Yokai Slash

Game Design Document (GDD)

High Concept

Memory-based single-player combat game which relies on well timed touch input and is set in a Japanese-influenced dark fantasy world.

Slish, slash enemies trash

Working Title: DYGHP?

Developer: Crunchy Bits

Project Scope

Must haves	Should haves	Nice to haves
swiping combat mechanic	Particle Effects	Bosses
Enemies x3	Adaptive UI	Enemies x15
Player Character	Overworld	Level x10
Animations	Score	Items
Level x1	3D environment stylized shaders	Achievements
SFX	Traditional Instrumentation (Koto)	Unlockables (Character Skins)
	Unique Monster Sounds	Compendium
	Collectible Enemy	

Specs

Perspective	2(.5)D Side View
Engine	Unreal 5.2
Platform	Android
Genre	Arcade Action Game

Player Experience Goals

Flow	a well balanced learning curve
Skill game	Mastery/Challenge
Audiovisual Apeal (Satisfying)	
Responsive	multi-sensory
Timing	Rythm
Completion	Score, Achievements, Unlockables

Project Goals

Focus on a single well refined mechanic
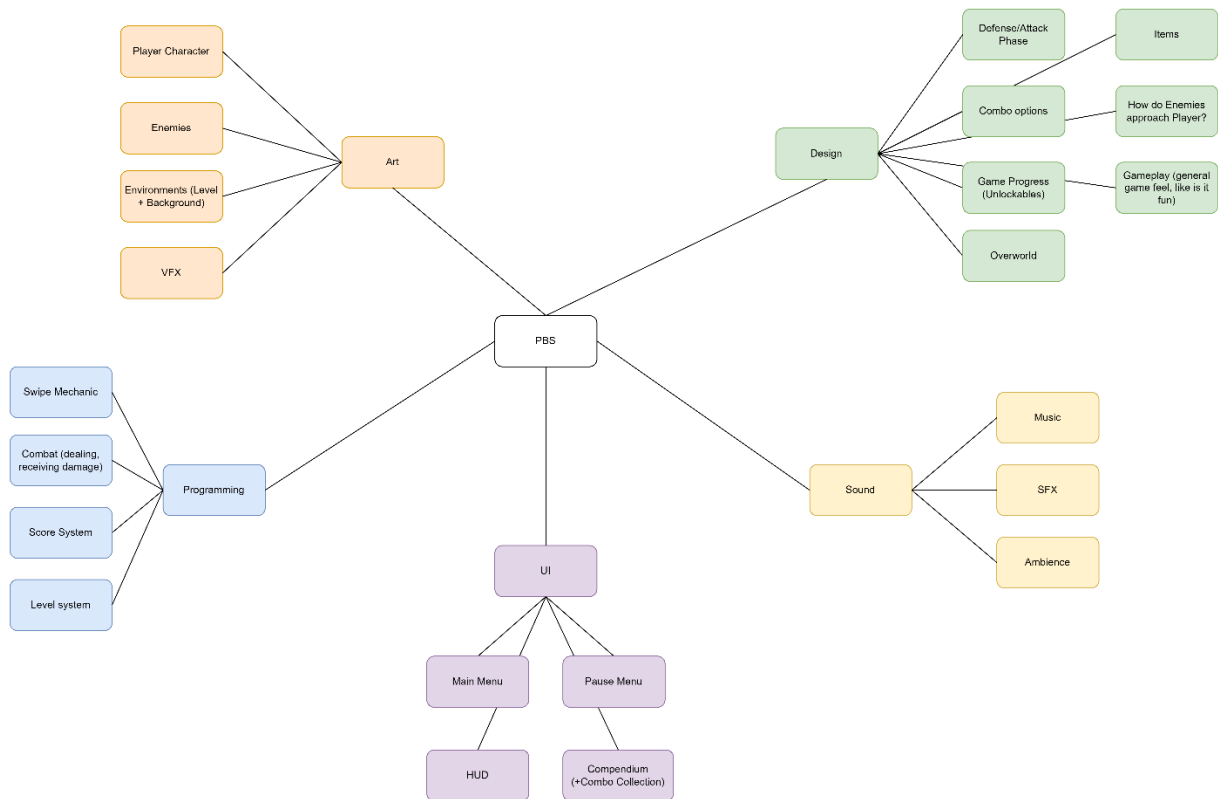
reach a higher level of overall polish

