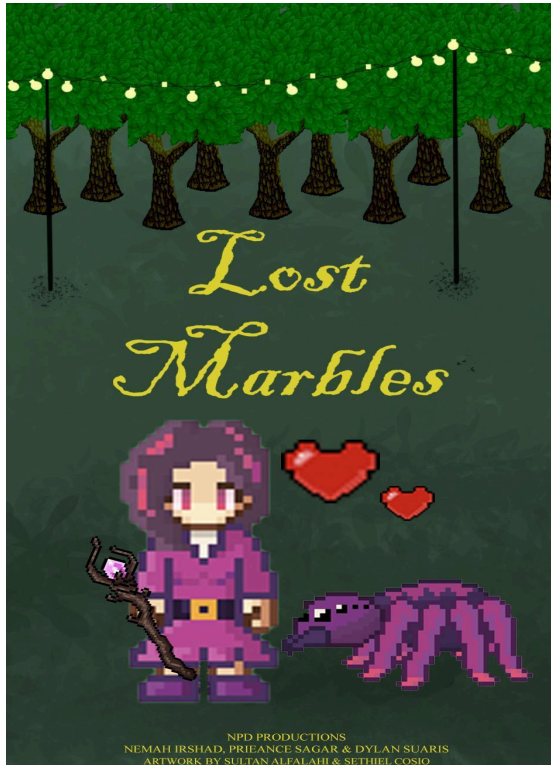


GDS210

Game Design Document



Written by **Prieance Sagar, Nemah Irshad and Dylan Suaris**

Version History

Version #	Date	Reason	Editor
1.0	05/June/21	Added general information about our game	Prieance
1.5	13/June/21	Added game act breakdown and puzzle structure. Added visual system interface (first draft) Added a reference image for the game dialogue system (first draft)	Prieance
2.0	15/June/21	Revision	Nemah
2.5	20/June/21	Added controls of the game Added more information on challenge structure Removed Technical section Edited small detail in enemy combat characters	Prieance
3.0	22/June/21	Edited the Challenge Structure Made the play flow into a chart Edited small detail in enemy combat characters Added bond mechanic section	Nemah
3.5	28/July/21	Added Level 1 map design Added reference image for look and feel of the game	Prieance
4.0	04/August/21	Updated UI section, combat section, playable character and control system	Prieance
4.5	15/August/21	Added support AI and NPC artwork	Prieance
5.0	17/August/21	Added audio reference links	Prieance

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Synopsis

A top down 2D action RPG game, where the player must defeat enemies while bonding with their familiar and figuring out a way home.

Game Overview

Game Concept:

In this game, the protagonist gets through enemies with the help of a support AI (familiar named Marbles) who assists the player in their journey back home. The end goal is to defeat the final boss and save the village.

Genre:

Lost marbles is a semi-open level based 2D RPG game.

Target Audience:

This game is targeted for users who love RPG games. As the game graphics and look is pixelated, users who love games with that art style are also our target audience.

- Story enthusiast
- Nostalgic fans of pixel art
- Fantasy lovers
- Animal lovers

Beach head target audience: Fantasy lovers

Game Flow Summary:

- The game starts within a village where the player learns more about their quest.
- The player alternates between fighting monsters on the field and helping the villagers.
- The player heads off to fight the final boss.

Look and Feel:

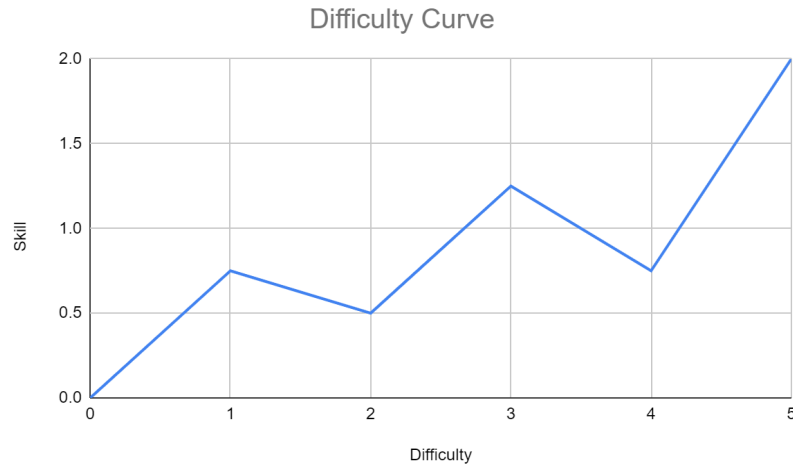
The look and feel of the game is basically a village, filled with greenery and houses around the map. The assets and graphics will be pixelated.



Gameplay & Mechanics

Game Progression:

The progression will be slightly ascending as for the difficulty curve too. The enemies in level two will have a mix of level one enemies and a new kind of enemies which both have different AI tactics so the player needs to adapt to it.



Challenge Structure:

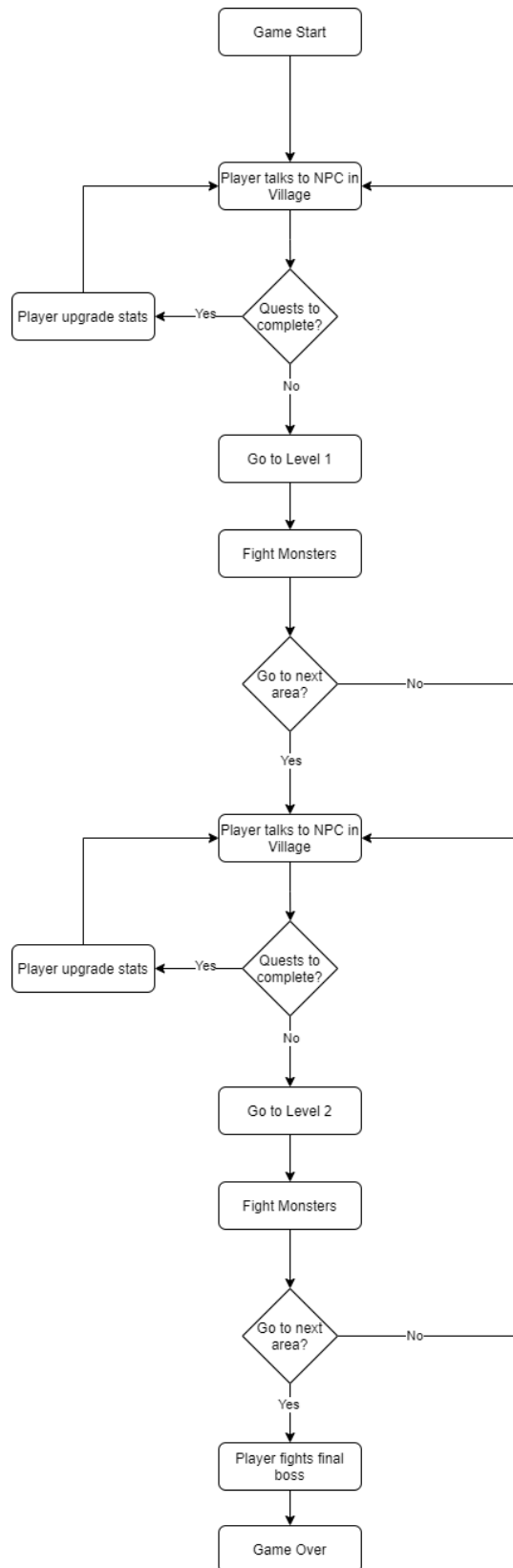
The challenge structure is fixed as there would be a certain number of enemies in each level, the difference being the level and experience of the enemy NPC go higher while proceeding to the next level.

- Level one consists of 10 zombies
- Level two consists of 5 skeleton archers, 5 skeleton knights, and 5 zombies
- Level three consists of the necromancer who can summon zombies as an ability

Objectives:

The main objective is to defeat the final boss in the final level. To reach the final level, the protagonist has to get through two levels. There are a total of three levels.

Play Flow:



Rules:

- The protagonist has a health bar, so the player could take a certain amount of hits.
- The enemies also have a small health bar UI next to them to indicate how much damage they have taken.
- The familiar follows the player throughout the game.
- The familiar acts on how you treat them or if you take their advice.

Objects & Space:

The environment will vary slightly to differentiate between levels. The gameplay will progress with the environment as the player movement will be normal. The player would be interacting with NPCs and enemies around the level.

Movement in the game:

Top down movement using WASD.

The player moves from a village area interacting with NPCs to combat areas to fight enemies and get through obstacles. This applies to every level (3 levels).

Combat:

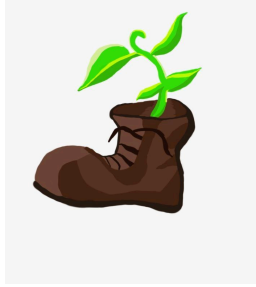
Button	Move	Damage	Range	Cooldown
<u>Left Click</u>	Staff swing	50	0.50 unit	0.1 seconds
<u>Right Click</u>	Spell	50	7 units	2 seconds

Economy:

None as of yet.

Replaying and Saving:

The player will interact with this shoe as a checkpoint to save and replay in the game.



Easter Eggs:

None as of yet.

Narrative & Setting

Characters:

Willow:

Familiar:

Necromancer:

Plot Elements:

Backstory ([Story](#)):

Act 1:

A witch wakes up in a forest sleeping under a willow tree, she encounters a strange dark creature which had animal-like features but she couldn't exactly pinpoint what it was. She reacts to the creature and decides to follow it, the creature leads her to a nearby town where she was stopped at the gate by two guards. One of the guards shouts at her preparing his weapon, fearing for his life. The other guard convinces him that the witch is not with the monsters, and then starts talking about how she is the prophesied person due to her wielding a purple staff with a gem. They ask her what her name was and she ponders for a bit before replying with Willow, they allow her into town and she begins to speak to the villagers. She realizes the world is being attacked by necromantic creatures such as skeletons and zombies, and that there is a prophesied witch of

purple who alongside her familiar will save them. As she talks to the villagers she learns how to use her magical abilities, and the power of her familiar.

Act 2:

The villagers hide inside their houses and drag Willow into one of them, the town gets attacked by zombies. Willow leaves the house with her familiar and destroys the zombies, everyone cheers for her as she defends the village and offers her services so long as she collects the necessary materials. She and her familiar go beyond the town gates to destroy the undead and collect the necessary materials to help the villagers. Each encounter with the villager aids her and her familiar in some way. She decides to venture further into the outskirts where she faces skeleton archers and knights. After defeating them, she discovers a castle. She returns to the village to ask about the castle.

Act 3:

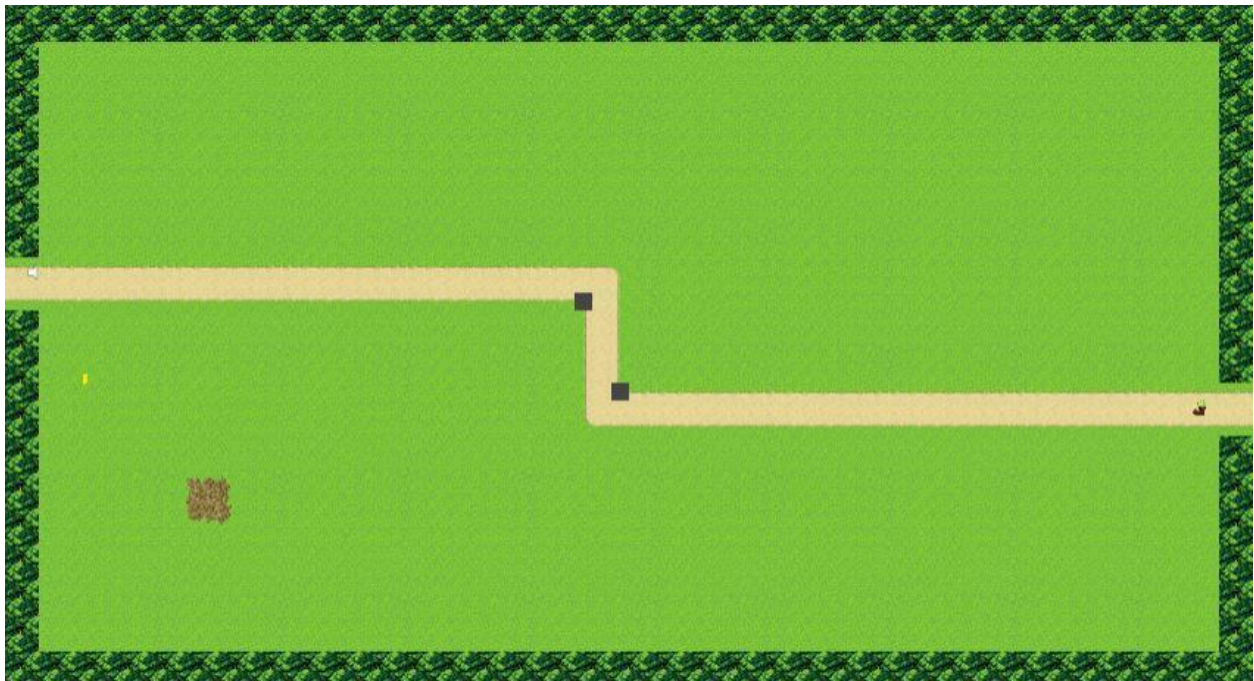
The villagers talk about a necromancer who is constantly summoning undead creatures to kill everyone, Willow begins preparing for her final battle. The villagers at first warn her to not go, but they end up being comforted by her and cheer her on. She travels to the castle fighting all enemies in the way. Once she makes it to the castle she is faced with the necromancer, who calls out to her familiar as if they knew each other. Willow feeling betrayed but chooses to believe in their bond ventures forth to fight the necromancer, after a long arduous battle the necromancer yells out in pain. How could a simple child defeat me! Willow responds by saying she was the chosen one. The necromancer laughs and explains that the true witch of the prophecy was the familiar and he used to be her familiar but she abused him and thus he turned her into this beast and promised to rid the world of all humans. He then turns into a more beast-like form and the second phase of the battle begins. After defeating him once more, the curse is broken and your familiar turns into the witch and expresses her gratitude for your help and promises to protect the town and defeat the remaining undead. You who treated her with kindness even as a monstrous beast, she is forever in your debt. Willow returns to the willow tree and takes a nap.

Game World:

General Look and Feel of the World:



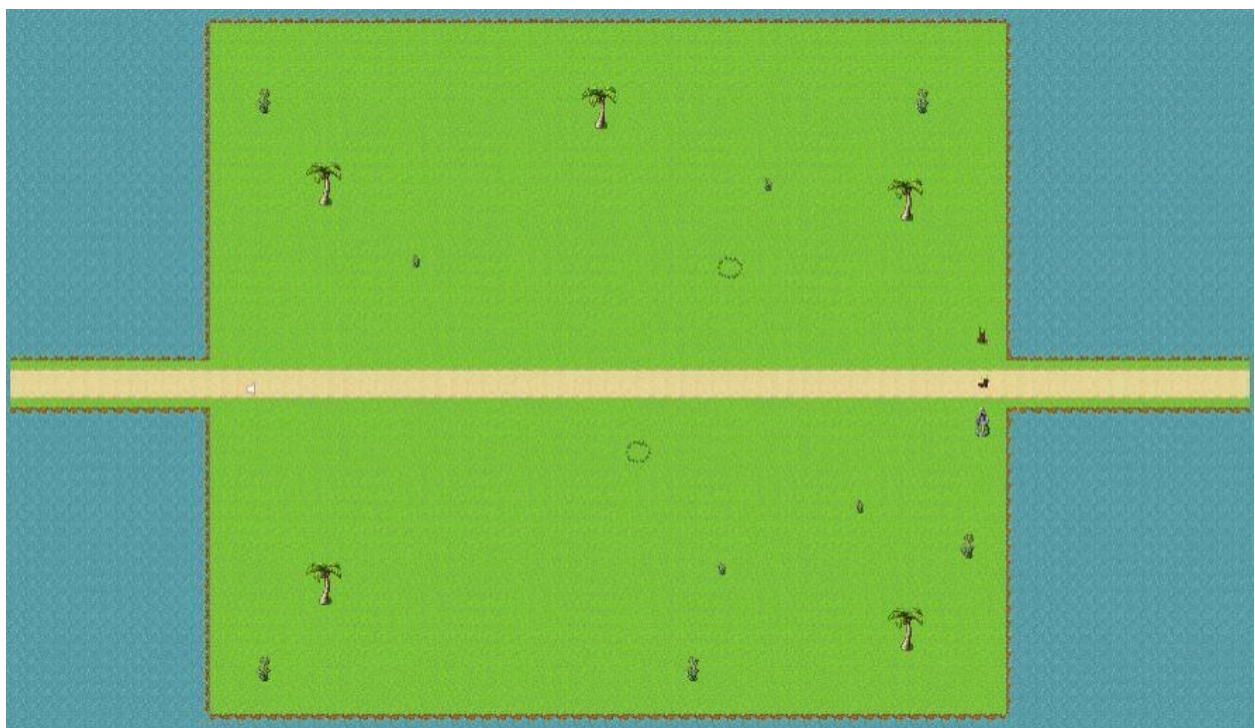
Level 1 (Village)



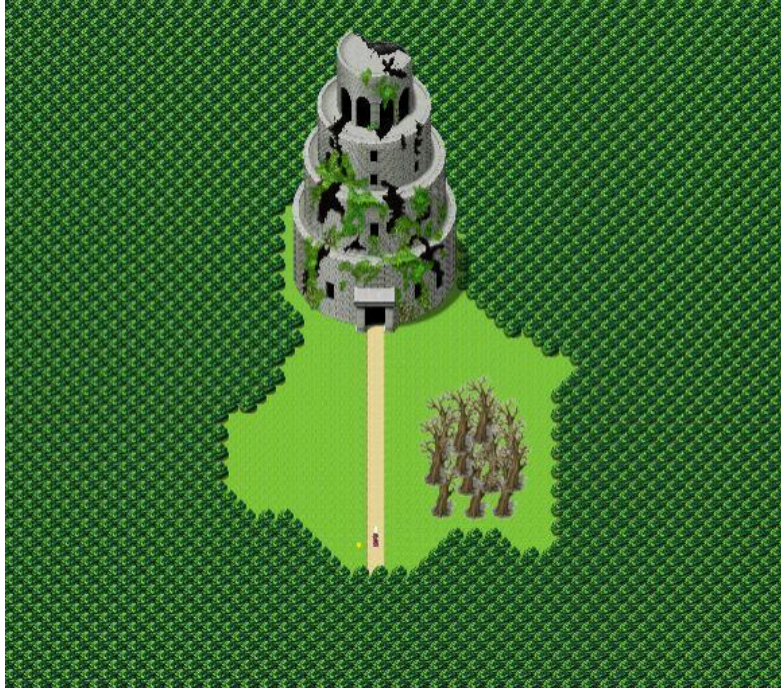
Level 1-2 (Combat area)



Level 2 (Village)



Level 2-2 (Combat area)



Level 3 (Village)



Level 3-2 (Combat area)

Areas:

The map will consist of certain objects and assets such as trees, houses, greenery and pathways.

Playable Characters:

- Willow



Levels	Health	Damage	Range	Cooldown	Speed
<u>1</u>	3	1	0.5 units	0.1 seconds	5
<u>2</u>	3 4 - if quest is completed	Melee - 2 Spell - 1	Melee - 0.5 units Spell -	Melee - 0.1 Spell - 2	5
<u>3</u>	5 6 - if quest is completed	Melee - 2 Spell - 1	Spell - 0.5 units Spell -	Melee - 1 Spell - 1	5

Enemy Combat Characters:

- **Zombie** - melee attacker who chases the player



Levels	Health	Damage	Attack Range	Cooldown	Speed	Line of sight
<u>1</u>	2	1	0.5 units	0.1 seconds	3	5
<u>2</u>	2	1	0.5 units	0.1 seconds	3	5
<u>3</u>	2	1	0.5 units	0.1 seconds	3	5

- Skeleton Archer - ranged attacker who tries to keep his distance from the player



Levels	Health	Damage	Attack Range	Cooldown	Speed	Line of sight
<u>2</u>	3	1	7 units	2 seconds	3	7
<u>3</u>	3	1	7 units	2 seconds	3	7

- Skeleton Knight - melee attacker who chases the player but has a shield so it can only be attacked from the side



Levels	Health	Damage	Attack Range	Cooldown	Speed	Line of sight
<u>2</u>	3	2	0.5 units	0.1 seconds	1	5
<u>3</u>	3	2	0.5 units	0.1 seconds	1	5

Allied-Combat Characters:

- Familiar - an allied NPC that will attack enemies with you or give you armor



Health	Damage	Attack Range	Cooldown	Speed	Aura Duration	Heal Speed
2	1	2	5	4	1 second	1

Non-Playable Characters:



Jim



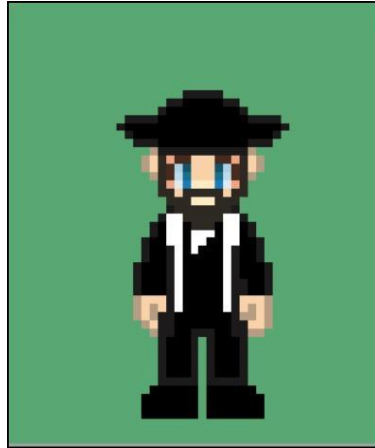
Sophie



Bob



Dave the farmer



Dave the priest



Rose



Heights



Vanessa

Interface

Visual System:



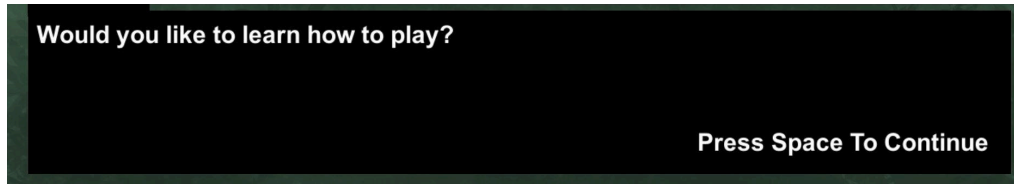
Main Menu



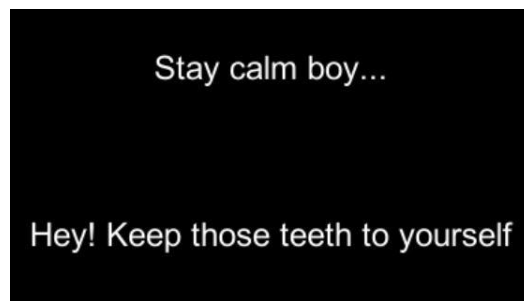
Gameplay

Dialogue System:

There will be a small dialogue box at the bottom of the screen whenever the protagonist talks to the familiar or when introduced to a new level, enemies or so. (subject to change)



Dialogue box



Dialogue option box

Control System:

Button	Action
W	Move up
A	Move left
S	Move right
D	Move down
E	Interact with NPC
Mouse button 1	Melee attack
Mouse button 2	Ranged spell

Audio System:

Background Music:

The sound type would be chill medieval village style to give it a mix of a village and wizardry.

Level 1, 2, and final boss will have the same bgm but with different bpm's.

Sound Effects:

Player:

- Staff Swing
- Cast Spell
- Death

Familiar:

- Attack
- Death

Enemy:

- Hit player
- Death

Change Scene:

A teleport sound effect

Scene Change - <https://www.youtube.com/watch?v=NNdQzZKSmq4>

Background - <https://www.youtube.com/watch?v=jZ7a1yPaJh0>

Bond Mechanic

The familiar and the player will have a bond value which will affect if the familiar will aid the player during battle or not. This bond can increase when the player chooses dialogue options that are kind or to the familiar's advantage and can decrease by being cruel or mean to the familiar. Letting the familiar die in battle will also decrease the bond, and successfully winning battles will increase the familiar's bond.

The familiar will change its states based on its bond level. For example, there might be a 50% chance for the familiar to attack the enemy due to its bond level being 50, if it succeeds it will come to its range of 1 and deal 1 heart of damage to the enemy.

The familiar can use its aura to make the player immune to damage for 1 second.

Artificial Intelligence

Ally Characters:

Familiar:

The familiar will follow you around and either boost your damage power by making the player immune to damage or attack enemies by moving towards the enemies and damaging them close

range (melee) 1 heart of damage, the familiar will check its bond and roll a random number between 0-100 if he rolls lower than the bond value then he can take an action such as buffing the player or attacking enemies, if it fails he might wander or run away.

Opponent AI:

Zombies:

They will wander randomly and then follow the player once in sight and use melee attacks.

Skeleton Knights/Archer:

The skeleton knight has a similar AI to the zombie but they cannot be hit by the spell attack

The skeleton archer will follow any other AI near it and keep a distance away from the player to shoot at range.

The Skeletons are very slow and can be outrun.

Asset List

Art:

Characters

Houses

Tree of save

Audio:

Animation:

Map:

References

Medieval background sound. (2021). Retrieved August 2021, from <https://www.youtube.com/watch?v=jZ7a1yPaJh0>

Pokemon Sword and Shield guide walkthrough: Everything you need to become the Champion of Galar. (2021). Retrieved August 2021, from <https://www.gamesradar.com/pokemon-sword-and-shield-guide-walkthrough/6/>

Stardew Valley. (2021). Retrieved August 2021, from <https://www.stardewvalley.net/>

Teleport Effect. (2021). Retrieved August 2021, from <https://www.youtube.com/watch?v=NNdQzZKSmq4>