Lightfall Game Design Doc

Mischa **V 1.0. Jan 14 2021**

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 with multiple unique characters each with different cooldown abilities. Fight off 3 bosses and diverse metroidvania inspired enemies while exploring beautiful, minimalist landscapes.

Story

You're part of a 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
- Open pause menu

Key Selling Points

- 4 playable characters with different play styles
- Unlock rewards by completing certain tasks (promoting replayability)
- A unique visual design style & atmosphere
- Single and Multiplayer options
- 1 hour of levels

Playable Characters

While the MPV will focus on the archer, future versions will include various 'professions' to choose from, offering different play styles and unlockables.

Archer Assassin

Stealthy, ninjalike warrior. Quick on her feet, has a grappling hook.

Abilities:

- Charge bow: Charge to shoot more powerful and distant arrows, dealing 100% damage. (LMB)
- ~~Shock arrow: stuns enemies in a small area, explodes on contact or after 1.2 seconds dealing 200% damage (RMB)~~
- Roll: rolls out of the way of danger. Can't get harmed while rolling (F)
- Bow bash: quick melee attack dealing 50% damage and light knockback (Q)

Future abilities:

- Grappling hook: shoots a hook that lets you swing around and reach high places (G)

Dervish Enchanter

Scythe wielding holy warrior with combat related enchantment abilities.

Abilities:

- Mystic Sweep: Primary, fast melee attack using the scythe dealing 80% damage.
- Aura Slicer: Great against armor, leaves enemies with bleed damage. Medium cooldown time with 200% damage
- Roll: rolls out of the way of danger. Can't get harmed while rolling
- Aegis Enchantment: temporarily gives you +50% extra armor and +25% extra damage

Royal Guard

Dwarflike, *Bulky, dutiful. Comes with extra armor and a magical axe.*

Abilities

- Blaster: short range, high spread with 110% damage
- Crowd Control: throws an explosive ahead of you, dealing 300% damage in a large area
- Rhino Bash: rams into enemies with strong recoil, stunning them in the process and dealing 80% damage.
- Shield Barrier: Puts down a spherical shield, blocking 200 damage before breaking.

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](#)

Links

Twitter devlog: https://twitter.com/MischaProjects
Discord: https://discord.gg/nuUQhgacWv

5. Marketing and Commercial Endeavors

While originally not intended for commercial purposes, a more fleshed out version could be published and sold on various sites. The main goal is maximum reach for a small selling price. This game is intended as a stepping stone for future, bigger projects.

Publishing sites
- Steam, itch.io, gamejolt, and similar sites

- Kinguin (provide Steam keys)

Bundles
- Try to include the game in bundles such as Humble Bundle & indie game bundles

Advertising Channels [Beta build and onwards]

Youtubers / Let's Play Channels
Target small YouTubers to test out your game starting with the alpha version. Target more intensely once the beta and final versions are released.
Offer promo codes and free keys when possible.

Reddit
Post development updates on various subreddits such as:
- r/Gamedev
- r/gamemakerstudio

Facebook and Instagram advertising
- Targeted boosted advertising for final version.