



# The Forsaken

**GAME DESIGN DOCUMENT**

**WRITTEN BY:**

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**VERSION # 1.00**

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# Concept

## Genre:

- RPG action and 3D exploration



## The game:

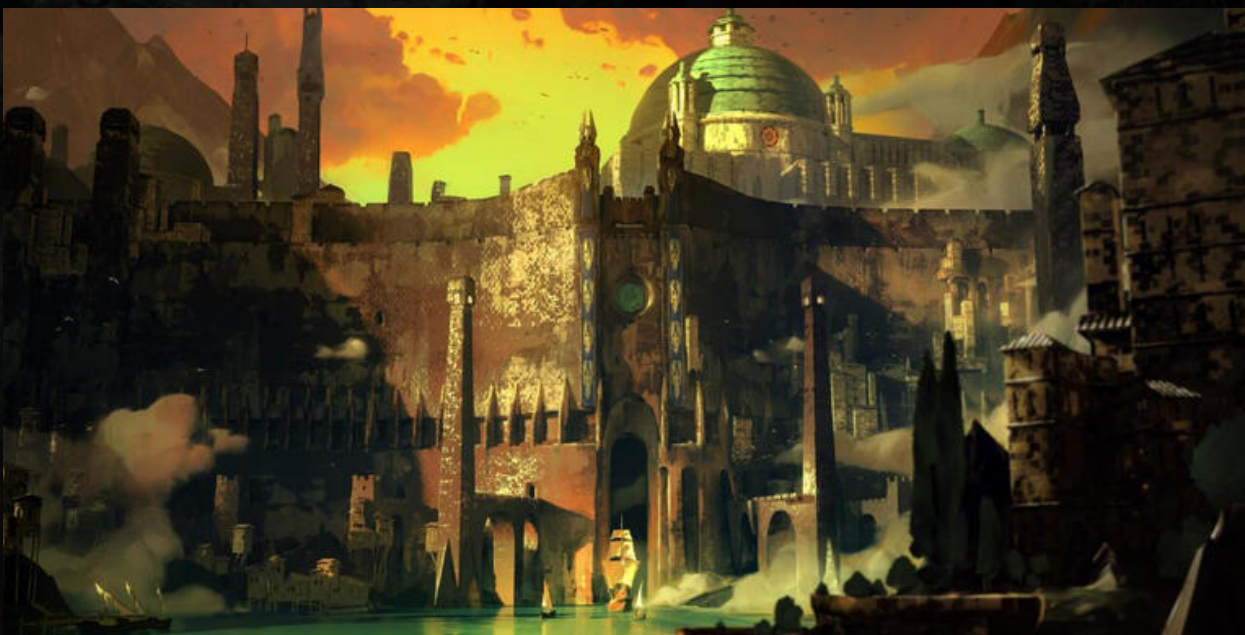
- The Forsaken is set in a dark world where the player manages a character of adventurers in the style of Darkest Dungeon, fighting against the dark forces that plague the region

## Target Audience:

- Users between 18 and 45 years old



**Platform:** PC; the game is controlled exclusively with mouse and keyboard





# References

## Path of Exile 2:

- The main inspiration for this game comes from POE 2, shaping both its combat philosophy and gameplay structure. The fast, ability combat informs how players chain skills, manage cooldowns, and react to enemy patterns. Its rich 3D environments and atmospheric exploration inspire the way players navigate dangerous landscapes and uncover secrets.

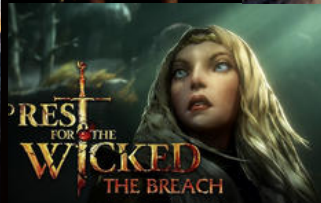
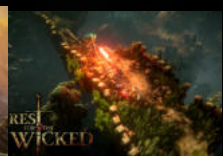
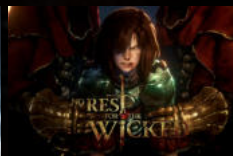


## Dungeon Hunter 4:

- Second reference for the game is Dungeon Hunter 4, especially in the combat with fantasy worldbuilding. The game's atmosphere carries a feeling of constant tension between the mortal realm and the demonic forces threatening it. Visually, Dungeon Hunter 4 inspires the use of gothic ruins, corrupted landscapes, and magical effects that feel both ancient and violent.

## No Rest for the Wicked:

- Last reference for the game is No Rest for the Wicked, the game's emphasis on precision, stamina control, and skill encounters. Its handcrafted world, rich with environmental storytelling, verticality, and lived spaces. Its focus on progression through mastery rather than raw stats, reinforcing the tone of gritty struggle and earned power.