Game References

Fruit ninja

Shadow Fight Storm

Darkest Dungeon

PBS - Project Breakdown Sheet

Core Loop

- The player visits different locations (levels in linear progression) and fights monsters there.
- The player character moves automatically through the location similar to a side-scroller
- Every location contains multiple battle stages where the player character stops to fight monsters.
- Which monsters appear and how many is set and unique to every battle stage.
- A monster can be in two general states: attack or defend.
- When a monster appears it will always be in the defend state.
- When the monster is in the defend state, the player has opportunity to attack, when it is in the attack state, the player must parry the monsters attack.
- Once the last monster of a battle stage dies, the player character will move on to the next battle stage. This repeats until the level is over.

- If the player has defeated all monsters in a location, they will be rewarded with points depending on their performance.
- If the player character dies, the level is lost and can be tried again from the beginning.
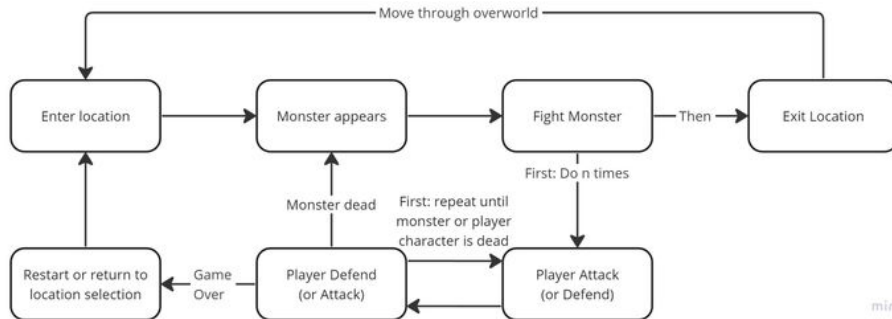
Player Experience Goals

💗   Flow

🕐   Timing

🏆   Mastery

💯   Completion

🤩   Audiovisual Appeal

🚩   Responsiveness

Features

Fat: Has own section

<u>Underlined</u>: In [Glossary](#)

Red: Balancing variable

Cursive: Notable term

Player Character

- The player character has 7 <u>health points</u>.
- It can enter locations via an overworld in a linear progression.
- When a location is entered, the player character moves through it from left to right automatically.
- When the player character dies in a fight, the **Location** (Level) is lost and the player can try again from the beginning of the level or return to the overworld.

Locations (Levels)

- Every location spawns a series of **Monsters** (Enemies) (see **Battle Stage**). The range of monster and their order are predefined and unique to every location.
- Every location works like a triptych, the player will move from one <u>view</u> of the scene to the next from left to right. In every <u>view</u> they will complete a **Battle Stage**.

Level Select

The level select is in the style of an overworld map just like in the old Super Mario games. The player can select the level they wish to play and can see their **Scores** and **Badges**.

Monsters (Enemies)

- Monsters have health points. When the health points hit 0, the monster dies. It can receive a small amount of damage when the player swipes an <u>imperfect combo</u>.
- Every monster has their own <u>combo pattern</u> which determines how the player can beat it. If the correct <u>combo</u> was achieved in one single attempt (<u>perfect combo</u>), the monster dies instantly and the next one appears or the **Player Character** moves on to the next **Battle Stage**.

More on that in the section for **Fight Phase**.

- A monster has two states: The attack state and the defend state. In the latter, the player attacks, in the former, the monster attacks.
- A defend state timer of 5 seconds starts whenever the monster enters the defend state. When it runs out, the monster will automatically go back into the attack state.
- When the player puts in a wrong swipe in their **Fight Phase**, the monster will also go into the attack state after 1 second.
- Every monster has between one and three different attacks. In its attack state, it will randomly play one attack animation. Each attack aims either *high*, *mid* or *low* and its animation will indicate that.

More on that in the section for **Parry Phase**.

- Monster attacks deal 1 damage to the **Player Character**.
- Defeating a monster will add a certain amount to the players final **Score**. The amount depends on the monster and if it is killed by a perfect combo or not.

