

GDD

Arthur Stam



Concept:

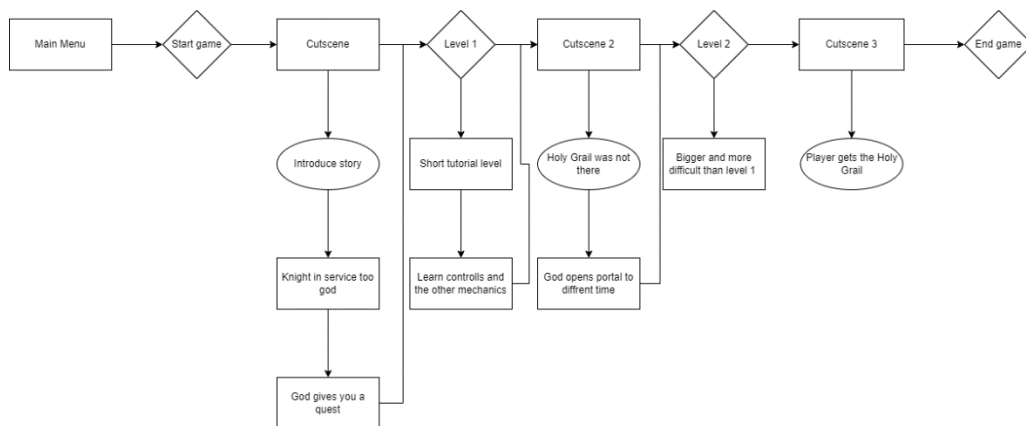
This game will be a 2D side-scroller where the player have to retrieve The Holy Grail. The game will have a light hearted, funny game. Level 1 is set in the late middle ages, around the 14 hundreds. The 14 hundreds saw the end of the hundred years' war between France and England(1453) and the beginning of the Renaissance. This time was chosen because of the history between England and France. The Players character is English and the main antagonists of the game are the French. The player receives a message from God to retrieve the Holy Grail for him. God thinks that it's in a nearby castle controlled by the France. Even if Gods unsure about the location the player takes on this quest. He gets his bow and heads for the castle.

Level 1 will be a short level mostly outside of the castle. The player has to quickly retrieve the holy grail, the player is in enemy territory after all. Level 1 will begin with a tutorial on how to move, jump and dash. After the player has finished this part, the timer starts and the level really begins. When the player reaches the Holy Grail a cutscene will play, this cutscene will show that the Grail isn't there anymore. The player will now have to find another way to get the Holy Grail. In this cutscene God arrives and tells the player that the Holy Grail was made in the Ancient Egyptian time. God opens a portal to the that time, the player has no choose but to enter the portal. God has given the player a time limit for level 2 before he can't bring the player back anymore.

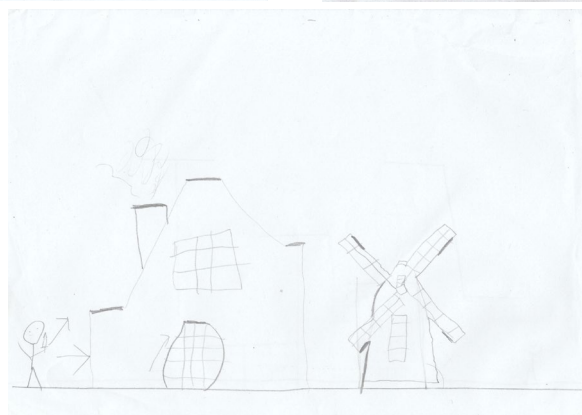
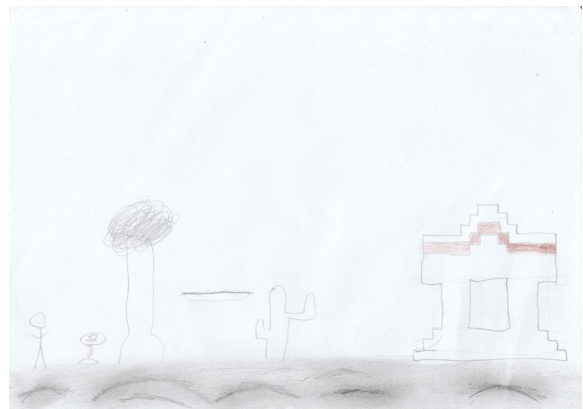
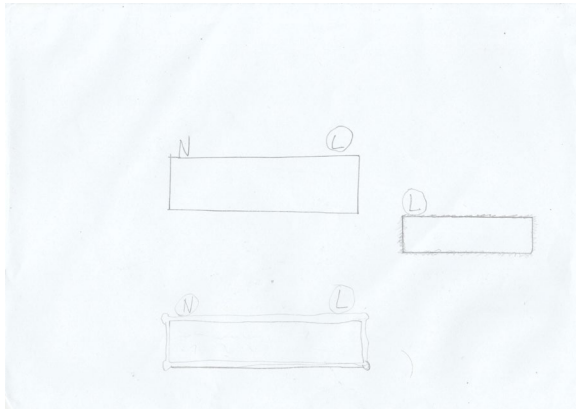
Level 2 is set in the Ancient Egyptian period, this level will be longer and harder than the first level. When the player enters the new time the timer will start immediately and the player has to quickly grab the Holy Grail here. The end of level 2 is a shrine where the Holy Grail is, a short cutscene will play and the game will end.

