2D Game Design Document (GDD)

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

PRODUCTION COORDINATOR
Jasmine Nguyen
GAME DESIGNERS
Jasmine Nguyen

SYSTEMS/IT COORDINATOR
Jasmine Nguyen

PROGRAMMERS
Jasmine Nguyen, LIST
TUTORIALS HERE

TECHNICAL ARTISTS
Jasmine Nguyen

AUDIO ENGINEERS
OPENGAMEART.COM ARTIST:
LIST NAMES HERE
UX TESTERS
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 items, joss paper, and paper money 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 player must find burnt joss parcel offerings to regain their memories. They must enter dungeons and explore the map while fighting corrupt souls to seek offerings. The player can also interact with NPCs for tiny hints and locations.

8 Game Rules
Description: Do not die in enemy locations.

9 Game Structure
Description: There will be a map where there is a town in the center. The rest is mostly forest. There will be a dungeon on the left. A dungeon will have 3 levels and 1 boss level..

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 with a camera that follows player movement. They are able to explore the map and enter a dungeon to recover their memories. Movement will be WASD and up, left, right, down keys.

10.1 Game Controls
WASD for up, down, left, and right movement.
Space to attack
Left click to navigate buttons.

10.2 Game Camera
Top-Down View

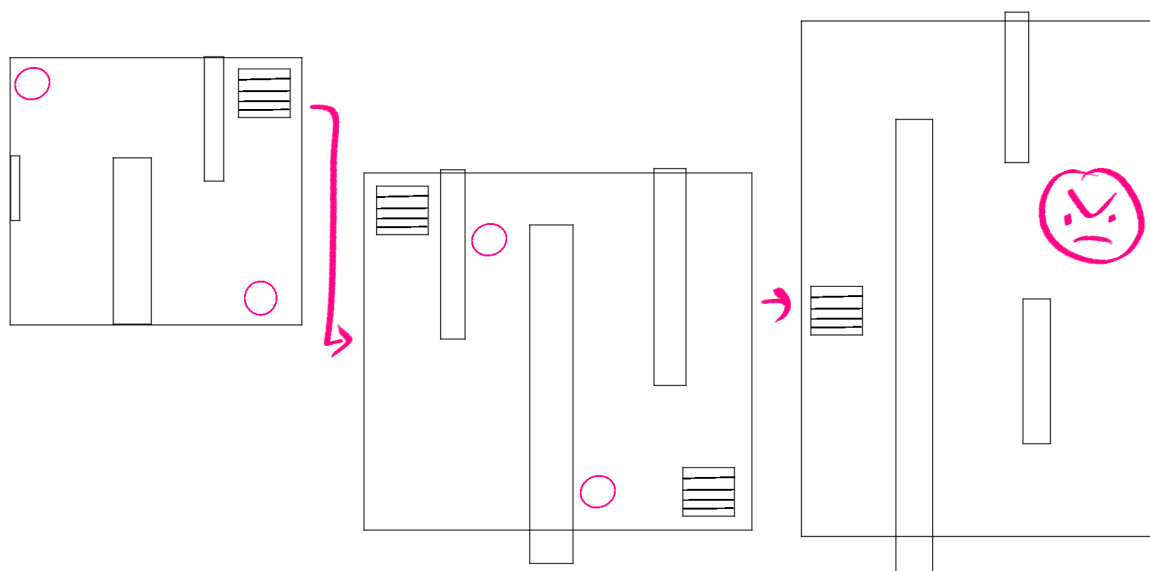## 10.2.1 HUD
Health hearts and EXP.
Pause menu
Game over screen with retry button
Main screen

10.2.2 Maps

Town and dungeon

11 Players
Single Player

11.1 Characters
Main Character: Nameless player.
Merchant: Oz
Purged Souls: Kyrie, Theos

11.2 Metrics
Experience points, story progression, dungeon levels, 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 games.
gamestate == 3 Game is over when the health bar is < 0. "Game Over" will display on the screen.

11.4 Weapons

A sword.

12 Player Line-up

Only Single player.

13 NPC

Merchant Kyria and local restaurant owner Theos.

13.1 Enemies

Grotesque forms of original beings such as skeletons, animals, and bugs. There will be about 4-5 different enemy sprites spawning at random in an enemy spawner on each level. On the final boss stage, the boss will be a larger one-eyed creature with stronger hit strength and health.

13.1.1 Enemy States

Lower difficulty creatures will do -5 damage when touching the player. Stronger enemies will do -20 damage. At the end of the dungeon, the boss will have -10 damage. There will be proximity to the player and collider/hitbox.

13.1.2 Enemy Spawn Points

2 spawn points in each dungeon level.

13.2 Allies / Companions

The merchant and another soul trapped in purgatory 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

The merchant and another trapped soul are located in the town scene in an idle state.

