Knights Divide

Overview

- Knights Divide is a 2D action RPG.

- Set in a castle's dungeon, you alternate control between two different characters and must defeat enemies to ascend to the upper levels and escape.

- Players will encounter different enemies as they progress through layers of the castle, the design of these enemies will reflect the players location in the story.

- Progression system unique to each character.

Level Design

- Levels are designed to favor combat styles unique to the two playable characters.

- Progress can be felt through the visual design of each level. Early levels (set in the dungeon) are dark and gloomy. Later levels show brighter colors and glimpses of the outside world.
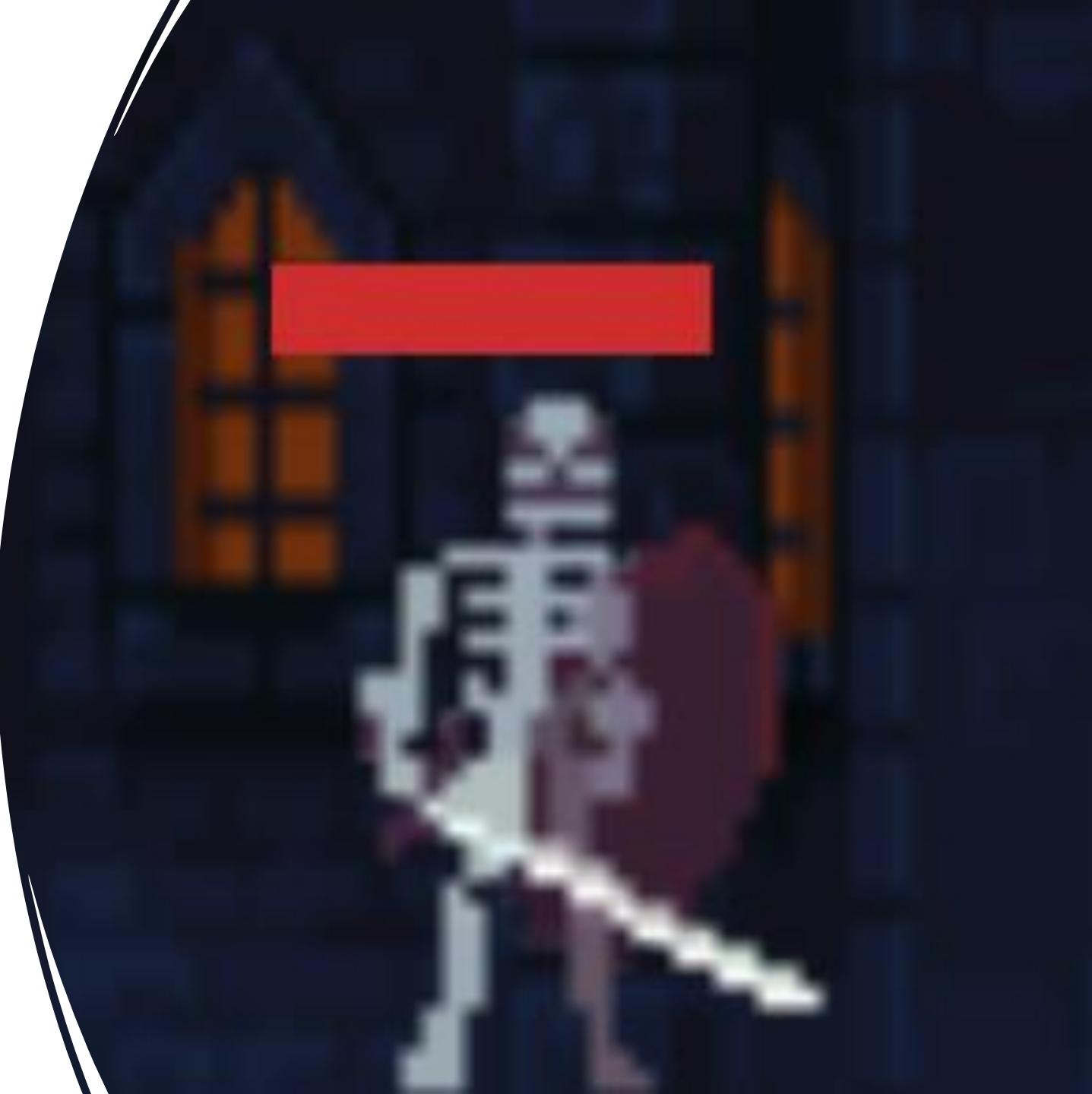
Core Mechanics

