

2D Game Design Document (GDD)



'Delve into the magical experience of the world of the undead' -Jasmine Nguyen

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Game Development Team	LIST NAMES HERE
Members	UX TESTERS
PRODUCER	Jasmine Nguyen
Jasmine Nguyen	
PRODUCTION MANAGER	
Jasmine Nguyen	

1 Game Overview

Title: Spirit Babylon

Platform: PC Standalone + iOS & Android, VR, Xbox, Switch,

Genre: RPG

Rating: (14+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: MAY 2022

Publisher: Babylon Holic

Description: Experience the world of a nameless character, unknowingly transported into the purgatory world of the undead with no memories. In Asian culture, people burn things for others to give comfort to wandering spirits. Fighting broken souls and doomed creatures, you must try to unlock your memories by collecting parcels burnt by the land of the living while attempting to cross the Celestial River.

2 High Concept / Genre

Description: A single-player story-driven RPG. Primarily an exploration-adventure game with elements of survival.

3 Unique Selling Points

- Beautiful scenery
- Storytelling
- Enemies are forsaken spirits
- Unique characters

4 Platform Minimum Requirements

PC MINIMUM

Processor (CPU): Intel Core i3/ AMD A8-xxx APU with 3.1 GHz or higher

Memory (RAM): 2 GB of RAM

HDD: At least 1 GB of available hard-disk space

GPU: Intel HD Graphics 4xxx, AMD Radeon R5, Nvidia GeForce 4xx or AMD Radeon HD 7xxx.

Operating system (OS): Microsoft Windows 7, 8.1 10 or Windows 11 64-bit)

Resolution: 1920 x 1080

5 Competitors / Similar Titles

Description: Pokemon, Omori, Eastward, Legend of Zelda, EarthBound, Stardew Valley, Harry Potter and the Chamber of Secrets

6 Synopsis

Description: A role-playing game based on storytelling and exploration. You're on a journey of finding the truth of yourself and trying to pass over to the realm of the dead. IT will have a dark, evil, tone.

7 Game Objectives

Difficulty: The player will not be able to define a difficulty at the beginning of the game, but they will interact with monsters/creatures that have different levels of strength. There will be no time in the game. The entire game is set at night, no such thing as a day. The player must find burnt parcel offerings to regain their memories. They must enter dungeons and explore the map while fighting corrupt souls to seek offerings. The player must also interact with NPCs for hints and locations.

8 Game Rules

Description: Do not die in enemy locations.

9 Game Structure

Description: There will a map where there this a town in the center. The rest is mostly forest. There will be a dungeon on the left. A dungeon will have 3 levels total.

10 Game Play

Description: There will be a menu screen: Play Game, Settings, About, and Quit. After the player hits the play button, they will start at the beginning and each map will start with a top-down view. When the player starts the game they will be asked to enter a name. They will be able to interact with items. Inventory will be E. Interacting with NPCs and picking up items will be spacebar. The standard attack will be the Q button and the special attack will be W. Movement will be WASD and up, left, right, down keys.



10.1 Game Controls

WASD and up and down keys.

