

**Dark Cloud Spiritual Successor**

Technical Design Document.

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# Project Overview

## Game Concept;

A sprititual 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.

## Technical Goals

### Pre Alpha;

* Basic functionality
* Each Playable Character with basic movement + Slash/Block/Strafe
* 2 Houses, 2 NPCs, 2 Playable Characters, 1 Playable dungeon with no fancy areas.
* Basic UI
* Menus

### Alpha;

* Improved mechanics
* Unpolished, yet complete art assets.
* First Town Completed.
* Finished UI

### Beta;

* Advanced mechanics, special abilities, all controls functional.
* Polished art assets on all characters, current levels, and UI
* 2nd Dungeon
* 2nd – 3rd Town almost complete
* Beginning of Stage-switch function
* Beta will continue until all planned dungeons are at a functioning stage, with passable art.

## Gameplay

This is an overview of all objects and entities planned for final release, however, some may not end up in the final product due to time constraints.

## Traps and Objects

* Terrain is based entirely on the level design, extras can be determined beyond that.
* Potential pickups for late production, but as of yet, undiscussed.

## Camera Controls

Within this game, there is 2 Camera modes representing the 2 different genres in the game.

### 3rd Person:

* Follows the player in dungeon and in town when not in build mode.
* Can be rotated 360 around the Y, But is capped on the X axis and locked on the Z.

### Build Camera:

* Birds Eye View.
* Tracks the Player’s position on the map.
* The player cannot return to 3rd Person while colliding with buildings, outside walls, or objects like Rivers or trees.

## Physics

The physics used will be the Unity physics system.

## Projectiles

### Character Projectiles

* Certain characters have their own projectiles, such as bullets, arrows or magic

### Enemy Projectiles.

* Certain enemies may shoot projectiles, such as seeds, rocks or items.

## Multiplayer

A system for multiplayer has not yet been decided. Some ideas are;

* 2 Joycon multiplayer similar to that shown in the recent Super Mario Odyssey Gameplay
* 2 Controller local multiplayer (2CM), where one player uses a second controller to operate the NPC companion character and aid their friend.
* 2 Switch multiplayer (2SM), similar to the aforementioned 2CM, a player with a second switch can operate the NPC companion. This may be local and online if time and resoures permit.

## Commenting

Code will be properly commented, with each line of complex code will be marked with an explanation or summary.

## Naming Conventions

The naming convention for the code will be Camel Case.

The first letter in each word in a Function will be Capitalised.

# Object List

Unnecessary at the current stage as one programmer will work on it at their discretion.