Battle Stage

- Every **Locations** (Level) has 3 waves of **Monsters** (Enemies), called battle stages - every view of a location features one battle stage. The player will finish one battle stage at a time and then move on to the next view of the location.
- When all battle stages are passed, the **Locations** (Level) is won.

Fight Phase

The player can attack, when the **Monster** (Enemy) is in the defend state. We call this the fight phase.

- When the fight phase begins, the player is notified by the game via audiovisual feedback.
- They can now attempt a combo made up of four swipes (each has to be either *up*, *down*, *left* or *right)* with their right-hand finger.
- There are indicators which tell the player if their swipes correlate with the combo pattern of the monster.

More on that in the section for **Monsters** (Enemies).

- If they do a wrong swipe at any point of the process, the **Monster** (Enemy) receives a small amount of damage and immediately switches to attack state and the fight phase ends.
- If they do the right combo for the respective **Monster** (Enemy), it dies immediately. This is called a perfect combo and the game will reward the player with expressive audiovisual feedback when it happens.

Parry Phase

When in the attack state, the **Monster** (Enemy) attacks the player with one attack animation, chosen randomly by the game from the monsters range of attacks.

- Every attack animation aims at a certain height of the player: Either *high*, *mid* or *low*. The player has to read the animation correctly and parry accordingly.
- To parry, the player must swipe *up* for *high*, *down* for *low* or *tap* to parry *mid*.
- The parry must happen within a certain time frame
- If the parry is not timed well or the incorrect swipe/tap was executed, the player takes 1 damage.

Score

The player can achieve points for certain feats in the game. At the end of every **Location** (Level) the score is displayed. The high score is saved and can be seen in the **Level Select**.

Points can be scored through the following:

- Killing a monster gives 100/150/200 points
- Every wrong input (Attack) gives -25 points
- Every hit taken gives -50 points
- Every location has a base time, if the level is finished faster, the player gets extra points, if they are slower they get minus points
- No damage taken gives you 500 points at the end
- No wrong inputs (attack) gives you 400 points as well
- The longest streak of perfect combos will be multiplied by 25 and translated into points

Flame (Badge)

In every **Location** (Level) the player can achieve badges for reaching certain point thresholds and for freeing the **Kitsune**. To unlock the next level, the player has to reach a certain amount of badges in the previous level.

Kitsune (Collectible)

Every location has one Kitsune spawning at some point of the level. It spawns in a wooden cage which the player has to destroy by putting in the right combo pattern. They only get one chance to do this, any wrong input will let it disappear for this attempt. Getting it right, will give the player one **Flame** (Badge).