# Description

Step into a dark fantasy world as a young huntress fighting to uncover the truth behind an ancient curse. Explore a world where every ability, attribute, and combat choice is powered by a deep, expandable gameplay framework. Master spellcasting, melee combat, and character progression built on a foundation of precision, strategy, and integrated RPG mechanics.



Build character through a detailed stats system that shapes damage, defense, critical hits, health, mana, and every layer of combat. Unlock powerful spells, passive abilities, and multipath upgrades. Face enemies with advanced AI, from goblins and demons to corrupted beasts that adapt and react.

Crafted with a blend of C++ and Blueprint engineering, the game features responsive controls, impactful abilities, dynamic combat feedback, and a scalable codebase inspired by tier RPG design.





# Setting

The game is set in a handcrafted world built upon the ruins of forgotten civilizations, where ancient magic once shaped every creature, structure, and force of nature. These remnants still pulse beneath the land manifesting as elemental anomalies, corrupted beasts, and forgotten shrines that channel the world's dormant power.

As society rebuilds after centuries of collapse, new settlements rise amid wilderness filled with goblins, demons, and other creatures warped by old energy. Modular dungeons, scattered across the land, connect relic chambers, catacombs, and ritual sites created by ancient cultures that mastered magic long before humanity could wield it.

In this world, attributes such as Strength, Vigor, Intelligence, and Resilience are not just character statistics, they represent the lingering influence of old magic on the body and soul. Abilities, spells, and elemental forces are learned by uncovering relics, unlocking shrines, or defeating powerful guardians. Every region reflects a hybrid of emerging civilization and the overwhelming presence of ancient power ready to awaken once more.





# Characters

## Reference: Frieren

- **Personality:** She listens more than she speaks, and often pauses before answering, as if considering centuries of memory. Appears cold at first, but hides a deep compassion known only to those patient enough to stay by her side.
- **Appearance:** A slender elf with pale, worn from centuries of travel, and yet faintly glow with lingering star-magic. Rarely smiles, but radiates a quiet gentleness.



## Abilities

- **Astral Magic:** Draws power from constellations and distant realms.
- **Long-Lived Insight:** Understands people after watching many generations pass.
- **Silent Casting:** Performs spells with almost no visible motion.





# Main Character: Frieluna

*The Main Protagonist.*

A young huntress gifted with innate magical affinity, trained to master ancient abilities awakened within her.

## PHYSIOLOGY

- Gender: Female
- Age: 17
- Hair Color: Brown
- Eye Color: Blue / Purple
- Height: 1.57 m
- Weight: 47 kg
- Outfit: Light armor, enchanted sash, leather boots, spell-focus gloves



## SOCIOLOGY

- Class: Wanderer / Apprentice Spellblade
- Residence: Nomadic (travels between ruins, shrines, and frontier towns)
- Occupation: Monster hunter, relic seeker
- Family Background: Orphan raised by frontier villagers
- Economic Status: Low income, relies on hunting and exploring
- Home Life: Lives alone; spends most time traveling
- Religion: Doesn't follow structured religion, believes in ancient elemental forces
- Social Traits: Respectful, cooperative, admired for her courage
- Hobbies: Studying relics, practicing abilities, observing magical wildlife





### ABILITIES: FireBolt

- **Damage: Medium**

Range: Long

Effect: Applies burning damage over time

Extra: Creates hit sparks + floating damage text

- **Electrocute**

Damage: High (burst)

Effect: Stun + lightning arc to nearby targets

Extra: Can interrupt enemy abilities

- **Arcane Shards**

Damage: Medium AoE

Effect: Crystal fragments expand outward

Extra: Higher critical chance based on Intelligence

- **FireBlast**

Damage: High AoE

Effect: Knocks back surrounding enemies

Extra: Leaves burning ground effect

- **Passive: Elemental Focus**

Effect: Increases spell potency when casting repeatedly

### PSYCHOLOGY

- Personality Type: Determined, curious, empathetic
- Strengths: Strategic thinker, fast learner, highly focused in battle
- Weaknesses: Overuses magic, doubts her heritage
- Intelligence: High; good at analyzing magical systems
- Morality Alignment: Protective, values life
- Fears: Losing control of ancient magic
- Temperament: Calm, introspective
- Attitude: Driven to uncover the truth of her powers

### FRIELUNA'S BACKSTORY

Frieluna was found as a child near the ruins of an ancient shrine, the only survivor of a mysterious incident marked by lingering magical energy. Frontier villagers raised her, sensing her unusual connection to the old world.





