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The Lone Ronin

High-Concept Section:
Elevator Pitch:
"Cleanse the stronghold, or relinquish your soul trying." Follow the adventure of The Lone Ronin by infiltrating the Oni stronghold and avenging your village.
This game is a first-person action game set in a maze. This game is similar to Doom in the aspect of an enclosed environment where you can't see what's next.This game will be playable on Windows machines and the target demographic will be teenagers ranging from 13 to 18 year olds.
Features:
Randomly-generated mazes, so no two mazes are the same.
Upgrade your weapon to conquer the hordes that await you.
Your approach matters: Do you make a break for it or wait patiently?

Selling Points:
The game is free, so you can download it right away.
Simple controls and easy to pick up.
Small download size. You can take it practically anywhere.

Gameplay Section:
<u>Settings and Introduction:</u> This game takes place in a stronghold, where the player is alone with just a weapon to defend themselves from the terrors that await them around every corner. The player is shown a first-person view of their character, who is a lone survivor of an oni attack against their village. The player was able to track down and infiltrate the oni stronghold, and it is up to them to find a way out alive, or take as many with them and die trying.

Systems and Subsystems:
- <u>Setting:</u> The game takes place in a randomly-generated maze, which presents a feeling of entrapment/isolation due to the idea that you never truly know where the danger may be lurking. The maze is meant to represent the player's stronghold that they have built in order to protect themselves from the oni, who have managed to enter and hunt for you.
- <u>Controls;</u> The player begins with a basic melee weapon, which can be upgraded by picking up new weapons while exploring the maze, moving either by using the arrow buttons, as well as the camera angles that simulate eyesight movement on the body, or potentially with an Xbox controller (not implemented). Pressing space causes the player to jump, and pressing R on the keyboard allows the player to swing at the Oni with their weapon.

- Battle takes place as the oni are constantly approaching the player, attempting to feed on their soul.
- Intro/Menu: When the player first loads into the game, they will be met with the title screen of the game, which presents buttons to either play the game, exit the game, or load the options of the game. There is a button in the options menu for cheat codes. Upon entering the correct cheat code, the starting weapon will be replaced with that weapon. Some ideas that we have for cheat codes include the following:
Invulnerability (health = 1000)
Instant kill (damage = 10)
Watermelon (watermelon sword)
- Player: The player takes the role of the ronin, who begins the game with 70 health, as well as a starter weapon. When progressing through the maze, they will engage with the oni, who will take their health if they manage to get close enough to attack the ronin. The ronin always has the chance to attack before being attacked, so by using their weapons (which they can upgrade by picking up upgrade beacons placed throughout the map), they can fend off and eliminate the oni present in each section of their stronghold.

Note: Upgrade beacons were not implemented for final release.

- Enemy Types: There are different enemy types present in the game, each with their own advantages and disadvantages when engaging the players.
    1. Shadelings - The general, average enemy. They are what the player will typically see when engaging oni. They have the all-around play style of moderate health and moderate run speed. When engaging the player, they will take an average

amount of time to kill, depending on the weapon the player has.

2. <u>Bolters (3 damage, 2 health)</u> - The fastest of the enemy types. For what they lack in durability, they make up for in blitzing the player with their unmatched speed. Less amount of hits to take down, but harder to hit.
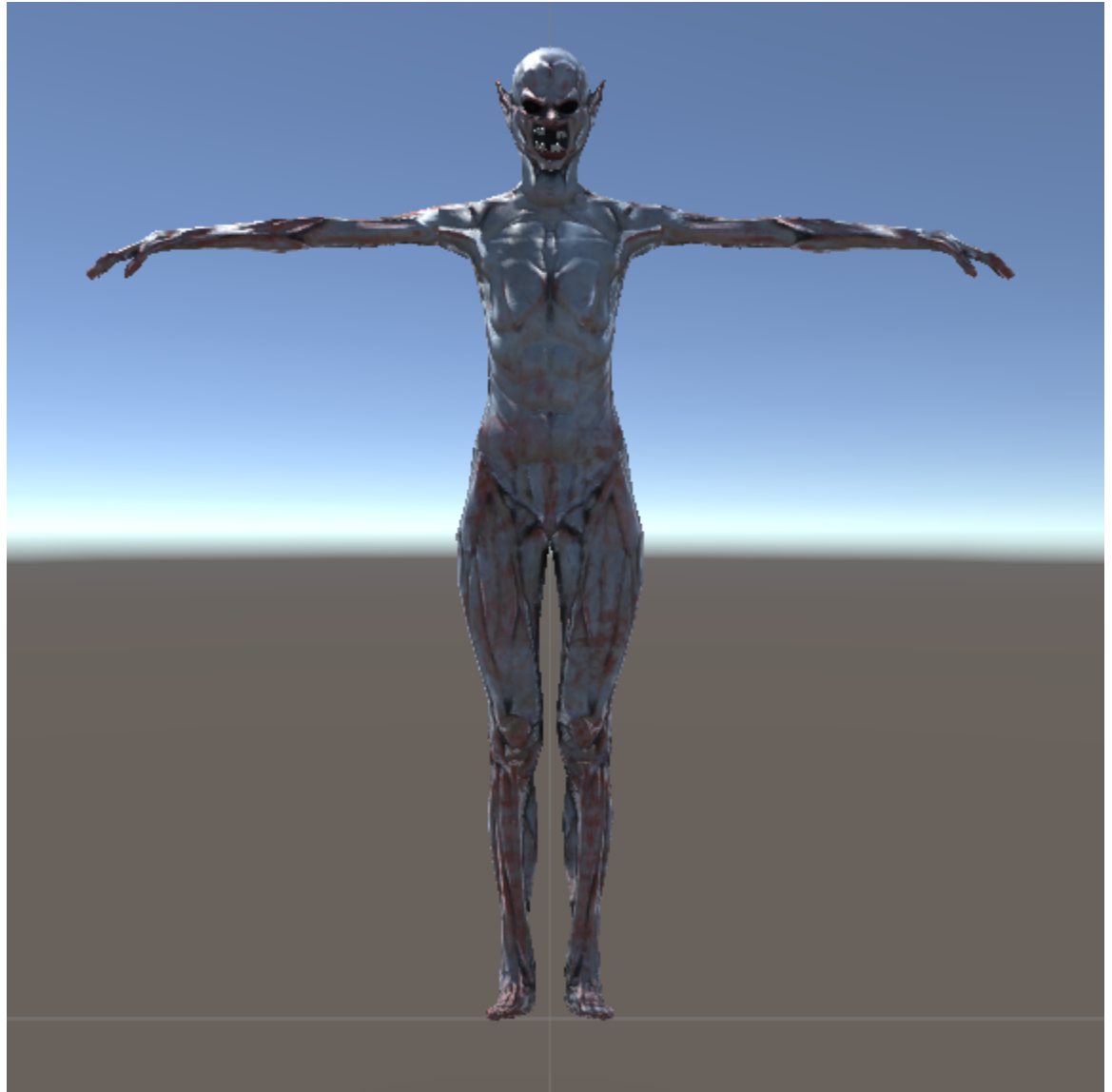
3. <u>Banebeast (4 damage, 4 health)</u> - The biggest and strongest enemy type of the horde. Their brute strength is something the player should avoid at all cost, as the game will end before the player knows it if they get within reach of one. They take the most hits to kill, as well as do the most damage.
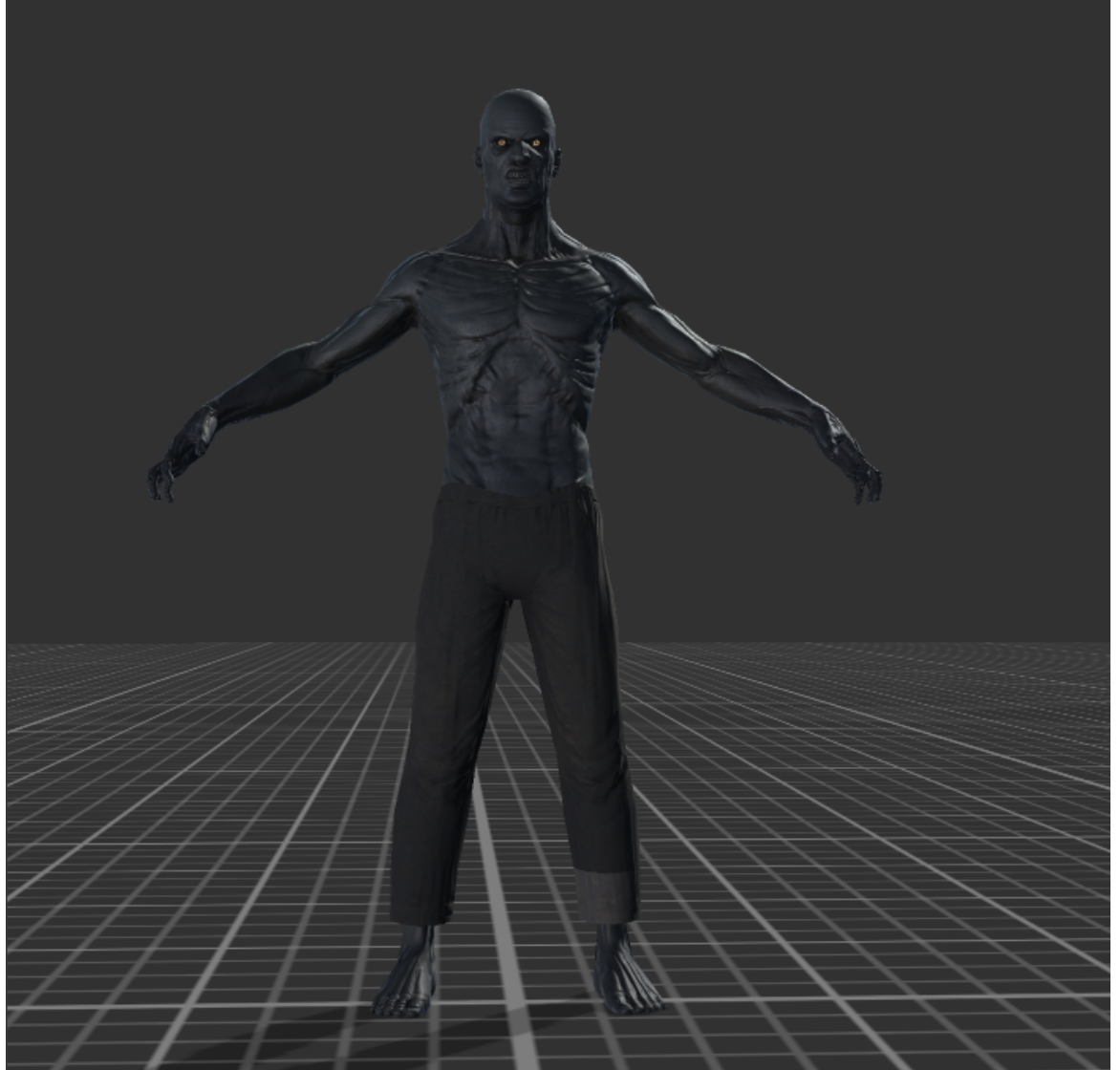
- Weapons: Within the maze are sword upgrades such as better swords or powerups like invisibility and invulnerability for a limited time. There are a few different sword types:
    1. Katana (2 damage, medium attack speed) - The starter weapon, not that great in any situation but gets the job done. Normally set aside for better swords once the opportunity arrives.
    2. Kunai(1 damage, fast attack speed) - A single throwing knife, faster attack speed but the lowest damage output. Dropped by some unfortunate soul, perhaps it was meant for you?
    3. Longsword(3 damage, slow attack speed) - A knight's longsword, slower attack speed but improved damage output. A nobleman's weapon from England. Could the Oni have spread that far?
    4. Watermelon Sword - A fun sword partially implemented as a cheat code. Behaves like the katana, with same animations and controls.

