

*Winters Grasp GDD*

# **Winters Grasp Game Design Dokument**

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## Winter's Grasp

### **High Concept**

"Dare the harsh and unforgiving weather, fight for survival against the mythical creatures of the north."

Winter's Grasp is a dungeon crawler that focuses on the character's development rather than items and gear, the game will offer replayability with randomized dungeons and multiple difficulty levels. The game will utilize a unique control scheme to create a combat system that engage the player.

Elevator Pitch

*"Explore the world, kill the monsters, find the apples!"*

### **Genre and platform**

Dungeon Crawler RPG

### **Features**

- **Randomly generated levels:** *Play the dungeon multiple times and get a different experience each time.*
- **Character progression:** *Level up your character, and face tougher challenges.*
- **Engaging fight mechanics:** *The game uses the PSP controls in a unique way to create a dynamic fight system.*

### **Platform and Target audience**

The target platform is the PC, while the target audience is gamers who like to explore awesome levels and enjoy a good fight while still enjoying a new experience each time.

## **The Game**

### **Controls**

#### Fighting

The game will use the Right and Left mouse buttons for attacks, right button to strike with the right arm (hammer), and left button to strike with the left arm (axe). The attack buttons can be held down to charge up to a total of 3 different attacks.

To move around the W,A,S,D keys are used, W,S to move forward and backward while A,D i used to strafe. The mouse is used to turn the camera and the main character who always look in the same direction of the camera.

### **Menu**

The menu lets the player start a new game or load a saved character data. When that is done the player can choose which dungeon he wants to visit. From the start there will only be one dungeon to pick from, the other needs to be unlock by playing the game. When a dungeon has been chosen the game will randomly generate a dungeon with that setting.

### **Story**

Iduns mythical apples have been stolen by the giant Gargatul who has taken the apples to Midgard the land of the humans where he scattered and hid them. Without the apples the gods will grow old and die. You are a warrior who have died an un-honourable death, you have been chosen by Idun to reclaim the apples and restore the might of the gods. If you complete this task you will be granted eternal life in Valhalla as a champion of the gods.

### **Goal**

The goal of the game is to find the apples of Idun, there is one apple in each dungeon. When the apple has been found the next dungeon will be unlocked to choose in the menu.

## **In depth mechanics**

### **Fighting**

Left hand strikes, done with the left mouse button

Level 1 sweep: done by clicking the left button once, a wide sweep that can hit 2 enemies.

Level 2 cleave: done by holding the left button for 1.5 seconds and releasing, a wide sweep that can hit 4 enemies.

Level 3 spin attack: done by holding the left button for 4.5 seconds and releasing, can only be held for 3 seconds. A sweep attack that can hit 6 enemies will kill units that are stunned.

Right hand strikes, done with the right mouse button

Level 1 strike: done by clicking with the right button once, a heavy strike that hits 1 enemy.

Level 2 bash: done by holding the right button for 1.5 seconds and releasing, powerful blow that knocks enemy back.

Level 3 smash: done by holding the right button for 4.5 seconds and releasing, can only be held for 3 seconds. Smash the ground to stun all enemies caught in its effect for 2 seconds

### **Healing**

When the player takes damage the only way to regain lost health will be to heal oneself, in order to heal the "space" button is held, as it is held a marker will travel along the HP bar, starting from empty and going towards full, when the button is released the HP will fill up to the marker.

If the marker is below current HP no HP will be regained, so releasing the button too early will cancel the healing. All attacks done to the player while healing will cause extra damage but won't cancel the healing. While healing the player can't attack and moves slower.

*Taking damage while healing will cancel the healing, depending on where the marker is on the HP bar one of two things will happen. If the player takes damage while healing and the marker is below current HP the current HP will be set to where the marker is, if the player takes damage while the marker is above the current HP, the player won't regain any HP instead the attack that interrupted the healing will deal X% more damage.*

*- (Italic text describes an old version which was designed with PSP as platform, on the PSP we were limited to fewer enemies which made the old system make more sense, but with increased amount of enemies you will never find time to heal if you are interrupted when hit during the heal.)*

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The healing system has a risk involved because it is more meant as an "after battle" healing, during battle it is more like an emergency healing to remove the need for potions. It is easier to heal in battle when low on health since you don't need to hold the "circle" as long, the risk also becomes greater the more health you have since you will be taking extra damage and will need to hold the button for a longer duration.

When there are no enemies nearby the marker travels much faster.

### Leveling up

The character will start at level 1 and kill enemies to gain experience, after a certain amount of experience is gained the character will advance to the next level. Leveling up unlocks new abilities.

When leveling up the following abilities are unlocked

#### Abilities

*Level 2:* Hammer level 2 charge up, stuns target

*Level 3:* Axe level 2 charge up, hits up to 5 enemies

*Level 4:* Hammer level 3 charge up, area stun

*Level 5:* Axe level 3 charge up, hits up to 7 enemies, and instantly kills enemies that are stunned

*Level 6:* Whirlwind attack or area fear?

*Level 7:* Armour and damage buff

*Level 8:* Instant level 3 Hammer

*Level 9:* Instant level 3 axe

*Level 10:* Area of effect damage ability "nuke"

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The amount of experience needed is calculated using this level formula:

### Formula

A = Next level (the level you are leveling towards)

B = Current level's XP (**half of the** experience required to reach the level you currently are on, level 1 counts as 500)

C = 750

XP = The experience needed to reach the next level

$XP = A \times C + B$

Exampel 1

To advance from level 1 to level 2

$XP = 2 \times 750 + (500/2) = 1750$

Exampel 2

To advance from level 2 to level 3

$XP = 3 \times 750 + (1750/2) = 3125$

Using the formula we know that we need 1750 XP in order to reach level 2, and 3250 to reach level 3.

## Levels – Randomisation

The game will consist of three areas, each area has multiple levels. For start we will focus on creating one area and get that area really good. The levels will be randomly generated, the levels will be built using a system that randomly places different blocks together.

There will be two types of blocks:

**Eventblocks:** *these blocks will be bigger and contain more graphical content, they will be unique and the rest of the level will be built around these blocks.*

**Roadblocks:** *these blocks will be the corridors and roads that leads to the eventblocks. They will consist of roads, threeway and fourway crossroads to name a few.*

The level randomizer will start by randomly place the eventblocks, then it will connect the openings in the blocks using the roadblocks.

## **Power-ups**

When killing enemies there is a slight chance they will drop one of the following power-ups which the player can pick up to temporarily boost himself. If there is time we want breakable items like barrels and chests that also can drop power-ups.

**Healing power-up:** as the name suggests this power-up restore some of the players lost life when picked up.

**Attack boost:** when picked up this power-up will increase the players damage output for a short while.

**Defense boost:** this power-up reduces all the damage the player receives for the duration of the power-up.

## **Death**

If the player dies when exploring a level he will have the option to quit or continue his progress will be saved either way, if he decides to continue a new level will be randomized.

## ***Enemies and bosses***

We have five different enemies planned, though we have decided to prioritize three of the enemies that we feel are the most important. The enemies we will prioritize are the following three:

### **The goblin**

Goblins will be the basic enemies which you will see the most of. We will use different textures and accessories on the same model to make them feel a bit different even if you face many of them. They will use a pretty basic AI where they charge head on and rely on their numbers. If many of them die some might lose hope and flee for a short while before regaining their courage.

### **The Harpy**

The harpy will be a "flying" enemy in sense that it will hover above the ground, the player will still be able to hit them with his normal weapon attacks. This enemy will utilize a ranged attack and will have a AI behaviour that is somewhat cowardly, it will try to keep its distance to the player and shoot. The harpy will be slower than the player and can not shoot and move at the same time so it can be caught and killed.

### **The Giant**

Giants will be fewer but strong, they will be a brutish enemy that relies on strength and toughness. They might get an attack that knocks the player back or stuns the player.



## **Enemy 4**

This was meant to be an skeleton warrior. It was meant to be somewhat tougher then goblins but weaker then giants, they would not have the cowardly AI of goblins but instead stay and fight till they died. But during production we realized that the time was not enough so we cut this enemy in favour of the other three.

## **Enemy 5**

This enemy was also cut from the game at about the same time as the skeleton warrior. This was meant to be an skeleton archer, he would be weaker then the harpy but come in greater numbers.

## **Boss**

We have a boss planned as something we might add if we feel that we have the time, the boss has low priority since we feel that it is better to get the three core enemies and the gameplay solid first and foremost. If we have the time the boss will be a beefed up regular enemy that you encounter at the end of a stage, at the moment a unique giant feels like the best option, he will be bigger then the regular giants, have some special attacks and more HP. He will reappear at the end of each level.

An alternative to the boss that we have thought of incase we dont have time is to just have a scaled up regular Giant with a different texture and instead of giving him special attacks, he will be part of an event where the player is attacked by waves of enemies.

## ***Enemy introduction***

These enemy introductions are something that could be implemented if we feel that we have the time.

## **Goblins**

Goblins will be the common mob enemy and each of them wont need an introduction, but a few of them might appear from tunnels and caves in the mountain.

## **Giant**

Some groups of goblins can lead giants in chains, when the player is within range they let the giants loose on the player. An alternative is that some giants could lie on the ground covered by snow almost looking like a rock covered in snow, when the player approaches the snowy rock the giant awakes.

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### **The Boss**

Depending on if and how we do the boss this could be one way to present the boss, if we can have goblins lead the normal giants in chains and the boss is a scaled up giant with his own texture, then the boss could be chained to a wall or a wooden construct, when the player approaches he breaks loose.

### **Game modes**

#### **Normal mode**

The game randomises a level and there is a set amount of levels to play through, when all levels are complete the game ends.

#### **Unlimited mode**

This mode has no end, it puts the player in an event block where enemies spawn in waves. The player can go on playing as long as he wants or till he dies or gives up.

### **Lists**

#### **Effects – combat**

- Swosh lines in the air to give the player feedback on his weapon reach.
- Dust and "explosions" on impact
- Frost bolt (3d mesh) with a cold trail of Ice particles (particel effect)
- Feathers blow through the air from harpy
- Blood effects
- Enemies exploding, "gibbing"
- Camera shake effects

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### **Effects – weather/ environment**

- Drifting snow along the ground to give the player the feel of a cold winter day.
- Snow blowing in the air, could have shifting intensity (see shaders)
- Fog
- Fire
- Smoke
- Wooden crate brakes

### **Shaders**

- Shadow map shader
- Depth of field shader
- Splatt map shader
- Bloom
- Snow shader