**Dark Cloud Clone (TBA)**

Game 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 it’s influence

## Genre;

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.

### Dungeon 1 Forest;

A forest reminiscent of European woodland. It mainly has furry monsters and beasts, as well as plants and constructs (golems etc). 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 the “hero”.

### Dungeon 2 TBA;

### Dungeon 3 TBA;

### 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.

### 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>)

### Dungeons 6-8+ TBA;

# 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

For Chroma, there will be multiple camera modes, including Singleplayer, Multiplayer, and Multiplayer Splitscreen (MSS). These modes will function separately, and within their respective game modes, the player will be able to choose their camera functions both in the game settings, and just prior to the match starting. For final build, the ability to also choose between the Multiplayer and MSS camera modes to be divided on a split screen may also be included.

## 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?

## Story and Gameplay

### Story (Brief)

### Story (Detailed)

Go into as much detail as needs be

Spare no detail

Use Mind Mapping software to get your point across

### Gameplay (Brief)

### Gameplay (Detailed)

Go into as much detail as needs be

Spare no detail

Combine this with the game mechanics section above