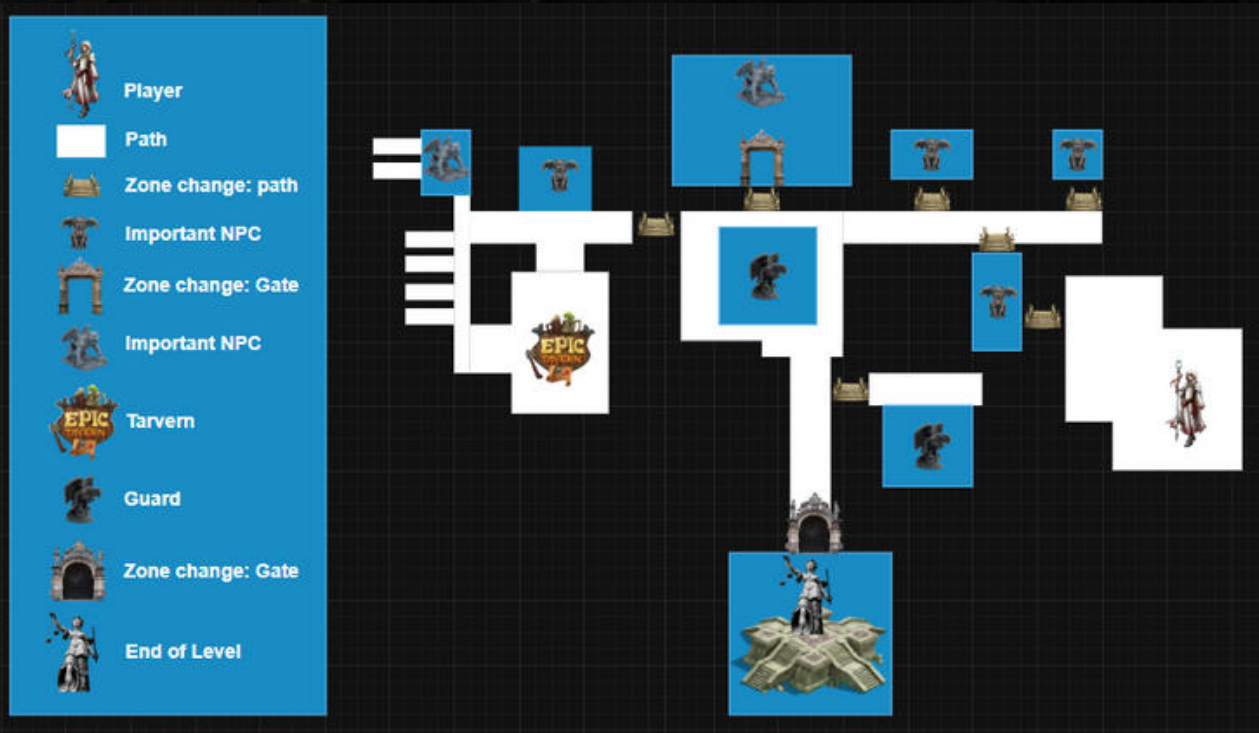
# levels

This level takes full advantage of the modular dungeon kit included in the project. The player enters the Shrine of Echoes, an underground ruin constructed from ancient stone blocks and broken obelisks. The dungeon is designed to teach players how to combine movement, abilities, and resource management through Unreal's Gameplay Ability System.

The level begins in a quiet antechamber where players interact with highlighted objects, learning how ability targeting and item selection work. As they progress deeper, they encounter the first enemy Goblin Warriors and Rangers, which introduce basic combat, driven damage, and the importance of Strength, Resilience, and Vigor.

Each chamber of the shrine escalates difficulty:

- rooms filled with environmental hazards (falling rocks)
- corridors guarded by summoned minions
- narrow bridges where knockback effects can push enemies into pits



At the core of the level is an ancient Waypoint Shrine. Activating it reveals the final boss chamber: a Goblin Shaman empowered by old magic. Defeating him teaches players the importance of Critical Hit Chance, Block Chance, and reaction timing. After victory, players unlock new attribute points and a spell upgrade, demonstrating the upgrade system.



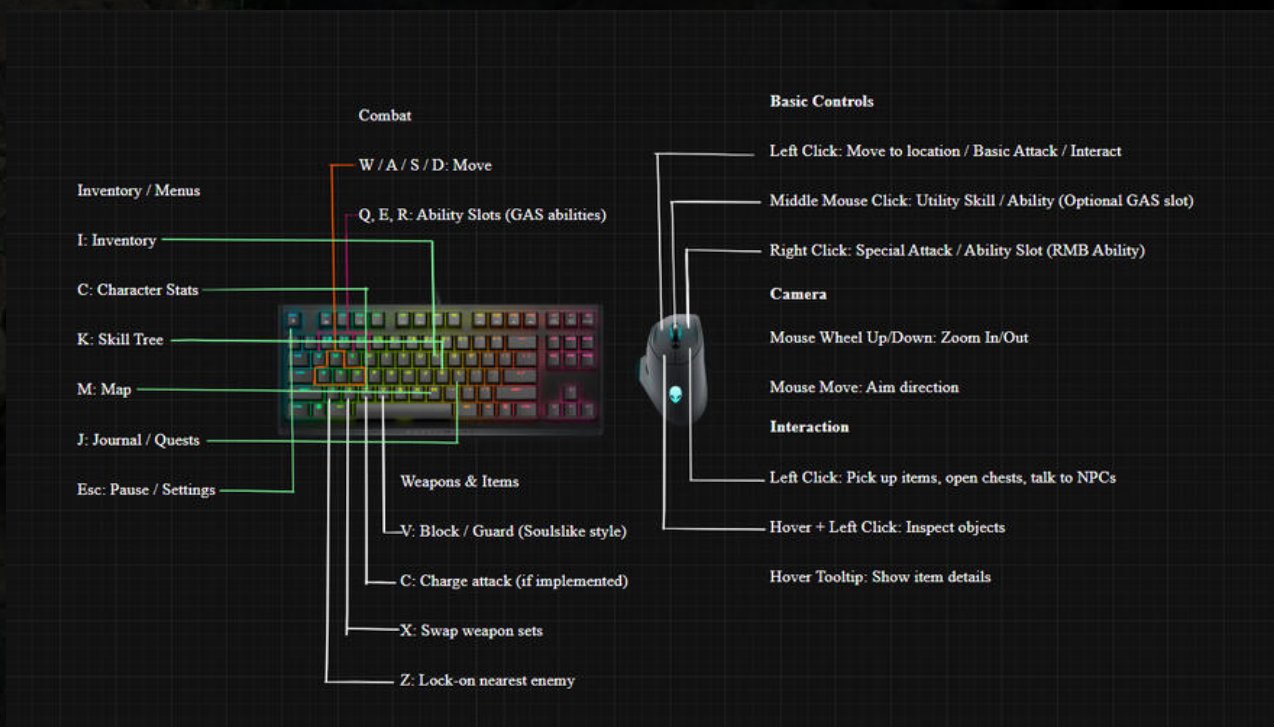
# Mechanics

Character movement is controlled with directional keys, mouse input, and allowing players to explore ruins and modular dungeons from a top-down perspective. The mouse is used for aiming abilities, selecting enemies, and interacting with objects in the environment.

Combat is built on a deep attribute and ability system. Players cast spells, perform weapon attacks, and trigger elemental stuns, burns, and knockbacks. Floating combat text and visual effects provide instant feedback for hits, critical strikes, and status conditions.

Outside of battle, players collect loot, gather resources, and navigate dialogue prompts with NPCs. Leveling up grants attribute points and new abilities, while adaptive enemy AI and ability reassignment allow players to adjust their approach as challenges grow.

