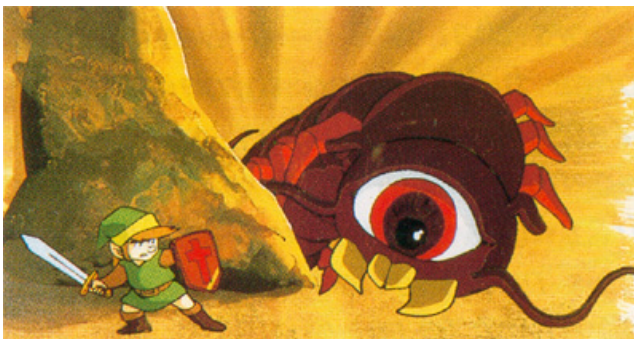
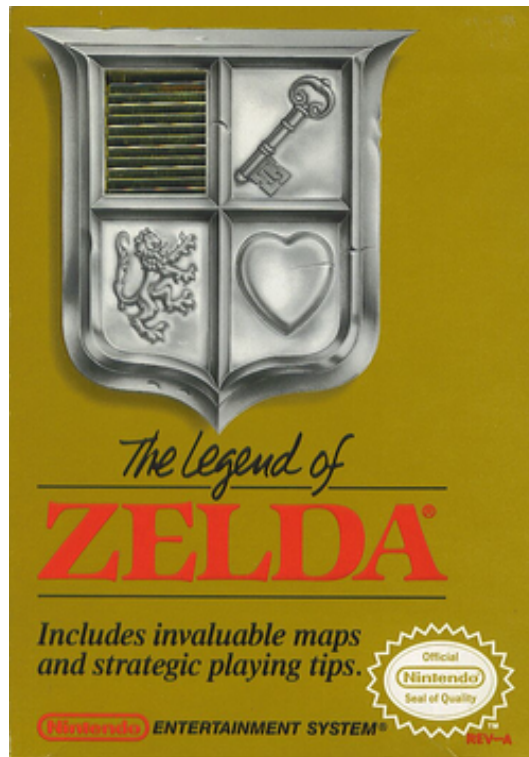


# The Legend of Zelda: Classic Edition



# 1. Introduction

## 1.1. Scope of the document

- This document is a Game Design Document (GDD) meant for the development team, stakeholders, and potential investors who are interested in the development of the game.

## 1.2. Elevator pitch

- The Legend of Zelda: Classic Edition is a carbon copy of the original 1987 action-adventure game, carefully recreated for the Nintendo Switch while maintaining the iconic 8-bit graphics, gameplay, and charm. Explore the open world of Hyrule, conquer challenging dungeons, and battle enemies to save Princess Zelda and defeat the evil Ganon with this iconic classic.

# 2. Game Overview

## 2.1. Game concept

- The Legend of Zelda is a top-down action-adventure game set in the fantasy land of Hyrule. Players control the hero, Link, as he explores a non-linear world, conquers challenging dungeons, solves puzzles, and battles enemies to collect powerful artifacts and rescue Princess Zelda.

## 2.2. Audience

- The game targets players who enjoy adventure, exploration, and puzzle-solving. It also targets fans of the original game, retro gaming enthusiasts, and new players curious about the origins of the popular Legend of Zelda series. The target audience includes fans of fantasy and action-adventure games. Age range is broad, as the game is accessible to both younger and older audiences.

## 2.3. Genre

- The game falls under the action-adventure genre.

## 2.4. Setting

- The game takes place in the fictional land of Hyrule, a kingdom filled with diverse landscapes, such as forests, mountains, and deserts. Players will encounter various towns, dungeons, and iconic locations throughout their journey.

## 2.5. World structure

- Players navigate an open world and can freely explore different regions of Hyrule. The game features a non-linear structure, allowing players to tackle dungeons and areas in any order they choose.

## 2.6. Player

- The game is primarily single-player. The player assumes the role of Link, a young hero chosen by the Triforce, who sets out on a quest to rescue Princess Zelda and defeat the villainous Ganon.

## 2.7. Core loop

- The core loop involves exploration, combat, puzzle-solving, completing dungeons, and obtaining key items to progress further in the game.

## 2.8. Look & Feel

- The game will maintain the original 8-bit graphics and sound, recreating the authentic experience of the original Nintendo Entertainment System version.
- The game features a vibrant and colorful visual style, with each location in Hyrule having a distinct feel. The gameplay evokes a sense of adventure, mystery, and discovery, accompanied by a memorable musical score.

# 3. Gameplay

## 3.1. Objectives

- The main objective is to rescue Princess Zelda, who has been captured by Ganon, the antagonist. This is accomplished by completing all dungeons and finding all key items necessary to progress. Secondary objectives include finding and completing dungeons, collecting heart containers to increase health, and obtaining the Triforce pieces.

