

# **Legend of Night: Crawl Back From Hell**

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## **Game Design Document**

### **1. Game Overview**

**Title:** Legend of Night: Crawl Back From Hell

**Genre:** Action-Platformer, 2D, Pixel Graphics, Soulslike

**Core Gameplay Loop:** Linear storyline, defeat enemies throughout the level, make it to the boss, defeat the boss, game is complete

**Target Audience:** Teens, Young Adults, Adults

**Platform:** PC

**Port Support:** KBM, Dualshock Controller, Xbox controller

### **2. Vision and Goals**

**Vision Statement:** A knight named Night fights his way out of hell to find his princess.

**Inspiration:**

**Games:** Ninja Gaiden, Castlevania, Legend of Zelda II, Dark Souls Series

**Other Media:** Lord of the Rings, Overlord, Game of Thrones

### **3. Mechanics**

**Combat:** The combat system built into the game is a simple attack button, there are no alternate combat options. Using the attack button (left click, LAlt, square, x). Attacks do a flat amount of damage without variability. Most movements have accompanying sound effects assigned to them. There is the ability to roll to dodge and negate incoming attacks. The attacks are coded using hitboxes and hurtboxes (using CollisionShape2Ds) that are used to detect what is being hit when. The hitboxes are what the weapons use, they are disabled but are briefly enabled during attack animation to cause the hit to the other body. Once the animation finishes, it disables the hitbox again so that it can no longer be dealing damage.

**Health:** The health mechanic attached health points to entities. This is given to living mobs like the player, skeleton, bat, and final boss. These are done through a health node attached to the entity which sets up the health code. Entities are set up with hurtboxes (CollisionShape2D) which are what they use to detect when an active hitbox has come into contact with it. Those will reduce the health of the entity. When health reaches zero the entity will either play a death animation and remove it, or just straight up remove it. The health node also comes with an immortality feature, off by default. This immortality is what is toggled on the player when they are using their roll movement ability, making them invulnerable while they're rolling.

**Stamina:** The stamina mechanic is implemented similarly to the Health node in which it gets attached to the entity. The stamina node is only applied to the player. It acts as a stopping mechanism for spamming rolls or attacks too often. Every attack or roll will reduce the

stamina by a certain amount, if not enough stamina is left to perform another action, the action won't be performed. The stamina does regenerate over a short period of time.

#### **4. Dynamics**

The mechanics of the game make for some interesting dynamics. One of which is the divide that is created among the players due to the health, stamina, and combat system. One dynamic is one that wants to take it slower, conserve stamina, take on one enemy at a time to make it through the level with the most amount of health possible, not taking damage by running out of stamina or getting overwhelmed by enemies. Another dynamic is the players who could be a little more skilled and want to take a faster route (or potentially players that are more impatient). These players will use the mechanics to their advantage like rolling, making it past enemies before they have a chance to hit them trying to make it through as fast as possible. Another dynamic could be simply speed. The game doesn't require you to kill any enemy to finish the game other than the final boss. That being said, a player could totally find a good route to avoid as many enemies as possible while avoiding certain triggers that spawn bats (one of the bat spawns intentionally placed in a way you can avoid) to make it to the finish faster.

#### **5. Aesthetics**

The aesthetics for this game are pretty dark. It gives off very medieval vibes having a knight as the protagonist, a castle as the introductory setting, and the main method of fighting is with swords. The game is also challenging, especially to newer players. It takes some inspiration from Dark Souls with the mechanics as well as Ninja Gaiden for the level design so it's meant to be challenging. Enemies bombarding you if you don't plan accordingly and untimely deaths to spike pits if you don't watch your step. It gives the player a sense of accomplishment when they complete the game, the music as well as the storyline helps to motivate that sense of accomplishment. Finally, the game lends itself to trial and error. Other than the boss's attack chances and the bat's slightly sporadic movement, nothing changes between attempts. The layout is the same, the amount of enemies are the same, where the enemies spawn is the same. This allows for users who don't get it on the first try, second try, etc. to learn the map and slowly make progress throughout attempts.

#### **6. Production Notes**

**Software and Tools:** Godot 4.3 Game Engine, Photoshop, Itch.io (website assets), Github Desktop, Godot Steering AI Framework (Library)