

Shadow Eclipse

Design Document

Steven, Zneeke, Nik_TheGreek, King D, Josef49

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Introduction

Game Summary Pitch

Shadow Eclipse is a 2D top-down action game where the goal is to get to the objective of the level and then survive waves of enemies.



Platform

The game is developed to run on PC

Development Software

- Godot 4.2.1

Genre

Singleplayer, Casual, Action, Top-Down, Survival

Concept

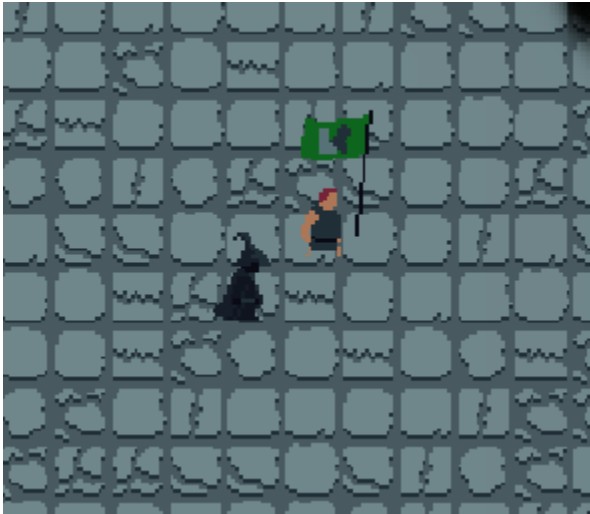

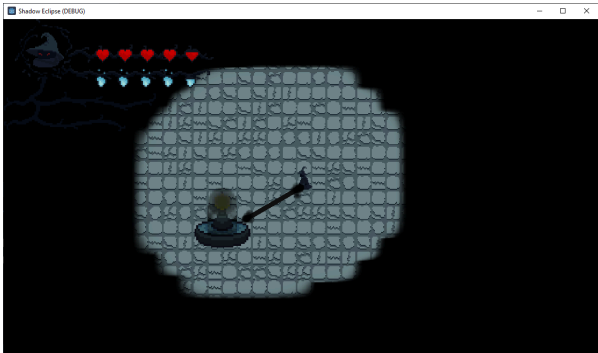
Gameplay Overview

The player will control a single character that will be able to attack and convert enemies into followers. The followers will be able to be given commands for them to assist the player. The goal of the game is to get to the end, where once the goal is “converted” the darkness will start spreading to cover the room, while a swarm of enemies will attack the player and they will have to survive an amount of time while protecting the goal and expansion to win.

Theme Interpretation (It's Spreading)

The idea for our game is that the player is a dark wizard trying to dispel the mind control from the light which has spread throughout the world. The player has to spread the darkness to free everyone.

Mechanics

<p style="text-align: center;"><u>Followers</u></p> <p>The player can convert enemies into followers and can command them to follow the player, defend a target, or attack a target.</p>	
<p style="text-align: center;"><u>Magic</u></p> <p>The player can use ranged magic attacks or a magic laser which uses mana to fight in combat or to convert enemies</p>	
<p style="text-align: center;"><u>Conversion</u></p> <p>Use your dark magic to convert enemies and light fountains to allies</p>	

Art

Hi fantasy location and roguelike characters

Sinister Main character Wizard

Enemies: Axe bandit, ranger, armored soldier, werewolf, undead

Objective: Light orb “protecting” city. Once Wizard reaches objective, summon darkness, and darkness spreads

Character will fit within 48x48 square. tiles will be 32x32 at most

Audio

Game Experience

UI

Controls

WASD - Move Character

Left Click - Melee Attack

Right Click - Magic Attack

R - Dark Laser

Z - Command followers to attack target

X - Command followers to go to and defend area

C - Command followers to follow the player

Gameplay

Traverse level in average of 10 minutes and Defend objective for 5-10 minutes:

Total 15-20 Minutes

Development Tasks

TASK	OWNER	ETA	STATUS	DEPENDENCY	NOTES
	KingD				
	Nikos				
	Zneeke				
	Steven				
	Josef49				

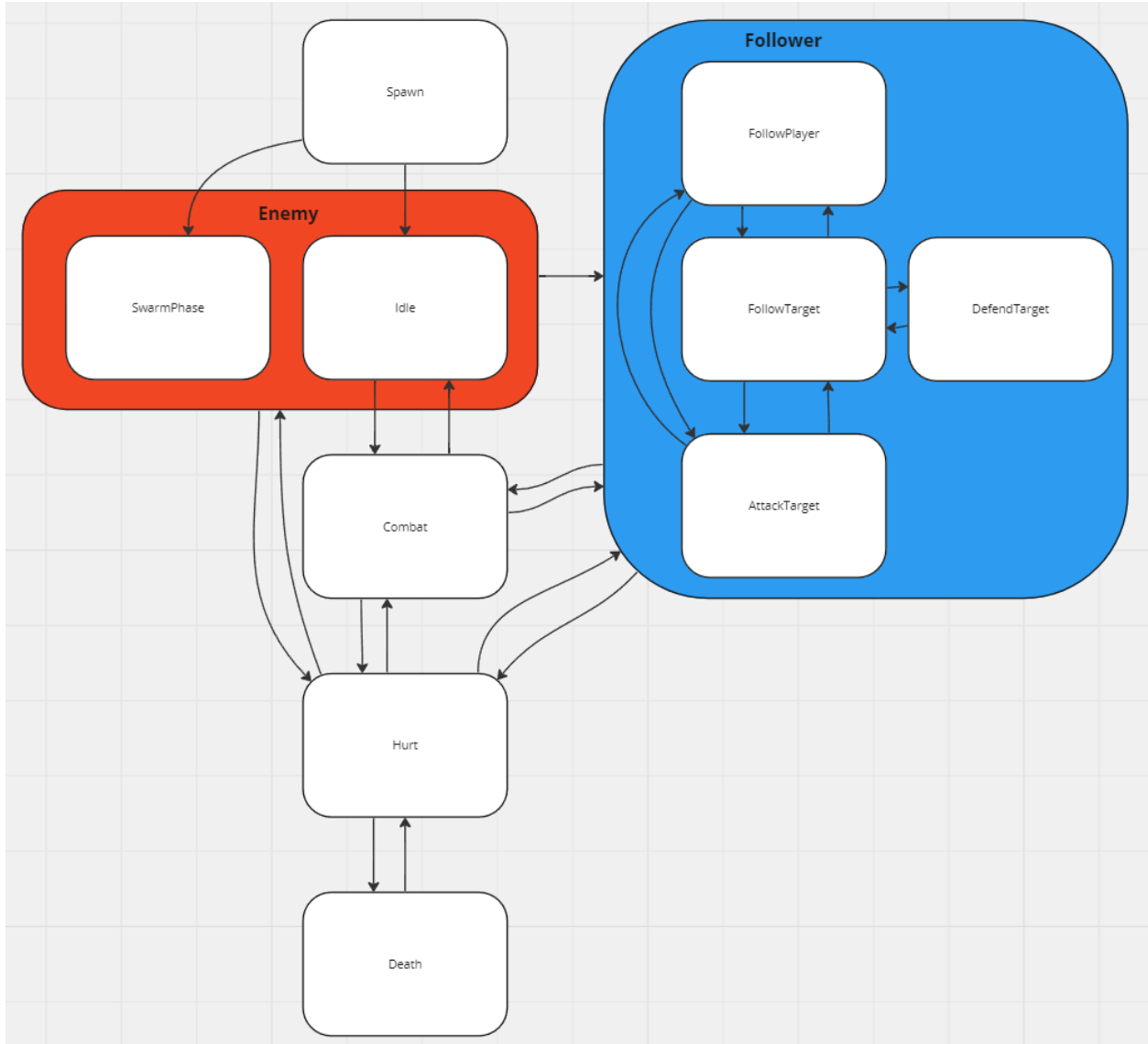
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1. Game environment for 2d top down. RFC background and character nodes + motion controls
 2. Camera Tracks Character running around level
 3. Flow commands also affect following mobs/npcs
 4. Mob spawning and motion
 5. AI behaviors (different AI states)
 6. Mob commands (defend/follow/attack) to tile/enemy
 7. Unique mob abilities
 8. Player characters can absorb or learn unique mob abilities
 9. Melee attack/magic mechanics for both player character and mobs
 10. Ranged attack implementations
 11. Mob health and damage mechanics/animations

12. Hitbox and collisions for mobs/players/map
13. Recruitment mechanic with point system (10 points)
14. Recruitment minigame unique to mob type
15. Fleshed out Map level with target goal at the end (prison/ bricks/ Magic TORCHES/ levers/ bars/ doors)
NOTE: Target Goal is Light Fountain
16. Wave Defense of Darkness spreading fountain (mobs spawn constantly and attack darkness)
17. Spreading darkness interacts with light sources on the map
18. Scoring/Timer system
19. End of Level Report screen
20. Level up rewards (damage/extra health/increased mob cap)
21. Startup Theme Song
22. Level 1 Theme song (loopable)
23. Melee sound effects
24. Ranged sound effects
25. Magic sound effects
26. Ambient sound effects (doors, levers)
27. Hit sound effects
28. UI Health/Mana/Recruitment indicator/mini map
29. Start Screen
30. Save/Load Mechanic
31. Options/configs
32. Pause Screen
33. Ingame Timer (maybe hidden) Shown depending on player actions
34. End of Game screen + theme
35. Purge Light Fountain Minigame
36. Door Pick minigame

NPC State Machine Flow Chart

Mind states:

Spawn	Idle	Combat	Hurt	Death
FollowPlayer	FollowTarget	AttackTarget	DefendTarget	SwarmPhase



State Change	Conditions
Spawn -> Idle	Automatically when done.
Spawn -> SwarmPhase	Automatically when done if entity has swarm_phase property true
Idle -> Combat	If near enemy faction
Combat -> Idle	No enemies near
FollowPlayer -> FollowTarget	Player follow target command
FollowPlayer -> AttackTarget	Player attack target command
FollowTarget -> FollowPlayer	Player follow player command
FollowTarget -> AttackTarget	Player attack target command
AttackTarget -> FollowPlayer	Player follow player command
AttackTarget -> FollowTarget	Player follow target command
FollowTarget -> DefendTarget	Follower reached target
DefendTarget -> FollowTarget	Follower too far from target
Enemy -> Follower	Player converts enemy
Any -> Hurt	Entity gets hit by something
Hurt -> Any	Automatically goes back to previous state when done
Hurt -> Dead	HP reaches 0