# IN613 2013 Assignment 3: Game Design Document

GAMENAME

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# Overview

### Genre

Turn based side scroller.

### General Gameplay Description

The player will take turns against an enemy until a winner is found.

### Theme

The theme of the game will be set in a cartoon fantasy world with lush outdoor environments and dungeons for the player to battle. The main character is a young wizard that wields a staff of magic to battle the fantasy creatures before him.

### Story

You are young apprentice wizard has been set a trail to prove that he is of age to become a wizard. His journey is long and must face a creature the evil Makhana, a squid like creature that is half machine and half brain. Makhana has plagued the people of your home village for many years. In order for you the apprentice to defeat him, you must first battle four of his minions, Cocoon, Peruna, Floppit and Fluppit. These minions are no small task, Makhana’s most loyal and powerful minion Cocoon, a creature that can harness the dead and has powerful magic, that vanquishes even the strongest of foes. Peruna is a evil plant that Makana has created to protect his gold if you can defeat him you will gain all the spoils Makhana has plundered from your village. Finally you must battle Floppit and Fluppit stupid but not to be underestimated, flying devil creatures that have a giant horne to punish anyone that gets in their path. After you have defeated Makhana finally your village will be safe you can return its fortune and finally come of age and be the wizard that you rightfully deserve.

# Game Mechanics

### Core Gameplay

The core gameplay is turn based. The play can queue a combination of three different attacks before the timer runs out. After picking the queued attack, the two on screen sprites will battle. This is a rock paper scissors style of game play, for example is the player chooses attack and the enemy picks dodge, no health will be lost. This will continue until either character loses all health.

### Controls

The game will be mouse driven. The player will click on different attacks combinations, and start the attack phase of the game.

### Scoring

The scoring in the game is very simple, you gain points for attacks that succeed, and a bonus for beating the enemy, more points will be given to the player if they use less turns to defeat the enemy.

### Game Progression

There will be no levels in this game. Instead there will be five areas that are tiles where the battles take place. The player will start off against very easy opponents, after defeating each opponent a new magic attack is given to the player. This will continue until the reaches the boss.

# AI Features

The AI will be controlled by a FSM, the player and enemies will both use this for all attacks and movement in the game. The AI will have to randomly queue three attacks from the abilities they have. Each player will need to play out each attack, they will start by approaching the other character and when in distance attack, one the attack is finished the character will move back to their starting position. The character need to know when they die so they can implement. The players AI will have extra as it will need to know when to move to the next battle area after the battle has finished.

# Game Physics

The physics in the game, will be used for the attack choosing phase, it will use trig to rotate a sprite in a 360 pattern. The other type of physics used in the game will be when a character dies, they will jump up and then move off the game board this will use trig.

# 

# Characters and Objects

### The Apprentice

The Apprentice is the player character.

With a variety of abilities to defeat opponents, they are:

* Basic Attack
* Whirlwind Attack
* Dodge
* Heal

The apprentice has magical abilities, they are:

* Lesser Ice Shards
* Greater Ice Shards
* Electric Storm

### Floppit

### Fluppit

### Peruna

### Cocoon

### Makhana

# Media

### Background Art

The background art will be the areas where the battles take place.

### Interface Elements

The interface will be a left mouse click, when the click have been done it will either show a queued attack or it will show that the battle will start.

### Sound

There will be basic button click sounds when the player selects a attack to queue.

### Music

There will be music playing for the effect during battle, if you are winning different music will be playing compared to if you are losing.