**GDD**

This document is intended as an initial outline of our game. Further changes may occur.

**1. Title Page**

**1.1. Game Name**

**2. Game Overview**

**2.1. Game Concept**  Rpg with turn based combat

**2.2. Target Audience**  Fans of classic RPGs

**2.3. Genre(s)**  Rpg

**2.4. Game Flow Summary** – **How does the player move through the game? Include both the interface and the game itself.**

The player controls a small character in a game environment that has a top down perspective.

**2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?**

A classic 2d rpg,

**3. Gameplay**

The character moves and interacts with others on the world map and switches to a combat screen during battle. Each area has a certain amount of trash mobs and a boss.

**3.1. Objectives – What are the objectives of the game?** Beating enemies,and advancing the story.

**3.2. Game Progression** Beating a certain set of monsters unlocks a boss. Beating this boss unlocks the next set of monsters and the next boss etc.

**3.3. Play Flow – How does the game flow for the game player** The player advances the story by exploring the map and beating bosses

**3.4. Mission/challenge Structure** Leveling up unlocks certain areas

**4. Mechanics (Key Section)**

**4.1. Rules – What are the rules to the game, both implicit and explicit.** Combat- Each combattant gets one move per turn. Turns alternate. Freedom of movement throughout the map is dictated by your progress.

**4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?** The player chooses whether to interact with an enemy or an npc.

**4.3. Physics – How does the physical universe work?** Collision is on, mechanics take inspiration from real life.

**4.4. Economy – What is the economy of the game? How does it work?**

None planned, might add if there is time

**4.5. Character movement in the game**

horizontal and vertical on a gridlike pattern

**4.6. Objects – how to pick them up and move them**

No objects planned, might add if there is time.

**4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used.** One button for interactions, during combat a menu with different actions opens.

**4.8. Combat – If there is combat or even conflict, how is this specifically modeled?**

Turn based combat where there are two attacks available to the player. A normal attack with 100% accuracy and a heavy attack with 70% accuracy.

**4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each screen**

The world map consists of one big map( no loading screens) Sections are sealed of at the start

**4.10. Game Options - What are the options and how do they affect game play?**

no options planned, might add some if there is time.

**4.11. Replaying and saving**

Save state system.

**4.12. Cheats and Easter Eggs**

No cheats planned but might add an easter egg.

**5. Story and Narrative**

**5.1. Backstory** There's a dark lord. He has been creating and turning people into monsters. He created the hero of our story aswell, but due to his mistake, she became good. Now her objective is to end her creator's evil even though that will mean the end of her.

**5.2. Plot elements**

**5.3. Game story progression**

**5.4. Cut scenes -- descriptions include the actors, the setting, and the storyboard or script.**

**6. Game World**

**6.1. General look and feel of world** medieval european fantasy landscape

**6.2. Areas** four areas planned; grassland,woodland , mountain, village

**6.2.1.General description and physical characteristics**

**6.2.2.How relate to the rest of the world** The village is surrounded by grassland. Moving further away , the player finds a forest and later a mountain side.

**6.2.2.1. What levels use it**

Level 1: grassland

Level 2: woodland

Level 3: mountain

**6.2.2.2. Connections to other areas**

pathways that are sealed at the start.

**7. Characters.**

**7.1. For each character**

Kira- main character; flawed creation of the dark lord. Cares for the townspeople and wants to save them. Kind and hardworking.

**7.1.1.Back story**

creation of the dark lord. Has been living in the village for some time.

**7.1.2.Personality**

Kind, earnest, sometimes a little clumsy.

**7.1.3.Appearance**

Young woman with long white hair and a red robe.

**7.1.4.Abilities**

Swordfighting. (bad at the beginning gets stronger through her adventure)

**7.1.5.Relevance to the story**

main character

**7.1.6.Relationship to other characters**

creation/daughter of main antagonist

**7.2. Artificial Intelligence Use in Opponent and Enemy**

nothing specific planned

**7.3. Non-combat and Friendly Characters**

village npcs(if added)

**7.1. For each character**

Dark Lord; came suddenly to this world and created everything bad in it.

**7.1.1.Back story**

**??**

**7.1.3.Appearance**

A big demon with a skull-like head that floats in the air.

**7.1.4.Abilities**

evil magic

**7.1.5.Relevance to the story**

main antagonist

**7.1.6.Relationship to other characters**

creator of the protagonist and all villain characters.

**7.2. Artificial Intelligence Use in Opponent and Enemy**

basic use of skills.

**7.3. Non-combat and Friendly Characters**

no interaction possible except with player characters.

**8. Levels**

**8.1. Training Level**

no need for a training level

**8.2. For each level**

There are three levels

level 1: the player only has one basic skill. There are a few mobs and an easy boss.

level 2: the player has unlocked a second skill. There are the same amount of mobs and a boss that is harder than the first.

level 3: the player has unlocked all skills. There are mobs and a hard boss after them. This time the player fights the dark lord after the boss. The dark lord is a very hard fight.

**8.2.1.Synopsis**

Starting zone: village

level 1: grass area that surrounds the village

level 2: thick forest that borders the grassland

level 3: mountainous area inside the forest.

**8.2.2.Required introductory material and how it is provided**

There will be a story explanation whenever a new level is unlocked.

**8.2.3.Objectives**

Defeat all bosses.

**8.2.4.Details of what happens in the level**

The same pattern every time but with increasing difficulty.

**8.2.4.1. Map**

One large overworld map

**8.2.4.2. Critical path that the player needs to take**

One opening that leads to the next zone.

**8.2.4.3. Important and incidental encounters**

Encounters are in fixed locations that the player needs to interact with

**9. Interface**

**9.1. Visual System**

2D, Unity engine

**9.1.1.HUD**

to be determined according to needs

**9.1.2.Menus**

Main menu

Option menu

**9.1.3.Camera model**

top-down, follows player character

**9.2. Control System – How does the game player control the game? What are the specific**

commands? wasd for movement, f for action. both on the map and in battle.

**9.3. Audio, music, sound effects**

to be determined according to needs

**9.4. Game Art – intended style**

pixel art

**9.5. Help System**

movement explanation at the start.