Flowchart:

The player is a knight in service to God, in the players past the player has done a lot for God and now the players services has been noticed. God speaks to the player and said ***"Hey buddy, I have a very important mission for you, could you retrieve my grail for me? The Holy Grail? Thanks, bye."*** After these words were spoken, and the players mission been given directly from God, the player immediately start this journey.



Concept art:



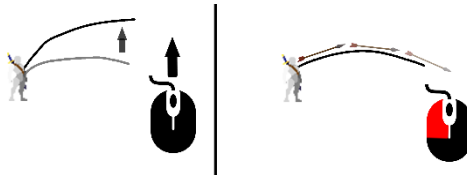
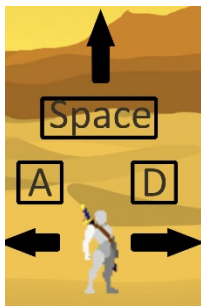
Game design

MDA Framework:

mechanics:

- **Controls**

- Player movement/. The player moves left and right with A and D buttons, space to jump;
- Bow/. The player moves the bow angle with the mouse and the left mouse button to shoot.
- Next sentence/. The player can click the “Next” button to go further in a dialogue.



- **Bow**

- Bow pathing/. The player will see a line from the bow, this line indicates how far and what path the arrow travels;
- Arrow/. When the arrow hits an enemy, the enemy dies.

- **Player**

- Player HP/. The player has 1 HP, if the player gets hit by an enemy projectile the player dies and has to start from the beginning of that level.

- **Dialogue**

- Dialogue system/. The story of the game.
- Player dies/. When the player dies, God will give a light hearted response.

- **UI**

- Timer/. The timer will indicate how much time the player has left to finish a level.
- Distance bar/. The distance bar will show the player how far he is compared to the Holy Grail(the end of the level).

- **Enemy**

- Enemy placement/. Enemies will be placed on fixed positions in the 2 levels, they will not be able to move.



- Enemy shoot/. The enemies will shoot a projectile with a fixed velocity when the player is in range. The player can dodge these projectiles.(range is not yet determined).
- Enemy dies/. When an enemy is killed by the player, “5” seconds will be added to the timer.

Dynamics:

- The player can kill enemies to get more time so the player can finish the level;
- The player needs to jump on platforms to finish the level.
- The player can see how far he is, and the time left to reach the end of a level. With this information the player can then determine if he can make it to the end of a level in the time or if the player needs to kill more enemies for time.
- The player has a chance to run out of time or die.
- The player needs to determine if killing an enemy is worth the time loss for killing that enemy, it is possible that by killing an enemy the player losses more time than the enemy is worth;
- The player has a chance kill all enemies in a level, the player is now unable to get more time.

Aesthetics:

- Fantasy
- Challenge

Formal elements:

Player: Player vs game

Objectives: Get the Holy Grail within the time limit.

Procedures:

- *Starting:* The Player clicks start game in the main menu. The Player will then see a short cutscene about the plot of the game, after this cutscene the first level begins.
- *Progression:* The Player uses the movement system to move around and reach the end of a level while the player can kill enemies for more time.
- *Special:* The player needs to determine if killing an enemy is worth the time loss for killing that enemy, it is possible that by killing an enemy the player losses more time than the enemy is worth.