14 Art

Several 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. The joss paper packages are Chinese themed.
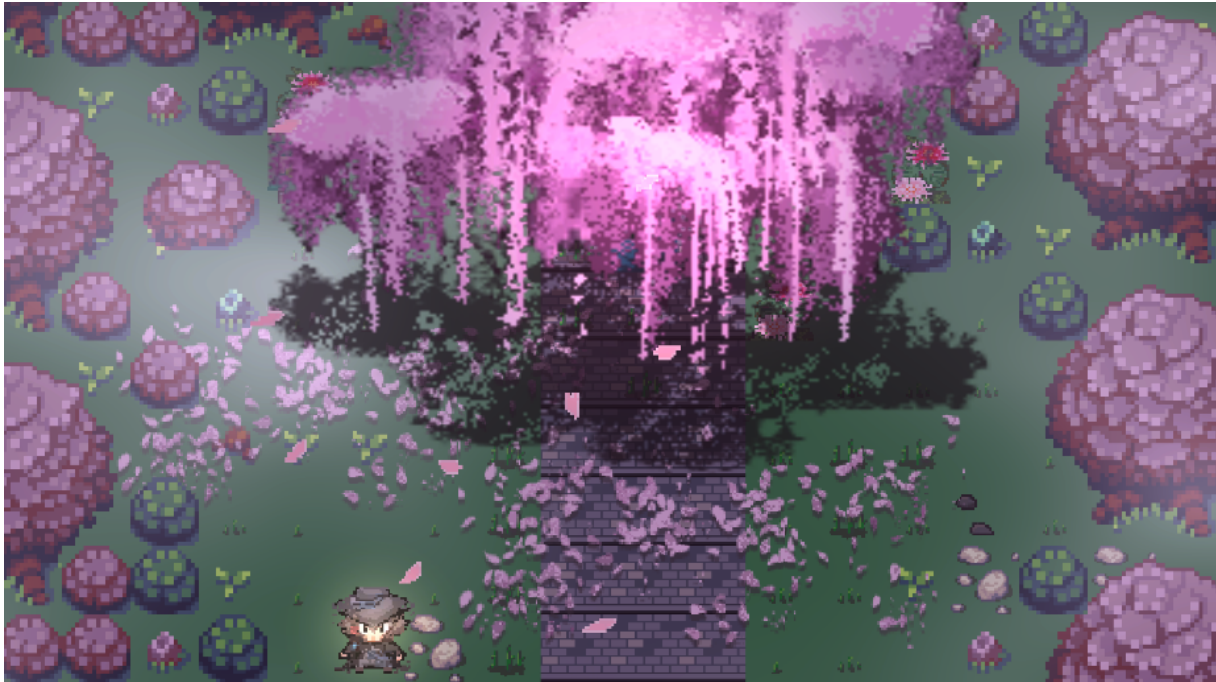
14.1 Setting
The game will be set in a foreign land with labyrinth structures to reflect the land of the unknown. The game takes place in the purgatory of the underworld where souls must cross to reach the land of the dead.

14.2 Level Design

14.3 Audio
Music will have classical romantic minimalist genres with piano, heavily inspired by JRPGs. 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 3 levels(rooms) and a final stage with a larger and stronger boss that they must beat before at the final joss paper parcel.

15.3 Artificial Intelligence NPC
NPCS, 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 piano music playing in each scene.

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
https://www.youtube.com/watch?v=eJFvNx4HLu8&ab_channel=FarazKhanDev
https://www.youtube.com/watch?v=tfzwyNS1LUY&ab_channel=Hooson
https://answers.unity.com/questions/1256788/how-can-i-destroy-a-gameobject-after-a-scene-is-lo-2.html
https://answers.unity.com/questions/341350/how-to-fade-out-a-scene.html
https://stackoverflow.com/questions/50763955/player-is-not-teleported-correctly-missingreferenceexception
https://answers.unity.com/questions/896755/enabledisable-game-objects-after-wait-for-seconds.html

Tilemap will be from:

https://opengameart.org/content/outdoor-tiles-again
https://opengameart.org/content/496-pixel-art-icons-for-medievalfantasy-rpg
https://opengameart.org/content/lpc-plant-repack
https://opengameart.org/content/lpc-tile-atlas2
https://opengameart.org/content/16x16-indoor-rpg-tileset-the-baseline
https://opengameart.org/content/hedgys-swordtember-2020
https://opengameart.org/content/puddle-corpses
https://opengameart.org/content/pixel-house-and-fence
https://opengameart.org/content/top-down-rpg-mockup-scene
https://opengameart.org/content/rpg-pixel-art-pack
https://opengameart.org/content/js-saga-style-tileset-2-ascent

Monsters: https://opengameart.org/content/dungeon-crawler-tileset

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
https://opengameart.org/content/sad-piano-0
https://opengameart.org/content/dungeon-03

Player Sprite, menu backgrounds, buttons, UI buttons, NPC sprites, pink wisteria tree sprite, ghost sprite, sparkle effect sprite, ending animation, spawner/joss parcel sprite by Jasmine Nguyen.