

Project Design Document

Blacksmith
Saga

Project Concept

1

Player Control

You control a

Blacksmith

in this

top down

game

where

keyboard+mouse (controller)

makes the player

walk, fight and interact

2

Basic Gameplay

During the game,

Quests and mini battles

appear

from

entering different maps

and the goal of the game is to

complete the battles, craft new items and expansion of the own forge

3

Sound & Effects

There will be sound effects

for crafting and interactions

and particle effects

build new items, fights

[optional] There will also be

background music

4

Gameplay Mechanics

As the game progresses,

build new items and complete the quests

making it

unlock the next biom

[optional] There will also be

5

User Interface

The

skill level

will

increase

whenever

when the player receives a new item

At the start of the game, the title

Blacksmith Saga

will appear

and the game will end when

when the final quest is completed

6

Other Features