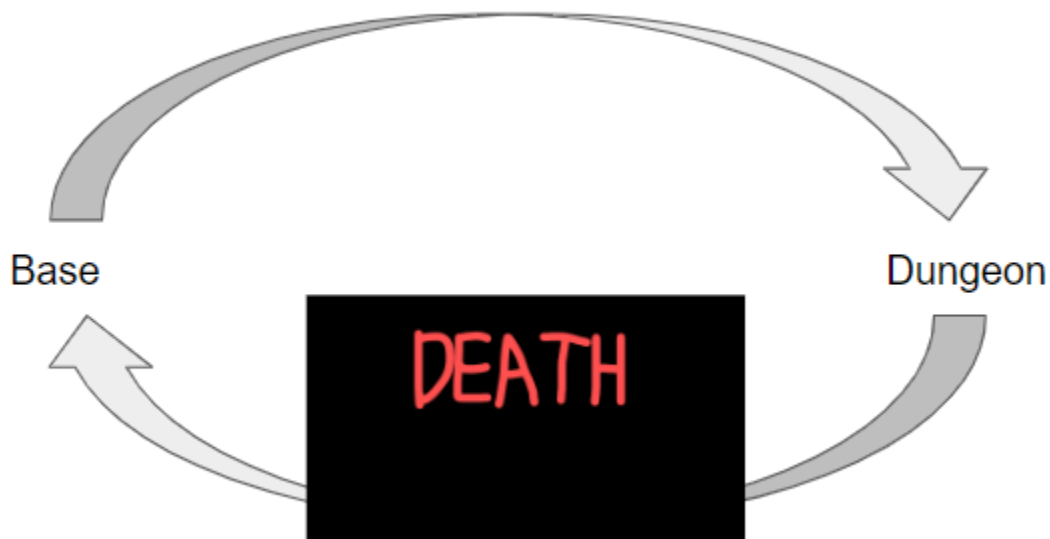
Game Objectives

To defeating the boss

Game Rules

Within the close environment, get stronger with the items dropped from enemies or the items from crafting. When your Health drops to 0, you are sent back to the base area and have to re-enter the dungeon.

Game Structure



Player

Health Starts at 50

Damage Depends on equipment and weapon used

Competitors

1. Rogue Legacy
2. Hollow Knight
3. Ori

Screen Flow

Areas

1. Home Area

Npcs

- Crafting NPC

Audio

1. Death Audio for normal Enemies
2. Death Audio for Boss Enemy
3. Taking Damage for Player
4. Taking Damage for normal Enemies
5. BGM

Rooms

Surrounded by walls and has some enemies and obstruction inside

Unique Selling Point (Compared to other Dungeon Crawlers)

1. Status Effects are more complicated
2. Some Games Also have multi weapons (Soul Knight has 2)