Game Design Document for:

Restore of Falguard

Versions :   1.80

PEER REVIEW IN PAGE 136

Last updated :   14 February 2018

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Royce Zhang XiaoYin – Artist

CONTENT

INTRODUCTION

Restore of Falguard is an Action-Adventure, 2D Platformer PC game set in a medieval, high-fantasy world about a boy's quest to restore peace and order to the Fallen Kingdom of Falguard where players must defeat enemies and make their way through the different levels with limited controls but a variety of objects to interact with throughout the game.

DESCRIPTION

Crystal Cave

Gather your courage as you wield your trusty hammer of hope and bring judgement to the invaders of Falguard. Play as Atlas, an unlikely hero who stumbled upon a Legacy Weapon in your search for help. Challenges await as you enter a world of platforming without the ability to jump. Smash and dash your way through the enemies and obstacles that stand in your way and interact with different objects to make your way through the different levels. Are you ready for the epic quest that lays ahead?

GENRE

1) Action-Adventure
2) Platformer
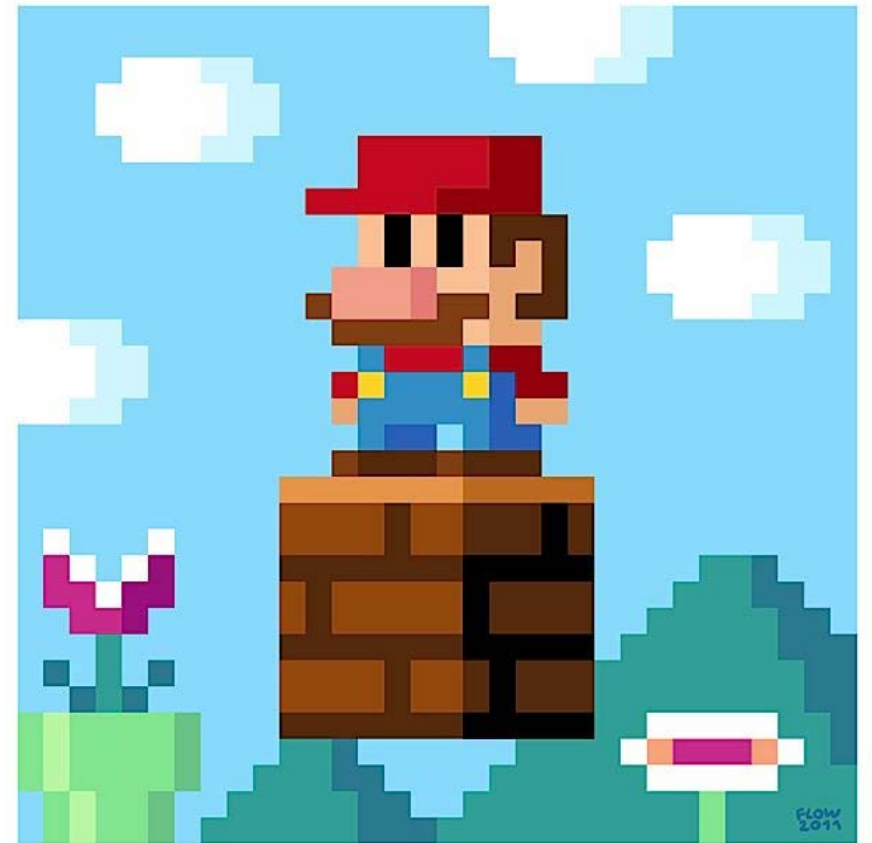
KEY FEATURES

Challenging gameplay
- Find your way through the levels as you defeat enemies and overcome obstacles with the use of your hammer, all without the ability to jump.

Beautiful pixel art and animation.

Intense boss fights.
- Bring judgement to the different bosses, each with their own unique attack patterns.

Diverse range of interactable objects.
- Make use of the different objects to help overcome obstacles that stand in your way.

Explore and find collectibles hidden throughout the game
- and learn more about the enchanting world of Falguard.

PLATFORM

The game will be published for PC.

CONCEPT ART

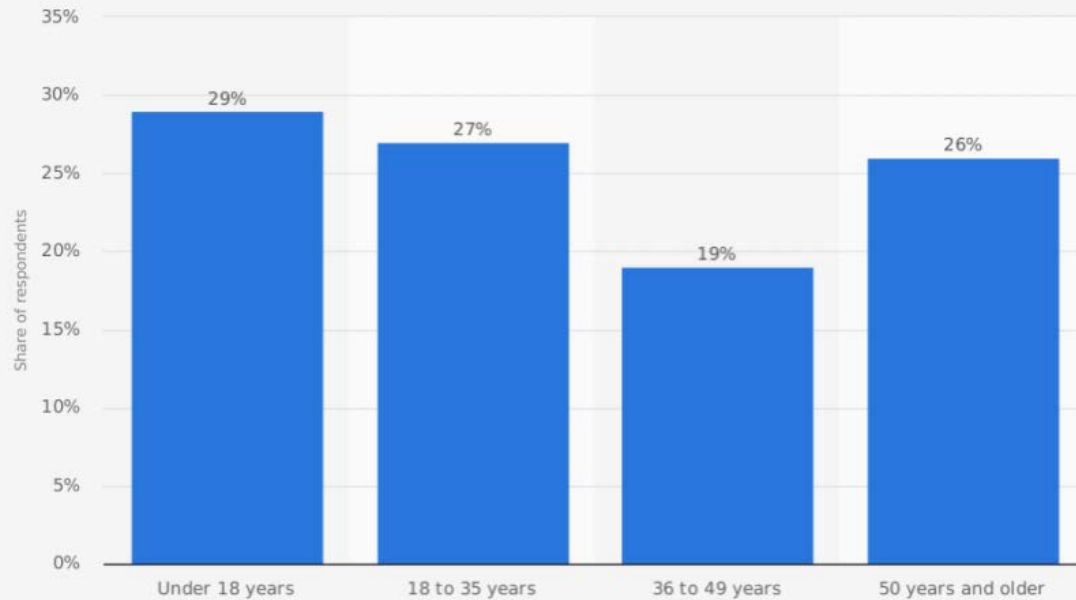# CONCEPT ART

TARGET MARKET

1) Target Demographic

Age: 17 to 35

Gender: Meant for both genders but more towards the males.

Demographic: 9-5 job holders.

TARGET MARKET

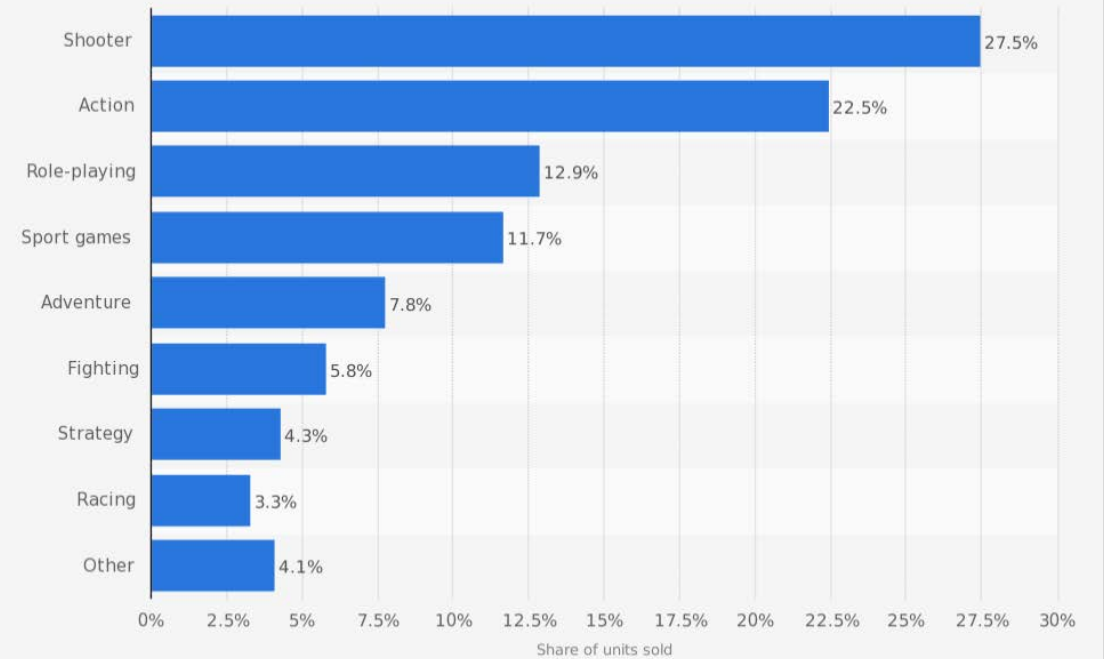Age breakdown of video game players in the United States in 2017

Genre breakdown of video game sales in the United States in 2016

Top games by current player count

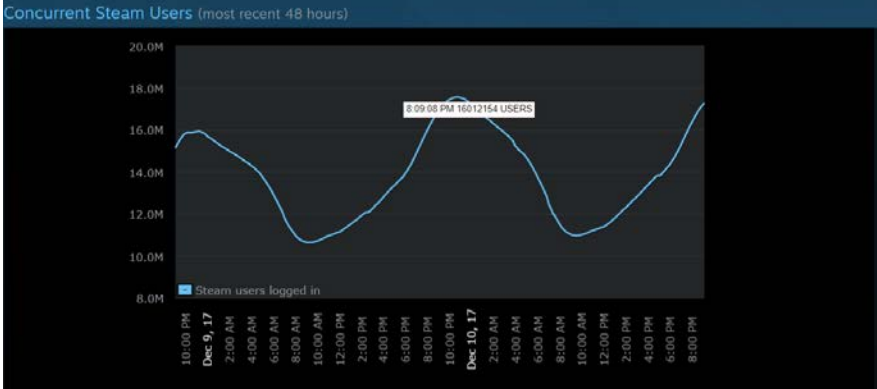| CURRENT PLAYERS	PEAK TODAY	GAME
2,751,481	2,914,009	PLAYERUNKNOWN'S BATTLEGROUNDS
719,761	790,683	Dota 2
515,735	597,253	Counter-Strike: Global Offensive
232,118	235,249	PLAYERUNKNOWN'S BATTLEGROUNDS (Test Server)
89,795	89,795	Grand Theft Auto V
89,700	100,845	Tom Clancy's Rainbow Six Siege
64,451	69,378	Warframe
58,554	69,568	Team Fortress 2
54,790	67,187	Path of Exile
51,400	51,400	Football Manager 2018
50,041	60,672	Rust
47,275	50,995	ARK: Survival Evolved
39,692	62,998	Rocket League
38,084	51,669	Garry's Mod
38,046	40,967	Euro Truck Simulator 2
36,569	40,089	PAYDAY 2
33,053	43,225	Sid Meier's Civilization V
32,915	32,915	Tom Clancy's The Division
31,289	36,445	H1Z1
30,025	38,311	Arma 3
24,849	30,367	Fallout 4
23,935	29,826	Sid Meier's Civilization VI
23,804	23,804	Football Manager 2017
23,772	30,846	Paladins
23,605	28,645	Terraria
22,311	25,482	Unturned
20,105	20,105	The Witcher 3: Wild Hunt
19,991	22,851	Counter-Strike
19,889	23,226	The Elder Scrolls V: Skyrim
19,444	20,410	Dead by Daylight
19,169	22,493	Call of Duty: WWII - Multiplayer
16,732	20,344	Left 4 Dead 2
15,960	18,454	War Thunder

Steam Hardware & Sof

Steam Hardware & Software

Steam Stats

Steam Download Stats

Steam Support Stats

5,708	6,045	Company of Heroes 2
5,685	8,533	Crusader Kings II
5,597	6,031	Warface
5,551	6,083	Crossout
5,235	6,077	Trove
5,116	5,189	Shadowverse
4,960	5,309	Tom Clancy's Ghost Recon® Wildlands
4,884	7,959	FINAL FANTASY XIV Online
4,767	5,564	Total War: WARHAMMER
4,756	5,932	Elite Dangerous
4,663	5,459	Total War: ATTILA
4,599	5,154	Subnautica
4,521	4,968	Divinity: Original Sin Enhanced Edition
4,498	5,100	Idle Champions of the Forgotten Realms
4,337	7,004	Homefront
4,185	5,710	Space Engineers
4,171	4,386	Oxygen Not Included
4,158	4,359	World of Warships
4,140	4,225	Rise of the Tomb Raider
4,116	4,755	Robocraft
4,113	7,435	Doki Doki Literature Club
4,072	5,800	Geometry Dash
4,034	4,243	NOBUNAGA'S AMBITION: Taishi
4,001	4,830	EVE Online
3,986	4,341	Deceit

15,928	20,439	Europa Universalis IV
14,947	20,411	Battlerite
14,660	19,029	Hearts of Iron IV
14,380	18,138	The Elder Scrolls Online: Tamriel Unlimited
14,149	15,785	Total War: WARHAMMER II
13,870	17,873	The Elder Scrolls V: Skyrim Special Edition
13,814	14,113	Clicker Heroes
13,482	16,872	7 Days to Die
13,339	16,208	Stellaris
13,241	16,587	Age of Empires II: HD Edition
13,109	13,944	Cities: Skylines
13,081	13,945	Black Desert Online
12,390	12,772	Assassin's Creed Origins
12,317	12,779	NBA 2K18
12,293	13,947	Don't Starve Together
12,179	17,225	Divinity: Original Sin 2
11,390	13,419	Total War: ROME II - Emperor Edition
11,055	12,710	World of Tanks Blitz
10,870	11,622	Black Squad
10,613	13,595	Yu-Gi-Oh! Duel Links
10,604	12,333	RimWorld
10,497	11,188	Farming Simulator 17
10,113	12,069	Stardew Valley
9,795	9,931	Wallpaper Engine
9,468	10,507	DARK SOULS™ III
9,432	10,950	Borderlands 2
8,873	10,689	Factorio
8,502	12,948	SMITE
8,163	10,540	Mount & Blade: Warband
7,786	7,786	SpellForce 3
7,268	7,900	The Binding of Isaac: Rebirth
7,228	8,233	Middle-earth™: Shadow of War™
7,195	9,029	XCOM 2
6,980	8,415	Counter-Strike: Source
6,979	6,979	Football Manager 2016
6,919	6,919	Nioh: Complete Edition
6,887	8,287	The Forest
6,710	7,208	Heroes & Generals

Steam & Game Stats
Updated: 10 December, 2017 @ 9:20pm

Our on-going goal with Steam is to improve the service we offer customers. We believe that by sharing this data, we'll be able to spot problems earlier, improve the Steam service more efficiently, and ultimately build better products and experiences. Let us know what you think.
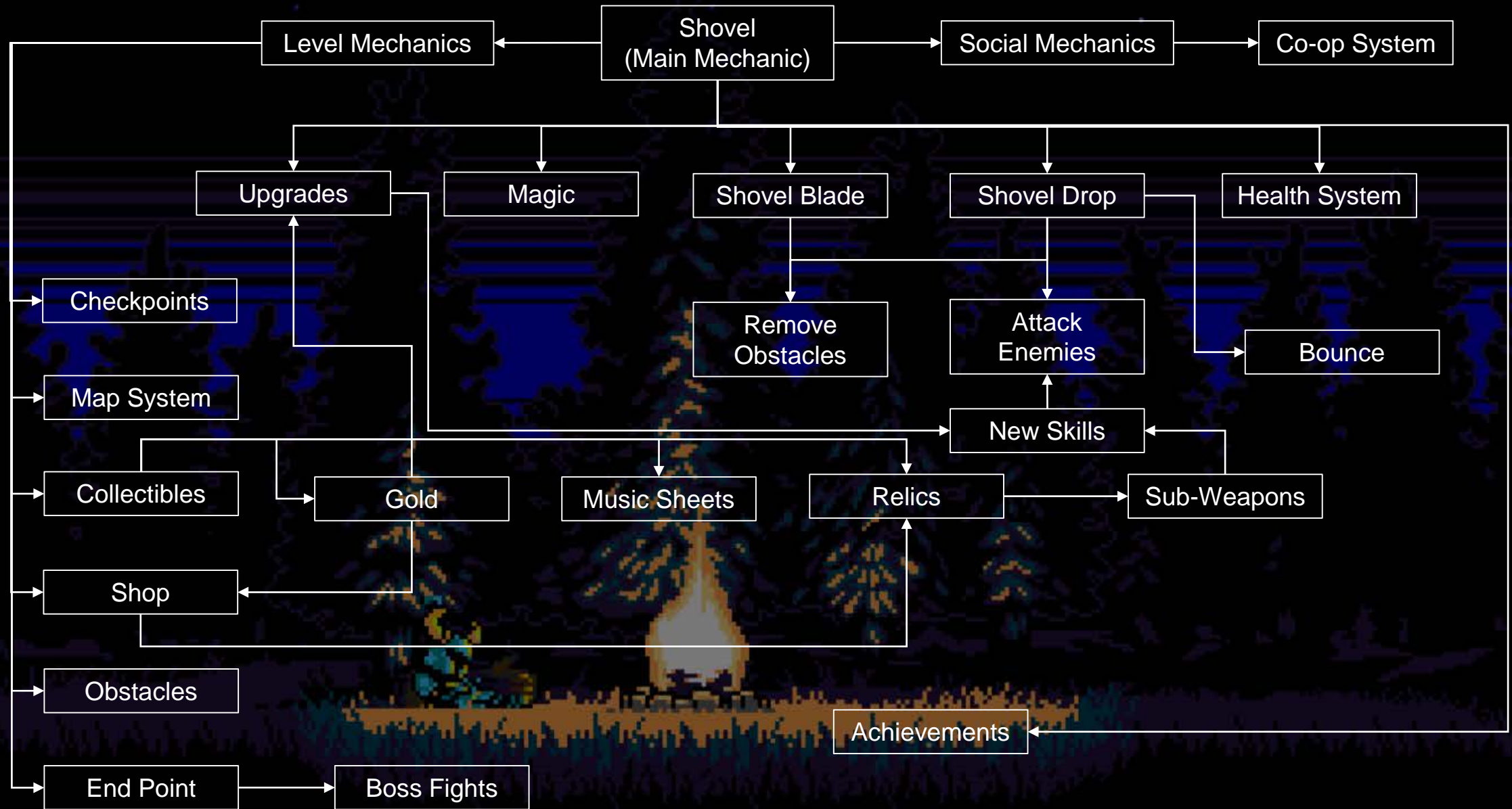
Concurrent Steam Users (most recent 48 hours)

8:09:08 PM 16012154 USERS

Steam users logged in

TARGET MARKET

EXISTING GAMES (SHOVEL KNIGHT)

SHOVEL
KNIGHT

EXISTING GAMES (SHOVEL KNIGHT)

Genres:

2D Platformer, Action-Adventure

Features:

•Yacht Club Games' beautifully authentic retro style

•Lovable characters and bosses!

