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Winged Warlords Redux Design Doc

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# Game Overview

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## Design Goals

This game aims to achieve these goals:

1. Fast paced, arcade gameplay.
2. Tell a story without words.
3. Give a faux-retro aesethetic.

## Influences

The game is influenced by of course Joust, but also Pegasus and the Phantom Riders, Balloon Fight, Dragonhawk, and Lancelot. Other elements of Arcade and adventure games are also welcome.

## Target Market

Ideal user:

1. Has an Android capable-device.
2. Has two hands.
3. Likes free games.
4. Likes Arcade style gameplay.

# Goals

1. Use existing assets and create new as necessary.
2. ‘Joust’ like mechanics with gravity.
3. Touch-Anywhere controls.
4. Distribute in Google Play.
5. Attach a studio name to it for later ‘Brand Recognition’.

# Specifications

Developed in Game Maker Studio for Android.

## Game Mechanics

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### Core Gameplay

You control a knight riding a winged creature. You can move left and right, and can control the ascent and descent of your mount. Enemies will spawn into the level together. You eliminate enemies by colliding with them from above. To proceed to the next ‘Wave’, you must eliminate all enemies. The number of enemies increases each wave. When you have eliminated 3 Waves, you proceed to the next level, and the terrain and types of enemies will change.

### Game Flow

Actions that the player can perform are:

1. Move left and right.
2. ‘Flap’ to gain upward momentum.
3. ‘Dive’ to gain downward momentum.

### Entities

1. The Player: You control a knight on a winged steed.
2. Minions: Evil warriors mounted on flying monsters. Attempt to knock you off your mount.
3. Apollyon: An evil dragon that appears if you take too long on a stage. He’s invincible.

### Mechanics

JOUSTING - Colliding with an enemy is considered a JOUST. It checks several criteria:

* CLASH - When both jousters are facing each other and are very close in height, it results in a clash. Both jousters bounce back a little.
* STRIKE - When the two are facing each other, and one is higher than the other, the lower jouster is damaged.
* BACKSTAB - When one jouster is facing away, and one is higher than the other or on a similar height. The jouster facing away is damaged.

DAMAGE, FALLING, AND DEATH - When damaged, entities check for pieces of armor they might be wearing. They are removed in the following order: Shield, Helmet.  
 If the entity has no armor, the entity is knocked off of his mount. He falls until he hits a platform, or falls off the screen. Dismounted riders will mill back and forth on their platform, and if left alone, a new mount will spawn and pick them up.

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### Victory Conditions

Eliminating all enemies on screen advances your ‘Wave’. As the wave number increases, more enemies spawn. Clearing three Waves clears the Level, and your hero travels to a new map.

A level change changes the map layout, and also changes the difficulty of enemies that are spawned.

Clearing three levels clears an ‘Act’, and takes you to a BOSS level.

BONUS rounds appear on occasion, and give you a chance to pick up lots of goodies.

POWERUPS

Powerups can appear at the bottom of the stage. You keep powerups between levels.

--SILVER FEATHER: Function as lives.  
--MAGIC CLOAK: Protects against one rear collision.  
--GOLD SHIELD: Protects against one frontal collision.  
--ENCHANTED HELMET: Protects against one collision that got through all others.  
--FIRESTAR: Cloaks you in flames for short duration, destroy all enemies you touch.  
--GOLDEN LANCE: Enemies are destroyed outright, don’t get to fall off Mount.

LEVEL ELEMENTS

WHIRLWIND - If a rider collides with them, he is hurled in the direction the whirlwind is currently pointing.  
CLOUDS: Slow you down as you move through them.  
GROUND: You can stand on these.

BATTLE STAGES -- Defeat a set number of enemies.

SCROLLING STAGES -- Set up like an R-type shooter. Avoid the obstacles.

TREASURE STAGES -- Collect all the things.

BOSS STAGES -- Defeat the boss.

# Milestones

## Enemies

Follow the same game rules you do.