



Project - Game Design Document

IT6034 - Game Development

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Game Design Document - Legend of the Fire Scrolls

Game Story Summary:

Sir Geldric, a knight from the kingdom of Lorniel, has been tasked by King Azaroth to hunt down the ancient Fire Scrolls, which contain lost wisdom needed to defeat the evil forces of the dark sorcerer Utumno. However, the scrolls have been hidden deep within the ancient dungeon labyrinths of Dar-Kunor. Can Sir Geldric master his fear, fight off evil snakes and skeletons and find his way through the labyrinths in order to recover the scrolls?

Game Flow Outline:

Legend of the Fire Scrolls is a labyrinth escape game that finds our hero Sir Geldric the knight searching the ancient dungeons of Dar-Kunor to collect the fire scrolls. The fire scrolls are said to contain lost wisdom that the kingdom can use to defeat the dark sorcerer Utumno, who even now is threatening to cast the land into shadow. Sir Geldric has been sent by the king to gather the scrolls and hopefully save the kingdom.

Each level is a 2D maze, the player navigates through the maze looking for the scrolls, and then has to find the doorway at the centre to get out and reach the next level. They can pick up green potions for a temporary speed boost, to help get through the corridors faster. Sir Geldric is hindered by the evil forces Utumno has left in the dungeons to guard the scrolls. These take the form of all sorts of monsters, such as skeletons and snakes. Contacting one of these will slow the player down temporarily, as well as using up one of their 3 lives per level. In the final level, our knight must battle with the dark sorcerer himself.



Character Description:

Sir Geldric has lived in the kingdom of Lorniel his entire life, and is one of its most famed and revered knights. He has won tournaments across Lorniel and beyond. He has a longsword and his trusty suit of armour. He longs to retire to his castle in the countryside, but before he can do so he is given one final task from none other than King Azaroth, which might prove his hardest yet...



Controls:

The controls for Sir Geldric are very simple, just navigate using the arrow keys on your keyboard.

Gameplay:

Legend of the Fire Scrolls is an action maze escape game with elements of a fantasy rpg. The player navigates through different levels of labyrinths. In these labyrinths, he is searching for a certain number of fire scrolls that have been craftily hidden within the passages. Due to the size of the viewport/screen vs the size of the passages, the player is often teased by glimpses of scrolls that he doesn't yet know how to reach. The player must collect all of the scrolls within each level before he can progress to the next one, resulting in frustration if he needs to go all the way back where he came from. Sir Geldric can pick up magical potions left from long ago, which will give him a much-needed 5 second speed boost.

The controls are simple and optimised for a keyboard, as the game is targeted for PCs and laptops.

Making matters worse are the enemies planted throughout each level's maze map. Skeletons, snakes and worse haunt the passages of the mazes. Unfortunately for our hero Sir Geldric, getting too close to these enemies will slow him down for 5 seconds, and cost him precious life. When he runs out of lives, it's game over for both him and the kingdom of Lorniel.

The levels in Legend of the Fire Scrolls become increasingly complex and full of enemies and hazards. The final level involves a showdown with the dark sorcerer Utumno. Players can earn special badges and post their best times online.

Game World Description:

Legend of the Fire Scrolls is set in a medieval fantasy world where the forces of magic - both light and dark - rule. The kingdom of Lorniel, ruled by the good king Azaroth, is under attack from the evil sorcerer Utumno who will stop at nothing to usurp the king's throne.

The game aesthetic is classic and spooky, featuring dark passages, stone walls and flickering torches. At the centre of each maze there is a large wooden double door, bordered by mysterious banners.



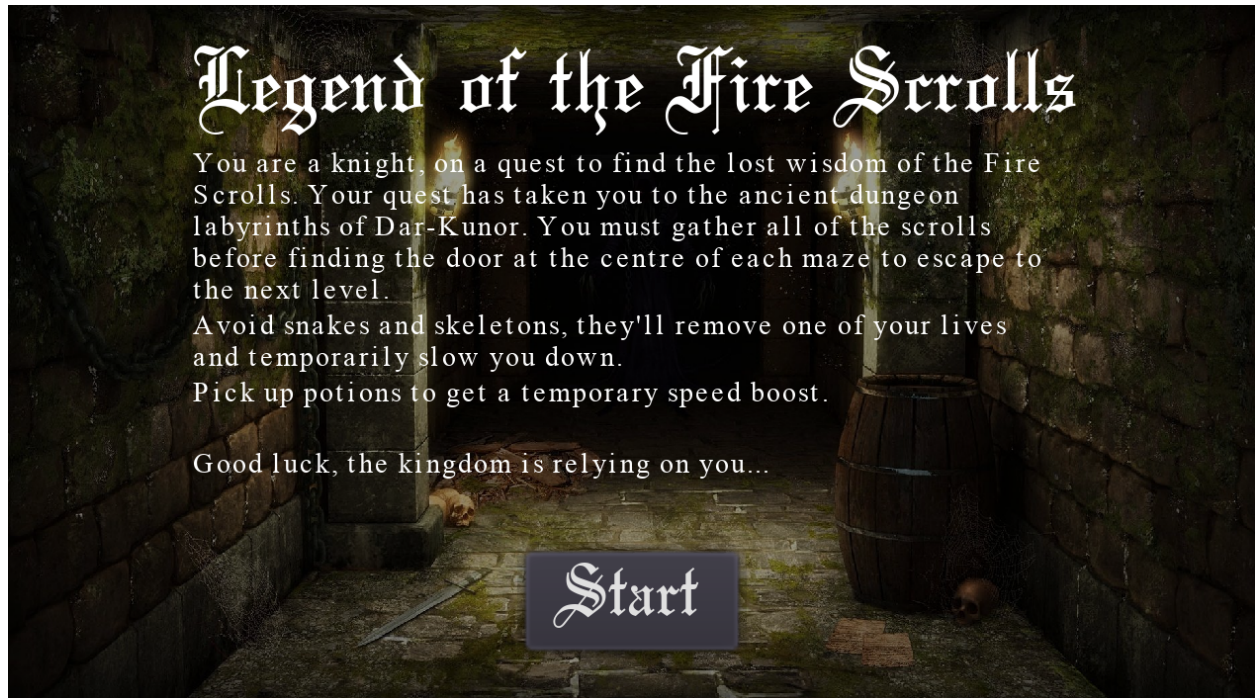
The graphical user interface elements include labels showing lives left and scrolls remaining to be found. There are also pop-up bars counting down the length of any speed increases or decreases, in green and red respectively.

Hazards and enemies are littered throughout each dungeon maze, spooky walking skeletons and hissing snakes abound.

A key part of building the atmosphere of the game world is the in-game music and sound effects, providing plenty of epic spooky tension.

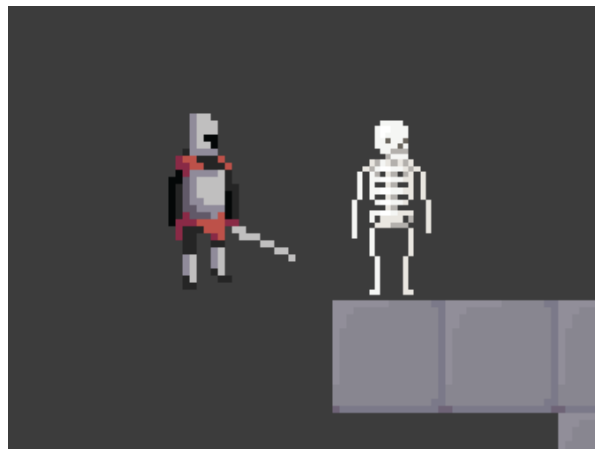
Game Experience:

First the player is shown the start screen, a hauntingly creepy image of a dungeon passage, complete with bones on the floor, torches, and a barely visible figure in the darkness ahead. Haunting choral atmospheric music plays, and the game story and rules are displayed. A simple 'Start' button begins the game.





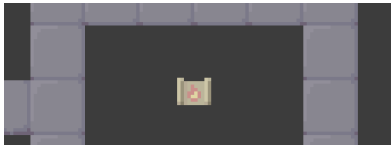
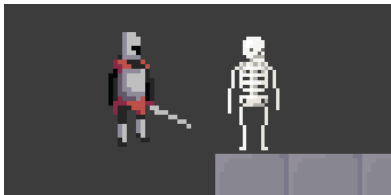

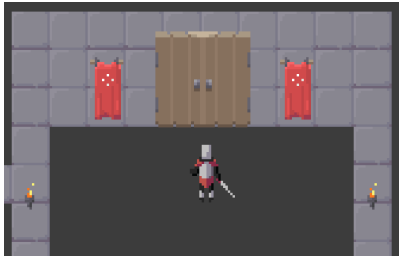
The world and characters of Legend of the Fire Scrolls are inspired by classic RPGs such as *Dark Souls* and *The Elder Scrolls*. The feel is spooky but not so scary as to put off younger players. The game has an air of depth and seriousness despite its low quality graphics.

In-game music features epic orchestras and choirs, inspired by the soundtrack of The Lord of the Rings movies, inspiring a similar level of awe.



Gameplay Mechanics:

The below table lays out the various objects within Legend of the Fire Scrolls:

Name	Image	Description
Sir Geldric		Our player and hero knight. Dressed in his trusty suit of armour and red livery, he carries a longsword.
Potion		Magical potions left behind in the dungeon mazes, give the drinker renewed strength. Provides player with a 5 second speed boost.
Fire Scroll		The eponymous scrolls written in ancient times, imbued with esoteric wisdom. Our player must collect them all to complete each level.
Skeleton		The bones of long-dead prisoners, animated using dark magic. By touching the living, they drain some of their life-force. If the player touches one, his speed will be reduced for 5 seconds.
Snake		Unnatural giant snakes crawl the passages of the dungeons. They are highly venomous - don't get too close! If the player touches one, his speed will be reduced for 5 seconds.
Doorway		At the centre of each labyrinth is the doorway exit, which leads to the next labyrinth. Once the player has collected all scrolls, the doorway will be unlocked and he can continue his quest.