Note: The weapons other than the Katana are not implemented in the final version.

There are a maximum of 50 oni per level. Once the player defeats all the oni, they will get a dialogue pop up telling the player all the oni have been defeated and will be sent to the next level.

- Level 1: Maze: The first level of the game is a maze with 50 oni spawning in random positions in a randomly generated maze. The objective for this level is to hunt down all the oni to proceed to the next level. If the player dies to the oni, they will be sent back to the main menu.
- Level 2: Agility: The second level of the game is a parkour section in which the player must jump on pillars around the map to recollect his family's souls. If the player falls from these pillars, the game is over and they will be sent back to the main menu.

Game Content Section:

Backstory: The ronin (player) was a well-recognized nobleman, who, after an event which took the lives of those he'd sworn to protect, swore to seek justice for the lives lost. Plagued by survivor's guilt, the ronin has journeyed and discovered more about the creatures who decimated his home, who he'd come to know as the Oni, an alien species of savages who roam the universe searching for new planets to feed on to temporarily satisfy their never ending hunger. Upon further research, the ronin had discovered that the Oni had taken over the entire planet, and were hunting down humans in order to please their leader, the Blind Hunter. After spending seemingly a lifetime of searching for their leader, the ronin has discovered the stronghold of the Oni. Armed with the resources stored within their stronghold, the ronin has declared war on the Oni, who want to capture their ultimate sacrifice. The ronin believes this will be the destruction of those who have brought terror and grief into his life, but the ronin also questions if the hunter would ever truly become the hunted…

Sound Design: We used free assets from both the Unity Asset Store, and the Creative Commons Audio Library from Youtube. We used music from Youtube to fit the mood of our story and the gameplay at hand. The sounds of the oni were from the Unity Asset Store, where we searched for free assets so we would not have to pay for anything. When an oni is close enough to attack, an attacking sound will play. An interesting bug with this is that when an enemy is too close or there are too many enemies, the attack sound will be spammed and has bugged out the music on one occurrence.

Bugs/Issues:

There is one small issue pertaining to the level loader. It says there is a NullReferenceException with our LevelLoader script. This is saying there should be a reference to a start button, but for the Maze Scene and the Parkour Scene, the start button is not needed. We reused this script so we wouldn't need to code a separate script for different situations. This issue does not affect gameplay in any form.

There is another issue pertaining to the game over screen in the maze level. When the main menu button is pressed, it returns to the title screen as it should, but the problem is that the play button does not work. This doesn't happen upon dying in the second level, and the other buttons still worked while testing.

An issue pertaining to the weapon was that it will act as hitting the enemies even when it's not being swung, which is based on the RigidBody component of the sword and Oni, but this couldn't be figured out correctly in time.

Timeline Section:

September 28th: Game Design Document Started - Finished
October 4th: Game Design Document Finished and sent - Finished
October 10th: Maze Finished, start on player and other objects - Finished
November 5th: Enemies partially finished - Finished
November 12th: Initial prototype finished with potential bug fixes - Finished Prototype
November 18th: Animations partially finished - Finished
November 30th: Cheat codes implemented - Failed to Finish for Final Submission
December 3rd: Final project finished - Finished Except for Cheat Codes