**Artifacts of Sorellia**

Game Design Document

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Complete

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| Table of Contents |

|  |  |
| --- | --- |
| General Description | [3](#_m1msm380lqy4) |
| Level Design | [5](#_4l68wzg4dl6p) |
| Mechanics | [7](#_bp7tbi4kbxyu) |
| Game Items | [8](#_ln74avmlpmus) |
| Shops | [9](#_r0co9b1ivw91) |
| Game Development Log | [10](#_sifjtahw8wmc) |

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| General Description |

## Backstory

Delve into the Temple of Yame Khan and uncover ancient artifacts which were dedicated to the gods of Sorellia. To aid you in your journey take with you a deck of powerful cards. Drawn randomly every 30 seconds, these cards will ward off spirits, uncover ashes, stabilize the ruins, uncover treasure, while also providing additional buffs.

Your goal is to find an artifact and escape. But be careful, there are hungry beasts which lurk throughout the underground temple. Additionally, if you make too much noise and anger the spirits, they will come after you. The temple is old and buried under rubble and stone. Pathways can collapse under the weight at any moment, make sure you escape before you are trapped forever. Finally, collect ashes and treasure to build your deck of cards.

## Objectives

### Collect your artifact:

* + Finding an artifact can be tricky, luckily you are given a compass which will help guide you towards your lost artifact. Once you collect your artifact, the spirits of the dead will become angrier so make sure you have protected yourself with warding beforehand.

### Find treasure:

* + Besides your artifact, additional treasure can be found in the temple. These consist of coins (currency), shells (currency), ashes, and keys.
  + Remember, you need to escape the temple with your artifact in order to keep any treasure you find!

### Sneaking around:

* + Prevent angering the spirits by being quiet. For more information see the noise section.

### Delving Deeper:

* + Keys are found in the temple and can be used to unlock deeper floors. Depending on your difficulty setting you may be required to venture to deeper floors to obtain your artifact. Luckily, there is also better treasure the deeper you go into the temple.

### Escaping:

* + Escaping the temple with your artifact will grant you a certain number of ashes (depending on which artifact you were randomly uncovered). Higher difficulties will reward you with an artifact that is worth more ashes.

### Shop and Deck Building:

* + Trade in ashes for cards to upgrade your deck. A better deck will make exploring the temple easier and allow you to challenge harder difficulties

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| Level Design |

## Difficulty

### Difficulty

* + Difficulty will determine your artifact location and your artifact.

### Difficulty Level 1

* + At level 1, your artifact will always spawn somewhere on floor 1, but will be closer to the entrance.

### Difficulty Level 2

* + At level 2, your artifact will have a 50% chance to spawn on floor 1 and a 50% chance to spawn on floor 2. If the artifact location is on floor 1, it will be farther away from the temple entrance. If the artifact location is on floor 2, it will be closer to the entrance to floor 2.

### Difficulty Level 3

* + At level 3, your artifact will always spawn somewhere on floor 2, but will be farther away from the entrance to floor 2.

### Difficulty Level 4 (Stretch Goal)

* + At level 4, your artifact will always spawn somewhere on floor 3. Implementing level 3 is a stretch goal, if it is achieved, difficulty level 3 will change the artifact spawning chance to becoming 50% floor 2 and 50% floor 3.

## Temple

### The Temple

* + The temple consists of multiple floors. Depending on your difficult level, you will be required to venture to deeper floors to uncover your artifact.

### Floor 1

* + The temple at floor 1 will consist of a cave area with the begging area of the temple. Artifacts locations will be scattered in the cave area and inside the temple area. Obtaining a floor 2 key will allow the player to venture to floor 2.

### Floor 2

* + The temple at floor 2 will consist of a ruined temple interior structure. Artifact locations will be scattered throughout the area.

### Floor 3 (Stretch Goal)

## Enemy Characters

### Beasts

* + Beasts can be found all throughout the temple on all levels and difficulties. Difficulty does not change how strong the beasts are. Beasts will charge towards the player striking them with a melee attack.

### Spirits

* + Angering the spirits will cause these ghostly figures to spawn. Once spawned, they will continue to chase after the player until the player is dead or has successfully escaped the temple.

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| Mechanics |

## Noise

* Noise is generated when the player runs, heals, unlocks, or interacts with anything in the temple including collecting your artifact.
* While noise can be prevented with warding, it is important to reduce as much as you can.
* If noise is generated without any warding, the player’s heartbeat will start to increase. Once the heartbeat reaches its maximum the spirits will awaken.
* When maximum heartbeat is reached, all sources of noise will trigger a crumble.