- *Resolving:* Upon finish level 1, the player will see a cutscene and be teleported to level 2. After finishing level 2 the game ends and the player has won.

Rules:

- The player must finish level 1 to be able to play level 2.

Resources: Progress bar, Timer, The enemies, The bow, Platforms, Dialogue, Arrows;

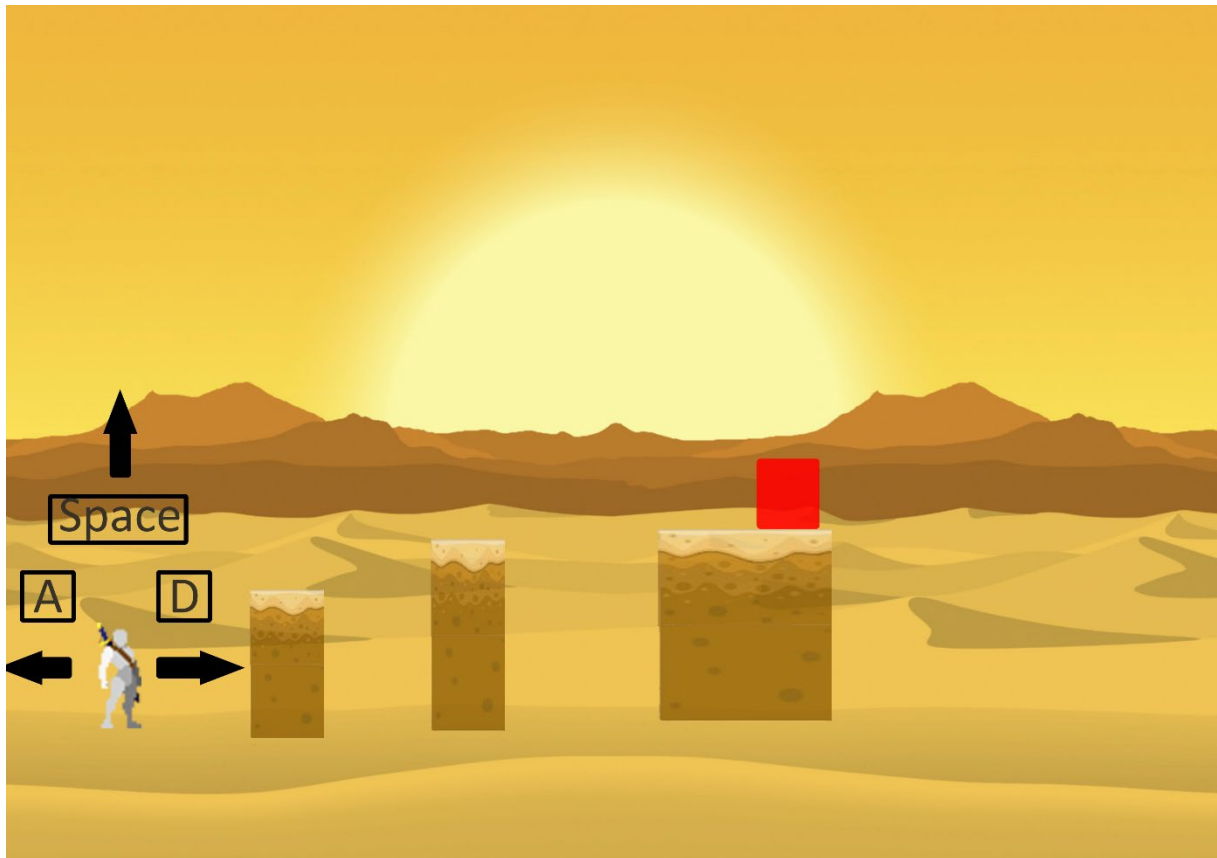
Conflict: Timer, Enemies;

Boundaries: Invisible border at the beginning of a level to keep player in the level.

Outcome: The player wins when level 2 has been finished, or the player dies and has to restart the level, or the player (rage) quits

Gameplay element visualization:

Egypt Platform level + Controls:



Shoot:

