**Dark Cloud Spiritual Succesor (TBA)**

Game Design Document

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# Project Overview

## Game Concept;

A spiritual successor to Level 5’s, Dark Cloud. The player is tasked with navigating procedurally generated dungeons to collect pieces to rebuild the world in which the game takes place. It will use a grid based placement system for the town, and have an advanced weapons upgrade system, similar to the influence. This game will utilise the Nintendo Switch’s Motion controls in varying places in its gameplay, such as the Georama system and Map functions. A multiplayer system is planned, but may be cut from scope if unnecessary or non-viable.

## Genre;

3D Rougelike/City Builder.

## Theme;

The theme is pseudo-cheerful, with the art and music outwardly showing a cheerful tone, whilst the story expresses a more depressing atmosphere. Depending on the dungeon or city, the tone may change, as well as during different stages in the storyline. This will be affected with different forms of lighting.

Main theme will focus around the idea that whilst fantasy heroes may seem like the protagonist, they may not often be so. This contrasts the stereotypical RPG story, where the player acts as the hero of a prophecy or story. Whereas here, they play a side character, starring in their own story.

## Setting;

Depends upon the dungeon, there are different settings within the game.

As these dungeons are developed, more will be added.

### Tutorial Level:

A forest reminiscent of Celtic/European woodland. It mainly has furry monsters and beasts, as well as plants and constructs (golems, etc.). It only serves to teach the player the basics of the game, and takes place over 3 floors, before getting into the meat of the story.

Boss 1: Wild Boar. A typical Boar. Telegraphs attacks easily, and mainly serves to teach players about boss mechanics. Allows the player to play with their NPC companion.

### Dungeon 1 Forest;

It has the remains of a ruined civilization in it, and at the end, contains the “ruins of the Dark Lord”, where the main antagonist was being sealed until it was released by Niko.

#### Bosses:

* Boss 1: Wild Boar. The wild Boar from before, however the player must play without their NPC companion this time. Becomes an enemy for the final floors of this dungeon.
* Boss 2: Woven Construct. A stone construct woven with ivy/vines growing in the forest. Becomes an enemy within the 2nd dungeon.

### Dungeon 2 Demon Lord’s Tomb;

A small ruin situated in the Forest, contains ancient Mechanoids and Monsters sealed within the tomb. It has the aesthetic of a decaying stone castle (Stone walls, Moss and lychen growing). At the end of this dungeon is the Demon Lord’s Coffin, which, once opened continues the story.

The cutscene following the tutorial takes place within the opening room of this dungeon.

This dungeon leads directly from Dungeon 1.

#### Bosses:

* Boss 1: Mechanoid Strongarm. A large Gorilla-like robot with large hulking fists. Becomes an enemy in the floors just before the boss.
* Viscount of the Arbor. A giant Treant that has taken residence within the final hall of the Tomb, which is exposed to the forest through a hole in the roof. This boss then is the one to request the players to move on through to the 3rd dungeon, The Great Hive.

### Dungeon 3 The Great Hive;

A huge insectoid hive wrapped around a gigantic tree. It is influenced by World Trees like Yggdrassil, but adds the extra layer of having a symbiotic insectoid empire living around its trunk and roots. Home of an empire of insect humanoids, most of the monsters in this dungeon will be crazed insects or animals trapped within. The aesthetic is that of a Hive with honey/jelly seeping off the walls. The story behind this dungeon, is simply that the players need to pass through this area to get to the other side, and continue their quest. The Hive will serve as a way to introduce a new character, and will accommodate the second buildable area within the game.

#### Bosses:

* Boss 1: Hive Beetle. A malicious bug that becomes a normal enemy later in the dungeon.
* Boss 2:
* Queen of the Hive. A giant bee-like queen. Corrupted by the power of the Dark Lord.

### Dungeon 4 Grand Fort;

A large, sprawling medieval castle built into the side of an extinct volcano. Build to protect the plains below the castle, as well as the Great Library within the crater of the Volcano. The town at the base of this castle is the rebuildable city for this area, but was destroyed in the past by the zealous maniacal king, who sought eternal life, and now haunts the cursed castle. It draws influence from medieval architecture, more specifically the Tudor architectural style.

It has 3 sectors to build upon, similar to Dark Cloud’s Queens area, or Skyrim’s Whiterun, which can be rebuilt per the player’s discretion. It is the 3rd buildable area in the game.

#### Bosses:

* Boss 1: Sir Lucan. A twisted Soul that takes the form of a royal Butler.
* Boss 2: Sir Dagonet. A twisted Soul that takes the form of a mad Jester.
* Lord of the Keep. A twisted Soul with silver hair and a crown, looks similar to a princely character. Takes inspiration from wraiths such as Darkrai from pokemon

### Dungeon 5 Great Library;

This dungeon takes influence from FFXIV Heavensward’s Great Gubal Library. It has long, corridors filled with bookcases, standing candelabras and book/academy themed monsters.

It is built within the crater of an extinct volcano, and takes the appearance of a great cathedral/stone structure, built into the surface of the mountain wall. Similar to the Great Gubal Library of FFXIV

(<http://imgur.com/yMViwrK>)

or the Chantry of Auri-El of Skyrim

(<http://elderscrolls.wikia.com/wiki/Chantry_of_Auri-El?file=Chantry_of_Auri-El.jpeg>)

This Area will contain a section similar to the final dungeon in Dark Cloud, where the player must collect and rebuild “memories”, or in this case, books. These books will be created within the creation menu, and then the player must decide which pedestal to place the book, based on the riddle written upon it.

#### Bosses:

* Boss 1: Best Bestiary: Volume 2, Hobgoblins. A trio of Hobgoblins that spawn form within a book. Taking influence from the second boss of Gubal. Hobgoblins become enemies later in the dungeon.
* Boss 2: Best Bestiary Volume 7, Demon Pig. A reskin of a Boar from the first dungeon with new skills.
* Margrave of the Bibliograph. Either a giant Bonobo or an Elephant like creature. Attacks using tomes & magic. Gives the final page for the dungeon as a “reward” The tome he uses as a weapon is given as a gift for 100% of the books.

### More Dungeons TBA, but will be scoped later.

## Characters & NPCs

These are the Designs for the Characters showcased in the game;

### Aya

* Aya is the main female character of this Chroma, and postergirl for the game.
* Aya is a Dark haired, fit female character, designed to be similar to Mikasa from Shingeki no Kyojin.
* She is a heavy hitting Axe weilder, and is the character who you play in the building and main dungeon sections of the game.
* She is designed to be the “mysterious, brooding” main character seen in many “choose your own path” JRPGs, and is meant to be a slate for players to project their ideal game onto.
* She is the First Character you have access to in the storyline.

### Niko

* Niko is a male supporting main character of DCC
* He is a lean, “typical hero” character.
* His nature is very stubborn, self centered, and brash. It is meant to feel intentionally stuck up and unattractive.
* He wields Bows, and is the second character you obtain in the story.
* Niko leads you through the tutorial phase.

### Raster

* Raster is a Insectoid & the second male supporting character you receive in the game.
* He’s a tall, 6 limbed beetle-like creature.
* He’s the typical “stoic protector” character in the group.
* He uses dual knives, which will be a single knife mirrored.
* You receive him partway through the Hive Area of the game

### Pelleas

* Pelleas is a Twisted soul that you find within the decrepit town at the base of the Great Fort.
* He was previously a royal knight in the court of the ruling lord. This lord is the final boss of the Grand Fort.
* Cowardly yet determined knight. His intention is to defeat the Demon Lord so that the same thing that happened to his hometown cannot happen to another.
* Uses Spears or Swords (TBD) with a buckler on his right arm.
* He is the character from the Grand Fort

### Sedna?

* A small Elven scholar (TBD)
* Is the one you’re collecting the books for in the Grand Library.
* Is intelligent yet reserved, but decides to help you on your quest, as her on quest for knowledge. (bah, cliché)
* Uses Tomes & ranged magical attacks.
* Has no idea Goblins have overrun the Library she is studying in.
* She is the character from the Grand Library

### Character 6 (TBD)

* Temp

# Gameplay

## Core Gameplay Mechanics (List M, D, A for each Mechanic)

### Upgrading and Powering up weapons.

* Mechanic – Players may upgrade or powerup weapons that they buy, or find in-dungeon.
* Dynamic – Allows players to progress through dungeons with increasingly powerful weapons.
* Aesthetics – As players progress through increasingly difficult dungeons, it adds an extra level of complexity to dungeon grinding. It also adds a fun “minigame” on the side.

## Controls

### Main Controls

### Camera Controls

This game will have 2 sets of Camera controls; The typical player controls, a 3rd person Camera that follows the main character, and a Birds-eye build mode camera, which will track the Player’s position within the build area. The player can switch between these modes <out of dungeon> at will by pressing the Select button.

## Influences

* Dark Cloud
  + Medium: Games
  + As the main influence of this game, many, in not most of the mechanics of Dark Cloud will be replicated in this game. A similar art style and atmosphere will be adopted to closely replicate the game for fans and audiences.
* Tales Of Zestiria
  + Medium: Games
  + A perfect example of the quality that is aimed for in relation to Dark Cloud. The art quality of this game is the eventual goal for this project. However, with a relatively inexperienced team this will be unlikely, but this is the standard we are aiming for.
* FFXIV Heavensward / Elder Scrolls V; Skyrim
  + Medium: Games
  + This project pays homage to the stereotypical fantasy RPG architecture frequently used in games like these.

## What sets this project apart?

The factors that set this game apart from its predecessor is the inclusion of motion controls and potential multiplayer functions.

This game will also add to, and change existing functions within the original, such as more complex dungeon systems, and more inclusive character selection within dungeons.

Beyond that, the game will also feature a more immersive story, and a greater depth of character, which the original sorely lacked. Upon this, a greater interaction between characters will be available, allowing players to explore and experience the game.