10.2 Game Camera

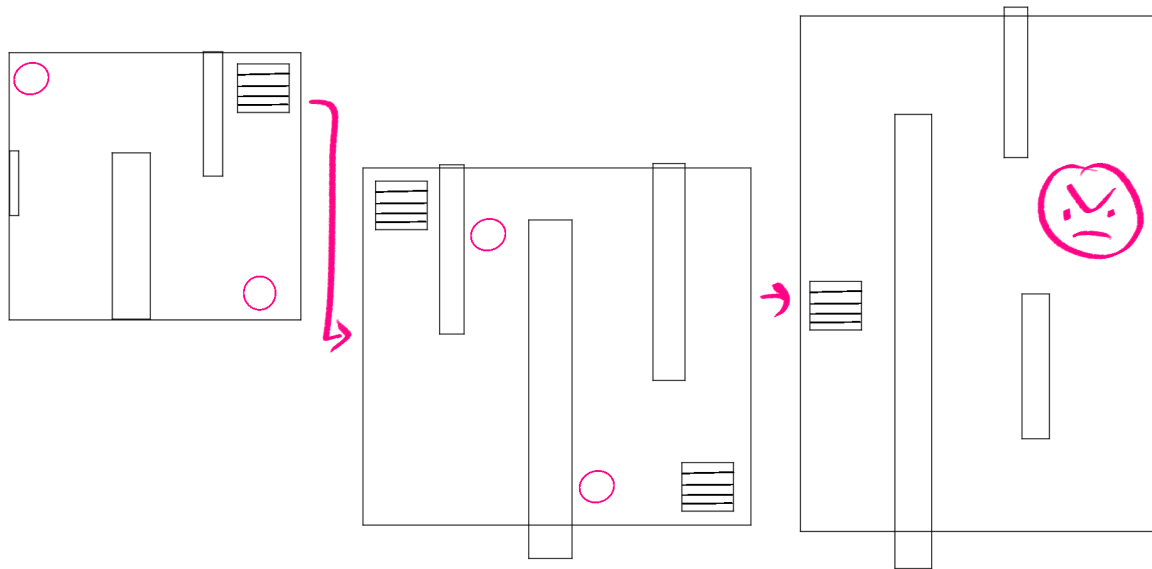
Top-Down View

10.2.1 HUD

Health bar, spell cast, and weapon toggle display.

10.2.2 Maps

Town, dungeon, and rooms of buildings.



11 Players

Single Player

11.1 Characters

Main Character: The player enters the name

Merchant: Oz

Purged Souls: Kyrie, Theos, Abel, Faust, Bruno, Clementine



11.2 Metrics

Currency, enemies defeated, souls collected, story progression, map coverage.

11.3 States

gamestate == 0: Game initialization after loading game. Animation displays the main character on the title screen with butterflies and loads menu buttons

gamestate == 1 Enter game.

gamestate == 3 Play game.

gamestate == 3 Game is over when health bar is at 0. "You Died" will display on the screen.

gamestate == 4 Reverts to last save point

Game behavior: Interactive with environment + presence of performance and socializing goals + high number of failures from enemy defeats + exploration driven and item and soul collecting driven

11.4 Weapons

Cane/Staff

12 Player Line-up

Only Single player.

13 NPC

Merchant: Oz: provides potions, and herbs for healing.

Purged Souls: Kyrie, Theos, Abel, Faust, Bruno, Clementine: Souls for MC to collect and attain memories.

13.1 Enemies

Grotesque forms of original beings such as humans, animals, and bugs.

13.1.1 Enemy States

Lower difficulty creatures will do -10 damage when touching the player. Stronger enemies will do -20 damage. At the end of the dungeon, the boss will have -30 damage. There will be proximity to the player and collider/hitbox.

13.1.2 Enemy Spawn Points

Caves, forests, and dungeons.

There will be random spawn points in certain areas of the map. In each dungeon level, there will be 2 enemy spawn points spread out. Outside of the town, there will be between 4-6 spawn points spread out randomly.

13.2 Allies / Companions

Merchant and the purged souls will help the MC progress through the story and finish the game.

13.2.1 Ally States

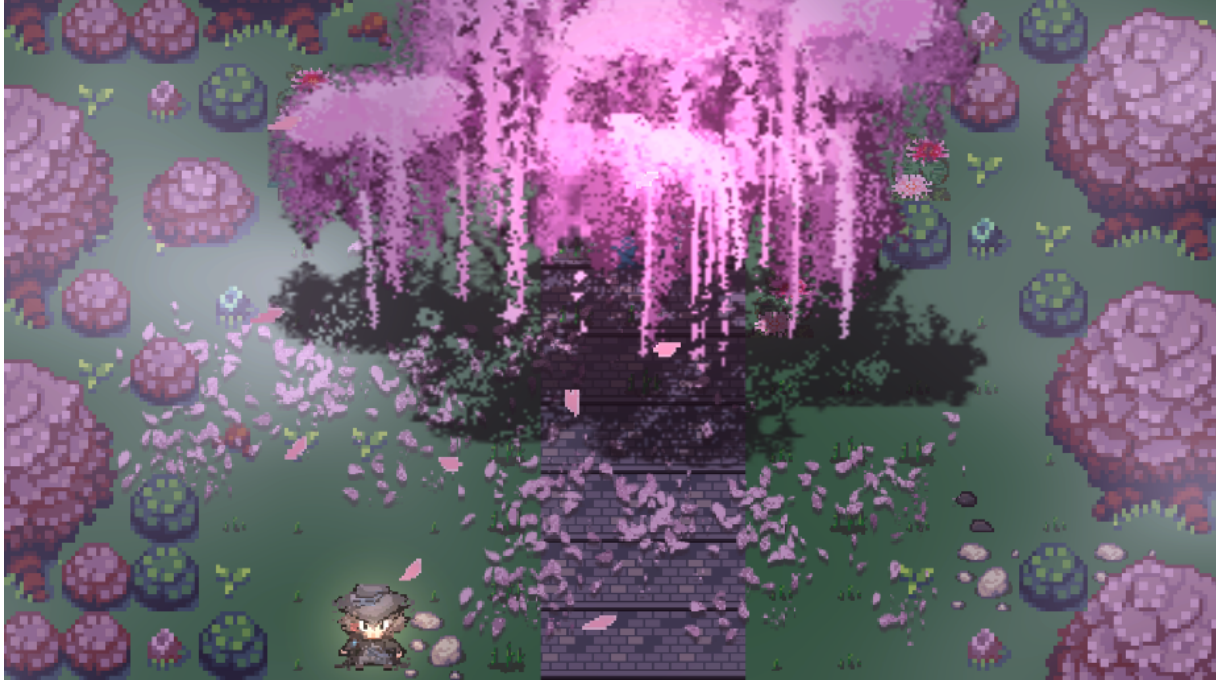
There will be no allies to assist you in battles. Many will be just interactive NPCs that will have chat dialogues with hints on where to find items, where to go to their next destination, and how to complete the game.

