**1. Title Page**

1.1. Game Name

1.2. Tag line

1.3. Team: **Jacob Sheidler and Donald Hutchinson**

1.4. Date of last update: **2/9/2021**

**2. Game Overview**

2.1. Game Concept: **Protect a town from demons, fight the forces of hell and find your friend**

2.2. Target Audience: **Teens and up**

2.3. Genre(s): **Action RPG/Hack-and-Slash**

2.4. Game Flow Summary – **Main Hub area with open world and a level mechanic to progress through**

2.5. Look and Feel – **Fantasy**

**3. Gameplay**

3.1. Objectives – **Protect a town, fight demons in hell and find your friend**

3.2. Game Progression: **Open world with levels, player experience system. Gain experience through fighting monsters, defeating bosses and completing quests**

3.3. Play Flow – **Mostly constant combat with some puzzle mechanics**

3.4. Mission/challenge Structure: **Venture deeper into hell, facing challenging monsters**

3.5. Puzzle Structure: **Using resources and skills will help the player complete puzzles**

**4. Mechanics (Key Section)**

4.1. Rules – **Complete quests requirements that are written. Defeat enemies and bosses. Certain levels have checkpoints that, if you die, you restart at that checkpoint or continue on from that checkpoint**

4.2. Model of the game universe: **The world is opened and explorable for the player to enjoy. Player can interact with NPCs to learn about the world and the story.**

4.3. Physics – **People and enemies are able to walk along the ground. Enemies can attack with weapons or magical abilities. There are some static objects that can be interacted with and others have different interactions that the player will find out. Level hazards and movement upgrades**

4.4. Economy – **Collect wealth from enemies and treasure chest which can be used to purchase weapons and items.**

4.5. Character movement in the game: **Walking/running. Can be upgraded through progression**

4.6. Objects – **Items are picked up automatically**

4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

**With this being a single player game, the player can press a key on the keyboard/button on a controller to interact with the world and talk to all of the NPCs around the world.**

4.8. Combat – If there is combat or even conflict, how is this specifically modeled? **Combat is modeled through melee attacks as well as ranged attacks, like bows and magic, that can be done throughout the world.**

4.9. Screen Flow -- **The screen will move with the player as they traverse the world and will compensate for any needed shots such as panning up or down to give a hint of where to go.**

4.10. Game Options - **The game is single player only and the player is able to save the game in certain areas or with certain objects found in certain areas in the world.**

4.11. Replaying and saving: **The game can be replayed by starting a new game.**

4.12. Cheats and Easter Eggs: **There are no cheats in the game but there can be easter eggs hidden around the world.**

**5. Story and Narrative**

5.1. Back story

**After a tragedy that befell Felix’s home, he must venture forth on an adventure to save his friend from the forces of hell.**

5.2. Plot elements: **Upon arriving at a mysterious town, Felix learns that this town is the key to entering the underworld and it is up to him to defend this town.**

5.3. Game story progression: **Levels and open world mechanics**

5.4. Cut scenes – **not decided yet**

**6. Game World**

6.1. General look and feel of world: **It’s feels oppressive and you can sense the sadness and pain in the world.**

6.2. Areas: **Several areas**

6.2.1. General description and physical characteristics: **An overgrown forest, a single town, war-torn land**

6.2.2. How relate to the rest of the world

6.2.2.1. What levels use it: **The world is explorable while the level portion is linear**

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

7.2. Artificial Intelligence Use in Opponent and Enemy: **Enemies either attack the player close up, attack from a distance, or attacks the town or NPCs.**

7.3. Non-combat and Friendly Characters: **These include traders, merchants, guest givers and characters important for dialogue and quests.**

**8. Levels**

8.1. Training Level

**The training level will teach the player how to move, interact with objects, and simple combat.**

8.2. For each level

8.2.1. Synopsis

**The level begins with the player chopping a tree and speaking to another character. After awhile, they learn about the movement and basic combat with fighting enemies that attacked their home.**

8.2.2. Required introductory material and how it is provided

**The basics is taught within the introductory level and then additional tutorials is added further into the game.**

8.2.3. Objectives

**Escape from the chaos by going into the forest to escape.**

8.2.4. Details of what happens in the level

8.2.4.1. Map

**There is no map at first until you talk to a NPC later in the level who will give you a map and a mini map will show up on the UI.**

8.2.4.2. Critical path that the player needs to take

**There is a location that the player needs to go to escape the chaos. There will be objective markers for the player to follow.**

8.2.4.3. Important and incidental encounters

**The player will have their first encounter of combat and first dialogue choices.**

**9. Interface**

9.1. Visual System

9.1.1. HUD

**The player can see their health, their mana, a mini map, and their allies health**

9.1.2. Menus

**There are several menus. Options menu, inventory menu, pause menu, and main menu.**

9.1.3. Camera model

**The camera follows the player throughout the game.**

9.2. Control System – How does the game player control the game? What are the specific commands?

**The player uses natural movement with either a stick on a controller or WASD on a PC. Controls are easy to use as it pops up with a prompt on screen during the tutorial.**

9.3. Audio, music, sound effects

**Audio will probably be made in house and will be applied to their specific place. Music and sound effects will be from assets provided by Unity or Unreal.**

9.4. Game Art – intended style

**Unknown**

9.5. Help System

**Within the pause menu, their will be a tutorial section for where the player can go to read tutorials if they forget anything.**