

Lightfall Game Design Doc

V 1.0

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Introduction

This document specifies a general design for the gameplay of the game 'Lightfall'. The game is intended to be completed in 3-6 months and features may therefore be cut or changed to meet the deadline.

Last edited on Jan 14 2021.

Concept



A small action packed platformer game where with multiple unique characters each with different cooldown abilities. Fight off 3 bosses and diverse metroidvania inspired enemies while exploring beautiful, minimalistic landscapes.

Story

You're part of small exploration team sent through a portal to a post-apocalyptic world. Find the rest of your team and escape, or die in the unforgiving landscape.

Gameplay

There will be 3 regions consisting of 5 to 10 levels each. The last level of each region contains a boss battle, which will unlock a new playable character and the next region. Players can replay regions through a level selector in the future for extra awards.

Gameplay length

Individual levels will be between 2-3 minutes. Total gameplay should add up to about an hour (including boss battles and replay-ability).

Level structure details

Region 1 - Gilded Coast

The first region slowly introduces weak and simple enemies. It concludes with a boss battle. Beating the boss introduces the world map (level selector) and unlocks a character.

Region 2 - Void Plains

Introduces more complicated enemies. Here you can find NPCs that tell you a bit about the lore.

Region 3 - Scorched Sanctuary

Introduces an epic final battle, unlocking the last character. Before the boss battle, an NPC offers you extra health. Ends with a cutscene of the exploration team going back home.

Controls

The game will be fully playable on XBOX controllers, or keyboard & mouse.

The main controls will be:

- Walking
- Jumping
- Rolling / Tertiary ability
- Aiming (mouse)
- Shooting
- Secondary ability
- Equipping items / Talking to NPCs
- Reloading
- Opening the menu

Key Selling Points

- A unique visual design style & atmosphere
- Unlockable characters with different play styles
- Single and Multiplayer options

- 1 hour of levels with replay-ability features

Graphics

3.1 World

- Randomized level elements (ie enemy spawn locations and semi-random terrain)
- Metroidvania inspired enemies
- NPCs with simple dialogue
- 3 regions with different themes

3.2 Landscape

The landscape will be quite simple as most of the effort will go into the characters. Aesthetically they may look quite different and include:


- Dynamic lighting
- Booster platforms
- Climbable ladders

3.3 Visual Effects

Effects that will affect gameplay and aesthetics include:

- Bloom Shaders
- Grain effect
- Dynamic smoke
- Particle effects for character actions / attacks

Visual artstyle

For more details on the visual style see  [Design Info](#)

Inspiration of other media / games

- Hades
- Hollow Knight
- Black Future 88

- Nykra

4. Development

Target System

Lightfall will be produced for Windows platforms. The stretch goal is: an HTML5 web version, Mac, and Android.

Software

Lightfall will be fully made in GameMaker Studio 2. The art will be done in Photoshop and Spine.

Development Process

For the development process and a roadmap see ⚡ [Lightfall - Game](#)

Old design document



[Light Fall - Design Document Slides](https://docs.google.com/presentation/d/1MGQQcxmeXNM9wRNMmkhAn1XnxcJnuHhxE5SBWc2RII8/edit?usp=drivesdk)