

endless

Game Design Document

Created for Guided Learning.

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Game Overview

Game Title: endless

Genre: 2D-Roguelike

Platform: PC

Target Audience: For casual gamers age 12 and above

Game Summary / Elevator Pitch:

endless is a 2D-roguelike game where each play is unique, enemies spawning are always different. Kill them, Upgrade yourself, repeat and survive as long as you can.

Core Concept:

The core concept of the game is to create a replayable 2D-roguelike experience where players navigate a level filled with random enemies. Each run presents new challenges and opportunities, encouraging players to adapt and learn the enemies and explore different playstyles every time they play.

Gameplay & Mechanics

Core Gameplay Loop: The player enters an arena where enemies spawn randomly in waves. Each wave increases in difficulty, challenging the player to survive as long as possible. By defeating enemies, the player earns gold, which can be spent in the shop between waves to purchase health and upgrades.

Objectives: Get gold by killing enemies and upgrade their characters, survive as long as they can.

Controls: Keyboard and Mouse (W,A,S,D, Left click)

Player Actions: Move Up,Down, Left, Right and Attack enemies

Progression System: Shop System

Game Modes: Single-player (endless mode)

Economy: Currency (Gold)

Rules & Constraints: Player is constraint to the viewport.

Story & Narrative

Improved using ChatGPT

In a fractured world consumed by chaos, remnants of lost civilizations are trapped within an endless arena — a realm forged by an ancient power to test the strength and will of any who enter. You awaken as a lone fighter, stripped of memory and purpose, bound to the arena by mysterious forces.

Each wave brings forth creatures born from the memories of fallen warriors, growing stronger and more unpredictable. With every enemy defeated, you earn fragments of power — gold that fuels your survival and unlocks forgotten abilities. Yet, no matter how far you progress, the arena resets, forcing you to face new challenges again and again.

Your goal is to endure, grow stronger, and uncover the truth behind the endless trials. Are you merely a pawn in someone's game — or the last spark that can break the cycle?

Technical Details

Game Engine: Unity

Programming Language: C#

System Requirements: Minimum and recommended specs

Version Control: GitHub

User Interface & Experience

Menu Screens: Main menu, pause, settings

HUD (Heads-Up Display): Wave number, Wave Timer, Health, Gold,

Visual and audio Feedback when interacting with:

- Opening Menus
- Attacking
- Walking
- Gaining Gold
- Enemy Attacking
- Enemy Dying

Assets

To be updated

Enemies

- <https://assetstore.unity.com/packages/2d/characters/monsters-creatures-fantasy-167949>

Main Character

- <https://assetstore.unity.com/packages/2d/characters/bandits-pixel-art-104130>

Fireball

- <https://weisinx7.itch.io/fireballs-sprites>