## 3.2. Progression

- Players progress through the game by exploring the overworld, finding dungeons, and defeating their bosses to collect important items, such as the Triforce fragments and magical weapons. As they acquire more items, Link becomes stronger and gains access to new areas.

### 3.2.1. Difficulty curve

- The difficulty gradually increases as players encounter more challenging enemies, complex puzzles, and tougher dungeon bosses.

### 3.3. Play flow

- Players are encouraged to explore the world, uncover hidden secrets, and engage in combat with enemies encountered along the way. They can choose their own path, deciding which dungeons to tackle first and which areas to explore.

### 3.4. Difficulty

- The game maintains the original's difficulty, challenging players with increasingly powerful enemies, intricate dungeons, and limited resources.

## 4. Mechanics

### 4.1. Rules

- The general rules of the game include combat mechanics, puzzle-solving mechanics, and the mechanics of using items and interacting with the environment.

### 4.2. Game universe

- The game universe is set in the fictional land of Hyrule, which consists of a large overworld and multiple dungeons. While there aren't any key NPCs with restocking inventories, the game world is populated with various creatures, enemies, and a few friendly characters such as merchants, the old man, and the old woman. The world evolves as the player progresses through the game, with certain events and actions affecting the availability of items and interactions with other characters. The overall state of the game world is consistent, and players can backtrack to previously visited areas to find that the world has retained its state since their last visit.
- The game world is populated with various NPCs, enemies, and hidden secrets that players can interact with.

### 4.3. Physics

- The game retains the original 8-bit physics, with grid-based movement, simple collision detection, and basic projectile physics.

### 4.4. Economy

- The game's currency is Rupees.
- Players can gain Rupees by defeating enemies, finding them in hidden locations, or as rewards for solving puzzles.
- Rupees are used to purchase items from merchants, such as bombs, arrows, or potions.
- The economy is balanced by limiting the maximum number of Rupees a player can carry and strategically placing merchants throughout the game world.

## 4.5. Character movement

- Link can move in four directions (up, down, left, right) and attack with his sword or use items.

## 4.6. Player interaction

- Players can interact with NPCs, objects, and enemies throughout the game.

### 4.6.1. Game menus

- The game uses a simple menu system to manage items and display player information.
- The game initially starts with a menu in which a player can input their name with an in-game keyboard and register up to 3 different game files. The player can also choose to delete game files via 'elimination mode'.

### 4.6.2. Saving

- The game allows players to save their progress at any time.

### 4.6.3. Game options

- Players can access a menu to manage their inventory, view the map, and see their progress.
- The start menu allows them to register up to 3 files, or delete them.

## 4.7. Assets

- The game will use the original assets, including 8-bit character sprites, tilesets, item icons, sound effects, and music.

## 5. Graphics and audio



### 5.1. Visual system

- The game will maintain the original 8-bit graphics and color palette, staying true to the classic NES experience.

#### 5.1.1. Player camera

- The game uses a top-down perspective, with a fixed camera angle that follows Link.

#### 5.1.2. Landscape

- The game features an expansive overworld with various landscapes such as forests, mountains, and deserts.
- Each landscape is connected and accessible as the player progresses through the game.
- The dungeons, hidden throughout the overworld, have their own unique environments and challenges.

### 5.2. Interface

- The interface includes a simple HUD displaying player health, Rupees, keys, and bombs, as well as a menu for managing inventory and viewing maps.

## 5.3. Audio system

- The game will use the original 8-bit music and sound effects to maintain the authentic experience.

### 5.3.1. Game music

- The game features the iconic Legend of Zelda music, composed by Koji Kondo, in its original 8-bit form.

### 5.3.2. Audio look & feel

- The audio aims to evoke a sense of adventure and excitement, with memorable melodies and sound effects that complement the gameplay.
- Background music sets the tone for each area, creating atmosphere and immersion.

## 6. Story and narrative

### 6.1. Backstory

- The kingdom of Hyrule is under threat from the evil Ganon, who has stolen the Triforce of Power.
- Princess Zelda, before being captured, scatters the eight fragments of the Triforce of Wisdom to prevent Ganon from obtaining it.
- Full backstory:

"A long, long time ago the World was in an age of Chaos.

"In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the 'Triforce'; golden triangles possessing mystical powers. One day, an evil army attacked this peaceful little kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of this kingdom, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Ganon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa."

"Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait! All was not lost. A young lad appeared. He skillfully drove off Ganon's henchmen, and saved Impa from a fate worse than death."

"His name was Link. During his travels, he had come across Impa and Ganon's henchmen. Impa told Link the whole story of Princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived."

"Can Link really destroy Ganon and save Princess Zelda?"