13.2.2 Ally Spawn Points

After beating enemies in the Caves, forest, and dungeons and reaching the target destination, the allies will be located at the end. Merchant is located in the town.

14 Art

Many of the sprites of the characters/NPC will be designed by Jasmine Nguyen. Tilemaps and enemies will be from opengameart.com. The art and aesthetic will reflect a dark and mythical world with a slight evil but whimsical tone. Creatures will follow a sinister but cute theme. Magical items may have a demonic theme. There will be a hint of Asian aesthetic with ancient designs. Some parcels will have modern items.



14.1 Setting

The game will be set in a foreign land with labyrinth structures to reflect the land of the unknown. The game takes place in the purgatory of the underworld where souls must cross to reach the land of the dead.

14.2 Level Design

14.3 Audio

Music will have classical romantic minimalist genre with piano, keyboards, and violin. Music will be found on OpenGameArt

15 Procedurally Generated Content

None

15.1 Environment

Unity Game Engine

15.2 Levels

Each enemy location will have two levels(rooms) and a final stage with a larger and stronger boss that they must beat before attaining the purged soul.

15.3 Artificial Intelligence NPC

NPCS performing “idle actions” such as pacing, and walking. When interacting they will have a dialogue.

15.4 Visual Arts

Digital 2D pixel art created on CLIP STUDIO PAINT and Photoshop CS6.



15.5 Audio

Audio will be found on OpenGameArt. There will be music playing in each scene change.

- Attack sound
- Rustle sound when opening inventory
- Click sound when picking up items
- Dialogue sound. When there is dialogue there will be blips.
- Pew sounds when striking enemies.
- Enemies crying sound.
- Click sound when browsing items

15.6 Minimum Viable Product (MPV) 16 Wish List

17 Bibliography

Code will be referenced from

<https://kurtkaiser.us/unity-dungeon-crawler-tutorial/>
<https://docs.unity3d.com/Manual/index.html>
https://www.youtube.com/watch?v=k4JIFxPcqlg&ab_channel=Unity

Artwork will be from:

<https://opengameart.org/content/outdoor-tiles-again>
<https://opengameart.org/content/whispers-of-avalon-grassland-tileset>
<https://opengameart.org/content/496-pixel-art-icons-for-medievalfantasy-rpg>
<https://opengameart.org/content/lpc-plant-repack>
<https://opengameart.org/content/dungeon-crawler-tileset>
<https://opengameart.org/content/lpc-tile-atlas2>
<https://opengameart.org/content/lpc-dungeon-elements>

Music and Audio from:

<https://opengameart.org/content/button-click-sound-effect-cc0public-domain>
<https://opengameart.org/content/jrpg2-piano>
<https://opengameart.org/content/jrpg-piano>
<https://opengameart.org/content/vampires-piano>
<https://opengameart.org/content/piano-5>
<https://opengameart.org/content/thoughtful-piano-theme>
<https://opengameart.org/content/dungeon-03>
<https://opengameart.org/content/rpg-ambience-dungeon>
<https://opengameart.org/content/emotional-piano-loop>