

# Project WindHaven

## Game Design Document

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### **2D Top-Down Action Roguelike Dungeon Crawler**

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# Bibliography

Nintendo. (1986) *The Legend of Zelda* [NES].

# Game Rules, Mechanics, Features

## About the Game

Originally inspired by *The Legend of Zelda* (Nintendo, 1986) for the Nintendo Entertainment System, project 'WindHaven' is a 2D, top-down, room based game, which then takes the turn to becoming rogue-like, based on individual runs rather than a continuous journey, as well as avoiding direct combat and taking a more tactical or strategic approach to conflicts.

## The Gameplay

With a grappling hook at your disposal and a bag full of loot, your goal is to make it to the end of the dungeon without losing all your treasure.

Going room by room, you'll encounter enemies to evade or eliminate, pits to avoid falling into, and the occasional locked door or chest which require keys to open.

In order to eliminate your enemies, you'll either have to bait them into running into holes, or if you can get your positioning and timing right, by grappling onto them and pulling them to their doom.

If you can successfully grapple an enemy to their demise, you might be rewarded with a key, which can be used to open a chest for an immediate treasure reward, or open a locked door and gain access to even more of the ruins to explore.

Of course, you don't have to defeat every enemy you face; you aren't locked in each room as you proceed, if you want to you could run straight through each room looking for the exit. Just mind your step and watch out for incoming attacks.

## **The Rules & Mechanics**

To navigate the rooms you encounter, you'll have access to a grappling hook, allowing for pulling yourself over large pits, and a dash ability, to quickly cover distance or evade enemies.

Each run will start off with a high count of treasure, which diminishes with each hit you take from enemies or hazards, and drops significantly if you fall down a hole. The amount of treasure you have with you when you make it to the end determines your score, along with an additional bonus based on how long you took. Get to the exit as fast as possible while taking no damage, or find all the chests, to maximize your score.

## **The Design Choices**

By removing the player's ability to directly attack enemies, there is no longer the option to just mindlessly run through blasting everything in your path. While the player still has a grappling hook to utilize with removing enemies, it requires positioning and timing, giving conflict resolutions a more skill-check approach, causing the player to weigh their available options and decide if engaging the enemies is even worth the effort.

Following with the style of avoiding direct combat, the player does not have a health gauge, and cannot directly die. Instead, taking damage or making environmental mistakes results in subtracting from the player's treasure, or score.

