



# Archangeli

## Game Design Document

Written by Nico Padua

All work Copyright ©2020

Version # 1.3

Copyright © 2020

Page 1

Modified: 9/5/2021

# Table of Contents

<b>TABLE OF CONTENTS</b>	<b>2</b>
<b>1.0 DOCUMENT HISTORY</b>	<b>3</b>
<b>2.0 GAME OVERVIEW</b>	<b>4</b>
2.1 SYNOPSIS	4
2.2 STORY AND BACKGROUND	4
2.3 ART STYLE AND AESTHETIC	4
2.4 GENRE/DEMOGRAPHIC	5
<b>3.0 GAMEPLAY</b>	<b>6</b>
3.1 GAME FLOW	6
<b>4.0 MECHANICS</b>	<b>7</b>
4.1 ECONOMY	7
4.2 COMBAT	8
4.3 SKILLS/ABILITIES	11
4.4 DIFFICULTY	10
4.5 SCENARIOS	ERROR! BOOKMARK NOT DEFINED.
<b>5.0 CHARACTERS AND AUDIO</b>	<b>12</b>
5.1 PLAYABLE CHARACTERS	14
5.2 AUDIO	ERROR! BOOKMARK NOT DEFINED.

# 1.0 Document History

Version 1.00	Added Narrative, Plot
Version 1.10	Added Mechanics
Version 1.2	Added Difficulty mechanics
Version 1.21	Added Testing of in game economy, game was played using 6 sided dies. Player health and stamina was significantly reduced to what it is now was players during the testing died because of the enemies being too strong even on easy difficulty. All enemies had 50 more health on each difficulty which made the game harder. Details of how the game is played are on <b>4.5 Scenarios</b> .

Difficulty	Player Statistics			Enemy Stats (Damage)			Enemy Health	
	Health	Stamina	Damage	Standard (melee)	Standard (Ranged)	Special	Standard	Special
Easy - Squire	150	150	30	10	10	15	50	75
Normal - Knight	125	125	25	15	15	20	75	100
Hard - Templar	100	125	20	22.5	17.5	25	100	125
Brutal - Deus Vult	100	100	20	25	22.5	30	125	150

Dice percentage to hit was also changed, initially players had a 50% chance to hit enemies. This was increased to 80%, as most of the time players either died or missed most of their opportunities to hit.

Version 1.3	Added the draft version of in-game economy as to show that there was evidence of iteration. These changes were made to the initial draft to the complete draft based on early feedback.  Reiterated on Game Target Audience/demographic based on initial feedback.
Version 1.4	Added psychological drivers found in, <b>2.4 Target Audience – Genre/Demographic</b>

## 2.0 Game Overview

### 2.1 Synopsis

As a newly knighted member of the Knightly order of Saint Peter, the protagonist is chosen to oversee the Region of Orléanis. The knight overseeing Normandie, his former mentor, is set to meet him once he arrives in Normandie, as is custom whenever a Knight of the order passes through. However, once the protagonist gets there, his former mentor did not meet him and is instead welcomed by a band of mercenaries hired to escort you to the City. As the protagonist enters the city, he/she eventually notices that something is amiss. Rumors of unworldly events in the city turn out to be more than rumors. As you try and quell this newfound rumor, you are hunted down by strange and horrifying beings. Although new to this ungodly place, the player eventually finds his/her ex-mentor and is guided by him through this endeavor.

It is revealed that an angel has arrived from the heavens almost 10 years ago in the countryside. People in Normandie started worshipping this new divine being and starting their own religion. However, this “Angel” turns people into mindless and horrible perversions of what they used to be. As the protagonist discovers these truths, his/her faith will be tested as well as his/her determination to protect the people.

### 2.2 Story and background

The game is set in the middle ages during the height of the crusades. With most of the Western Kingdoms have set off on crusades, their countries have been left vulnerable, with most of the armies spent to the cause of the crusade. To counteract this, the papacy has formed a new knightly order, order of St. Peter. The order is sent to countries who participated in the crusades, their objective is to monitor heresy and keep the peace. As you (the character), proceeds to the region of Normandie, you notice something different, burned down villages as well as a new religion forming within the region. The protagonist then investigates these grievances and wipe out the upcoming threat.

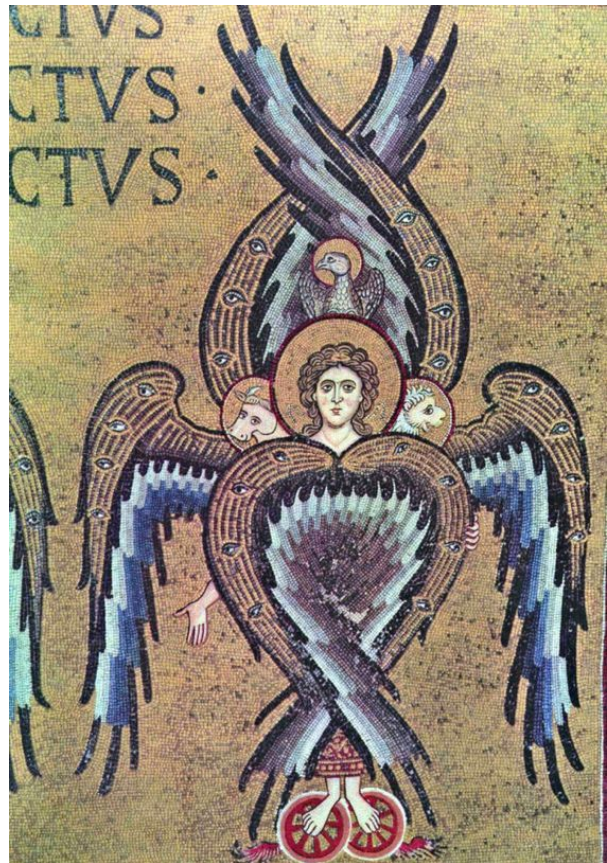


### 2.3 Art style and aesthetic

The art style and aesthetic keep in line with the architecture during the late middle ages, specifically during 1200 – 1300AD. There are fantasy and science fiction touches added to it, tying it to the events of the “Angel” and the new religion that is forming within the region. The atmosphere tries to bring the player into the medieval era, yet there is something amiss, something otherworldly. The atmosphere of the game will encapsulate the player into the mystery of what is happening in the Region. This is strongly guided by the belief of most religions, that the arrival of the savior will come. The appearance of the



angel, or alien entity, will show biblically accurate angels, where it is said that they were all wings with a face, as shown below.



## 2.4 Target Audience - Genre/demographic

The Genre/demographic is aimed around audiences with a mature (15 years+) who owns either a PC, PS4, or Xbox One. Although initial release of the game will be on PC, PS4 and Xbox Compatibility will come next. The game will aim for people who are interested in a 3<sup>rd</sup> person action, adventure RPG experience revolving around Science Fiction, fantasy, history, as well as a strong, immersive single-player action experience.

RPG type games and detailed game design have been seen in games such as God of War (2018), Dead Space series, and Horizon Zero Dawn. These games were received extremely well by the gaming community. Core gamers have been known to innovate interesting ways to solve problems and often stretch the system, which can create/increase interest to mid- and casual gamers.

With the mechanics of an RPG like system, the game delivers similar in game systems akin to games mentioned before, such as, Horizon Zero Dawn, God of War (2018), and the Dead Space series. The RPG system of the game aims to capture the desires and expectations of players who love these types of games.

The game story, coupled with the game flow and story that players will experience in the game are some of the psychological drivers that will make players want to play the game. The social aspect of comparing other strategies in passing a difficult boss fight with friends on how differently they did a level, also contributes to this. In game mechanics such as the difficulty level, is also a contributing factor as players who start out on easy difficulty will want to challenge themselves more later on with higher difficulty settings.

In summary, the boss fights, unique atmosphere, the game story, mechanics and what players experience in the game are all psychological drivers that prompt players to come back to the game and probably try and challenge themselves to be challenged on a higher difficulty.

## 3.0 Gameplay

### 3.1 Game flow

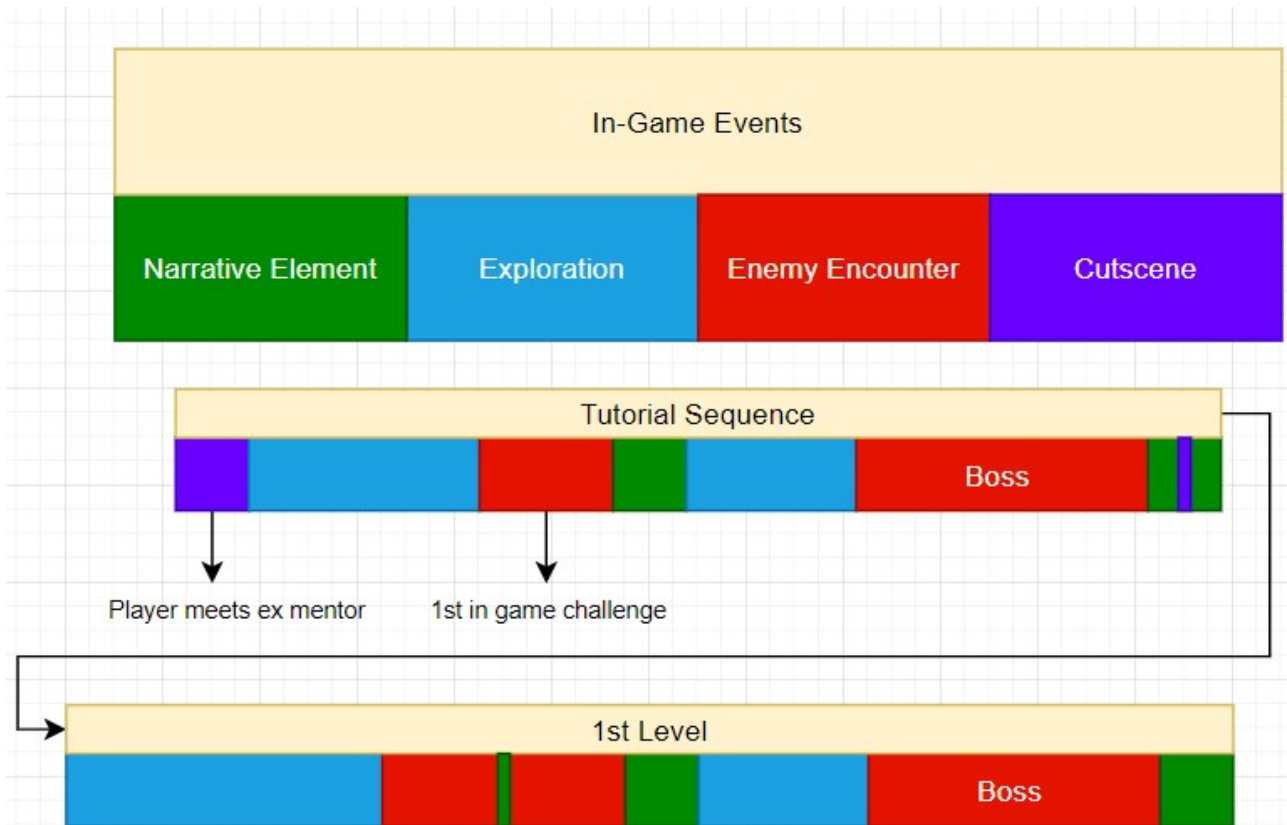


Table1.0 Game Flow and Narrative Flow

The narrative follows the mythological narrative of Joseph Campbell's "Hero's Journey".

**Opening Scene** – During this small cutscene, the protagonist meets their ex-mentor who will then give them a brief explanation on what is happening in the region he was stationed in. A small exchange of dialogue happens between them and he then chooses to go with the protagonist, as they fight the ongoing danger together.

**Tutorial** – during the tutorial sequence the player learns basic movement, attacking, blocking, and shooting their bow and arrow. Players will also learn how to face regular and special enemy types including Bosses.

**Levels** – during each level, players will be met with the same elements shown in the table, a combination of narrative, enemy encounters, and exploration. Although there will be enemies throughout the whole level. When a crucial narrative element is activated, cutscenes will play as well as Bosses





tier of skills was also removed to avoid the same type of confusion. Enemies and special enemy types were added with a “Kill enemy” block as to indicate that when killed, they give off random drops of health/stamina, as well as experience points.

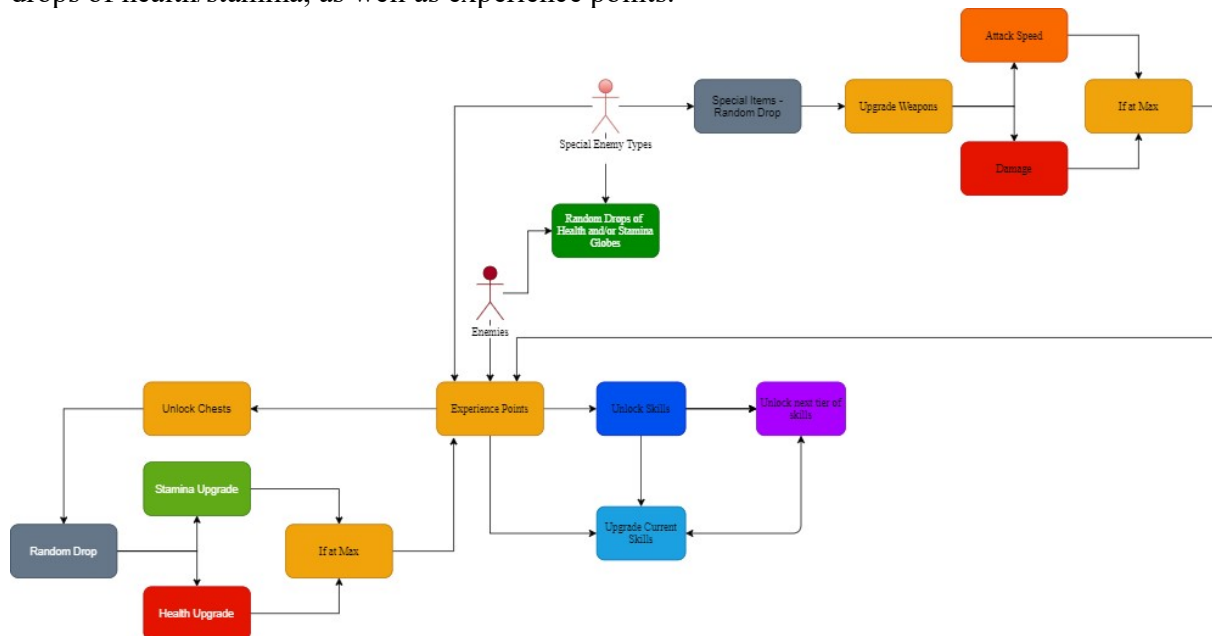


Table 2.1 Initial design of In Game Economy

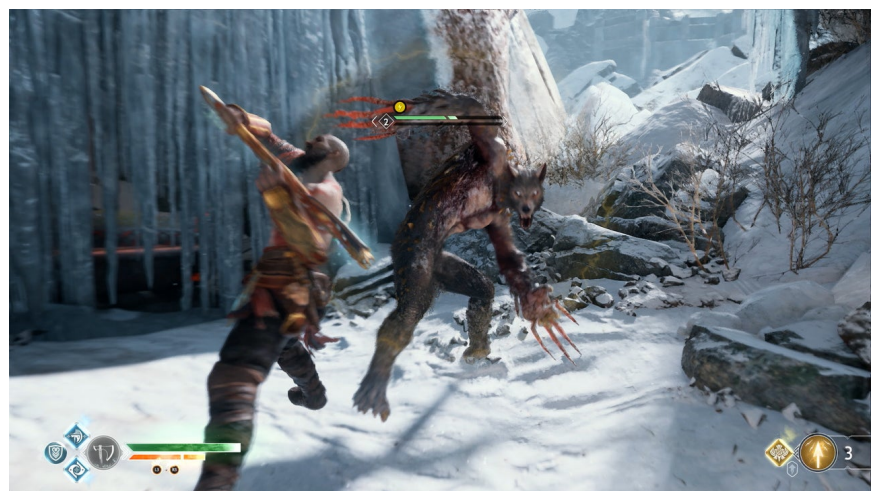
## 4.2 Combat

The player has two primary weapons for engaging in combat; a melee weapon and a ranged weapon.

### 4.2.1 Melee Weapons

Players will swing their weapons at enemies with either basic attacks or a combination of attacks. Players will be starting with a longsword and will be able to upgrade, as the game progresses.

During combat, stamina is consumed when performing heavy attacks and blocking enemy attacks. Stamina is also consumed when performing certain special moves, upgraded via the Skill tree.



#### 4.2.2 Ranged Weapons

Players will have a bow as their secondary weapon. Players will be able to strike their enemies at a distance, players will also be able to charge and aim the bow. Aiming and charging the bow gives a larger damage output however, the longer the player holds and aims, they use stamina quicker.

Arrows will also be dropped by ranged enemies, and they can also be picked up from arrow crates.



## 4.3 Skills/Abilities

As mentioned before Skills will be dependent on experience points obtained by the player during the game.

Players will have 2 choices when choosing a skill in their current tier. Unlocking a skill will make the unchosen skill cost more, so players must choose wisely on their decision.

However, unlocking a skill in the next tier will not increase the cost of the unchosen skill in the previous tier. Players can also choose to unlock the unchosen skill rather than unlocking a new skill in the next tier.

Players will be able to synchronize their skills to unleash these devastating combos.

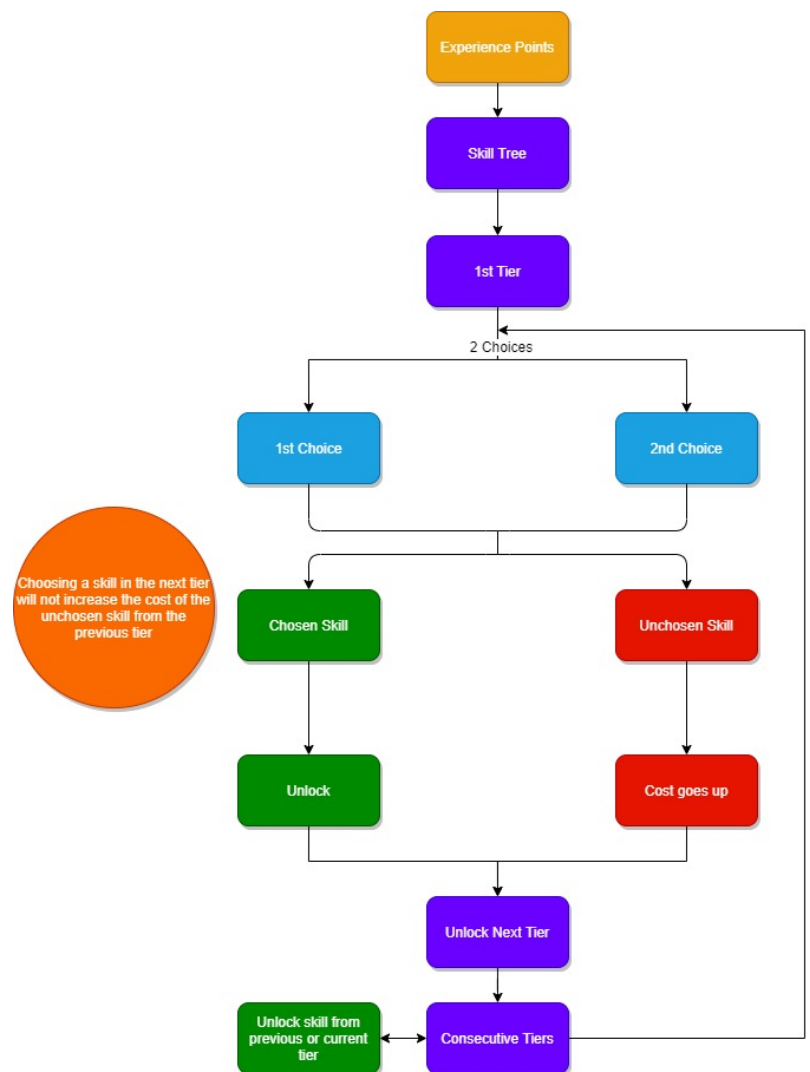
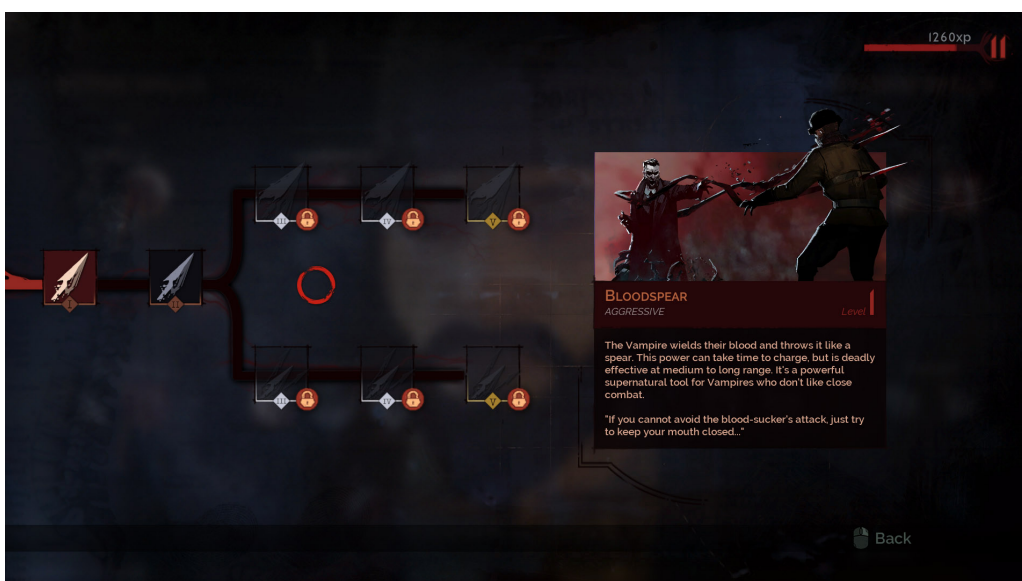


Table 3.0 Skill Tree Choice progression



## 4.4 Difficulty

Players will be given a choice of difficulty on the main menu screen. Easy, Normal, Hard, and Brutal are the difficulty options that the player is given. These options will ramp up enemy stats as well as health when the difficulty goes high. Stamina, Health, and damage are reduced for the players. Initially all enemies in respective difficulties had 50 more health which was significantly harder, players died more often even on easy difficulty. Thus, it was significantly reduced to what it is now. As shown in the next section, **4.5 Scenarios**, the player survived all the scenarios.

		Player Statistics		Enemy Stats (Damage)			Enemy Health	
Difficulty	Health	Stamina	Damage	Standard (melee)	Standard (Ranged)	Special	Standard	Special
Easy - Squire	100	100	30	10	10	15	50	75
Normal - Knight	75	75	25	15	15	20	75	100
Hard - Templar	50	75	20	22.5	17.5	25	100	125
Brutal - Deus Vult	50	50	20	25	22.5	30	125	150

## 4.5 Scenarios

Scenarios done were done from the normal and easy difficulty levels. The scenarios only involved the basic attack of the player according to Player attack and dodge stats. Scenarios do not involve player skill as well as player abilities

Scenarios used a D6 Dice for attacking as well as dodging.

1 – 2 means a failed hit, 3 – 6 is a successful hit/dodge for the player. Dodging consumes 25 stamina and is only consumed if there is a successful enemy attack. A successful dodge eliminates 1 enemy hit. A successful roll of stamina without a dodging an attack will regenerate 25 stamina. The player was given 3 – 6 as to incorporate player skill as well, as if it were in a real game.

Initial testing of the game, players had 50% chance, meaning 1 – 3 failed hits, 4 – 6 successful hit/ dodge. This however, prompted the player from dying most of the time.

For enemies, 1-3 is a failed hit, while 4 – 6 is a successful hit. Enemies are not able to dodge. Based on the results, it can be concluded that the player will have a higher chance of dying from the AI at higher levels since player stats decreases as soon as difficulty goes up. Player skill will determine player survivability on higher difficulties.

## TESTING ON THE FINAL STATS FOR THE PLAYER

	EASY	1 v 1			
Battle Statistics	Starting Stats				
Player Health	100	100	100	90	80
Player Stamina	100	75	75	75	50
Enemy Health	50	20	20	20	0
Player Attack		Hit	miss	miss	hit
Player Dodge		Success	fail	fail	success
Enemy Attack		Hit - dodged	miss	hit	hit - dodged

1 v 2 EASY										
Player Health	100	100	100	90	90	90	90	90	90	90
Player Stamina	100	100	75	50	75	50	25	0	25	50
Enemy Health	50	50	50	50	20	0				
Enemy Health	50	50	50	50	50	50	50	50	20	0
Player Attack		miss	miss	miss	hit	hit	miss	miss	hit	hit
Player Dodge		fail	success	success	success	success	success	success	success	success
Enemy Attack		miss	miss	hit - dodged	miss	miss				
Enemy Attack		miss	hit - dodged	hit	miss	hit - dodged	hit - dodged	hit - dodged	miss	miss

	Normal	1 v 1				
Battle Statistics	Starting Stats					
Player Health	75	75	50	50	50	50
Player Stamina	75	75	75	50	25	50
Enemy Health	75	75	75	50	25	0
Player Attack		miss	miss	hit	hit	hit
Player Dodge		Success	fail	Success	Success	Success
Enemy Attack		miss	hit	hit - dodegd	hit - dodegd	miss



1 v 2 Normal								
Player Health	75	75	75	75	75	50	50	
Player Stamina	75	75	50	25	0	0	25	50
Enemy Health	75	50	25	25	0			
Enemy Health	75	75	75	75	75	50	25	0
Player Attack		hit	hit	miss	hit	hit	hit	hit
Player Dodge		fail	Success	Success	Success	fail	Success	Success
Enemy Attack		miss	hit - dodged	hit - dodged	miss			
Enemy Attack		miss	miss	miss	hit - dodged	hit	miss	miss

## 5.0 Characters and Audio

### 5.1 Playable characters

The player will be able to play a Knight, be it Male or Female, and they can also name their character accordingly.

### 5.2 Audio

Audio of the game will rely on heavy Epic themes as well as Religious and Dark themes revolving around the specific areas found in the game.