

Macro Game Design Document

Project Mandragora

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Version Table

Version No.	Date	Author(s)	Description
1	13/12/2025	Farouk MOUNTASSER	Initial GDD

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Project Summary

Genre	Looter, Roleplay, Story
Universe	A fantasy world split into 5 elemental sections (Water, Fire, Thunder, Earth, Wind)
References	Isometric RPGs with looter mechanics (implied by genre definition)
Marketing Target	Age 6 and above, gender indiscriminate. Rating: Everyone (E)
Platform(s)	Mobile (Tablet and Phone)
Number of Players	Single-player (implied by hero narrative focus)
Game Modes	Story Mode (Outposts & Strongholds)
Camera Perspective	Isometric
USP (Unique Selling Point)	Adaptive Difficulty: Next stage levels adapt to player strength to ensure a "livid experience" regardless of grinding
Core Gameplay	Explore → Engage → Combat → Feedback → Progress
Key Features	Flexible skill combinations, repeatable content, continuous hero growth
Art Direction (Visual)	3D Isometric (Unity & Blender), Minimalist UI
Art Direction (Audio)	Context-aware soundtracks (Outpost, Boss, Story, Menu)
Main Technical Framework	Unity Engine, Blender

Pitch

A free-to-play isometric looter RPG where players embody a Water Slime destined to become the True Spirit King by mastering flexible skill combinations and adaptive combat challenges.

USP (Unique Selling Point)

The game offers a unique difficulty curve where the level of enemies in a cleared stage remains frozen to show growth, while new stages adapt dynamically to the player's current strength, ensuring a challenging "livid experience" every time.

KSP (Key Selling Points)

- **Freedom of Skill Combination:** Players can mix and match skills acquired from spirit guardians
- **Continuous Heroic Growth:** A strong sense of progression through leveling, stat distribution (Str, Int, Dex), and crafting relics
- **Adaptive Looter Mechanics:** Repeatable content allows for grinding resources without overpowering future content immediately

References

- Game - *Zelda : Echoes of Wisdom* (environment)
- Anime - *That time i reincarnated as a slime* (character)
- Story - *Avatar : The last air bender* (Elements and parts of story)
- Game - *World of Warcraft* (Elementals druid summons)
- Game - *Diablo* (Dynamic Random Level Generation)
- Game - *Genshin Impact* (Monsters)
- Game - *Candy crush* (Level nodes)
- Game - *Warframe* (Dynamic Random Level Generation & Level Design)
- Game - *Zenless Zone Zero* (Mini-game levels)
- Game - *Soulframe* (Dungeon puzzles)

3C (Character, Camera, Controls)

Character

The protagonist is a Water Slime, the last descendant of the Water Spirit Queen.

- **Abilities:** Can attack, defend, regenerate, and use elemental skills.
- **Context:** Wakes up from a cocoon in the fallen Water Kingdom to liberate Spirit Guardians and defeat the corrupted Fire Spirit King.
- **Stats:** Constitution (HP & Def), Strength (Damage), Intelligence (Mana), Dexterity (Attack Speed/ Skill Cooldowns).

Camera

- **Perspective:** Isometric view

Controls:

- **Movement:** Directional input for navigation.
- **Action Mapping:**
 - **Hotkeys:** Used for player actions and skills.
 - **Contextual Input:** Used for specific interactions.
 - **Touch Interface:** Mobile-focused controls (Tablet preferred).

Win/Fail Conditions

Win: Clear the stage (Outpost or Stronghold), defeat enemies, and eventually liberate the Spirit Guardians.

Fail: Loss of all health during combat encounters (implied by "health bar" and "damage calculations").

Obstacles (Gameplay Bricks)

Enemies: Fire soldiers and other entities with AI behavior (movement, detection ranges).

Environmental Obstacles: Physical barriers influencing movement and positioning.

Puzzles: Logic challenges located within strongholds or hidden areas.

OCR Loops (Micro/Mid/Macro)

Micro Loop (Moment-to-Moment)

- **Objective:** Locate and engage an enemy.
- **Challenge:** Combat mechanics (timing, positioning, skill usage, cooldown management).
- **Reward:** EXP acquisition and immediate satisfaction of victory.

Mid Loop (Session/Stage)

- **Objective:** Clear an Outpost or Stronghold.
- **Challenge:** Manage health resources through multiple fights and solve puzzles.
- **Reward:** Loot (Item fragments, Spirit Cores), Level Up, Stat distribution.

Macro Loop (Long Term)

- **Objective:** Become the "True Spirit King".
- **Challenge:** Liberate all 4 elemental kingdoms from corruption and captivity.

- **Reward:** Unveiling the full story/prophecy and completing the hero's destiny, discovering the origin of corruption and lead to the next chapter of the game (Another game ~ continuity).

Universe & Story

World Structure: The world is roughly circular with 5 sections. The center is the fallen Water Kingdom, surrounded by Fire, Thunder, Earth, and Wind kingdoms.

Narrative: The hero is guided by the voice of the Water Spirit Queen from beyond the veil. He must travel from the Old Castle, fighting Fire soldiers, to free the Spirit Guardians and fulfill a prophecy revealed through puzzles in strongholds.

Art Direction (Visual)

Style: 3D graphics created using Unity and Blender.

Goal: To immerse the player in "living the experience".

Visual Feedback: Clear animations and floating damage values reinforce action outcomes.

Art Direction (Audio)

Soundtracks: Specific tracks defined for different game states:

- Outpost fighting
- Stronghold boss fighting
- Level selection
- Story unfolding

SFX: Sound effects reinforce combat actions.

Menus and Interfaces, HUD (Head-Up Display)

Design Philosophy: Minimal screen coverage to maintain immersion.

Layering: Layered UI to access different game aspects.

Main Menu: The game map acts as the main menu; when not in a stage, the player is in an "idle state" on the map with access to non-fighting functions (Inventory, Skills, etc.).

HUD Elements: Health and resource bars, minimap, skill hotbars, quest guiding.

Level Design

- **Structure:**

- **Outposts:** Standard stages focused on fighting and exploration.

- **Strongholds:** Key locations containing bosses, puzzles, and Spirit Guardians.
- **Themes:** Levels correspond to the elemental kingdom they are located in (Water, Fire, Thunder, Earth, Wind).
- **Progression:**
 - **Tutorial:** Introduces functions and nudges player with small requirements.
 - **Exploration:** Players are free to roam, fight, or escape enemies, and look for hidden easter eggs.
- **Story Integration:** Strongholds contain puzzles that unveil parts of the prophecy.

Timeline & Timetable

- **Total Duration:** Approximately 1 month and 2 weeks.
- **Milestone:** A "first-playable" build is scheduled for completion in 1 month.