

"Shattered Reformation" Design Document
Game by Super Fantasy 7

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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

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

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"

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.

2 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.

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.