- Two main functionalities
  - Perfect dodges and block
  - Ranged and melee combat
- Each level contains enemies and bosses that the player has to beat
- After each level completion the character gets to choose new abilities or skills that will carry on in the next level

Enemies

- Skeletons
  - Currently two different types of Skeletons
    - Skeleton and Elite Skeleton
- Mutants
- Sorcerors

Lancelot

- Melee Character

- Has a focus on strength and blocking

- Can perfect block to trigger a powerful counter attack
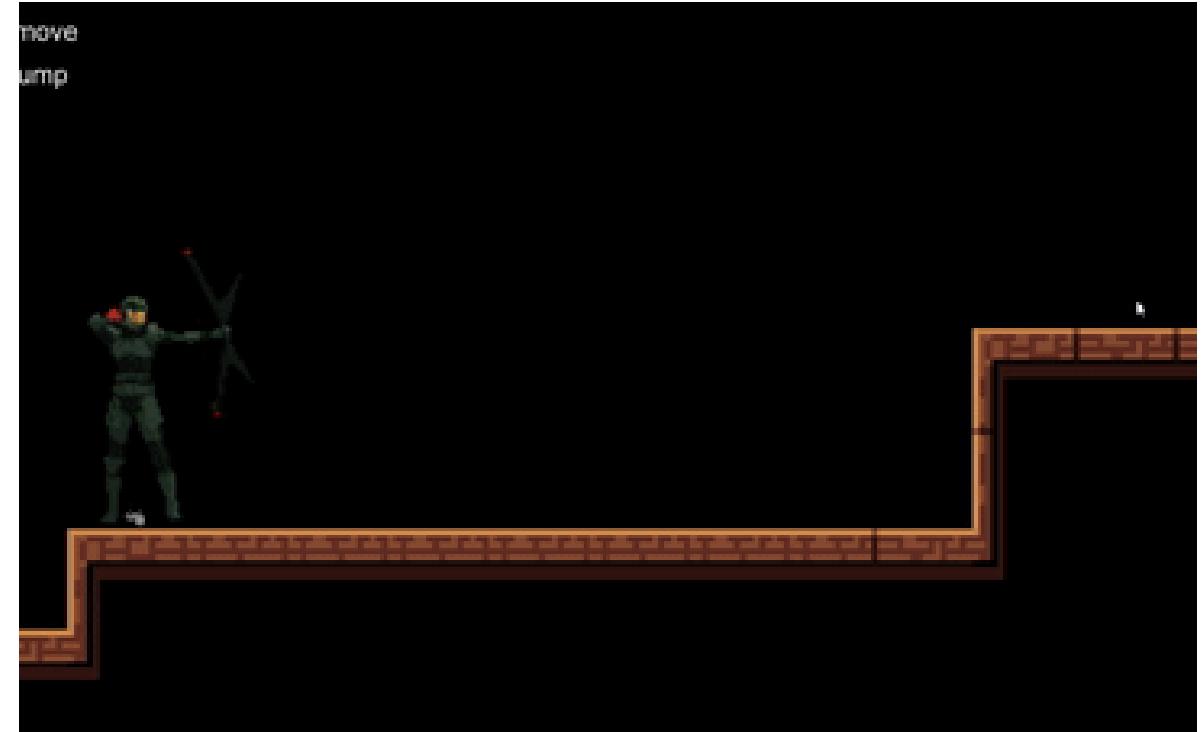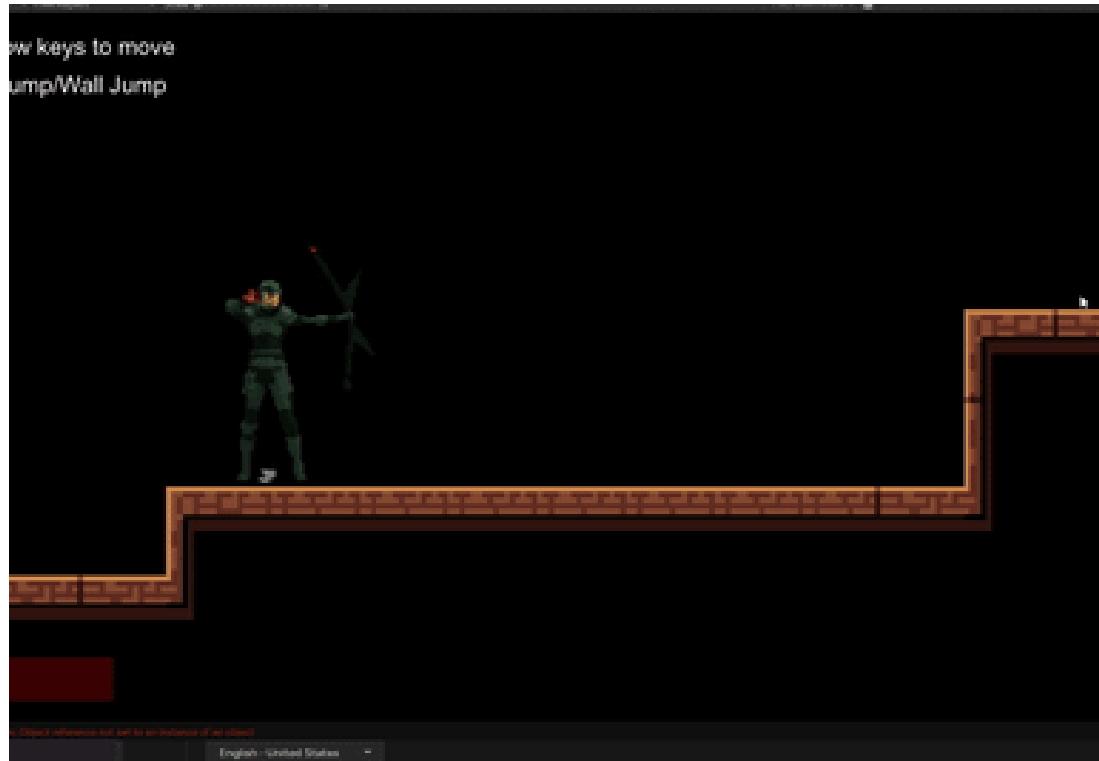
Raevyn

- Ranged Character

- Has a focus on mobility

- Can use wall climb to traverse levels with a vertical focus

- Has a perfect dodge ability which players can time to get out of attacks while giving the player buffs

Dodge and perfect dodge

Buff after executing perfect dodge

- Draw speed increased

Wall Climb

- Traversal mechanic exclusive to Raevyn
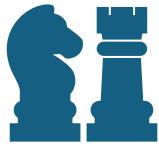
Bosses

- Each level will conclude with a boss fight.

- Bosses are significantly stronger than other enemies, have multiple types of attack, and may spawn minions to fight the player.

Future Development

There will be a menu to upgrade your stats from points you collect from defeating enemies and completing levels

We are working on enemies that used ranged attacks that is more challenging to the player

Graphical improvements such as synchronizing the pixel art style across all assets will be done at the final development

Audio and music additions

Players will be able to pick up abilities that they can use to defeat enemies or traverse the map.

Characters will receive a buff upon performing either a perfect dodge or block or skills that require these to be performed prior.

Fix Bugs and make gameplay smoother and intuitive