"Only your skill can answer that question. Good luck. Use the Triforce wisely."

## 6.2. Main plot

- The protagonist, Link, embarks on a quest to retrieve the eight fragments of the Triforce of Wisdom and use them to defeat Ganon and rescue Princess Zelda.

## 6.3. Cutscenes

- There are no cutscenes, with most of the story being told through in-game dialogue and environmental storytelling.

# 7. Characters

## 7.1. Main characters

- Link: The protagonist and hero of the game, chosen by the Triforce to save Princess Zelda and defeat Ganon.
- Princess Zelda: The princess of Hyrule, captured by Ganon and in need of rescue.
- Ganon: The main antagonist, seeking the Triforce's power for his own dark ambitions.

### 7.1.1. Backstory

- Link: A young hero from the kingdom of Hyrule, chosen by the Triforce to embark on a quest to save Princess Zelda and defeat Ganon.
- Princess Zelda: A member of the royal family of Hyrule, possessing magical abilities and knowledge crucial to defeating Ganon.
- Ganon: An evil sorcerer who seeks the Triforce's power to conquer Hyrule and plunge it into darkness.

### 7.1.2. Personality

- Link: Courageous, determined, and selfless, with a strong sense of justice.
- Princess Zelda: Wise, compassionate, and resourceful, willing to sacrifice herself for the greater good.



- Ganon: Ruthless, power-hungry, and consumed by darkness and hatred.

#### 7.1.3. Appearance

- Link: A young adventurer wearing a green tunic and cap, armed with a sword and shield.



- Princess Zelda: A princess adorned in regal attire.



- Ganon: A formidable sorcerer with a menacing appearance, often depicted as a monstrous creature.



#### 7.1.4. Abilities

- Link: Proficient in swordsmanship, skilled with various weapons, and capable of using magical items.
- Princess Zelda: Possesses magical abilities and knowledge of ancient artifacts crucial to the quest.
- Ganon: Possesses dark magic and formidable combat skills, making him a formidable adversary.

#### 7.1.5. Relationships

- Link and Princess Zelda: Burning with a sense of justice, Link resolved to save Zelda upon hearing that she was captured by Ganon after saving Impa (Zelda's loyal servant) from Ganon's henchmen. They have not met prior to this.
- Ganon and Link/Zelda: Enemies locked in a timeless battle of good versus evil.

### 7.2. Supporting characters

- Impa: Zelda's loyal attendant and advisor.
- Old Man: Offers advice and provides Link with his first weapon, the Wooden Sword.
- Old Woman: Sells potions that can restore Link's health.
- Merchants: Sell various items and upgrades to help Link on his quest.

### 7.3. Enemies

- Various enemies inhabit the overworld and dungeons, with each having unique abilities and patterns.
  - Moblins: Goblin-like creatures serving Ganon.
  - Octoroks: Octopus-like enemies that shoot projectiles at Link.
  - Darknuts: Armored knights loyal to Ganon, posing a formidable challenge.



## 8. Game world

### 8.1. Look & Feel of the world

- The game world is designed in an 8-bit style, with a colorful and charming atmosphere that evokes a sense of adventure.

### 8.2. Locations

- Key locations include the overworld of Hyrule, nine dungeons, and various hidden areas.:
  - Overworld: The large interconnected map where Link travels between dungeons and interacts with supporting characters.
  - Dungeons: Each dungeon is a self-contained level with its own set of challenges, puzzles, and boss encounters.
  - Death Mountain: A treacherous volcanic region with dangerous enemies and hidden secrets.
  - Lost Woods: A dense forest filled with winding paths and mysterious creatures.

#### 8.2.1. Connection to the plot

- The dungeons contain the eight fragments of the Triforce of Wisdom, which are essential to defeating Ganon.

### 8.3. Levels

- The game is structured into various interconnected areas, with 9 dungeons serving as distinct levels.

#### 8.3.1. Tutorial levels

- There is no explicit tutorial level, but the game's starting area serves to introduce basic mechanics and gameplay elements.

#### 8.3.2. Main levels

- The main levels consist of the nine dungeons spread throughout the game world, each containing a piece of the Triforce of Wisdom.
  - Level 1: The Eagle
  - Level 2: The Moon
  - Level 3: The Manji
  - Level 4: The Snake
  - Level 5: The Lizard
  - Level 6: The Dragon
  - Level 7: The Demon
  - Level 8: The Lion
  - Level 9: Death Mountain (Final Level)

#### 8.3.3. Optional levels

- There are numerous secret areas, caves, and hidden rooms that players can discover to obtain optional items and upgrades, providing a sense of exploration and discovery.
- After completing the game, players can access the "Second Quest," a more challenging version of the game with rearranged dungeons and tougher enemies.