## Crumble

* Crumble affects the structure of the temple. Over time parts of the temple will start to crumble away, stability will help prevent this.
* Crumble occurs at a constant rate and will continue to trigger as long as the player is in the temple.

## Warding

* Certain cards will grant the player with warding. There is a maximum amount of warding a player can have stored up, however, Tremors will cause you to lose some of your warding.
* Tremors cards are randomly shuffled every two minutes. This means that as the player progresses they will lose warding when drawing cards from their deck.

## Ashes

* Certain cards will uncover ashes that have been scattered throughout the temple. These ashes can be collected to spend at the card shop once the player has escaped with their artifact.

## Stability

* Certain cards will stabilize the temple. Stability helps reinforce the temple so that crumble does not occur.

## Loot

* Treasure can be found without the need of cards, however, cards will help increase the chance that treasure is spawned.

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| Game Items |

## Coins

Coins are a treasure item found in the temple. It is important to note that coins cannot be brought out of the temple, but can be converted at the card shop.

## Shells

Shells are a treasure item. 5 coins will grant the player a shell in the card shop, which can be brought out of the temple.

## Ashes

Ashes are found in the temple, they are used to purchase cards. It is important to note that ashes cannot be brought out of the temple.

## Artifacts

Artifacts are found in the temple. Only 1 temple can be obtained per run. At the end of the run, the artifact will be traded in for ashes to be used in the card shop.

* Artifact List in Progress

## Cards

Cards are not physically present within the temple. You will not lose cards upon death, but can take out cards from your deck when not actively in the temple. New cards can be purchased in the card shop and general shop.

* Card List in Progress

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| Shops |

## Card Shop

* The card shop is only accessible once escaping the temple with your artifact. The only items that can be brought out of the card shop area and with you into your next temple run are shells and cards. Every other game object is discarded.
* There are basic cards which are always available in the card shop and certain cards which have different rarities. These rare cards will be randomly selected each time the player enters the card shop.

## General Shop

* The general shop is available when the player is not actively in a temple run. The shop uses shells to purchase cards, items, and buffs to assist them in their future runs.

## Temple Shop (Stretch Goal)

* Inside the temple, the player can only purchase items with shells they have brought in or found in the run. They must also survive with their artifact to keep anything they have purchased.

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| Game Development Log |

## 1.0.01a 10/20/23

* Created Trello Page: Link
* Player Movement
* Compass and Artifact Position for UI
* Testing Area to map out max jump distances and heights.

## 1.0.02a 10/21/23

* CardManager
* Debug UI

## 1.0.03a 10/22/23

* Enemy Controller
* Navmesh

## 1.0.04a 11/5/23

* Loot/Ash System
* Made some Artifacts and Cards
* Collectables
* Started on Card UI in Main Menu
* Enemy AI Changes
* Spirit Listeners
* Randomize Artifact Location

## 1.0.05a 11/13/23

* Deck Customizer
* Shop System
* Started Serialization

## 1.0.09a 11/18/23

* New FPS Controller
* Collectables were modified to prevent duplication.
* Map Area 1 Almost Done

## 1.0.10a 12/1/23

* Finished Area 1 & 2 of the Map
* Replaced Gizmocode for one that tracks rotation and size.

## 1.0.11a 12/2/23

* Started on Temple
* Player can now select between 3 cards instead of random card.

## 1.0.12a 12/3/23

* Fixed Singleton Issues
* Added Audio Reverb
* Added new enemy locations.
* Prepped stability obstacles
* Fixed enemy pathfinding bug (Interpolate needs to be off with navmesh
* Added particles to enemy sword.
* Added FPS cap in settings
* Updated Menu UI

## 1.0.13a 12/5/23

* Cutscene at the beginning of game
* Changed enemy sword trail color
* Added particles to trees
* New Ruins Area

## 1.0.14a 12/6/23

* Stability is complete
* Fixed Bugs with cards not playing
* Post Processing Effects
* Modified Cutscene
* New Particles in the Forest (Trails)
* Modified Head Bobbing
* New Main Menu UI
* Level1 can now be launched to playtest without needing to open start scene

## 1.0.15a 12/12/23

* Added Card Artwork
* Fixed issue with enemy animator not calculating physics at low FPS
* Final Build