•Detailed, living background and animation! Big, beautiful pixels!

•Balanced gameplay

•A light touch to narrative

•Challenge Mode - with over 50 challenge levels

•Co-op! – Grab a friend and play through Shovel of Hope as a fully cooperative adventure!

Strengths:

-Simple controls made the game easy to catch on.

-The retro graphics and soundtrack are polished such that it is aesthetically pleasing

-Clever level designs with many secrets and almost no space is wasted.

-Battles, especially with bosses are always entertaining.

-Understands the desires of retro gamers, integrating the mechanics that have ticked for successful games back in the 80's

Weaknesses:

-Difficulty curve can be a bit too steep for some players

EXISTING GAMES (PHARAOH'S REBIRTH+)

Genres:

2D Platformer, Action-Adventure

Features:

- Over 80 collectible treasures scattered throughout the game.

- Over 10 sub-weapons to use in your adventures.

- Stat boosting and ability increasing treasures that will make you the greatest treasure hunter in the world.

- Choice between English or the original Japanese.

- Easy, Normal, and Hard modes to customize your experience.

- Never before seen extra stage, featuring new enemies and a new boss.

- Boss rush mode.

- A quirky sense of humour, brimming with character.

- A charming cast of characters.

EXISTING GAMES (PHARAOH'S REBIRTH+)

Strengths:

-Wacky Storyline with Great Twists.

-Combat is interesting, packed with many different move

-Great soundtrack

-Enchanting visuals aesthetically pleasing pixel art

Weaknesses:

-Should have information on the collectables

-There was a driving section in the game that was tedious.

-Some of the moves the player has are slightly overpowered which made some boss fights a little too easy.

EXISTING GAMES (MOMODORA: REVERIE UNDER THE MOONLIGHT)

EXISTING GAMES (MOMODORA: REVERIE UNDER THE MOONLIGHT)

Genres:

Metroidvania

Features:

· Beautifully animated graphics.

· Exciting action gameplay

· Intense boss battles with challenging patterns and epic scale.

· Difficulty settings appropriate for all types of players

· A breadth of items that can be combined to facilitate new strategies.

· An amazingly diverse world to explore, filled with secrets and treasures.

· Eccentric allies and foes with compelling personalities.

· Mysterious lore and rich backstory woven into events, dialogue, and item descriptions.

EXISTING GAMES (MOMODORA: REVERIE UNDER THE MOONLIGHT)

Strengths:

-Your movements and attacks feel great in practice. The presentation, too, strikes a wonderful balance between simple and expressive.

-The main character, enemies, and bosses are no doubt cute, and interesting.

-Difficult but fair combat system that allows player to overcome enemies by playing smart.

Weaknesses:

-Too many spike pits, causing players to die regularly.

-Cheap way to increase difficulty by making every small misstep lead to an instant death.

-Game felt longer than it needed for it to be.

-NPCs give vague information

-Some enemies feel too repetitive to fight

FEATURE COMPARISON

Feature/Game	Restore of Falguard	Shovel Knight	Pharaoh's Rebirth+	Momodora: Reverie Under the Moonlight
Beautiful Pixel Art	✔	✔	✔	✔
Collectibles	✔	✔	✔	✔
Compelling Characters		✔	✔	✔
Different Game Modes		✔	✔	
Different Difficulties		✔	✔	✔
Upgrades		✔		
Sub-Weapons		✔	✔	✔
Customization		✔		
Multiplayer		✔		
Different Languages			✔	
Levelling System	✔			
Combat	✔	✔	✔	✔

RESTORE OF FALGUORD

ATLAS

1) Character Name: Atlas

Role: Protagonist, Player Character

Role in Story: Saviour of Falguard

Age: 15

Height: 165 cm

Weight: 56.2 kg

Character Description: Kind-hearted and Courageous, Atlas had the attitude to be a knight in shining armour but because of his scrawny build, he could hardly hold a sword properly. Nevertheless, he was still an upright and patriotic citizen of Falguard, and while he never had the brawns, he is rather witty.

Role: Main Antagonist, Final Boss

Role in Story: Evil Overlord

Age: 30

Height: 194 cm

Weight: 87.6 kg

Character Description: Mordred was born and raised in the garden of Waekefeild his both his parents were killed due to an incurable disease, and only magic was able to cure them, but at that time magic wasn't easily obtainable, and was very rare in their region, Mordred decided to learn and study magic, wanted and keen to discover the many unknown secret of magic, he head to Falguard, a kingdom that accepted all races, and have vast knowledge of magic.

After years of studying magic he discovers the dark arts, a dark and evil magic incantation that uses life force and corrupts the user and the surrounding, but it has unparalleled amount of power, and it can even bring back the dead, Mordred wanted to bring his parents back to life, but things didn't turn out the way he planned his parents was transformed into ghouls, that do not recollect any memories of the past, and only crave flesh, Mordred was devastated, he kill both of them with his own hands, and the rage and the corruption of the dark arts transform his body into a demonic elf, the corruption lead him thirsty for life force, and at this point almost all of his soul, is drain, leaving an embodiment of rage and vengeances, in a quest to spread dark magic.

initial Concept art

Role: Level 1 Boss

Role in Story: Guardian of the Crystal Caves

Age: Unknown

Height: 747 cm

Weight: 618.3 kg

Character Description: Golems are said to be ancient pieces of technology created by the most skilful mages. Because of that, there were very few golems that were made. Known for their immeasurable strength, they have been helpful to the community. However, they were also known for the destruction they caused for the wars in the past. After the seeing the devastation the golems have brought, the mage association removed all traces of how to develop a golem and sealed away the remaining golems in uninhabited lands. Though they were known to be powerful, as they require constant input of magic, any existing golems are said to be drastically weakened without any magicians providing them the energy they need.

Role: Level 2 Boss

Role in Story: Lord of the Flies

Age: Unknown

Height: 344 cm

Weight: 178.1 kg

Character Description: The Lord of Flies was a well-known terror for adventurers who ventured into the Crystal Caves. What stood out most about this monstrosity was its gluttonous behaviour, devouring almost anything in sight. This monster was the reason why the Islands of the Crystal Caves remain uninhabited, as any form of human life would be eaten by the Lord of Flies with the help of its Trusty Fork. The most intriguing thing about this is perhaps its wings- How strong are they? To be so tiny yet able to lift an enormous fly by a few feet.

PROLOGUE

The tale starts with Mordred an Elf born and raised in the garden of Waekfield ,Due to an incurable disease that killed both of his parents which was preventable with the help of magic it wasn't available to him, from a young age he wanted to learn magic in hopes this will never happen again, he heads to Falguard, a kingdom that accepted all races and permitted the use of magic, discovering the dark arts a dark and evil magic incantation that uses life force and corrupts the user and the surrounding, but it has unparalleled amount of power, and it can even bring back the dead, Mordred wanted to bring his parents back to life, but things didn't turn out the way he planned his parents was transformed into ghouls, that do not recollect any memories of the past, and only crave flesh, Mordred was devastated, he kill both of them with his own hands, and the rage and the corruption of the dark arts transform his body into a demonic elf, the corruption lead him thirsty for life force, and at this point almost all of his soul, is drain, leaving an embodiment of rage and vengeances, in a quest to spread dark magic in falguard he was banished from Falguard to the Winterlands.

Furious, Mordred tried to fight back but failed to defeat the 5 Legendary Heroes that stood his way. 5 years after his exile, Mordred grew an army and began his invasion on Falguard. Because of how strong he grew, he managed to defeat the Legendary Heroes and exact his revenge on Falguard by getting his hands on the Legendary Excalibur and laying waste to the kingdom. Under Mordred's reign, the world plunged into chaos. Atlas, a witty citizen of Falguard managed to escape from the chaos. Looking at the pitiful state Falguard has fallen to, it seemed like all hope was lost. However, news spread that there was a being strong enough to defeat Mordred located on the Crystal Islands. Putting his faith in these rumours, Atlas journeyed South to the Crystal Caves in hopes to find a saviour. To his dismay, while crossing the sea to head to the South, he was attacked by a Giant Kraken. Luckily, Atlas managed to

find himself stranded on the shores of the Crystal Caves where he starts his search. Moments after, he fell through a crack into the Crystal Caves.

MAIN STORY

In an attempt to find his way out, Atlas stumbled upon a Legacy Weapon known as the Malorai's Hopehammer. Upon wielding the hammer, he felt a great surge of magical power, giving him strength and power. With this new-found strength and a powerful weapon, he decided to return to Falguard and take his stand in defeating Mordred. His journey back however was not a smooth one, having to navigate his way out of the Crystal Caverns filled with chaotic monsters, escape from the clutches of the Giant Kraken, fend off Mordred's minions terrorising the neighbouring villages of Falguard before meeting the Evil Overlord. Upon the encounter, Mordred seemed impossible to defeat and Atlas almost lost all hope. However, just before Atlas was killed, three other heroes brought the other 3 Legacy Weapons. With the 4 Legacy Weapons united, Mordred's power was suppressed, allowing Atlas to take one last stand to have a fighting chance against Mordred.

ENDING

In the end, Atlas did manage to defeat Mordred. However, because of how far he had pushed himself to fight against Mordred, he went over his own limits and died of exhaustion. However, the cost of his life has helped to restore peace and order back into Falguard.

Note: Depending on how much gold the player has collected throughout the game, the ending would be subtly different. There would be three different endings; one where Falguard is restored into a smaller Kingdom, one where Falguard is restored to its original state and one where Falguard is restored to a bigger and grander Kingdom than the original.
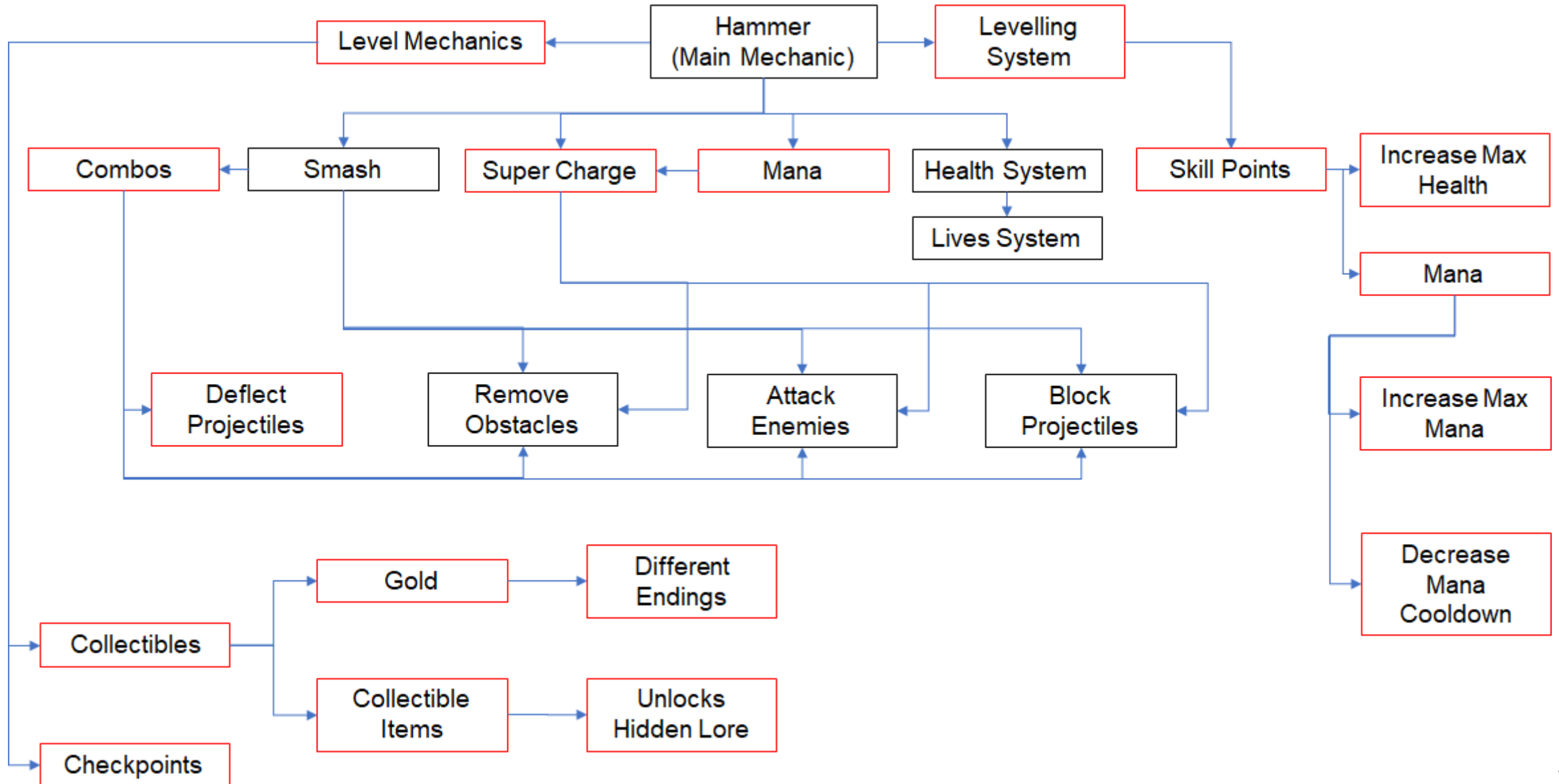
MAIN MECHANICS

Main   Mechanics:

Hammer:

-Used to attack enemies and defend yourself from them.

-Used to smash certain obstacles blocking the way.

-Used for Interaction with useful objects, such as Charged Crystals (that acts as explosive) to remove obstacles   that   cannot   be   smashed.

Health   and   Lives:

-If the health of the player reaches zero, the player dies and respawns, so long as the player still has lives left.

-Lives are used to control the number of deaths the player can afford before reaching a Game Over.

Sub **Mechanics:**

Mana:

-Represented in Number of Orbs.

-Each Mana Orb available will allow the player to use Super Charge.

-There is a cooldown for the Mana Orb to be refilled.

Super Charge:

-A short horizontal Dash that causes the Player to immune to any damage (for that period of time).

-Can deal damage to enemies and destroy smashable obstacles.

-Will not interact with other interactable objects.

Sub   Mechanics:

Smash Combos:

-Attacks that the player can use to follow up from their first attack.

-Allows player to deal more damage (helpful for Boss Fights)

-Details of how the combos may be advantageous or disadvantageous are found in the "Smashes and Super Charge" Section.

Collectibles:

-Comes in the form of collecting gold and unique items.

-Unique Collectables, when collected will unlock entries that provide more story to the game.

-Intend to have slight changes to ending depending on amount of gold collected. (Not to be implemented in sprint as this is supposed to contribute to ending of the game story, after the fight against Mordred which will not be in the game.)

SUB MECHANICS

Sub   **Mechanics:**

Checkpoints:

-Helps to restore player's mana completely as well as some of the player's health.

-Acts as a respawn point for players if they were to die.

Level   and   Skills:

-Player gains experience from defeating enemies along the way.