Game Loop: Fight
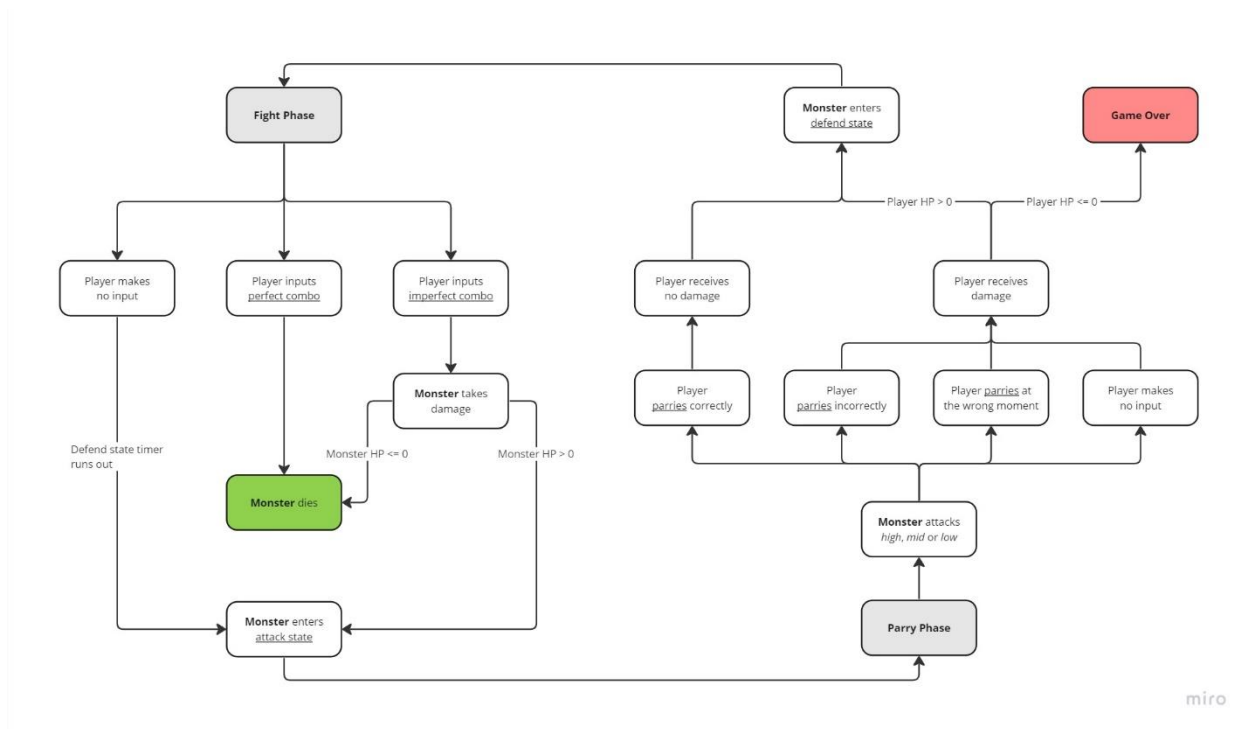
Links

Note: potions long press button

Balancing Variables

Gameplay Variables

Category	Variable Name	14.06.			
Character	Character Health Points	7			
	Character Imperfect Attack Damage	1			

Game Feel Variables

Category	Variable Name	14.06.		
Combat Design	Monster Defend State Timer	5s		
	Parry Window	0.25s		
	Parry Cooldown	1s		
Character	Player Walking Speed	300		
Monsters	Back-To-Idle Timer	0.5s		
	Imperfect Attack State Switch Delay	1s		
	Change to Attack State Delay			

Enemies

Kasa Obake (Orange)

Category	Variable Name	14.06.	14.08.	16.08.
	Health Points	5	3	
	Perfect Combo	▼ ◄ ► ▲	▲ ◄ ► ▲	
	Perfect Combo Length	4	4	
	Attack Ready-Up Time	0.5s	0.5s	0.75s
	Attack Pool	High	U	
	Attack Damage	1	1	
	Attack Amount	1	1	
	Score		100	

Kasa Obake (Blue)

Category	Variable Name	14.08.	16.08		
	Health Points	3			
	Perfect Combo	▲ ▶ ◀ ▲			
	Perfect Combo Length	4			
	Attack Ready-Up Time	0.5s	0.75s		
	Attack Pool	Low			
	Attack Damage	1			
	Attack Amount	1			
	Score	100			

Onibi

Category	Variable Name	14.08.			
	Health Points	3			
	Perfect Combo	▲ ▼ ▲ ▼			
	Perfect Combo Length	4			
	Attack Ready-Up Time	0.75s			
	Attack Pool	Center			
	Attack Damage	1			
	Attack Amount	1			
	Score	100			

Akaname

Category	Variable Name	14.08.			
	Health Points	5			
	Perfect Combo	▼ ◄ ▼ ►			
	Perfect Combo Length	4			
	Attack Ready-Up Time	0.75s			
	Attack Pool	Low, Center			
	Attack Damage	1			
	Attack Amount	1			
	Score	100			

Kappa

Category	Variable Name	14.08.	16.08.		
	Health Points	5			
	Perfect Combo	▲ ▼ ► ◄	► ▲ ◄ ▼		
	Perfect Combo Length	4			
	Attack Ready-Up Time	0.75s			
	Attack Pool	Low, Center, High			
	Attack Damage	1			
	Attack Amount	1			
	Score	150			

Locations

Enemies Forest

Category	Variable Name				
	Battle Stage 1	Kasa (O), Kasa (O), Onibi, Kasa (O), Onibi			
	Battle Stage 2	Kasa (O), Kasa (O), Onibi, Onibi, Onibi	Kitsune, Kasa (O), Onibi, Kasa (O), Kasa (O), Onibi		
	Battle Stage 3	Kasa (O), Onibi, Kasa (O), Onibi, Kasa (O)	Kasa (O), Kasa (O), Onibi, Kasa (O), Onibi	Onibi, Kasa (O), Onibi, Onibi, Kasa (O),	
	Kitsune Combo				