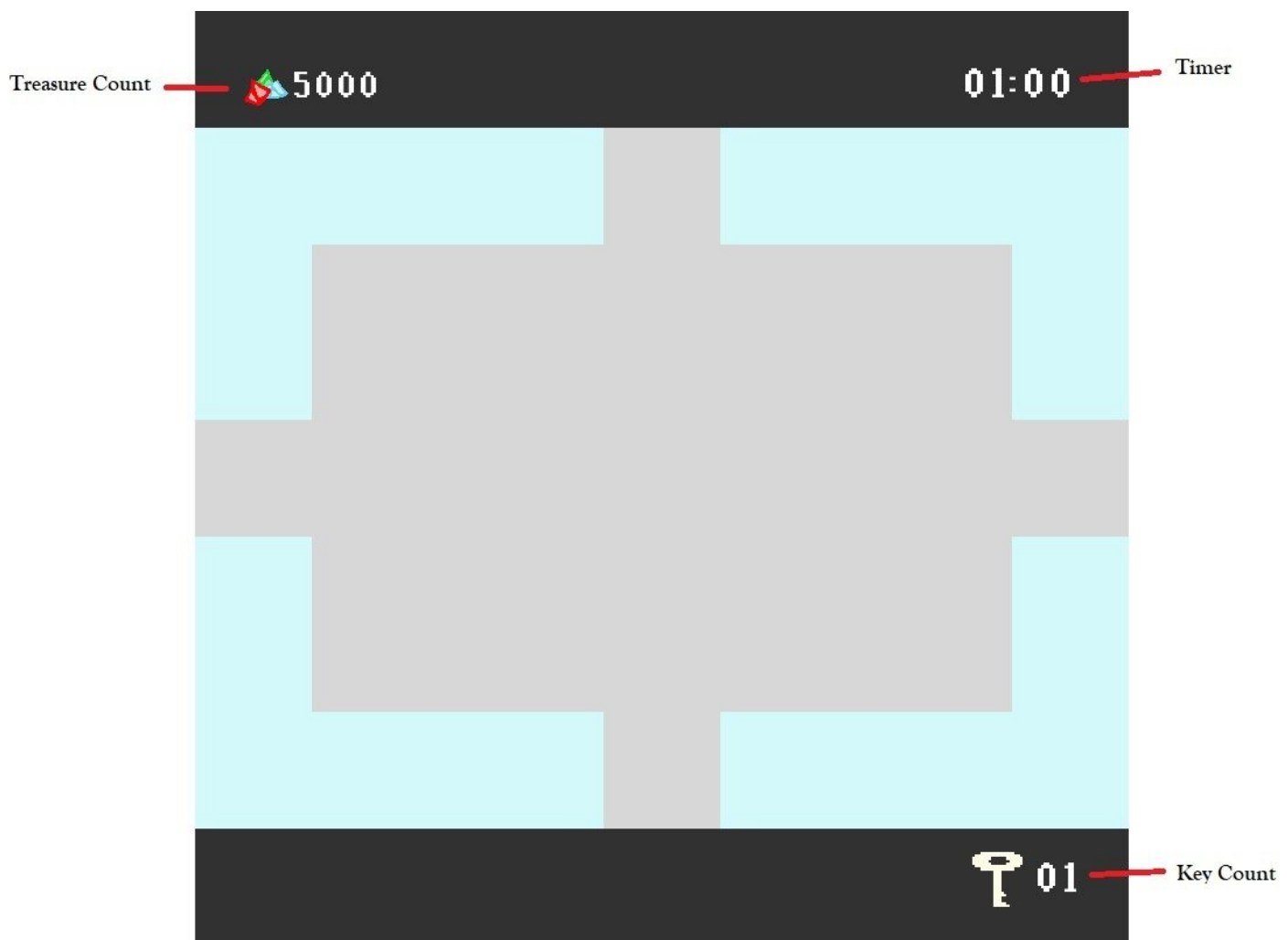
# Control Scheme

Action	Keyboard Bind	Alternate Keyboard Bind	Controller Bind
<b>Menu Controls</b>			
Open Menu	Esc	Tab	Start Button
Nav Up	W	Up Arrow	D-Pad Up
Nav Down	S	Down Arrow	D-Pad Down
Confirm	E	Enter	A Button
Back	Shift	Backspace	B Button
<b>Game Controls</b>			
Move Up	W	Up Arrow	Left Stick
Move Down	S	Down Arrow	Left Stick
Move Left	A	Left Arrow	Left Stick
Move Right	D	Right Arrow	Left Stick
Rotate Player	Arrow Keys		Right Stick
Dash	Shift		Left Bumper
Grapple Hook	Space		Right Bumper
<b>Debug Controls</b>			
Open Debug	`		Via Menu
Toggle Timer	1		
Kill All	2		
Grant Key	3		X Button
Remove Key	4		
Grant Treasure	5		
Remove Treasure	6		

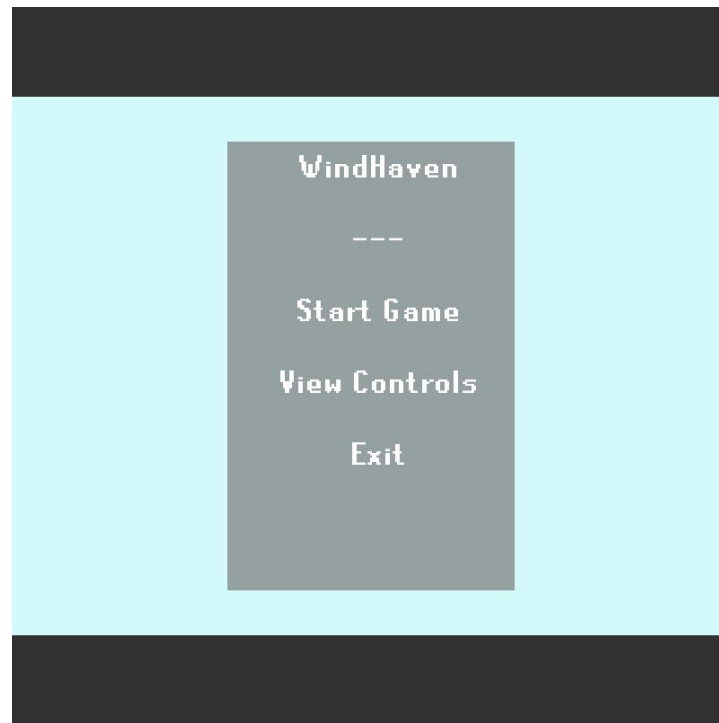
# Interface Design

Below are some mock-ups of how the interface and various menus will be structured in the game. The shown designs are not what will be present in the final release, and instead serve as a rough template for further development.

## Gameplay HUD



## Main Menu



## Pause Menu





## Controls Window



Controls		
Action	Keyboard	Gamepad
Move Up	W	D-Pad Up
Move Down	S	D-Pad Down
Move Left	A	D-Pad Left
Move Right	D	D-Pad Right
Dash	Space	A
Grapple Hook	Shift	B

# Cheat/Debug Features

A debug overlay will be accessible within the game, primarily for development and testing purposes. The primary use of the overlay will be to display various statistics, and also to enable 'cheat' buttons.

The overlay will be accessible by pressing the back quote key ( ` ) or enabling debug from the main menu settings.

Pulling up the debug overlay will present the following statistics onscreen:

- Player Position
- Player Tile
- Time Elapsed
- Treasure Count
- Key Count
- Room Number
- Enemy Count
- Dash Timer

The following cheat buttons will also be enabled while the overlay is present:

- 1 - Toggle Timer
- 2 - Kill All Enemies
- 3 - Grant Key
- 4 - Remove Key
- 5 - Grant Treasure
- 6 - Remove Treasure

# Required Assets

## Textures:




Texture sprites will need to be based on a base game size of 800x800 pixels.

- **Level Sprites**
  - Sky Background (800x600)
  - Clouds
  - Level Tiles (50x50)
- **Player Sprites**
  - Idle
  - Moving
  - Dashing
  - Falling
  - Grappling Hook
- **Enemy Sprites**
  - Idle
  - Moving
  - Attacking
- **Particle Sprites**
  - Weather
  - Treasure
  - Enemy Attack
- **UI Sprites**
  - Treasure Icon
  - Key Icon
  - Timer
  - Control Scheme
- **Splash Screen Sprites**
  - FMOD
  - AUT

## Audio:

- **General SFX:**
  - Music
  - Ambience (wind, looping)
- **Player SFX:**
  - Movement (with treasure)
  - Movement (without treasure)
  - Dash
  - Grapple Shot
  - Grapple Hit
  - Grapple Return
  - Damage Taken
- **Enemy SFX:**
  - Alerted
  - Attacking
- **Level SFX:**
  - Chest/Door Opened
  - Entity Falling
- **Menu SFX:**
  - Navigation
  - Confirm

**Sign-Off**

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