-Each level allows player to get 1 skill point which can be used to upgrade skills.

-Skills are meant to help players to lower the difficulty curve as they progress in the game, especially when bosses become more challenging but not impossible to defeat even without upgrading skills.

-These skills are passive, in a sense that they increase the max health and mana of the player and decrease the wait time needed to gain back 1 Mana Orb.

ATTRIBUTES AND STATS

1) HP [Health Points]

·   Default: 5 HP, Max: 10 HP

·   Gain 1 Max HP per skill point invested

·   When HP reaches 0, player dies and respawns at latest Checkpoint

2) Exp [Experience Points]

·   Default Exp to grow to next level: 50 Exp

·   After each level up, player requires 25 more Exp than his previous level in order to level up. (Eg: Level 1: 50Exp, Level 2: 75 Exp, Level 3: 100 Exp, etc)

·   Different enemies give different Exp based on their tiers.

3) Damage

·   Calculated in HP (Eg: -1HP, -2HP)

·   Damage given would vary depending on the enemies and types of attacks

·   Player would deal 1 damage for each attack (including Super Charge), except for the last hit of the combo attack.

4) Level

·   Default Level: 1

·   Each Level would give 1 Skill Point

5) Skill Point

·   Default: 0

·   Used to increase Skill Levels

ATTRIBUTES AND STATS

6) Skill Levels

· 2 improvable Skills in total, Health and Mana

· Default Level for each: 0

· 1 Skill Point is needed to raise any Skill Level by 1

7) Mana Orbs

· Default: 3 Mana Orbs. Max: 5 Mana Orbs

· Default Cooldown: 20s per Mana Orb, Max Cooldown: 15s per Mana Orb

· Skill Level 1, 3 and 5 decreases Cooldown time to 17.5s, 15s and 10s respectively while Skill Level 2 and 4 increases Max Mana Orb by 1.

· Each Mana Orb is consumed per Super Charge.

8) Gold

· Default: 0

· Can be collected throughout the game.

· There will be different endings depending on how much gold is collected.

CALCULATIONS

1) Exp needed for every level:

Y = 50 + [25 * (X - 1)] where Y is the Exp needed for every level and X is the current level of the player.

2) Damage:

X – Y = X where X represents the HP the player has while Y represents the damage the enemy gives the player.

LEVEL DESCRIPTIONS (TUTORIAL LEVEL)

Location: Crystal Caves

Main Features: Introduction to Enemies and Object Interactions

-Players will learn how to use the hammer to defeat enemies and remove obstacles.

-Players will learn about various Object Interactions to help them get through the level.

-Players will learn about the Collectibles in the game, both Gold and collectible items.

LEVEL DESCRIPTIONS (LEVEL 1)

Location: Crystal Caves

Main Features: Golem (Boss), Combos and Exploration

-Players may figure more about Combos. Combos will not be explicitly told to players unlike the Tutorial. However, we will hint about combo in the description of the collectible that players will find at the Tutorial Stage.

-If players were to explore more about the area, they will be introduced to flying enemies, which play a more prominent role in Level 2.

-Players must fight and defeat the Boss to reach the End Point.

LEVEL DESCRIPTIONS (LEVEL 2)

Location: Crystal Caves

Main Features: Beelzebub (Boss) and Exploration

-Players will face more enemies as compared to the previous levels.

-Players will be officially introduced to flying enemies in this level.

-Players must fight and defeat the Boss to reach the End Point.

Legend(Player)

Game Element	Function and Notes
Player	**Overview:** Character that the player will be controlling throughout the game. -Can perform Smash, Smash Combos, Super Charge (Horizontal dash with immunity) and Air Plummet. -Each of those moves will do 1 Damage, except for the Final Smash Combo and Air Plummet which will do 2 Damage. -Character cannot jump.

Legend(Collectibles)

Game Element	Function and Notes
Collectables	**Overview:** Exclusive items that can be found throughout the levels by exploring. -All the items are unusable. -They are usually hidden from plain sight, which requires players to explore. -Items will provide more stories about the world of Falguard. -Mainly used to attract Players to explore and get as many as they can
Gold	**Overview:** A form of collectible throughout the game. -Amount of Gold collected would impact the ending in a minor way, whether Falguard would be rebuilt into a smaller Kingdom, rebuilt to its original state or rebuilt to be a bigger and grander Kingdom.
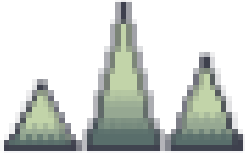
Legend(Level Elements)

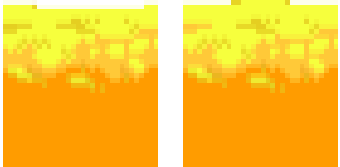| Game Element	Function and Notes
Ground, Wall and Platform	**Overview:** Ground, Wall and Platform -Unbreakable.
Big and Small Boulders	**Overview:** A form of Removable Obstacle. **Small Boulders:** -Can be destroyed by Smash, Smash Combos, Super Charge, Air Plummet and Charged Crystals. **Big Boulders:** -Each Big Boulder would drop 3 Gold when destroyed. -Can only be destroyed by Charged Crystals.

Legend(Level Elements)

Game Element	Function and Notes
	Overview: A form of Removable Obstacle -Can be destroyed by Smash, Smash Combos, Super Charge, Air Plummet and Charged Crystals. -Unlike other removable obstacles, Breakable Ground/Walls are not required to be removed to reach the end. -They usually give access to Gold and Collectible Items. -Indicated when the ground sprite is not completely black
  Wood	**Overview:** A form of Removable Obstacle. -Can be destroyed by Smash, Smash Combos, Super Charge, Air Plummet and Charged Crystals.

Legend(Level Elements)

Game Element	Function and Notes
Ladder	**Overview:** Ladder -Players will use the ladder to get onto higher ground. -Unbreakable.
Checkpoint	**Overview:** Checkpoint -Player would respawn at the Checkpoint once its health reaches zero. -Checkpoints recovers Player's HP by 5 and Mana. -Unbreakable.
Spikes	**Overview:** Obstacles that will damage the player when Player collides with it. -If the player is in contact with the spike, player would be dealt with 1 Damage. -Unbreakable.
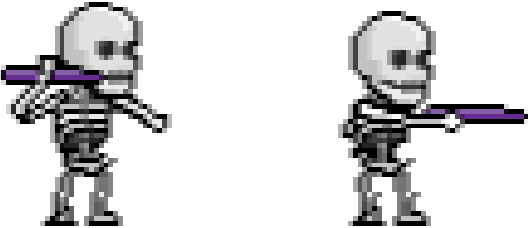
Legend(Level Elements)

Game Element	Function and Notes
Charged Crystal Chunk and Charged Crystal	**Overview:** Crystals with huge amounts of magic stored in it. **Charged Crystal Chunk:** -Spawns unlimited Charged Crystals. -Charged Crystals are only spawned when the chunk is Smashed. -Only 1 can be spawned at a time. -Charged Crystal Chunks will not move. **Charged Crystal:** -Will explode after a certain amount of time. The exact amount of time has not been decided. -Explosion can destroy breakable objects. -If Player is hit by the explosion, the player would be dealt with 2 Damage. -Charged Crystals will bounce towards the direction the player smashes them with.

Legend(Level Elements)

Game Element	Function and Notes
	Overview: Overview: Signifies end of a level. -Moves player to the next level.
	Overview: Lava. -Deals 5 damage to the player when the player comes into contact with it. -Respawns the player to its last respawn position.

Legend(Enemies)

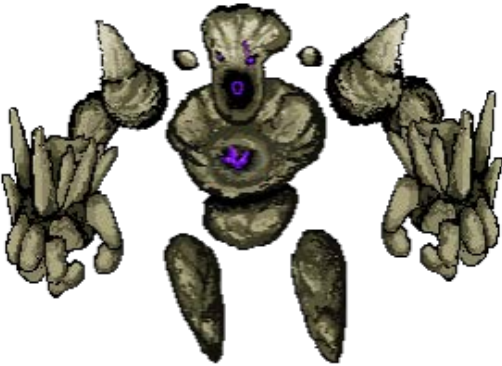| Game Element	Function and Notes
Basic Enemy	**Overview:** Most basic enemy in the game. -Only moves left and right. -It deals damage upon collision with player. -It has 1 HP and would only deal 1 Damage. -There is no name or design for this enemy yet. -Basic enemy will give 10 Exp when defeated.
Throwing Enemy	**Overview:** An enemy that throws projectiles at the player. -Enemy will shoot its projectiles horizontally. -Its projectiles cannot break any objects. -Projectiles will deal 1 Damage and collision with this enemy will also deal 1 Damage. -Projectiles can be blocked with Smash and deflected with Double Combo Smash. -If projectile is deflected and it hits the enemy, the enemy will be dealt with 1 Damage. -This enemy has 1 HP. -Ranged Enemy will give 15 Exp when defeated.

Legend(Enemies)

Game Element	Function and Notes
Fly	**Overview:** A flying enemy in the game -Can be found in Level 1 but only if the player explores. -Has 1 HP and deals 1 Damage to player upon collision. -Shows an "!" symbol when it notices the player which will make it attack. -It will dive towards player to attack. -Flies will give 15 Exp when defeated.
Fly (1)	**Overview:** A flying enemy in the game. -Can be found in Level 1 but only if the player explores. -Exactly the same as the Fly but with a different attack pattern. -Instead of spawning when the level starts, it will only spawn when the player is near. -It will only fly in one direction, from left to right or right to left across the screen. -It will share the same sprite as the Fly. -Flies (1) will give 15 Exp when defeated.

Legend(Enemies)

Game Element	Function and Notes
  Golem (Part 1)	**Overview:** Boss of Level 1 -Total of 15 HP but difficulty is toned down with slow attack speed. -Has 2 types of Attacks, 3 Attack Phases. -Does not move at all. It spawns rocks and smashes the ground in that position. -Player cannot pass the Golem with Super Charge to make it to the exit. -Golem will give 50 Exp when defeated. **Rock Smash (Attack 1):** -Smash causes Big Boulders to fall from the ceiling. -The Golem's Smash will do 2 Damage and cannot be blocked while boulders will do 1 Damage. -Players cannot smash the boulders at all. -5 Boulders will spawn at a time. **Frenzy (Attack 2):** -Spawns Big Boulders above the player for a few seconds. -The spawn position of the Big Boulders will continually follow the Player.

Legend(Enemies)

| Game Element	Function and Notes
  Golem (Part 2)	**Attack Phase 1:** -When player encounters the Boss. -Only uses Rock Smash. **Attack Phase 2:** -When Boss reaches 10 HP. -Only uses Frenzy. **Attack Phase 3:** -When Boss reaches 5 HP. -Alternates between Rock Smash and Frenzy. -Slightly faster attacking speed.

Legend(Enemies)

Game Element	Function and Notes
  Beelzebub (Part 1)	**Overview:** Overview: Boss of Level 2 -Total of 15 HP. -Has 4 types of Attacks, 2 Attack Phases. -Beelzebub would be flying around and because of that, the player can only attack Beelzebub after certain attacks. -Beelzebub will give 50 Exp when defeated. **Fork Attack (Attack 1):** -Lunges its fork at the player. **Slam Attack (Attack 2):** -Beelzebub smashes itself onto the player. -After Beelzebub uses slam, it cannot move for a short moment, which allows players to attack. **Summon Attack (Attack 3):** -Summons a whole line of Fly (1) from the left and right of the Boss Room. It will **NOT** be impossible to dodge the Summon Attack.

Legend(Enemies)

Game Element	Function and Notes
 Beelzebub (Part 2)	**Attack Phase 1:** -When player encounters the Boss. -Uses Fork Attack twice before using Slam Attack Attack Phase 2: -When Boss reaches 5 HP. -Uses Summon Attack only at the start of this phase. -Uses Fork Attack thrice before using Slam Attack. -Faster Cooldown Speed. of Fly (1) from the left and right of the Boss Room. It will **NOT** be impossible to dodge the Summon Attack.

Tutorial Layout (Overview)
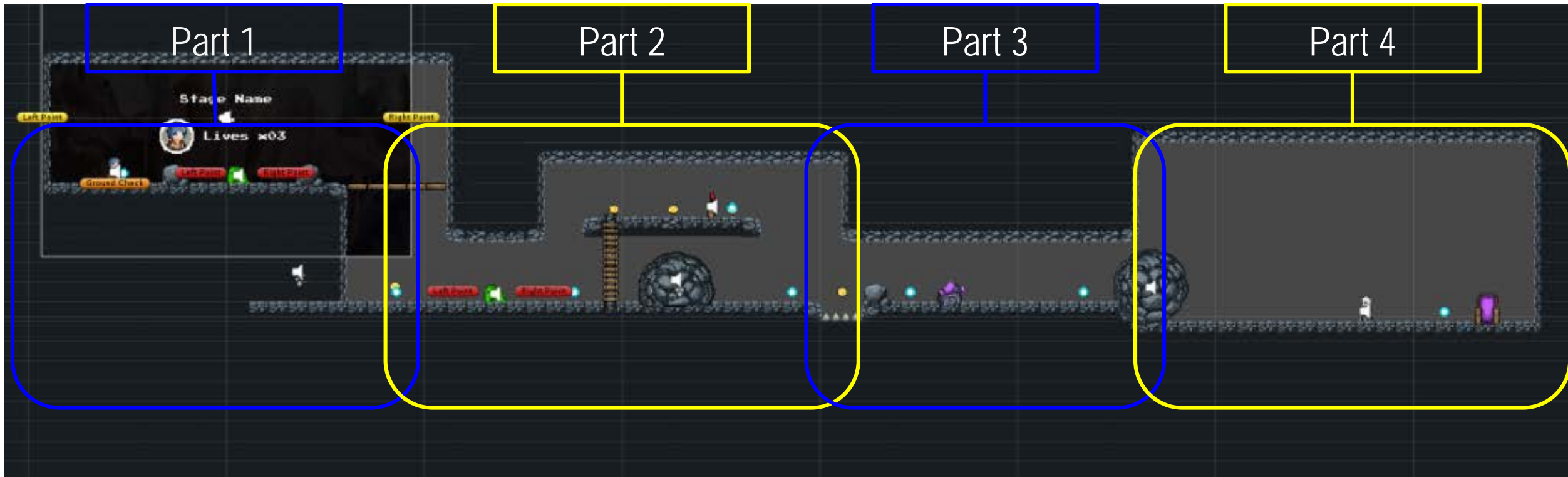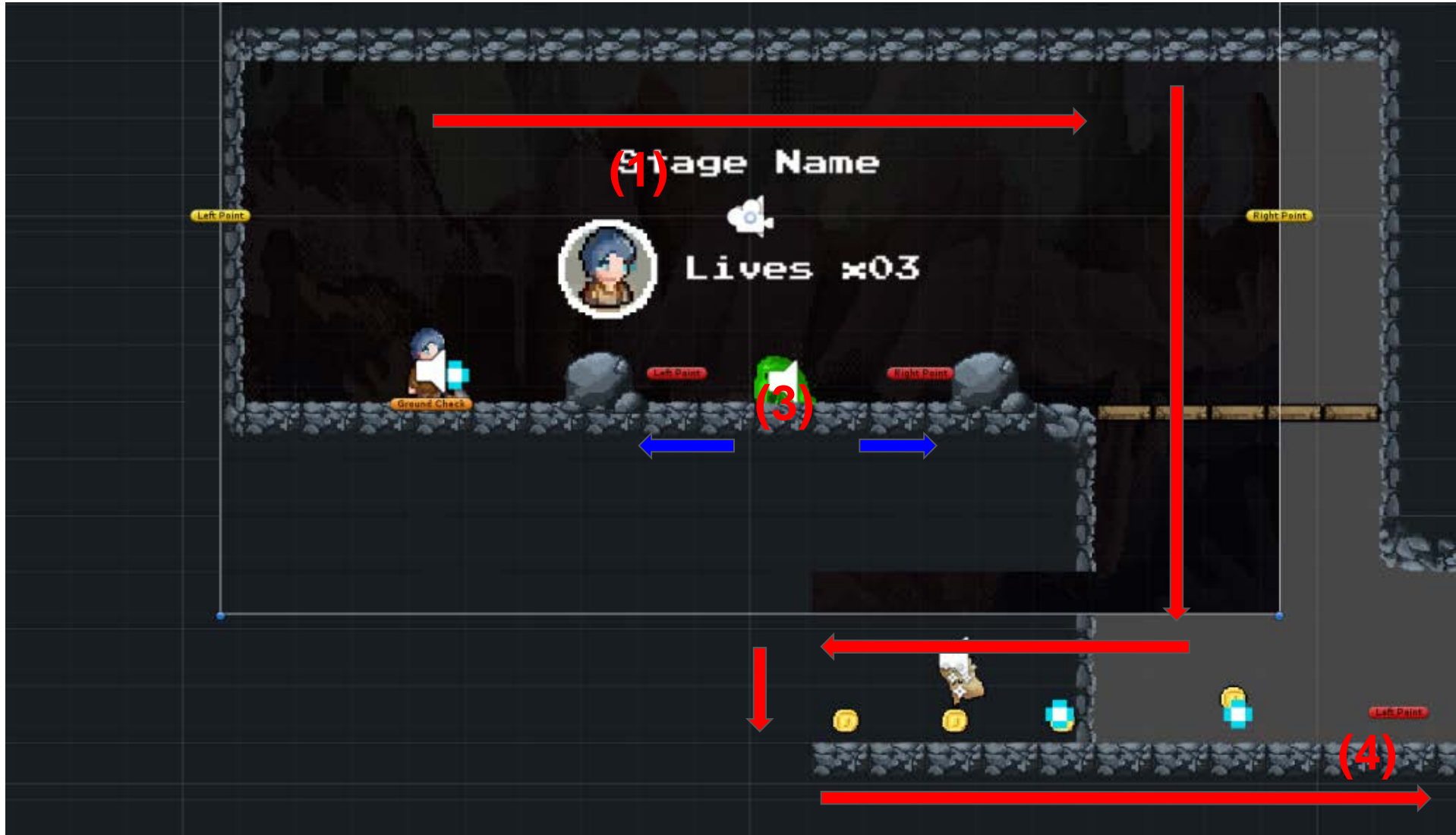

-RED Arrows show the flow of the level.

-Tutorial Stations are not shown in the overview. But they will only be shown in the specific parts.

-Tutorial Stations may be changed to trigger, meaning that only when player passes a certain point, will the text show up.

Tutorial Layout (Part 1)

LEGEND:
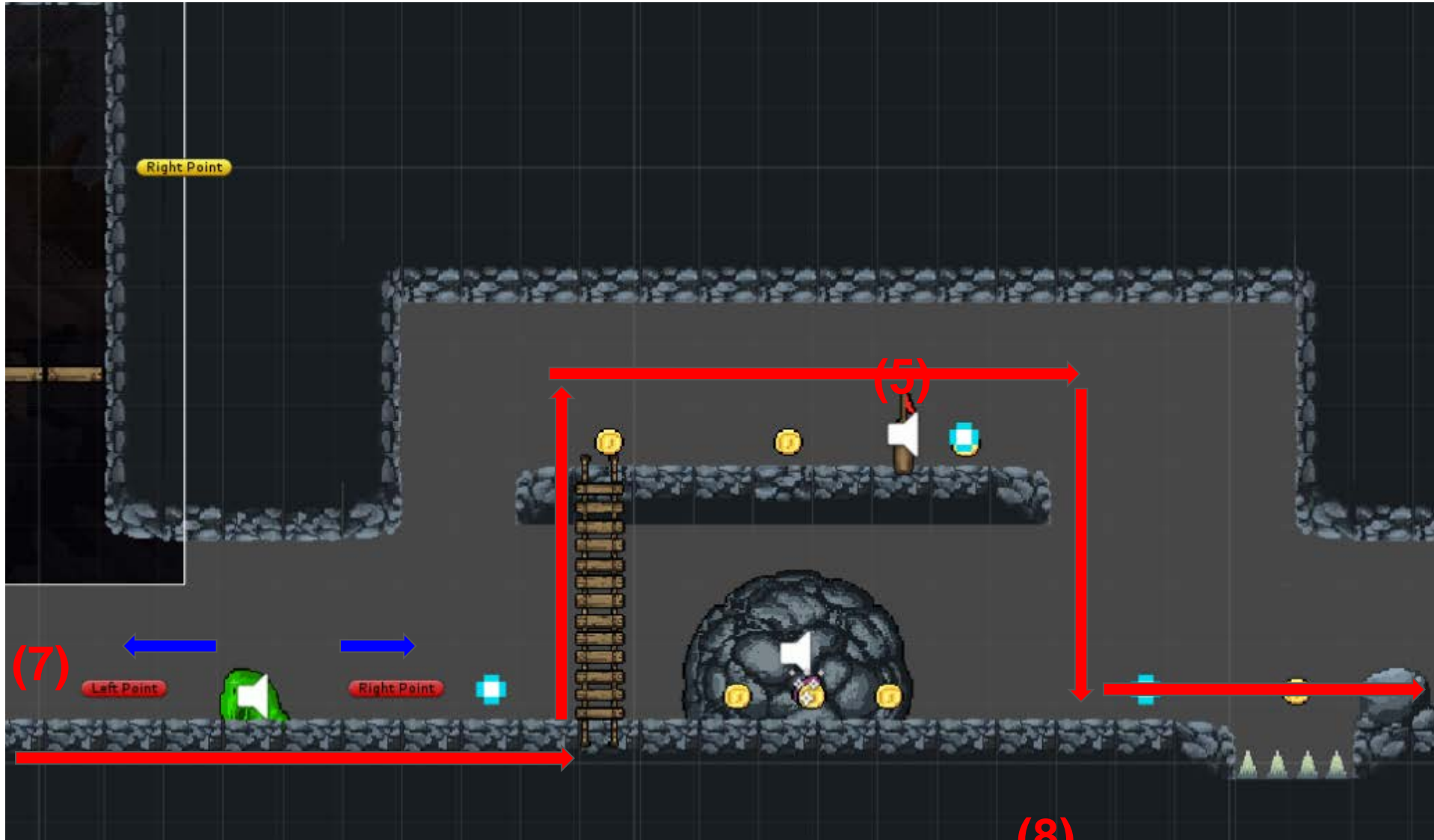
RED:
General Notes

BLUE:

Range of Enemy Movement

GREEN:
Spawn Positions

Tutorial Layout (Part 1)

Notes:

1) The position where the player is standing at would be the start point.

2) Player would learn basic controls such as moving left and right as well as smashing objects and enemies. Players would also learn about Gold but the fact that Gold would affect the ending would only be hinted.

3) Player would have to smash the wooden platform to get down.

4) Player would be guided that those are Breakable Ground/Walls and players will learn to look out for them to find Gold and Collectable Items. The Collectable Item that the Playe

Tutorial Layout (Part 2)

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

Notes:

5) Players would learn how to climb the ladder.
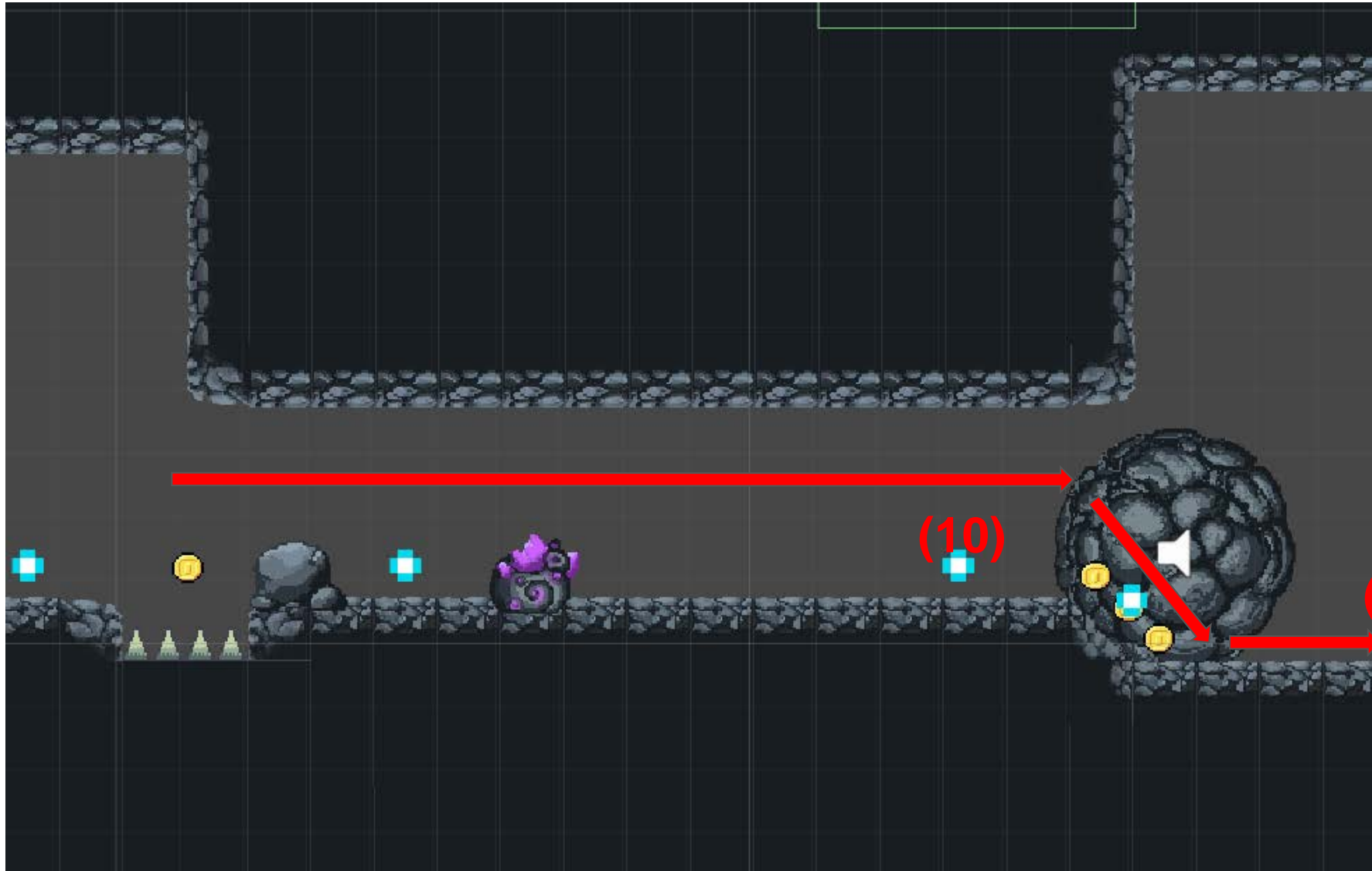
6) Big Boulder hides a Collectable Item. The Charged Crystals to remove the Big Boulder can be found in Part 2, Point 9.

7) Players learn about Checkpoints in the game.

8) Players learn about Super Charge, about its immunity function and its ability to act like a normal Smash.

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

(10)

(9)

Tutorial Layout (Part 3)

Notes:

9) Player encounters Charged Crystal Chunk but has no interaction with it yet.

10) Player encounters Big Boulder. Only at this point will the Player learn the function of the Charged Crystal Chunk.

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

(11)

(12)

Notes:

11) Player encounters a Ranged Enemy and learns about being able to block and deflect projectiles.

12) Player reaches the End Point and proceeds to Level 1.

Level 1 Layout (Overview)

Part 1

Part 3

Part 2

Part 4

-RED Arrows show the flow of the level.

Level 1 Layout (Part 1)

LEGEND:

RED:
General Notes

(2)

BLUE:
Range of Enemy Movement

GREEN:
Spawn Positions

Air Plummet

Stage Name
Lives x03

Point

Right Point

Left Point

Right Point

Ground Check

Left Point

Right Point

(1)

(3)

(4)

Notes:
1) The position where the player is standing at would be the start point.

2) Point where player has to do a Super Charge to get to Point 3.

3) Player has to do a Super Charge from Point 2.

4) Player can perform Air Plummet, which does an AOE damage to the enemies below.

LEGEND:

RED:
General Notes
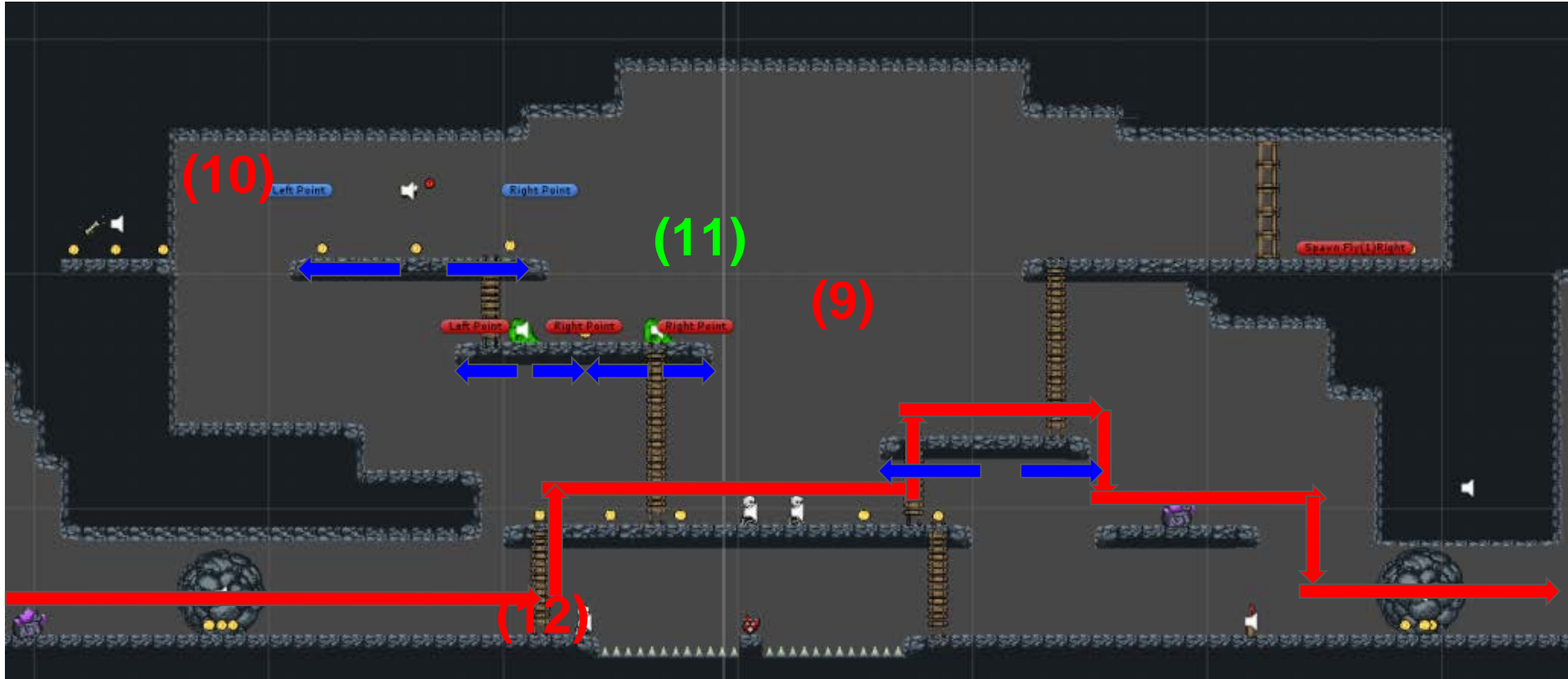
BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

(5)

(6)

(7)

Level 1 Layout
(Part 2)

Notes:

5) Player will not be able to get up once he/she goes down due to the inability to jump.

6) The player has to get the Charged Crystal to the boulder before it explodes, which will pose as a little challenge in order to get the collectible.

7) The player would have to destroy the boulder in order to proceed

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

Notes:

8) Player must do 2 Super Charge in a row to get to the Item Collectable.

9) Fly encounter. Player will not encounter the Fly on this level if he/she does not go to that point

10) Player must do a Super Charge to get to Gold and Item Collectable.

11) Fly (1) encounter. Player will not encounter the Fly (1) if he/she does not go to that point. The Fly (1) will start flying across from right to left when player crosses the Small Boulder obstacles.

12) Charged Crystal Chunk.

13) Player must get the Charged Crystal from Point 12 to where the Big Boulder is in order to proceed further in the level.

Level 1 Layout (Part 4)
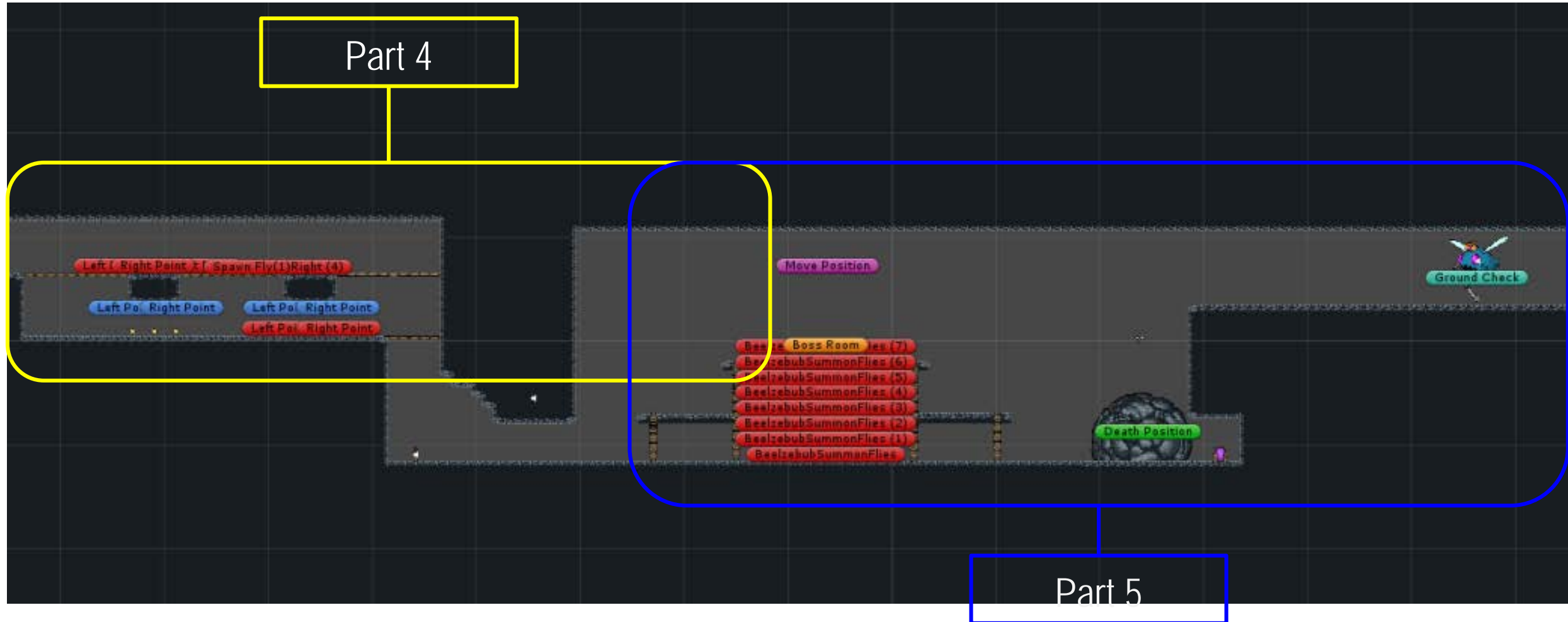

LEGEND:

RED:
General Notes

BLUE:
Range of Enemy Movement
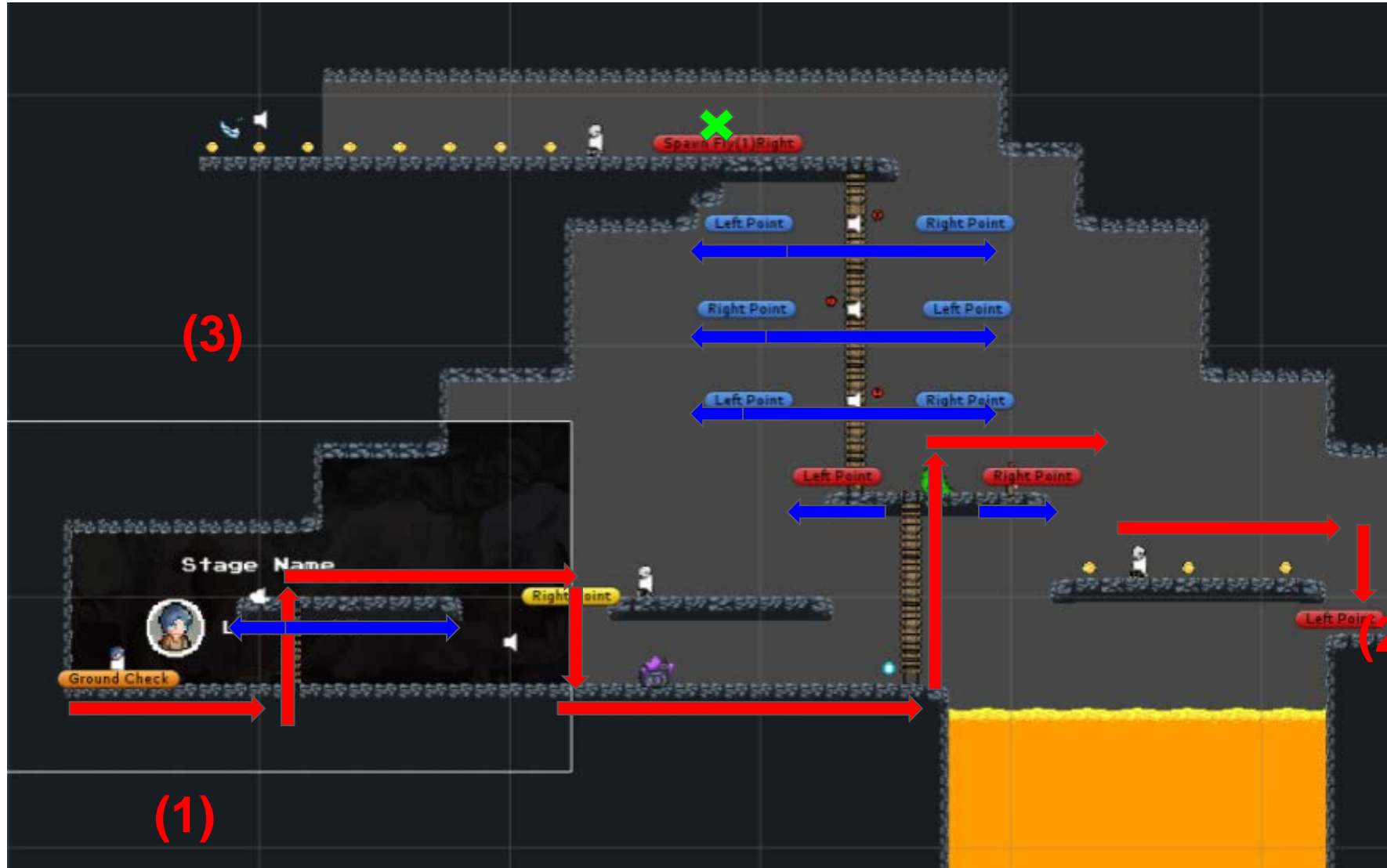
GREEN:
Spawn Positions

14) When player encounters the Golem, the wall will crumble at 14 and trapping the player.

15) The Golem Boss. The information of the Boss Fight can be found under Legend (Enemies).

16) The Boulders will all fall from the ceiling.

17) Player reaches the End Point and proceeds to Level 2.

Part 3

Part 1

Part 2

-RED Arrows show the flow of the level.

Part 4

Part 5

Left [Right Point][Spawn Fly(1)Right (4)

Move Position

Ground Check

Left Po. Right Point   Left Po. Right Point

Left Po. Right Point

Bee...e Boss Room ...ies (7)

BeelzebubSummonFlies (6)

...elzebubSummonFlies (5)

BeelzebubSummonFlies (4)

BeelzebubSummonFlies (3)

BeelzebubSummonFlies (2)

BeelzebubSummonFlies (1)

BeelzebubSummonFlies

Death Position

-RED Arrows show the flow of the level.

(4)

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

Level 2 Layout (Part 1)

Notes:

1) The position where the player is standing at would be the start point.

2) Player can drop below to reach the platform or can use Super Charge from the boulder.

3) A challenge for the player as they would have to time their movements correctly to dodge the flies' attacks. The player cannot attack the flies unless they use Super Charge.

4) The Fly (1) will spawn when the player gets closer to the ranged enemy, moving from right to left across the screen, testing the player's reaction.

LEGEND:

RED:
General Notes

BLUE:
Range of Enemy Movement

GREEN:
Spawn Positions

Level 2 Layout (Part 2)

Notes:

5) The x marks are triggers for the spawn of Fly (1) and are triggered when the player passes those points.

6) The Ranged Enemies' projectiles will not hurt each other.

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions

Notes:

7) Position of the Charged Crystal Chunk.

8) Player will have to smash the Charged Crystal at Point 10 to where the Big Boulder is to access the blocked location. Player will have to do a Super Charge from platform at Point 10 to the Ground at Point 11.

9) Players will have to time their smash right so that the Charged Crystal explodes in mid-air which will destroy that Big Boulder. Upon destroying the Big Boulder, a Collectable Item will drop together with 3 coins.

LEGEND:

RED:
General Notes

BLUE:
Range of Enemy
Movement

GREEN:
Spawn Positions

Notes:

10) To reach the Collectible, player must not use any Smash attacks. In order to defend themselves and attack the enemies, they must use Super Charge.

11) The Fly (1) will spawn after the player moves a little more after defeating the ranged enemies.

LEGEND:

RED:
General Notes

BLUE:

Range of Enemy
Movement

GREEN:
Spawn Positions
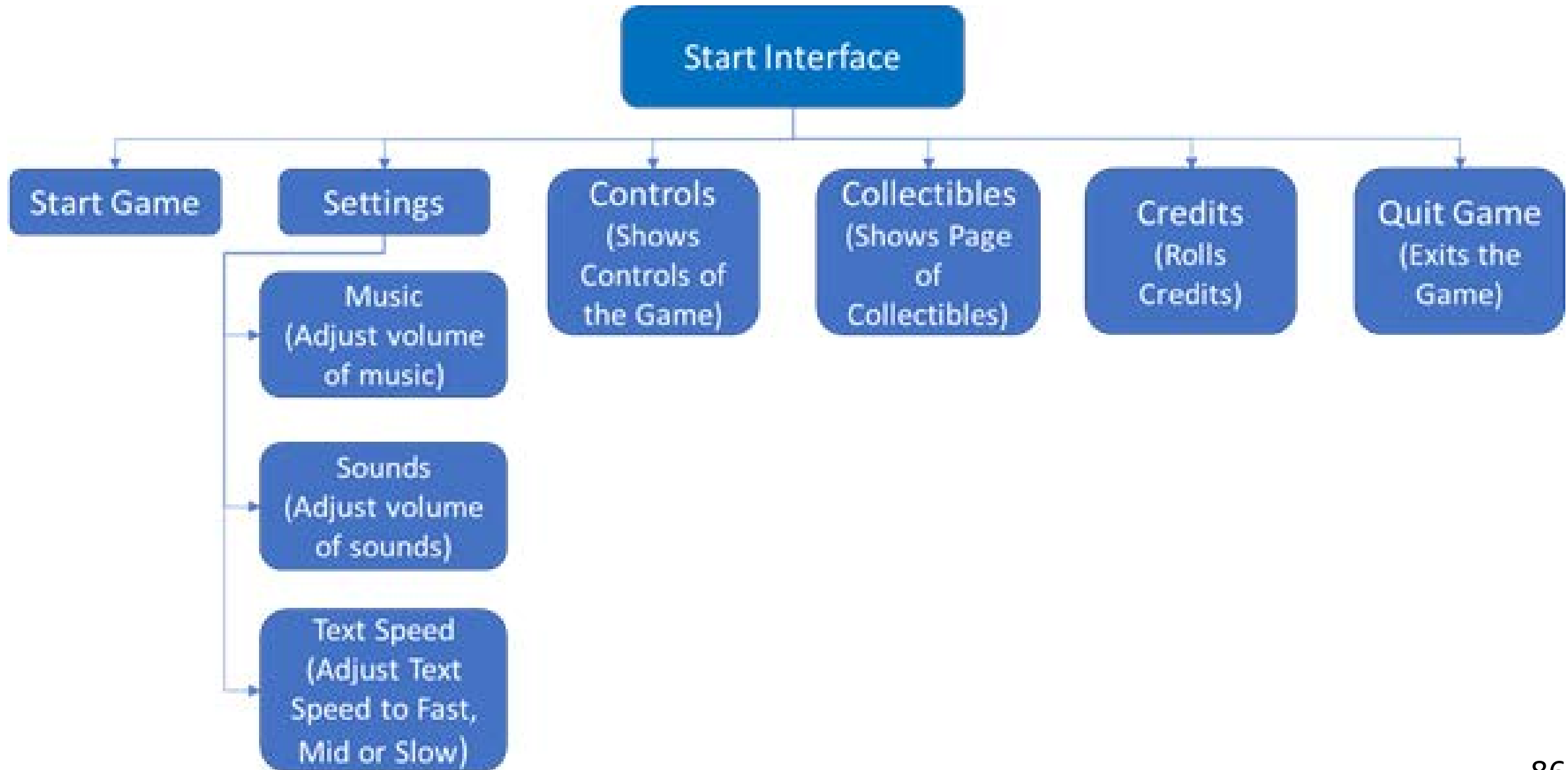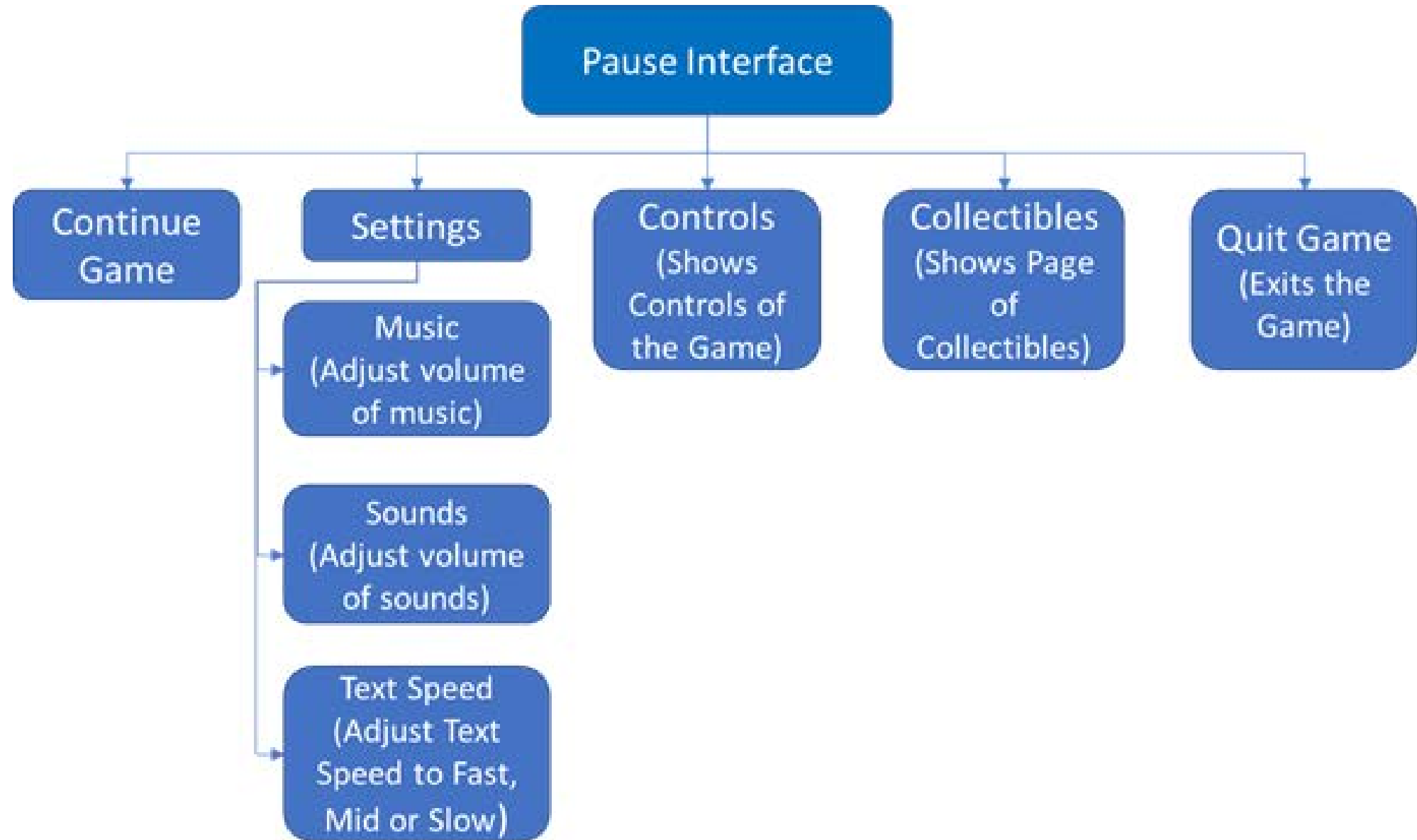
12) Beelzebub (Boss). The information of the Boss Fight can be found under New Elements and their Representatives for Level 2. Beelzebub will fly into the Boss Room once the player enters the Boss Room near the Big Boulder blocking the exit.

13) The player will be trapped as once Beelzebub enters the room, the walls will crumble and trap the player.

14) When the Boss dies, it will fly to the Boulder and explode.

15) Player reaches the End Point and proceeds to Level 3. (As of now, there is no Level 3, hence the game will end here as a Part 1 of Restore of Falguard.)

FLOW DIAGRAM

Start Interface

- **Start Game**
- **Settings**
  - Music (Adjust volume of music)
  - Sounds (Adjust volume of sounds)
  - Text Speed (Adjust Text Speed to Fast, Mid or Slow)
- **Controls** (Shows Controls of the Game)
- **Collectibles** (Shows Page of Collectibles)
- **Credits** (Rolls Credits)
- **Quit Game** (Exits the Game)

FLOW DIAGRAM

Pause Interface

Continue Game

Settings

Controls (Shows Controls of the Game)

Collectibles (Shows Page of Collectibles)

Quit Game (Exits the Game)

Music (Adjust volume of music)

Sounds (Adjust volume of sounds)

Text Speed (Adjust Text Speed to Fast, Mid or Slow)

1) Logo of our game
2) The name of our company

Typeface: PRESS START TO P
Text colour: Orange
Font Size: 50 (unity size)
(Aligned to the centre)

The hammer logo in our game is position is aligned perfectly at to the centre, and its consistent throughout all our screens
The hammer logo also signifies our game, because our that's our potanganist main weapon
Title of our company align right below the logo
The use of orange in our company makes use of colour theory, the orange is associated with joy, sunshine, and the tropics.
it symbolises enthusiasm, creativity, determination, attraction, which are the values of our company
Background, we use black to emphasise on the contrast so the player can focus on the logo and game title clearly

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the centre)

1) Start game button
(upon clicking on it, the game will load the tutorial level)
2) Setting button
(upon clicking on it, the setting screen would load up)
3) Controls button
(upon clicking on it, the control instructions screen would load up)
4) collectables button
(upon clicking on it, the collectables screen would load up)
5) Credits button
(upon clicking on it, the credit screen would load up)
6) Quit game Button
(upon clicking on it, the game would close)

Everything is centralised, this allows the user to track and read easily, using visual hierarchy you can can see the title of the game, and that would also be the first thing that captures your attention. The buttons are place according to the user slight level after looking at the game title your eyes will shift down seeing, the first 3 buttons, The first 3 buttons are the what the player tend to look for when they start playing the game.

Background, it is a concept art which has close resemblance to our game level and the aesthetic of our game. The background is darken to highlight out our buttons so player can read it with ease

CREDIT SCREEN

(1) Credits
Made by: **Blitzkreig**

Level Designers:
Koh Guan Zeh
Royce Zhang XiaoYin

Programmer:
Koh Guan Zeh

Artist:
Royce Zhang XiaoYin

Music and SFX:
Royalty free sources.(See Next Pg)

(2) ◄► **(3)** Back

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 12 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)
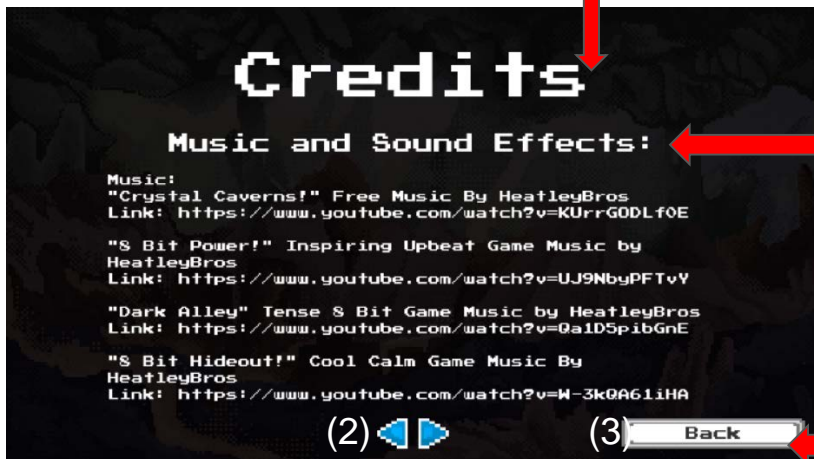
Credits
Music and Sound Effects:

Music:
"Crystal Caverns!" Free Music By HeatleyBros
Link: https://www.youtube.com/watch?v=KUrrGODLf0E

"8 Bit Power!" Inspiring Upbeat Game Music by
HeatleyBros
Link: https://www.youtube.com/watch?v=UJ9NbyPFTvY

"Dark Alley" Tense 8 Bit Game Music by HeatleyBros
Link: https://www.youtube.com/watch?v=Qa1D5pibGnE

"8 Bit Hideout!" Cool Calm Game Music By
HeatleyBros
Link: https://www.youtube.com/watch?v=W-3kQA61iHA

(2) ◄► **(3)** Back

Typeface: PRESS START TO P
Text colour: White
Font Size: 12 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

1) Credits title and information text
2) Left and Right arrow buttons
   (to toggle the credit screen left and right)
3) Back button
   (upon clicking on it, you will be brought
   back to the screen previous to this)

Background Consistency, most of our screens
has a similar background, so the player will not
get confused
It is a concept art which has close
resemblance to our game level and the
aesthetic of our game. The background is
darken to highlight out our buttons so player
can read it with ease

CONTROLS SCREEN

Typeface: PRESS START TO P
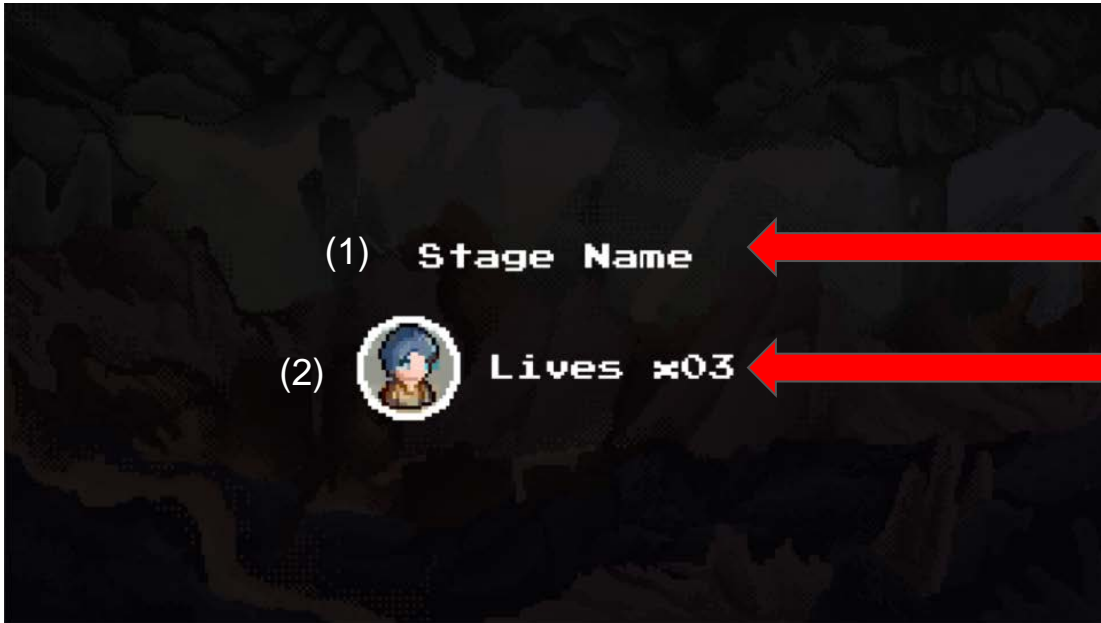**Text colour**: White
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: White
Font Size: 50(unity size)
(Aligned to the centre)

Typeface: Tohoma
Text colour: Black
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

1) Control instructions
2) Left and Right arrow buttons
   (to toggle the credit screen left and right)
3) Back button
   (upon clicking on it, you will be brought back to the screen previous to this)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: White
Font Size: 50(unity size)
(Aligned to the centre)

Typeface: Tohoma
Text colour: Black
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

1) Control instructions
2) Left and Right arrow buttons
   (to toggle the credit screen left and right)
3) Back button
   (upon clicking on it, you will be brought back to the screen previous to this)

START SCREEN

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)

This is the start screen for the game, it will appear right before you start our level in the game
Usage of our protagonist profile as an icon, allows the player to feel more connected to the character.

Background, it is a concept art which has close resemblance to our game level and the aesthetic of our game. The background is darken to highlight out our buttons so player can read it with ease

1)   The stage name (this is where we will put the various stages and level names in our game)
2)   Lives count (indicator to show the lives you have left before you lose the game)

PAUSE SCREEN

Typeface: PRESS START TO P
Text colour: White
Font Size: 50(unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the centre)

The layout of this screen is similar to our title screen, having a big title "pause" allows the user to clearly see which screen he is at

Background dark shade of colour, using a high apha on a black images above the background the player can read the content on the screen more clearly

1) Continue button
   (Upon clicking on it, the player can resume playing the game
2) Settings button
   (upon clicking on it, the setting screen would load up)
3) Controls button
   (upon clicking on it, the control instructions screen would load up)
4) Skills button
   (upon clicking on it, the skill screen panel would load up)
5) collectables button
   (upon clicking on it, the collectables screen would load up)
6) Quit game Button
   (upon clicking on it, the game would close)

SETTINGS

(1) Settings
(2) Music
(3) Sounds
(4) Back

Typeface: PRESS START TO P
Text colour: White
Font Size: 50(unity size)
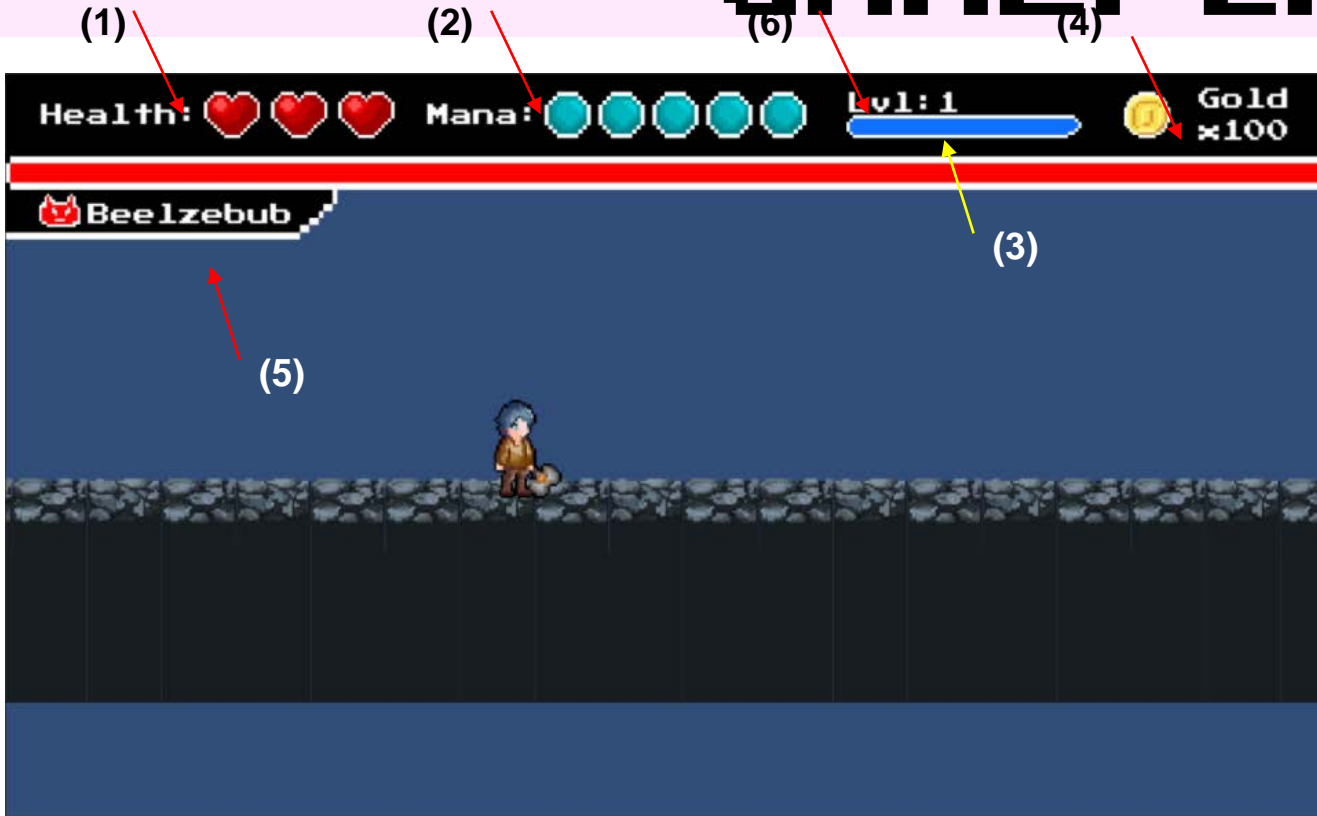**(Aligned to the centre)**

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

Background Consistency, most of our screens has a similar background, so the player will not get confused
 it is a concept art which has close resemblance to our game level and the aesthetic of our game. The background is darken to highlight out our buttons so player can read it with ease

1) Big title " Settings"
2) Music volume slider
   (a volume slider bar to adjust the in game music volume)
3) Sound effect volume slider
   (a volume slider bar to adjust the in game sound effect volume)
4) Back button
   (upon clicking on it, you will be brought back to the screen previous to this)

SKILLS SCREEN

(1)

Typeface: PRESS START TO P
Text colour: White
Font Size: 50(unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

Background dark shade of colour, using a high apha on a black images above the background the player can read the content on the screen more clearly

1) Big Title "skills"
2) Health gauge buttons and indicator
   (Clicking on the plus button you can increase your character's health)
3) Mana gauge buttons and indicator
   (Clicking on the plus button you can increase your character's mana)
4) Back button
   (upon clicking on it, you will be brought back to the screen previous to this)

GAMEPLAY UI

(1) **(2)** **(6)** **(4)** **(3)** **(5)**

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)

4) **Gold**

as you progress in the game you collect the gold coins, the value on the gold coin count will go up to indicate you collected the coins)

5) **Boss health indicator**

(when you fight the boss if you damage him the health back will decrease, the boss will die when the red bar completely disappear)

1) **Health Bar indicator**
Shows the HP (Health) of the player.
Each Heart represents 5 HP.
For every HP the player loses, a heart empties by 1/5.

1) **Mana bar indicator**
Shows the number of Mana Orbs the player has.
Each Orb represents 1 Mana.
When Supercharge is used, 1 Mana Orb would be emptied.
Animation for this UI Element would be the Mana Orb outline slowly depleting before gaining a Mana Orb.

1) **Experience point level indicator**
Shows the percentage of Experience the player has.
Each bar would hold 10% of the Experience the player needs for that level.
If the bar is blue, it means that the bar is filled whereas if the bar is black, it means that it is empty.
The bar will fill up as the player gets Experience from defeating enemies.
Once the Experience reaches 100%, the player gets a level and the bar is emptied.
Animation for this UI Element would be a bar filling up each time the player gains experience

6) **Level Indicator**
Shows the Level of the player.
The number changes according to the player's level.
There is no animation for this UI Element.

COLLECTABLES SCREEN

Typeface: PRESS START TO P
Text colour: White
Font Size: 40 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: Black
Font Size: 14 (unity size)
(Aligned to the bottom right)

1) collectables item display

2) collectable buttons which you can click to see more information on when you hover your mouse over the item the item will have a yellow tint covering over it

3) Back button
(upon clicking on it, you will be brought back to the screen previous to this)

4) collectables details includes item name and its description

5) Back button
(upon clicking on it, you will be brought back to the screen previous to this)

Background dark shade of colour, using a high apha on a black images above the background the player can read the content on the screen more clearly

COLLECTABLES SCREEN

VICTORY SCREEN

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)

Trophy icon to signify victory
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)
(Aligned to the bottom right)

ELEMENTS AND FUNCTIONS
By pressing any key you will go to the title screen

GAMEOVER SCREEN

Typeface: PRESS START TO P
Text colour: White
Font Size: 50 (unity size)
(Aligned to the centre)

Simplistic and clean design iconic skull to show death
(Aligned to the centre)

Typeface: PRESS START TO P
Text colour: White
Font Size: 14 (unity size)
(Aligned to the bottom right)

ELEMENTS AND FUNCTIONS
By pressing any key you will go to the title screen

the changes made from the concept art to our current character art has evolved a lot in order to fit our art direction

ENVIRONMENT (BACKGROUND) ART
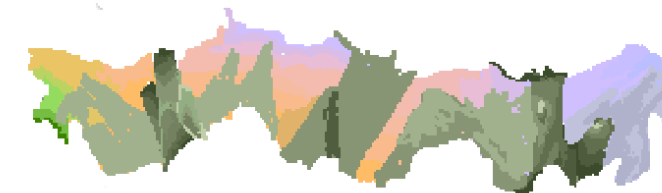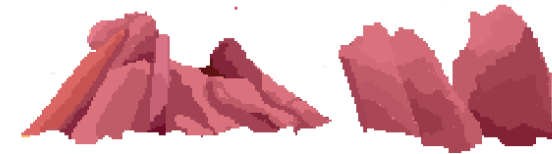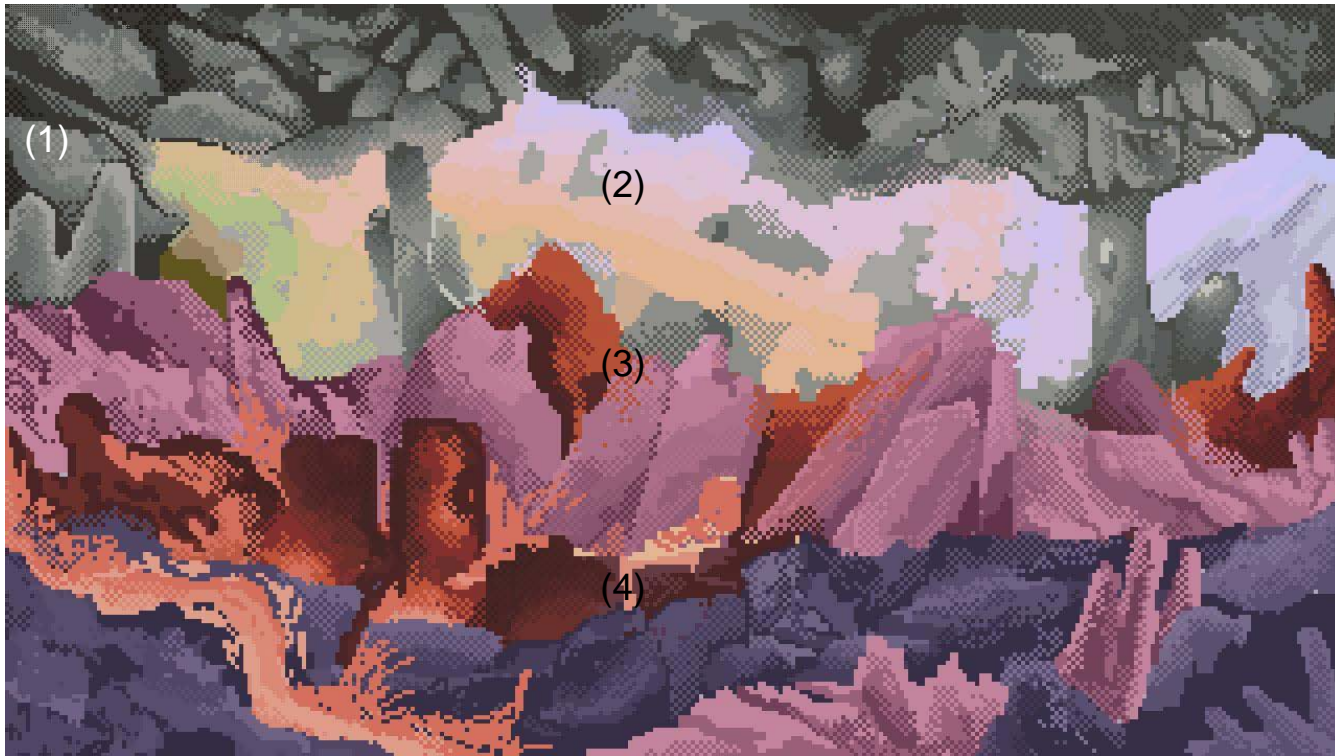
1) Background art for lava crystal caves
2) crystal like rocks tileable
3) crystal like rocks 2 tileable
4) lava dark rocks
5) distanced background

ENVIRONMENT (BACKGROUND) ART

(1)

(2)
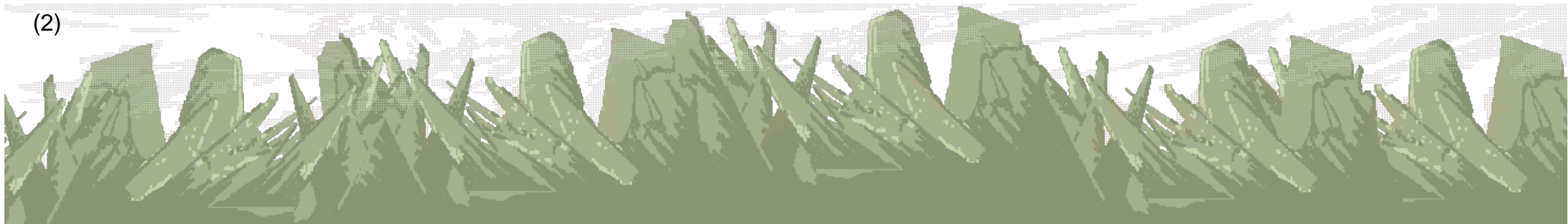
1) long scrollable basic background art
2) mid ground rocks for the scrolling background

PROPS ART

(1) **(2)** **(3)** **(4)**

(5) **(6)** **(7)** **(8)**

(9) **(10)**

(11) **(13)** **(12)**
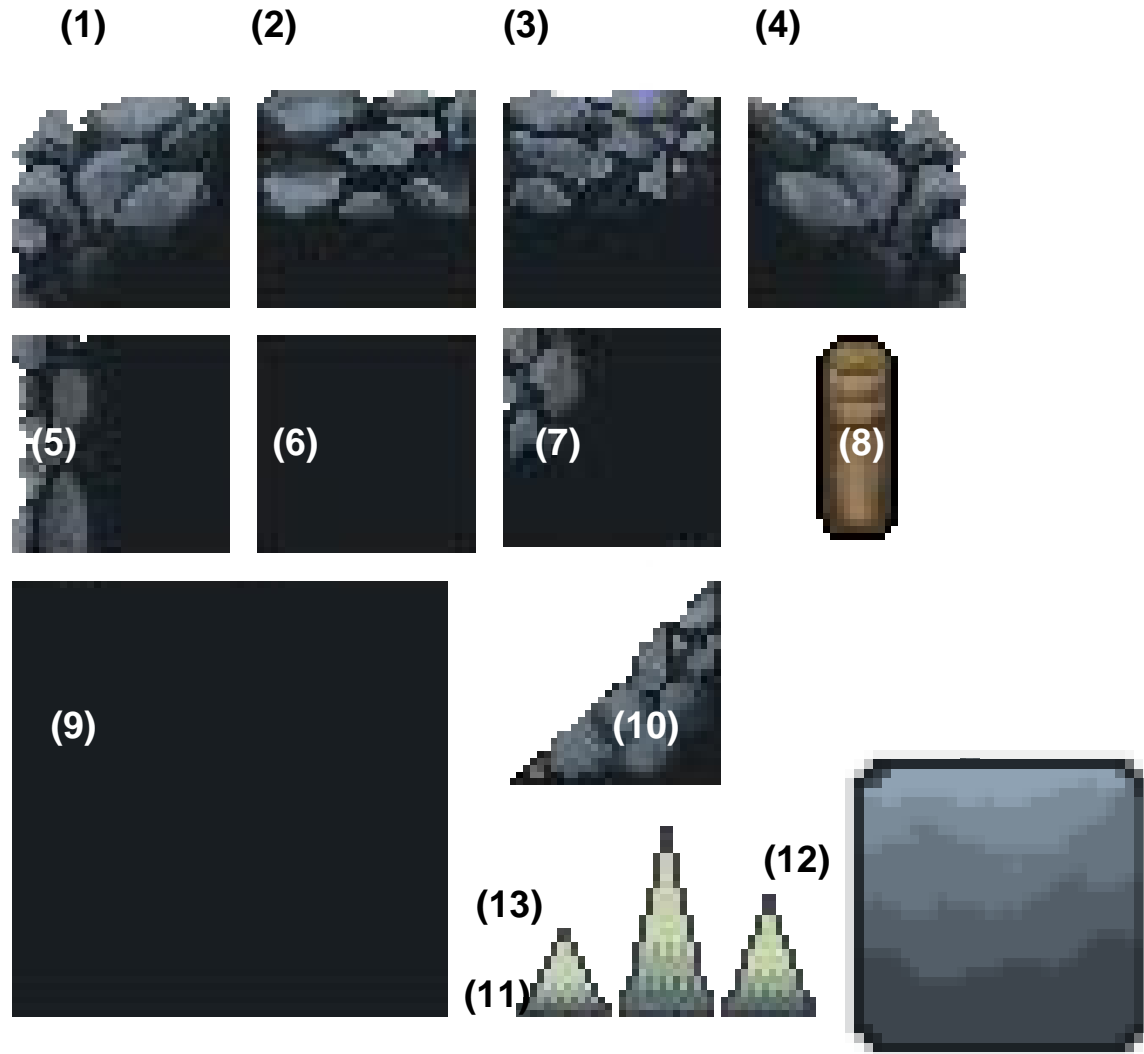
1) rock platform tile 1 (corner)
2) rock platform tile 2 middle (tileable)
3) rock platform tile 3 middle (tileable)
4) rock platform tile 4 (corner) mirrored
5) rock platform tile 5 (side of wall)
6) rock platform tile 6 black box
7) rock platform tile small corner
8) wooden pole
9) rock platform tile 9 bigger black box
10) rock platform tile 10 rocky slope
11) spikes
12) small rock boulder (tileable)
13) small rock boulder singular

PROPS ART WOOD WORK

(1)

(2)

(3)

(4)

(5)

(6)

(7)

(8)

(9)

(10)

(11)

(12)
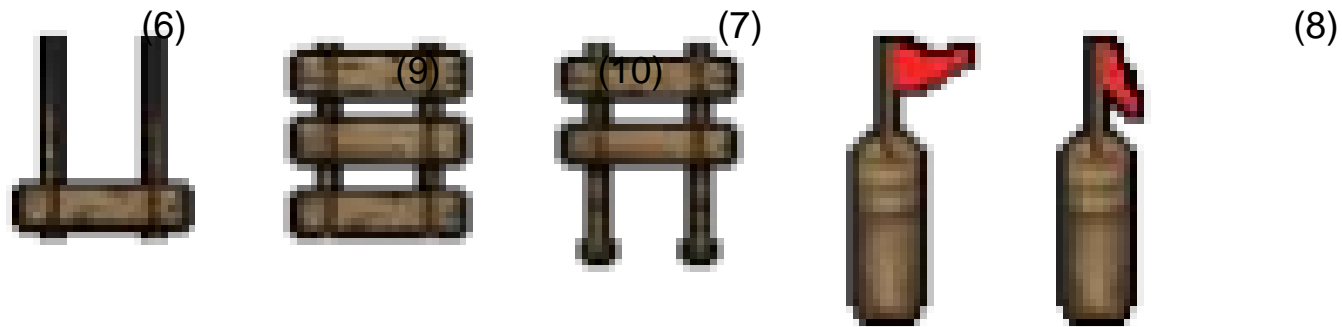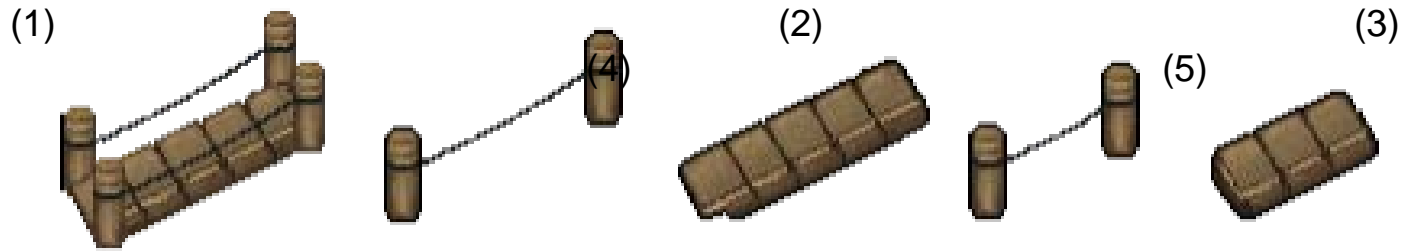
1) wooden bridge
2) wooden bridge pole and string
3) wooden bridge platform
4) wooden bridge pole and string small
5) wooden bridge platform small
6) ladder top part
7) ladder middle part
8) ladder bottom part
9) checkpoint flag raised
10) checkpoint flag lowered
11) breakable wood platform long
12) breakable wood platform tile

both the ladder and the bridge can be extended since there is a top middle and bottom

ROCK PROPS

(1)

1) big boulder sprite with exploding animation
2) Big round boulder (used for boss)
3) Medium rock size blended
4) Medium rock size hard edge
5) small rock

(2)

(3)

(1)

(3) (4) (5) (2)
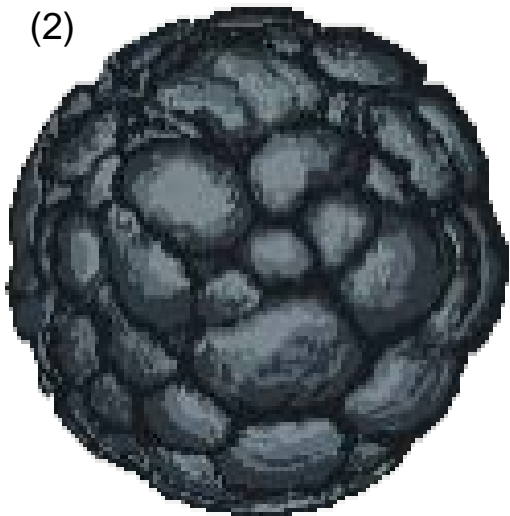
1) Crystal chunk
2) Crystal
3) Gold coin
4) warning sign circle
5) warning sign triangle
6) Gateway door

(6)

NOTES
-As most of our props are in related to the environment, our art direction for our props are similar in the art direction for our environment which is to compliment the environment to make the world appear more interesting to explore.
-Another art direction that we are going for is a style and appearance that allows the players to know about the object just by looking at it. While some objects like the Charged Crystal Chunks will not be known by players, we want to make objects like boulders recognisable, so that our game has a good affordance and players know appropriate actions to take, even when it is their first encounter with the object.

PROPS: COLLECTIBLES

1) Note
   (Notes beyond the grave, it was left by the fallen warrior)
2) Purple Cry
   (By product of the crystal crave, it grants the user magic powers)
3) Potion of Madness
   (Using the souls of the humans, Mordred created the Potion, it was said to boost your strength but the cost of that is, driving you insane with strong blood lust)
4) Blood Crystal
   (by product of substance created with the sacrifice of humans,it used to fuel the army of the dead)
5) Bone of Giants
   (Rare bone that belongs to the giant race)
6) Feather of Icarus
   (Legend has it that i can grant you flight ability)
7) Warlock Staff
   (Magical item, Lost during mordred's attack from the winter lands.)
8) Ruins Key
   (Keys to Mordred's slaves dungeon)

UI ART

(1)

(2)
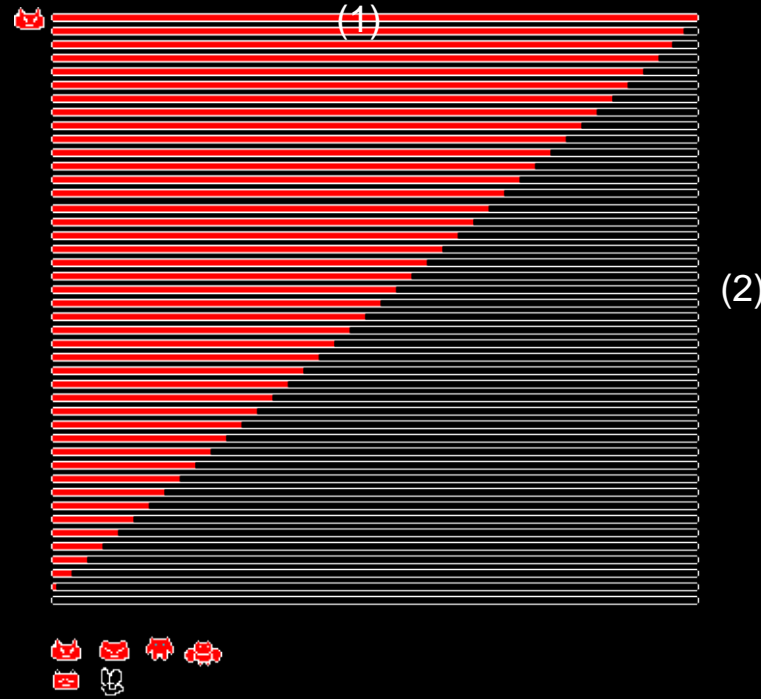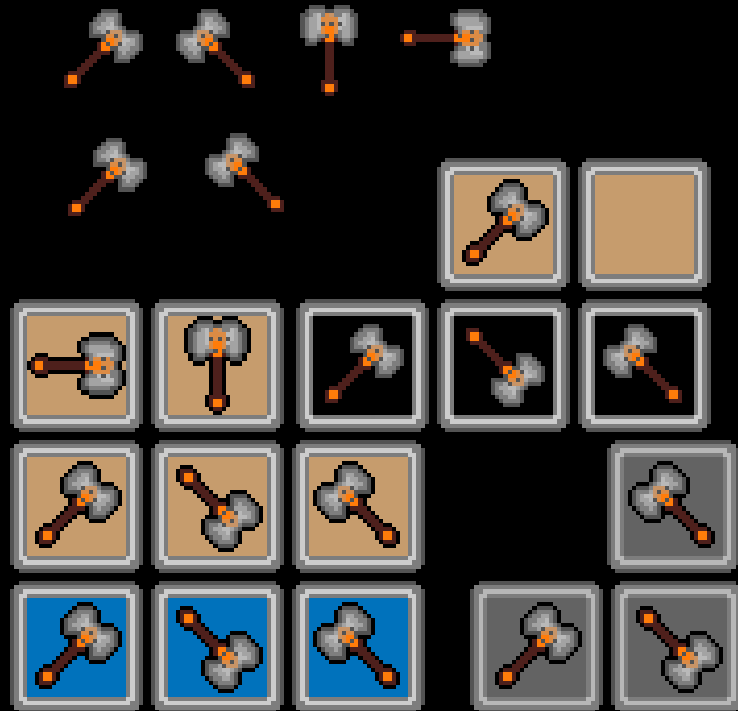
1) Hammer Icon designs, used for our game logo
2) boss health bars
3) player icon, a profile shot of atlas, use for the start up screen
4) Trophy for victory screen
5) simple pixel skull and bones use for game over screen
6) keycaps sprites

(6)

UI ART

(1)

(2)

(3)

(4)

(5)

Health

(6)

(7)

(8)

1) mana power bar with white box around each gauge
2) Health 3 hearts
3) the hearts animation
4) mana power bar (blended together)
5) mana power bar (drawn with orbs instead)
6) Gold Coins (white and black outlines)
7) enemies icon designs
8) Experience point bar

Idle animation

Running animation

slope running
animation

knock back
animation

Climbing animation

Charge animation

ATLAS "SMASH" ANIMATION

Single smash
animation

Double smash
animation

ATLAS "SMASH" ANIMATION

Final smash
animation

downwards smash
animation

Idle animation

Running animation
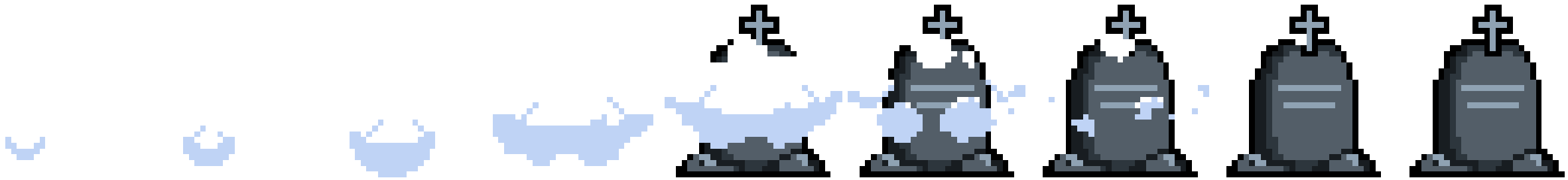
Death animation that can be applied on both enemies and our player
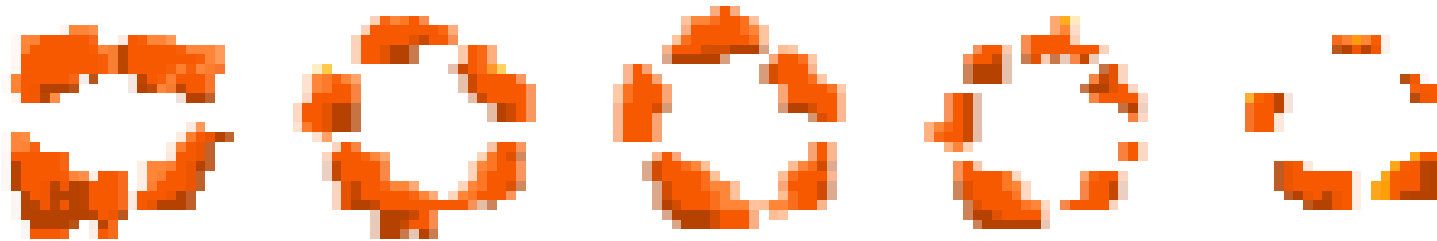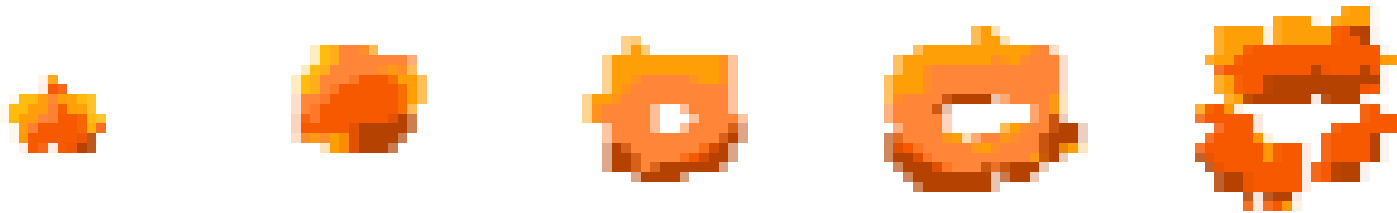
Explosion animation use for enemies crystals and when enemies throw a projectile at you

ENEMIES ANIMATION

skeleton Idle
animation
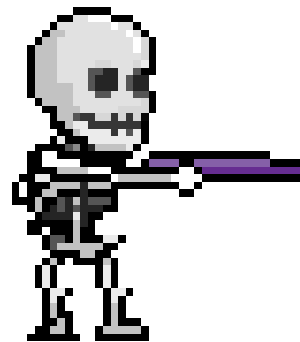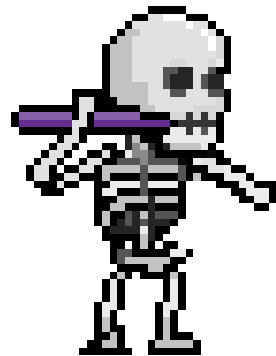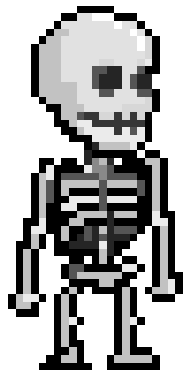
skeleton attack
animation

ENEMIES ANIMATION
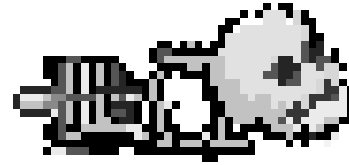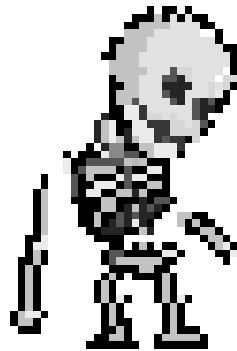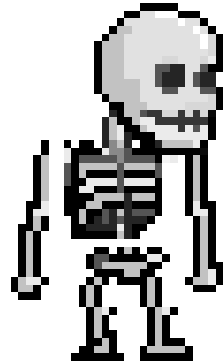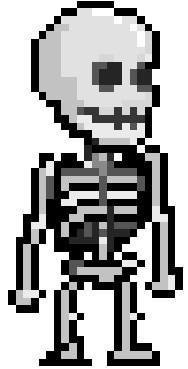
skeleton dying
animation

Slime idle animation

slime knock back
animation

slime walking
animation
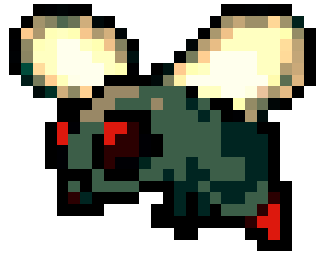
wasp flying idle
animation

Fly, flying idle
animation

Beelzebub flying
idle animation
animation

Beelzebub
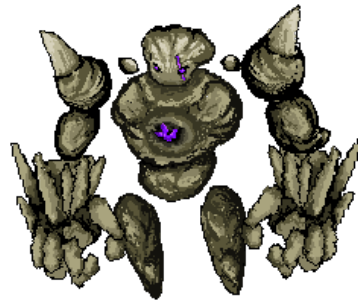animation when
stunned animation

beelzebub fork
attack animation

beelzebub body
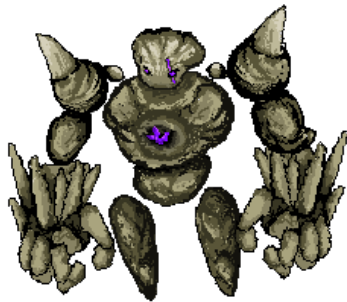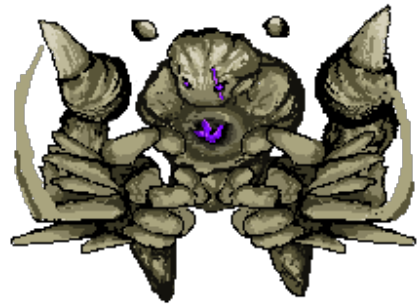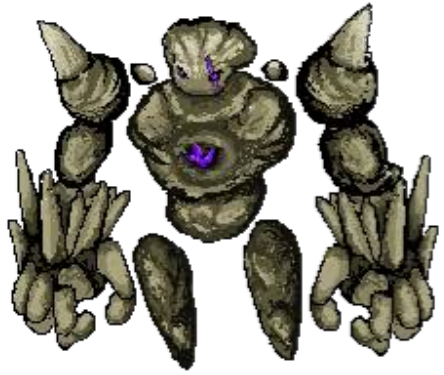*slam animation*

beelzebub dying
animation
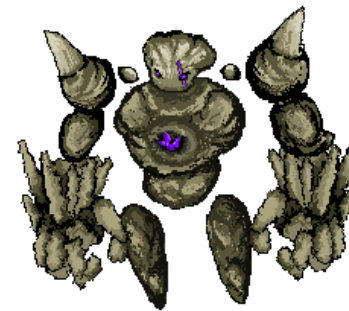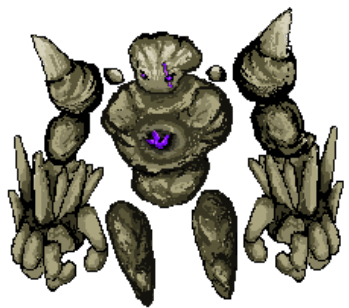
golem idle
animation

golem ground
smash animation

Golem's sonic roar
attack animation

Golem's dying
animation

SOUND EFFECTS

We plan to find sound effects for as much actions as possible. What we are going for are simple tunes that sound a little retro (a bit like 8 bit sounds).
The most important sounds that we are to find are:

1) Smashes and Explosions (2 different sounds. Normal Smash and Double Smash can share the same sound whereas Final Smash and Explosion can share the same sound)

2) Player Dash (Have to sound swift but impactful to make players feel good about using charge, especially when it can deal damage to enemies and destroy smashable objects)

3) Getting Collectibles. (A quick upbeat sound to tell the player that he/she has collected something)

4) Button Sounds.

SOUND EFFECTS

4) Sounds for walking. (Tapping sounds to signify footsteps. May want a few variations for the different tiles that players walk on Eg: Wood and Rocks)

5) Enemy sounds. (Have a sound for their movement so that they feel more alive. Basic Enemy (Slimes) will have a squelch sound whenever they move, Throwing Enemies (Skeleton) will have a rattling of bones, Fly's would have the sound of beating wings of buzzing of flies. Golems will make groaning noises and Beelzebub will do screeching noises).

6) Sounds for reaching checkpoint/ end of a level. (Short victory chime to make players feel satisfied as they progress in the game.)

7) Game Over sounds (Have a downbeat sound to signify that the player has died. But something subtle so as to not irritate players.)

SOUND EFFECTS

Potential Sounds we could use for our game.

512 Sounds
https://opengameart.org/content/512-sound-effects-8-bit-style
Little Robot Factory
https://opengameart.org/content/8-bit-sound-effects-library
Short Music Jingles
https://opengameart.org/content/85-short-music-jingles
Bfxr sounds
https://opengameart.org/content/8-bit-platformer-sfx
Level Up!
https://opengameart.org/content/level-up-sound-effects
UI Sounds 1
https://opengameart.org/content/ui-and-item-sounds-sample-1
UI Sounds 2
https://opengameart.org/content/ui-and-item-sound-effect-jingles-sample-2
JRPG UI Sounds
https://opengameart.org/content/jrpg-style-ui-sounds
RPG Sound Pack (For flies?)
https://opengameart.org/content/rpg-sound-pack

BACKGROUND MUSIC (BGM)

The music that we will use for the Tutorial, Level 1 and Level 2 can be the same since it is the same location and setting. For these levels, we should use something calmer since it is the beginning of the game. Using an intense music may overwhelm player. A calm music also fits into the setting of the Crystal Caves. An uninhabited location that feels dark and lonely but it is filled with magic.

The music to be used for the Golem Boss can be something more intense as it is a boss fight and we want to get the player thrilled. However, the beats of the music (if any) should not be too fast.

The music to be used for Beelzebub should be the most intense due to it being a sudden development and a faster paced boss. It is also one of the more difficult enemy that the player has to overcome.

BACKGROUND MUSIC (BGM)

Potential Royalty Free Music to be used:

Start Menu: "New Possibility!" Calm and Uplifting Game Music by HeatleyBros
"Sad Day" Slow Calm Game Music by HeatleyBros

Tutorial Level, Level 1 and Level 2:
"Crystal Caverns!" Chill Upbeat Game Music by HeatleyBros

Golem Boss Fight:
"Dark Alley" Tense 8 Bit Game Music by HeatleyBros (?)
8-Bit Massacre- Free Royalty Free Music- By Jared Allen (With Download)
Royalty Free Music - 8bit Dungeon Boss - Kevin MacLeod - Upbeat Retro Electronic
Background

BACKGROUND MUSIC (BGM)

Potential Royalty Free Music to be used:

Beelzebub Boss Fight:
Royalty Free Game Music - 8 Bit Hideout! By HeatleyBros
♩♬ 8-Bit Dubstep ♪♬ - Button Masher (Copyright and Royalty Free)

Credits Screen:
Royalty Free Game Music - 8 Bit Town! by HeatleyBros
This Is What You Came For - 8 Bit Cover By HeatleyBros
Royalty Free Music - 8 Bit Love! by HeatleyBros
Royalty Free Game Music! - 8 Bit Fun! by HeatleyBros
"Sad Day" Slow Calm Game Music by HeatleyBros

ITEMS	Feedback effects and animation	
	RESTORE OF FALGUARD	**CASTLEVANIA 1986**
1. Character		
Gets Hit	- Plays a Knock back animation - Plays a" hurt" sound fx - Shows the character in pain	- Flash red for ½ seconds - Player knockback animation - Hp number gets deducted rise up above character's head
2. Enemies		
Upon Deaths	-plays a transition animation of poof in to a tombstone - plays enemy death sound effect	- Fire balls burst out from enemies - plays enemy death sound fx
3. Collectables		
In game items	- In game gold - special items and unique to the narrative - Experience points	-Health icons files towards player -play health collection sound fx - health bar increases
4. User interface		
HP Deplete	The hearts that represent life will slowly be cut and reduced	- HP number changes immediately

PEER REVIEW (Final)

TEAMMATES	Contribution
Koh Guan Zeh P1725566	0
Royce Zhang Xiaoyin P1747744	0
	TOTAL= 0

VERSIONING HISTORY

Current Version: 1.70
Last Updated: 14 February 2018

Version	Date	Changes
1.00	14 Dec 2017	Creation of Game Design Document.
1.10	7 Jan 2018	Checkpoints and exits will no longer create save files.
		Charged Crystals can only be spawned one at a time. (Sprite Placeholders are also changed from bombs to crystals).
		Tutorial Level Layout has been changed.
1.20	14 Jan 2018	Air Plummet does 2 damage instead of 1.
		The ability to crouch is removed from the game.
		Lava has been changed to do damage instead of insta-kill.
		Changes to Mana Cooldown time.

VERSIONING HISTORY

Version	Date	Changes
1.30	18 Jan 2018	Level 1 Layout has been changed.
		Level 2 Layout has been changed.
		Changes to GUI.
		Lives have been added and player would have 3 Lives before they reach a Gameover.
		Golem's Rock Throw is replaced with Frenzy Attack.
1.40	26 Jan 2018	Updated Screens.
		The ability to upgrade Smash skill is removed from the game.
1.50	28 Jan 2018	The Exp that the following monsters would give has changed: -Basic Enemy (from 3 Exp to 5 Exp) -Throwing Enemy (from 5 Exp to 7 Exp) -Fly (from 5 Exp to 7 Exp) -Fly (1) (from 5 Exp to 7 Exp)

VERSIONING HISTORY

Version	Date	Changes
1.60	11 Feb 2018	Updated Screens with proper layout
		Updated List of Music and Sound Effects for our game
1.70	14 Feb 2018	Exp that all monsters give have increased
		Art Assets and Animations have been updated, with 80% of the Player's animation integrated and working
1.80	25 Feb 2018	Art Assets and Animations have all been included.
		Health of Beelzebub have been increased.
		Final Level Layout with minor changes. No major change to level dynamics
		Collectables Menu is fully functioning
		Settings Menu is fully functioning.
		Music and Sound Effects are fully integrated.