Fishing Village

Category	Variable Name				
	Battle Stage 1	Kasa (O), Kasa (O), Kasa (B), Kasa (O), Kasa (B)			
	Battle Stage 2	Kasa (O), Kasa (B), Kappa, Kasa (B), Kasa (B),	Kitsune, Kappa, Kappa, Kappa, Kasa (O), Kappa		
	Battle Stage 3	Kappa, Kasa (O), Kappa, Kasa (B), Kappa	Kasa (B), Kasa (O), Kappa, Kappa, Kasa (B)	Kasa (B), Kappa, Kasa (B), Kappa, Kasa (O)	
	Kitsune Combo				

Haunted Mansion

Category	Variable Name			
	Battle Stage 1	Kasa (O), Kasa (O), Kappa, Akaname, Kasa (B)		
	Battle Stage 2	Onibi, Akaname, Kasa (O), Onibi, Kasa (B)	Kitsune, Kappa, Onibi, Akaname, Kasa (O), Kappa	
	Battle Stage 3	Akaname, Kasa (O), Kappa, Kasa (B), Onibi	Kasa (B), Kasa (O), Kappa, Kasa (B), Kappa	Kasa (O), Kappa, Kasa (B), Akaname, Kappa
	Kitsune Combo			

Tutorial

Section	current	revisions (Waiyaki)	another iteration	
intro	Hello wanderer lets do some training. Tap to continue.	Hello wanderer, welcome to the world of yokai. Let's start with the basics.	Hello wanderer, welcome to the world of yokai. Let's start with the basics.	
missing fade in	To strike swipe on the right side of the screen	First thing. the controls divide the screen into two parts the right side for attacks.	First thing: The controls divide the screen into two parts the right side for attacks.	First things First: The controls divide the screen into two Halves, the right side for attacks...
		And the left for defence	And the left for defense.	... and the left for defense.

		Let's start with an attack. Swipe on the right side of the screen.	Let's start with an attack. Swipe on the right side of the screen.	Let's start with an attack. Swipe up on the right side of the screen.
Attacks part 1	Great! That was a perfect attack. Now be quick and strike again!	Great that was a perfect attack. Every attack also does a bit of damage.	Great! That was a perfect attack. Every attack also does a bit of damage.	Great! That was a perfect attack.
		Let's try another attack. This time swipe in any of the four directions.	Let's try another attack. This time swipe in any of the four directions.	
Defense (darken?)	Too bad! That wasn't a perfect attack the monster took damage but your combo was interrupted. get ready to defend yourself. Tap to continue.	Sadly, that wasn't a perfect attack. Whenever you don't get a perfect attack, the enemy will take their chance to strike back. This will also happen whenever you take too long to attack.	Sadly, that wasn't a perfect attack. Whenever you don't get a perfect attack, the enemy will take their chance to strike back.	Sadly, that wasn't a perfect attack. Whenever you don't get a perfect attack, your combo is interrupted and it is the yokai's turn.
				Although an imperfect combo will still deal a small amount of damage.

|			
darken	Watch your enemy and parry its attack by swiping or tapping on the left side of the screen at the moment the attack lands. It's the monsters turn to attack you now. Tap to continue.	Now let's defend. Defending takes place on the left side of the screen.	Tip: This will also happen whenever you take too long to attack.	~~Your attack phase will also end when you take to much time.~~
		There are three attacks that can come from enemies (High, Mid, Low) and your defence swipe needs to match their attack. Let's try it.	Now let's defend. Defending takes place on the left side of the screen.	
			There are three attacks that can come from enemies (High, Mid, Low) and your defense swipe needs to match their attack. Let's try it.	
Defence Fail	You were too late. you should have swiped UP (left or right, down) on the left side of the screen. Tap to try again.	Timing is important. try again until you can defend from all three directions	Timing is important. try again until you can defend from all three directions	

|				
Attack part 2 **Darken**	Success. Tap to continue.	Great! Now its your turn to attack again. This time lets try to get a perfect combo. remembering combos of the enemies you encounter will serve you well	Good job! Now its your turn to attack again. This time lets try to get a perfect combo.	
			Tip: Remembering the individual combos of the enemies you encounter will serve you well.	
	Its your turn to attack again. Each monster has a perfect combo that will kill it instantly. Try to figure it out. Tap to continue.	Under the enemy health bar is the combo counter, it helps you to know which attacks where perfect and those that weren't. go ahead and give it a shot.	Under the enemy health bar is the combo counter, it shows you which attacks were perfect and which were not. Go ahead and give it a shot.	
	That wasn't it. Tip: the arrows under the enemy health bar show you if you made a correct input. Tap to try again.	try until you get it from start to end well reset the combo counter whenever you don't get a perfect attack.	Try until you get it from start to end. The combo counter resets whenever you don't get a perfect attack.	
Complete	You still got it. Now let's hunt some real monsters. Tap to continue	You got it! Whenever you get a perfect combo together it will also result in the enemy instantly dying	You got it! Whenever you get a perfect combo it will reduce the yokai's health to zero immediately.	

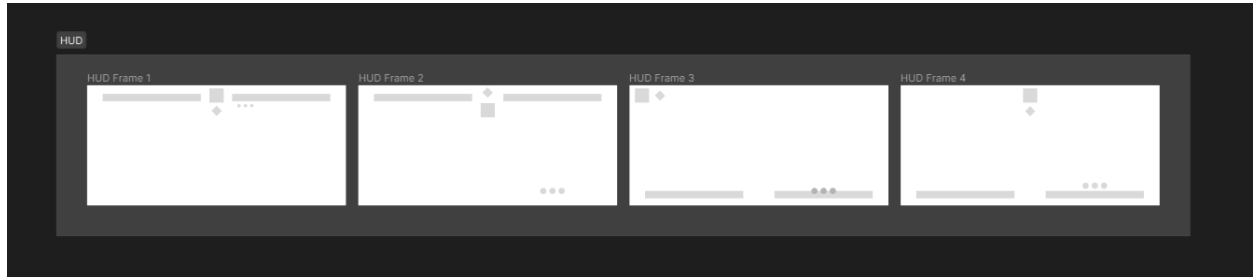| darken		Now that you know your way get out there and vanquish some real yokai.	Now that you know your way get out there and vanquish some real yokai.	
		Fade to black		

UX

Sitemap
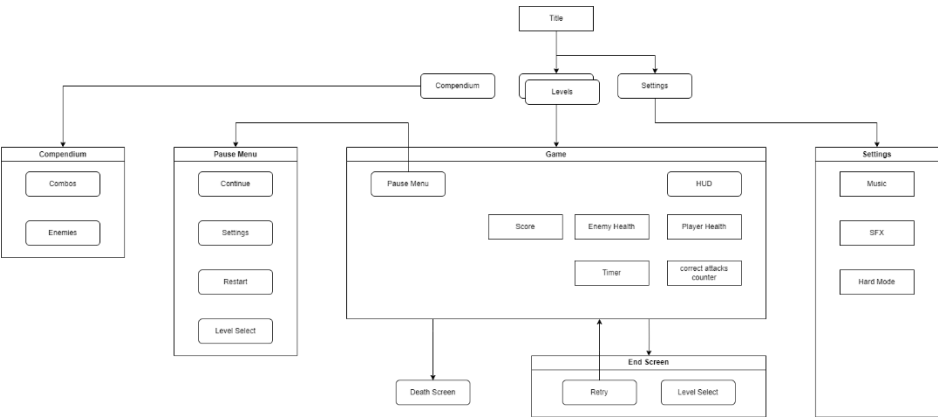
Wireframes
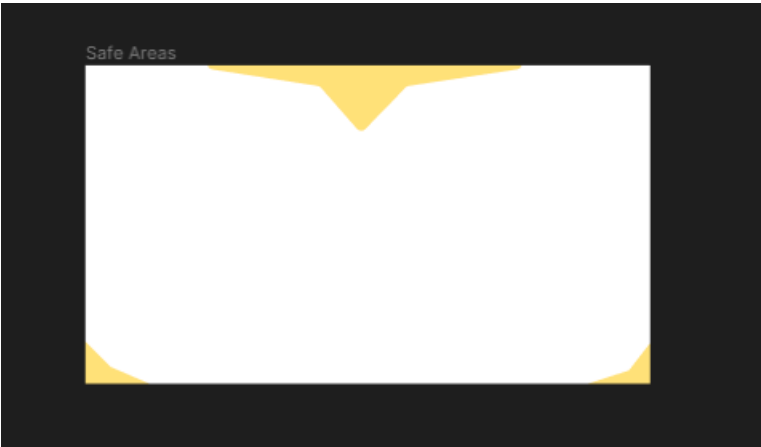
Yellow areas are harder to reach in landscape mode. Good place for buttons that need to stay out of the way during gameplay to avoid accidental interactions

HUD

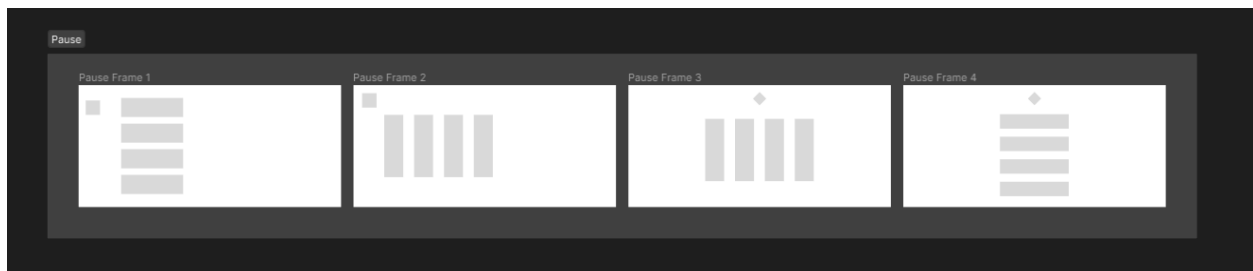https://www.figma.com/file/cCKIW2PaUcgXr0Maghr9HR/UX-Wireframes-DYGHP?type=design&node-id=5%3A55&t=l3ytuhjMXyLw5usT-1
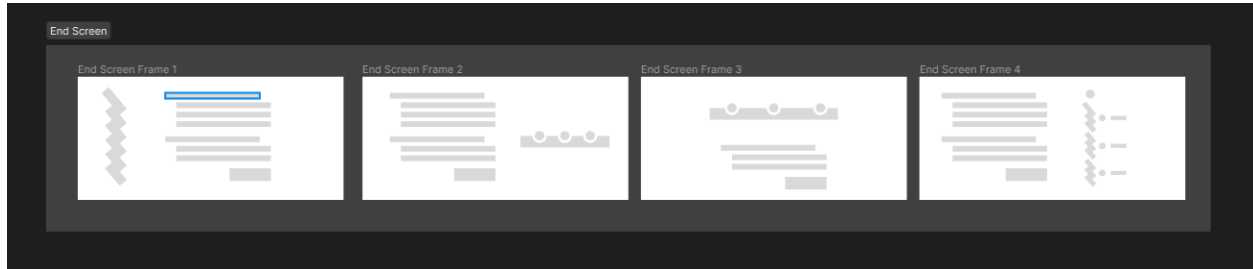
Main Menu

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Pause

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End Screen

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Glossary

Term	Definition
attack state	The period of time in which a monster plays its attack animation
attack animation	The animation going with every unique attack of a monster (used synonymously with "monster attack")
combo	The series of swipes, a player makes to attack a monster, is called a combo
combo pattern	The combination of swipes which a player would need to perform to score a finisher
defend state	The period of time in which the monster doesn't attack and the player can perform their attack
defend state timer	The amount of time in which the monster is in the defend state
health points (HP)	The amount of hits a target can take before it destroyed
hit	A successful swipe at the right point within a combo scores a hit
imperfect combo	When the players swipes do not match the combo pattern of the monster they are attacking
parry	If the player swipes correctly within the time limit while being attacked by the monster, they don't loose a health point
perfect combo	When the players swipes match the combo pattern of the monster they are attacking perfectly
view	A view is the area of the location that is shown on screen at the moment