**GAME DESIGN DOCUMENT**

Path to Lichdom

The Necromancer



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**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# Game Analysis

The game follows an ancient Necromancer who raises from the dead and sets outs to defend the undead from humans. You do this by; casting spells which deals small amounts of damage, and raising undead allies that’ll fight for you. Growing an army of undead skeletons, zombies, and ghouls, is the main attraction to the game. It will also feature a leveling system to unlock the different types of undead and a rouge-like gem upgrade system.

# Mission Statement

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

# Genre

Rouge-Like/Bullet Hell

# Platforms

PC, Console (Need to solve click position for controller), Maybe Phone

# Target Audience

Retro like gamers, people who like games like gungeon and splunky and hades.

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Necromancer | Player Character | Likes undead more than people | Present any other notes about the character. |
| Skeleton | Ally Undead | Likes to dance |  |

# Gameplay

## Overview of Gameplay

This game follows the classic rouge lite experience. Fast paced, easy to progress the first few levels but the difficulty increases and the only way to get better is keep killing enemies.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

You will start in a graveyard, with a spell book and a staff. Your spell book has

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Rewards are dropped when enemies are defeated. Hearts, gems, and souls | Harder enemies can take your gems. Death resets your level | The avalibiliy of gems, the difficulty of the AI. |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Necromancer (Undead Player) | Hexes:  (tiny damage)   * Beam * Cloud (shotgun) * Arcane (Lightning)   Life Drain (Space):  Drain enemy’s life within a radius.  Raise Dead (RClick):  Click on a corpse, raise it from the dead  Click on ground, grasping hand that stop enemy movement. |
| Skeleton (Undead) | Moves to nearest enemy and starts punching .25 dmg short range hurt box |
| Zombie (Undead) | Moves to nearest enemy, grabs them, if the zombies are hit with a hurt box they let go, if not the bit the enemy and turn them into a zombie.  Zombie have a death event. When they are less than 3 HP, they throw their head at the nearest enemy hoping to infect them. |
| Ghoul (Undead) | Ghouls are the most powerful, in terms of HP and damage output, undead. Round body on 4 legs, a huge gaping jaw filled with rows of razor teeth and sharp claws on its hands.  Ghouls tear their victims apart leaving no corpse. |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Hearts | Killing Heroic enemies. Heart Increase your HP and give special upgrades. All Hearts are lost on death |
| Gems | Killing Tough enemies. Gems Give a variety of upgrade. Special enemies can make you lose your gems upon death. |
| Souls | One per dead enemy, XP system. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Tutorial Mausolem | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |