Charge Forth

Game Design Document

Charge Forth

Octocorn Studios

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Overview

High Concept

Assisting a valiant, yet dull, knight on their quest to save the kingdom provides a sense of accomplishment and duty.

Features
- Top-Down Perspective
- 2D Stylized Pixel Art
- Multiple Ways to Complete Each Level
- Strategically Place Items to Avoid Traps and to Defeat Enemies

Targeted Platform

- Android Compatible Devices (Mobile)

Story

   Sir Dullard is a dim-witted knight who has been sent forth to rid the surrounding lands of creatures who threaten his kingdom and retrieve The Holy Grail. The Holy Grail was stolen by an army of evil creatures, thus making it where The Creator cannot protect the land anymore. However, as mentioned, Sir Dullard's intelligence is lacking. It is up to The Creator to help the unlikely hero successfully navigate these lands and rid it of evil and retrieve The Holy Grail.

Intro and Conclusion

   The intro to the story will be a text crawl which explains how and what happened to make Sir Dullard need to go on this adventure. The text crawl will be placed over a still image and be made with Unity's UI system.

The conclusion of the game with follow the same format, consisting of a text crawl made with UI over a still image that explains what happens after the player beats the game. The conclusion text crawl with be triggered once the last level is beaten and The Holy Grail is retrieved.

Player Evaluation

The player's evaluation will provided by displaying how many times they died per level. This number will be stored and displayed on the overworld map beside the level. At the end, the player's total death count will be tallied and displayed on the win screen. The player can replay a level if they want, but it will not add or subtract deaths from the overall total. After the game is completed the death tallies will be reset.

Characters

1. **Sir Dullard (The Knight):** This is the main character of the story. However, is not directly playable. He can only to be directed by the player by placing objects.

2. **Divine Intervention (The Creator)**: This is the player who acts as a form of divine intervention to lead Sir Dullard, helping to ensure that he can succeed on his quest. The player's perspective will be top-down, providing a viewpoint that encompasses the entire level. The player is oriented to this role by the tutorial level which explains this to the player and shows them this role.

3. **Goblins**: They are basic enemies who die in one hit from Sir Dullard's attacks. If he has the sword equipped, Sir Dullard will not take damage, but the Goblin will still die. Sir Dullard will take damage without the sword being equipped.

4. **Grim Reapers**: The Grim Reaper is an incredibly dangerous enemy to Sir Dullard. The Reaper roams the map and kills Sir Dullard with one hit. There is no defense against the Reaper so it must be avoided.

5. **Giant Bats**: These enemies are another moving enemy for Sir Dullard to combat. They fly around the map attempting to cause damage to him whenever possible. If hit by Sir Dullard, the bat will die, but without the sword equipped he also takes damage.

6. **Orcs**: These enemies are tough creatures that are just as strong as Sir Dullard. Without his sword Sir Dullard and the Orc are evenly matched and cause them to fight to the death thus killing them both.

Goals

Long Term Goal:
- Save the kingdom from evil. It was a peaceful day in the kingdom, but all was not as it seemed as evil was lurking in the shadows. The king and his best knights decided to ride off to another land, leaving behind Sir Dullard as the only protection. The evil forces seeing how unintelligent he was decided to strike and take over the land. Now it is up to Divine Forces and Sir Dullard to save the kingdom from this impending doom.

Gameplay Goal:
- Complete each level by placing items in Sir Dullard's path to help him survive each encounter.

Mechanics

The Grid:
- All levels take place on a 7 x 10 grid, with a border of walls.
- The size of the grid will make full use of the mobile phone's screen.
- Grid spaces are stored as an array.
- The grid saves the state of the map before the player hits play. When he hits stop, it resets.

Start/Stop Functionality
- While the game is stopped or in "placement" mode their will be no animations playing. This shows the player that they are to be placing items and/or correcting their mistakes if restarting.
- While the game is playing or in "play" mode all animations will play and Sir Dullard will start navigating the map. This will convey to the player that the game has started and to attract their attention so they could learn from a possible mistake.

Inventory:
- Stores Items on a per level basis.

- Minimizes after the player has finished placing their items, when the player presses "Start."

Placeable Items:
- Items from the inventory will be placed by dragging finger across the screen.
- Items snap into position via the Grid.

Hearts:
- Sir Dullard starts with two hearts.
- Hearts deplete based on contact with enemies or traps.
- After all hearts are depleted Sir Dullard dies, and the player must restart the level.

Exotic Mechanic (Key):
- In one or more levels, the end goal will be inaccessible to Sir Dullard, unless he has picked up a key.
- The player must navigate him to the key first then to the exit to successfully beat the level.
- If Sir Dullard reaches the end of the level without a key he will die and the level will have to be restarted.

Obstructions to the Player

These obstructions are intended to work against Sir Dullard and the player. Obstructions can be Enemies, Hazards, or Pre-placed Objects.

- **Goblins**: Size: 1 Knight
  These are static enemies that are already placed on the map and cannot be moved or affected by the player. When Sir Dullard comes in contact with a Goblin, he loses one heart and is destroyed, if he was on his last heart on the enemy the level will restart. However, if the Sir Dullard has a sword, he does not lose a heart, but still destroys the Goblin.

- **Orcs**: Size: 1 Knight
  These are static enemies that are already placed on the map and have two hearts and cannot be moved or affected by the player. When Sir Dullard comes in contact with a Orc, he loses one heart as will the Orc, this means Sir Dullard and the Orc will kill each

other at the same time thus causing the level to restart. However, if the Sir Dullard has a sword, he does not lose a heart, but still destroys the Orc.

- **Giant Bats**: Size: 1 Knight
These are moving enemies that patrol a line of a grid and move up and down or left and right depending on the designers intent, and cannot be moved or affected by the player. The bats move at the same pacing as Sir Dullard across the grid, but never leaves its predetermined lane. When Sir Dullard comes in contact with a Bat, he loses one heart and is destroyed, if Sir Dullard was on his last heart on the enemy the level will restart. However, if Sir Dullard has a sword he does not lose a heart, but still destroys the Bat.

- **Grim Reapers**: Size: 1 Knight
These are moving enemies that patrol a line of a grid and move up and down or left and right depending on the designers intent, and cannot be moved or affected by the player. The Reapers move at the half pacing as Sir Dullard across the grid, but never leaves its predetermined lane. When Sir Dullard comes in contact with a Reaper, he automatically dies, the Reaper cannot be destroyed. The Reaper is also unaffected by the sword and still automatically kills Sir Dullard.

- **Traps**: Size: Scaleable Tiles
These are preplaced obstacles in the map, and therefore do not move and also cannot be moved or affected by the player. The player must navigate Sir Dullard around these hazards with signposts. If Sir Dullard comes in contact with a trap, he is automatically killed, and the level restarts.

- **Pre-placed Signposts**: Size: 1 Knight
These are functionally the same as player placed signpost except they are already placed on the map. These signposts also will point in one of the four cardinal directions North, South, East, and West. However, these preplaced signs cannot be moved or affected by the player. If Sir Dullard comes in contact with the preplaced signpost he will move in the corresponding direction.

Gameplay Loop

1. Player observes the layout of the level to determine where to place their items.
2. Player drags items from the Inventory into the level.
3. Player starts the level and watches Sir Dullard interact with the items/hazards/enemies.
4. This process is repeated until the Player finds a solution.

Items

All items are preset based on what was determined necessary by the designer. However, each level there will be no more than 5 available items for each item. For example this means there will never be a level that needs 6 north signposts. After placement the items can be moved, but Sir Dullard will only respond to it once per "play" period. If the player is unhappy with an item placement the player can change one item individually or completely reset the level. Items will not be carried over between levels.

1. **Signposts**: To be placed by the player. Each level the player can start with a predetermined amount of signposts pointing in one of the four cardinal directions North, South, East, and West. These will be placed by the player to move Sir Dullard in the corresponding direction.

2. **Swords**: To be placed by the player. Each level the player can start with a predetermined amount of swords. These will be placed by the player to allow Sir Dullard to kill most enemies without taking damage. Sir Dullard will hold the sword until encountering an enemy, Sir Dullard will use to sword to kill the enemy and then the sword will break, rendering Sir Dullard vulnerable to damage again unless there is another sword.

3. **Bridges**: To be placed by the player. Each level the player can start with a predetermined amount of bridges. These will be placed to allow Sir Dullard to cross hazards preventing his untimely demise. These items do not change Sir Dullard's direction nor does it impede the movement of moving enemies.

Level Progression

Sir Dullard will start in a "Starting Area." The levels will be predetermined with preplaced enemies, hazards, and items. The player will place signposts and swords to navigate Sir Dullard safely through each level to the "Exit Area." The level will start after items are placed and the player selects the "play" option. After the "play" option is selected the player cannot move placed objects or control Sir Dullard. The items can be replaced only after Sir Dullard has died or the player has stopped the level by pressing "stop." When a player completes a level text will appear and read level complete. Before moving on into the next level, a world map will show Sir Dullard's location in context to the player's progression. There will be 5 levels per area. After the last level in an area is complete, text on the screen will read "Area Complete Charge Forth!"

Level Examples

Symbol Explanation:

PS: Player Start
Ex: Exit
W: Walls
G: Goblin Enemy
TR: Trap
R: Reaper, arrow show direction it will be moving first.
Bat: Arrow shows the direction it will be moving first.
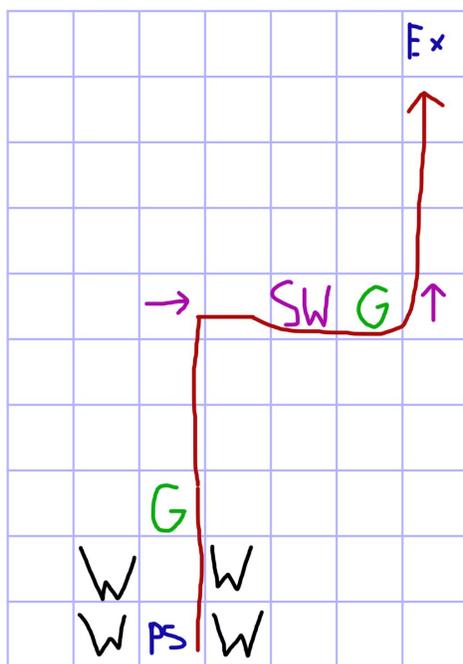Red Arrow: Intended Path
Gold Arrow: Alternate Path
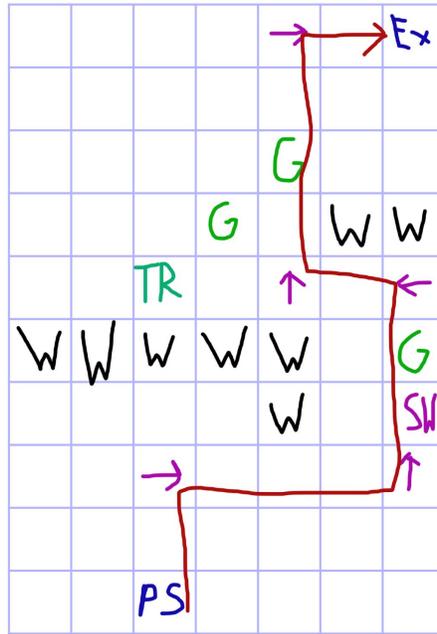Purple Arrows: Signpost that the player places.
Teal Arrows: Signpost that the player places (Alternate Route).
Purple SW: Sword the the player places

Tutorial Level

Non-Tutorial Levels

Use the key above for keyword clarification.