**1. Title Page**

1.1. Game Name- Deliverer

1.2. Tag line- “Everybody gets what they deserve.”

1.3. Team- Myself (for now at least)

1.4. Date of last update- 1/24/2021

**2. Game Overview**

2.1. Game Concept- Fight demons in hell and find your friend.

2.2. Target Audience- 16+

2.3. Genre- Hack-and-Slash

2.4. Game Flow Summary- Level based gameplay with combat

2.5. Visual style- still determining.

**3. Gameplay**

3.1. Objectives – Fight demons in hell and find your friend.

3.2. Game Progression- level based.

3.3. Play Flow – Mostly constant combat with occasional puzzles.

3.4. Mission/challenge Structure- venture to reach your destination through combat, with possible bosses at milestones.

3.5. Puzzle Structure- Some will be optional for upgrades, while others will be necessary for progression.

**4. Mechanics (Key Section)**

4.1. Rules – When health reaches zero, the player retreats to the previous checkpoint. Boss dialog may change upon multiple attempts.

4.2. Model of the game universe- NPCs can be met and interacted with throughout the journey, offering input, assistance, and lore.

4.3. Physics – Mostly average apart from movement upgrades and level hazards.

4.4. Economy – collect wealth from enemies and treasure stashes to purchase various commodities from the merchant, Greed.

4.5. Character movement in the game- walking/running. Upgrades such as dash and double jump unlocked through progression.

4.6. Objects – Items picked up automatically by proximity.

4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used- designated interact button. If a key item is in the players inventory, it will be used contextually. NPCs communicate via dialog boxes.

4.8. Combat – melee focused, with possible ranged and magic subclasses.

4.9. Screen Flow – camera constantly follows player.

4.10. Game Options - unknown

4.11. Replaying and saving- level select will be available. Game will save at checkpoints.

4.12. Cheats and Easter Eggs- unknown

**5. Story and Narrative**

5.1. Backstory- After Felix’s best friend is killed in a car accident, he becomes stricken with grief. After learning from a soothsayer that she had been wrongfully sent to hell, Felix ventures to the underworld in an attempt to free her.

5.2. Plot elements- Upon arriving, a strange figure named Lilith offers to guide him for nothing in return. Felix tries to piece together her motives.

Throughout, Felix is hounded by Greed and Its bizarre caravan of merchants, bankers, and tax collectors, trying to get their hands on every last one of his coins by offering to sell him whatever they find.

Visions sent by Lucifer help develop the backstory.

5.3. Game story progression- By level

5.4. Cut scenes – no cutscenes

**6. Game World**

6.1. General look and feel of world- oppressive, with an almost cartoonishly evil feel.

6.2. Areas- unknown

6.2.1. General description and physical characteristics

6.2.2. How relate to the rest of the world

6.2.2.1. What levels use it

6.2.2.2. Connections to other areas

**7. Characters**

7.1. Felix

7.1.1. protagonist

7.1.2. Personality- grieving but determined. Introverted loner type, but cares deeply about Annabelle.

7.1.3. Appearance- dark hair and pale skin. Wears a bright red hoodie with black pants.

7.1.4. Abilities—frantic, untrained attacks. Various movement abilities gifted by others.

7.1.5. Relevance to the story-- Protagonist

7.1.6. Relationship to other characters-- Protagonist

7.1. Annabelle

7.1.1. Felix’s friend who is sent to hell

7.1.2. Personality- Kind and upbeat. Cares deeply about Felix.

7.1.3. Appearance- blonde hair tied in a ponytail and freckles. Always wears stripes.

7.1.4. Abilities— none

7.1.5. Relevance to the story— reason for journey

7.1.6. Relationship to other characters—talks with Lucifer

7.1. Lilith

7.1.1. Mysterious guide

7.1.2. Personality- Seems to want Felix to reach his destination, while toying with him in equal measure

7.1.3. Appearance- 8 feet tall with short, black hair. Grey, scaled skin with yellow slitted eyes.

7.1.4. Abilities— highly knowledgeable. Seemingly, she also has the ability to teleport.

7.1.5. Relevance to the story—unreliable guide

7.1.6. Relationship to other characters—Prior relationships with Greed and Lucifer, hinting at high standing.

7.1. Greed

7.1.1. Demonic Merchant

7.1.2. Personality- Scummy, yet slightly charismatic. Very eager to sell anything it finds.

7.1.3. Appearance- Very tall and slender, hunching over when it speaks to Felix. It has pitch black, wrinkleless skin and a blank, featureless face, minus its white pupil-less eyes

7.1.4. Abilities—sells goods

7.1.5. Relevance to the story—merchant and source of information

7.1.6. Relationship to other characters—Annoys Lilith

7.1. Lucifer

7.1.1. Antagonist

7.1.2. Personality- bored, yet smug

7.1.3. Appearance- unknown

7.1.4. Abilities— unbeatable

7.1.5. Relevance to the story—Antagonist

7.1.6. Relationship to other characters—King of demons

More characters possible

**8. Levels**

8.1. unknown

**9. Interface**

9.1. Visual System

9.1.1. HUD- standard

9.1.2. Menus- pause menu with standard features.

9.1.3. Camera model- follows player.

9.2. Control System – unknown

9.3. Audio, music, sound effects- unknown

9.4. Game Art – intended style- unknown

9.5. Help System- unknown