# Controller

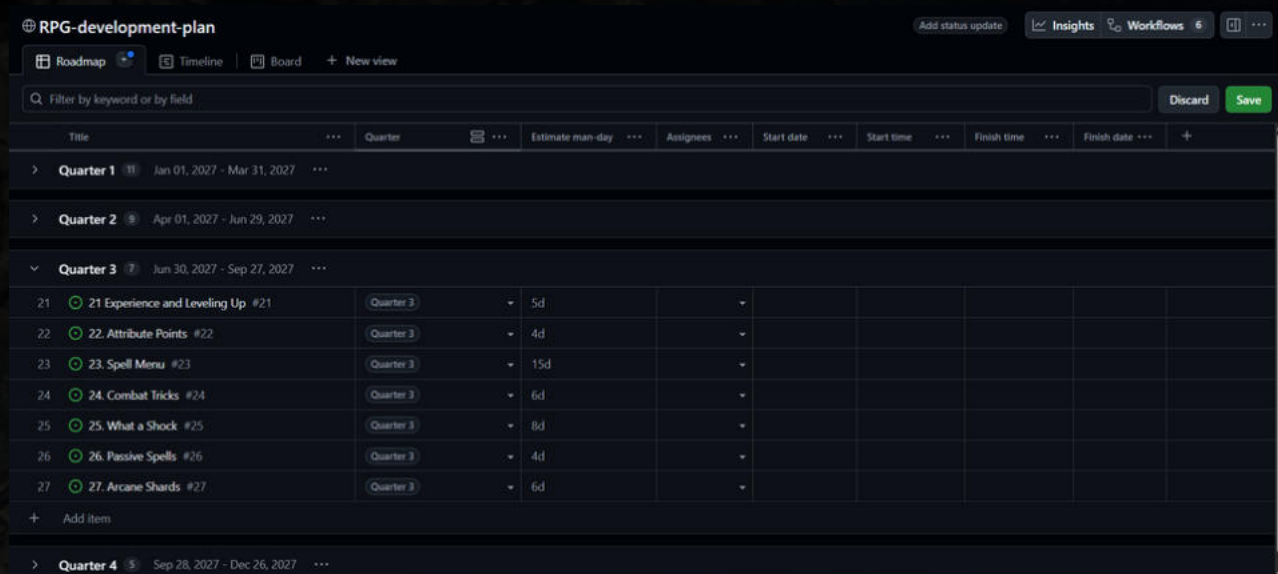




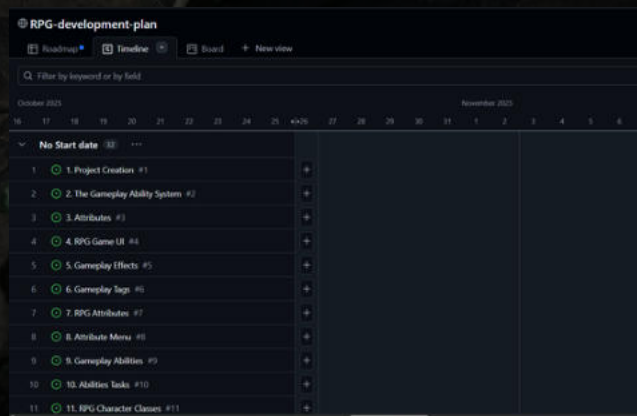
# Development Roadmap

Development estimate timeline is on Github

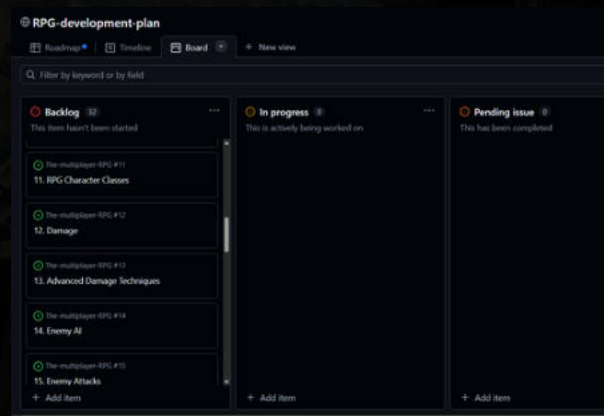
*This section links directly to the project's Github repository milestone, showcasing major development phases, feature implementations, and AI behavior.*



Title	Quarter	Estimate man-day	Assignees	Start date	Start time	Finish time	Finish date
<b>Quarter 1</b> Jan 01, 2027 - Mar 31, 2027							
<b>Quarter 2</b> Apr 01, 2027 - Jun 29, 2027							
<b>Quarter 3</b> Jun 30, 2027 - Sep 27, 2027							
21. 21 Experience and Leveling Up #21	Quarter 3	5d					
22. 22. Attribute Points #22	Quarter 3	4d					
23. 23. Spell Menu #23	Quarter 3	15d					
24. 24. Combat Tricks #24	Quarter 3	6d					
25. 25. What a Shock #25	Quarter 3	8d					
26. 26. Passive Spells #26	Quarter 3	4d					
27. 27. Arcane Shards #27	Quarter 3	6d					
<b>Quarter 4</b> Sep 28, 2027 - Dec 26, 2027							



No Start date
1. 1. Project Creation #1
2. 2. The Gameplay Ability System #2
3. 3. Attributes #3
4. 4. RPG Game UI #4
5. 5. Gameplay Effects #5
6. 6. Gameplay Sigs #6
7. 7. RPG Attributes #7
8. 8. Attribute Menu #8
9. 9. Gameplay Abilities #9
10. 10. Abilities Tools #10
11. 11. RPG Character Classes #11



Backlog	In progress	Pending issue
11. RPG Character Classes		
12. Damage		
13. Advanced Damage Techniques		
14. Enemy AI		
15. Enemy Attacks		

(Please check on Github link [here](#))