

**"Shattered Reformation" Design Document**  
**Game by Super Fantasy 7**

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**v2.1.3**



# 1 Overview

## Theme, Setting, Genre

We will be designing a 3d metroidvania platformer that takes place in a (mostly) renaissance medieval, high fantasy, setting.

## Core Gameplay Mechanics (Brief)

The core gameplay will consist of going through dungeons to get a special item and killing the boss at the end of the dungeon. The dungeons will have at least two rooms with enemies and one puzzle room. The enemies you kill will drop health so as to keep the player playing aggressively rather than defensively. As you kill enemies you will get xp and you can use this to upgrade your skill with your items.

## Target Platform & Audience

The game will be developed for PC using keyboard controls. Gamepad controllers will be implemented if time allows.

The game's target audience includes PC gamers who are fans of metroidvania games like *Hollow Knight* and fans of adventure games with combat/puzzle dungeons like the *Legend of Zelda* series (particularly entries like *Ocarine of Time* and *Twilight Princess*. We are also designing our game to be played by an audience of college students and professors with diverse gaming backgrounds (our classmates, our TAs, and our instructor).

## Project Scope

The upper bound of the project's scope is:

- Four unique bosses (two from a fantasy setting, two from a superhero setting)
- Four unique special items (two from a fantasy setting, two from a superhero setting)
- Four procedurally generated dungeons

The projects scope will begin much smaller and expand to the upper bound if time and other resources allow. At a minimum, the projects scope will be:

- Two unique bosses (one from a fantasy setting, one from a superhero setting)
- Two unique special items (one from a fantasy setting, one from a superhero setting)

- Two procedurally generated dungeons

Scope will expand first to three sets of bosses, unique items, and dungeons and then expand to four if there is opportunity to expand the scope.

## Game Time Scale

There will be a working version of this game at the end of the 16 week time frame that is given.

## Team Structure

Jacob Santillanes (Ulteelectrom) is in the art section of the class and will be providing assets for the game.

Savanna Middaugh (savymidd) is in the art section of the class and will be providing assets for the game.

Hannah Murphy (murphy-97 on GitHub, HanJan on Discord) is in the programming section of the class and will be implementing game systems in code and Unity.

## Licenses/Hardware/Other Info

The game will be made in Unity with assests created in Blender.

Github repository: <https://github.com/murphy-97/SuperFantasy7>

## Influences

We took inspiration from several sources:

- Metroidvania games: Our game will feature an open world of interconnected side-scrolling platforming areas
- My Hero Academia, DC and Marvel: Half of the game premise draws from superhero media.
- Fantasy Genre: Half of the game premise draws from the fantasy genre.
- Skill Trees: Players will upgrade skills by spending points in a tree like in many other action-adventure games like Middle Earth: Shadow of Mordor and STAR WARS Jedi: Fallen Order.
- Legend of Zelda games: Dungeons feature puzzles, special items, and bosses.
- Rogue-like games: Dunegones are procedurally generated.

- Health Pickups: Players will recover health instantly from item pickups rather than maintaining an inventory, as in games like STAR WARS Battlefront (2004 and 2005 releases) and DOOM (2016).

## Elevator Pitch

The game's working title is "Shattered Reformation." The slogan for the project is "Relain the Worlds." The razor to guide development is "Superhero/medieval high fantasy metroidvania with puzzle/combat dungeons."

Dark lords shattered the Planar Focus, creating chaos in the multiverse and causing two worlds to merge. You have to defeat them and collect the Shards of Alignment to reassemble the Planar Focus. Only then will the worlds be returned to their natural orders.

Players will gather the Shards of Alignment by defeating bosses at the end of metroidvania-style dungeons. Players will learn new skills and abilities that will evolve how they navigate the world and combat enemies.

## 2 Project Description

### 2.1 Rules & Procedures

The overall procedure is that the player starts in an overworld and, as they explore it, they will discover and enter dungeons, defeat enemies in the dungeon, acquire a special item, use that item to solve a puzzle and then fight a boss at the end of the dungeon. Each dungeon in the game follows a set of rules. They each consist of dungeon rooms, a special item room, and a boss room. Dungeon rooms are the main portion of the dungeon. These rooms contain obstacles like enemy minions and challenging platform layouts. The dungeon room is the meat of the dungeon and the most common type of room. Each dungeon contains only one special item room.

The special item room is entirely optional, and upon entering the room, the player acquires a special item. The rest of the room is a puzzle that requires the use of the item to complete. There are currently two items we plan on implementing. The grappling hook and the staff of blasting. The grappling hook will start out by only being able to pull small enemies to the player and can be upgraded to pull larger enemies. However, hooking bosses will always pull the player towards the boss. It can also be used to hook targets and pull the player to the target. The staff of blasting is a staff that shoots projectiles that explode upon hitting enemies and breakable walls. If the player is too close to the explosion they will take damage but only part of the damage an enemy would take. The explosion radius and the damage can be upgraded similarly to the grappling hook. In addition, the projectile will bounce off of surfaces

twice before automatically blowing up. This too can be upgraded to increase the number of bounces.

The final room of the dungeon is the boss room containing the final enemy of the dungeon, the boss. Upon defeating the boss the player will have completed the dungeon and will exit back into the overworld. The overworld is also teaming with enemies. However, the overworld will generally have a less hazardous layout and enemies will tend to be weaker. In general, each enemy will have a set of rules. Weaker enemies will be physically smaller than stronger enemies. In addition, each enemy has a quick, basic attack and a slower, large attack which the player can parry and provide a small period where the player can deal extra damage. Upon defeating the enemy, the player will regain health. Currently there are only two dungeons and items that we are planning on implementing and both those and any future dungeon and/or items we add will follow these rules and procedures.

## **2.2 Sources of Conflict**

There are a couple of sources of conflict in this game. The first one will be the player against enemies. There will be two major groups of enemies, regular enemies and bosses. The player will have to defeat these enemies in order to progress through the game.

The second source of conflict in this game will be puzzles. Throughout the game there will be rooms in dungeons that require the player to solve a simple puzzle in order to progress to the next area of the game.

## **2.3 Unique Project Aspects**

- Features a mix of both classic fantasy and superhero themes.
- Uses randomised dungeons to deliver a unique experience in every game.

# **3 Story & Gameplay**

## **Story (Brief)**

The villains have merged two worlds together. One is a high fantasy setting and one is a superhero setting. You need to separate the worlds and return everything to normal. You play as either a hero or a knight.

## **Gameplay (Brief)**

Basic platforming. The player can collect special items to interact with the environment or find new ways of beating the enemies. The player will have a basic attack, and a skill tree to upgrade their items and their basic attacks.

## Gameplay (Detailed)

The main goal of the player is to collect special items and defeat the bosses. To win, they would just need to defeat all the bosses. To more easily do this, they may choose to search out and obtain special items that make fighting the bosses easier. The player can run, jump, stick to walls, and hit things.

### Core Gameplay Loop

#### Dungeon Gameplay Loop

The majority of core gameplay occurs in the game's procedurally generated dungeons. In these dungeons, players will encounter enemies, puzzles, special items, and boss battles. The main challenge is derived from learning the dungeon's layout to accomplish the player's goals within the dugeon. A typical dugeon trek will have the following progression:

1. Enter the dungeon
2. Find and acquire the special item
3. Find and defeat the boss
4. Exit the dungeon and seek out the next dungeon in the overworld

Navigating the dungeon to get from each of these steps to the next will require the player to defeat enemies or solve puzzles in each room of the dungeon.

#### Overworld Gameplay Loop

The gameplay loop that occurs between dungeons focuses on the player navigating between dungeons. The player will explore the overworld to find the entrance of each dungeon. Exploration in the overwold will focus on the player practicing both combat and platforming mechanics as they move from platform to platform defeating basic enemies between the last dugeon and the next.

## 4 Schedule

### Phase 1: Conceptualization

This phase is from 24 January 2020 through 10 February 2020. This phase will flesh out early game design concepts, such as item, boss, and dungeons designs. These assets will be designed mechanically and thematically, but no final coding or art will be produced during this time.

### Phase 2: Pre-Production

This phase is from 10 February 2020 through 2 March 2020. This phase will include development of early art assets and gray-box prototyping in Unity. We will experiment with game systems and art individually.

### **Phase 3: Production**

This phase is from 2 March 2020 through 13 April 2020. This phase will see finalization of assets, integration of assets in Unity, and full implementation of all game mechanics. The game should be feature-complete by the end of this phase.

### **Phase 4: Finalization**

This phase is from 13 April 2020 through 1 May 2020. No new features or assets will be created during this time. Game features will be adjusted or fixed, and that content which cannot be made playable will be cut.