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Game Design Document

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命の探求

Quest for Life

Beyond Tech Studios

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1. Introduction

This document specifies the design for the gameplay, graphics, sound, and story of the game with the title “Quest for Life”, it is based on design made by IPCA students Pedro Almeida, Carlos Passos and Leandro Rocha.

The Following is Beyond tech’s proposal for a Fantasy First-person Dungeon Crawler, playable on Windows Compatible computers.

2. Game Overview

Quest for Life is a full 3d, Fantasy Dungeon crawler RPG, played from a first-person perspective, the player takes the role of a lone mage that must climb a monster infested tower of 30 floors. Developed in the Unity Engine, Quest for Life will have a cartoonish art style, making use of shell shading.

Floors/dungeon are tile based and will be randomly generated while the player climbs the tower. There is an emphasis on exploring the maze-like floors and fighting the various monsters so that the mage can level up and become stronger. Battles are randomly encountered and are fought in a turn-based system.

2.1. Gameplay

In [Tittle], the player will take control of a lone mage venturing inside a 30-floor tower, starting from floor 1, the mage must explore each floor and find the stairs to climb up. Each floor is infested with various monsters that will randomly attack the protagonist.

Player movement in the floors are tile based, the player moves forward or backwards 1 tile at a time and can rotate themselves to the left or right. When the player takes a step forward or backwards, there is a chance that a battle will start.

Battles are turn based, the player chooses their actions for their turn and then the fastest participant acts first. In battle the mage has access to various spells, items, and actions that they can do and use to defeat the enemies they find.

Being an RPG, the mage and their enemies have stats, Enemy stats scale with the current floor, while the mage's stats scale with level. With each enemy defeated, the player gains experience, when enough experience is gained, the mage levels up and gain a random amount of points to each of their stats, and sometimes also learns a new spell.

From defeated enemies and random dungeon loot, the mage can also gain gold, with gold they can buy items from the shop, which go on the inventory, the inventory can hold 10 items, and the mage from it equip several items in the various equipment slots.

For a more in depth look into the game's stats and items, please refer to section 5 of this document.

3. Story

A young mage unexperienced mage must climb a demon tower to retrieve a crystal of life to save his mother.

4. Graphics

Graphics will be in Full 3d, Assets will be modular and reusable, made in Maya and Substance Painter.

Quest for Life will make use of cell shading to create a cartoonish art style, we aim to make it so that with each floor that the player climbs, the atmosphere becomes more oppressing, turning the game from a cutesy rpg into a full blown horror game.

5. Sound

5.1. SFX

Various physical blows, fire, water, and other elemental sounds are all required to portray the actions to the player. Sounds of footsteps echoing throughout the halls of the dungeons increase the atmosphere of the game.

5.2. Voices

We will use various voice synthesizers to create any character voices that are required. We have 2 options for the main character, we either create 2 well defined gendered voices(male and female) and allow the player to choose the character's gender, or we try to create a genderless voice that fits either gender. The Main character's voice lines will be in Japanese.

6. Gameplay in Depth

6.1 The Stats

There are 6 stats in the game:

Health - When it reaches 0, its game over.

Mana – Used for casting spells, if the casting entity doesn't have enough of it, it can't cast anything

Power – For the mage, governs how hard their spells hit, for enemies, governs how hard they hit

Defense – Protects From Damage

Accuracy – Governs how accurate you are

Dodge – Governs how agile and lets you dodge enemy attacks

Speed – Governs who goes first, and if an escape attempt is successful or not

When the mage levels up, they gain a random amount of stats to each of them, Equipped items can also give a boost.

6.2 Items, the Inventory and Equipment

Items bought or found in during gameplay are stored in the inventory, the inventory can store up to 10 items and can be accessed from either the pause menu during floor exploration or from the battle interface during battle. Items can also be equipped during dungeon exploration from the equipment menu, which is accessed also from the pause menu.

6.2.1 The Shop

The shop can be accessed from a portal that will sometimes appear on a floor. By entering the portal, the mage will go be teleported to the shop where they can interact with the shopkeeper and buy items.

Items found in the shop are randomly selected from the item pool, and the player must pay gold to buy them.

6.2.2 Items

Items range from Potions to various Equipable items.

There are 4 types of potions, each one restores a different amount and all have different costs:

- Small health potion
- small mana potion
- Large Health potion
- Large Mana Potion

6.2.3 Equipable Items

Certain items can be equipped to give bonus statuses to the mage. Items can be equipped and unequipped at will during dungeon exploration, but never during battle.

From the equipables screen, the player can see that there are:

- 2 ring slots
- 1 belt slot
- 1 hat slot
- 1 body clothing slot
- 1 weapon slot

There are also the various types of equitable items that the player can find

6.3 Battle Actions and Battle Flow

In Battle, the mage has a variety of actions they can do. When a turn is about to start, the player can choose what to do from the following actions:

Attack – This is a basic magic attack, the mage shoots a light type ball of magic at the enemy, it doesn't do much damage compared to spells but also doesn't cost any mana. Although they don't cost any mana to use, if the mage runs out of mana, they won't be able to use any magic, including their basic light ball magic, instead, the mage will try to hit the enemy with their magic stick, this attack barely hurts and doesn't have any type.

Cast Spell – Choose from the learned spells list and cast it, if the mage doesn't have enough mana to cast the spell the spell won't be selectable. Each spell has a different type and damage output

Use Item – Choose from an item in the inventory and use it, this way the mage can use potions even in battle (for reference, the mage cannot equip or unequip items during battles)

Investigate – the mage investigates the enemy and deduces what their weakness is

Stats – Check the mage's Stats

Run – The mage attempts to run away from the enemy. If the enemy is faster than the mage, the mage's escape attempt will fail, if the mage is faster, then the escape success rate will depend on how faster they are. For Bosses, and escape is always successful, but the mage will be teleported to the current floor's entrance and the boss will regenerate all their lost stats.

6.4 Spells and types

The mage will start at level 1 without any known spells, by leveling up, they can learn 3 types of spells of various strengths. Bellow are the various Types found in the game.

Damaging Types – offensive spells:

- **Fire**
- **Water**
- **Thunder**

Healing Types:

- **Light**

Enemy Exclusive types – Types that only enemies use:

- **Darkness**

Spell types must be considered for enemy Weaknesses and resistances, if an enemy has weakness to thunder, then a thunder spell will do double damage, if it as resistance to that type, then instead it will do half damage.

Healing spells can still target enemies, some enemies such as darkness typed enemies will be damaged instead of healed when hit by a Healing spell due to healing spells being Light typed.

6.4.1 Spell Casting System

When the mage wants to cast a spell, the player must do a quick time event minigame where a number of directional inputs will appear on screen and must be correctly inputted in the correct order so that the spell is correctly casted.

- If the player incorrectly inputs the very first input, the cast is failed, and nothing will happen.
- if less than 50% but more than 0 inputs are correct the spell will be cast at -25% damage.
- if 50% or more of the inputs are correctly inputted, then the spell will be cast without at 100% damage.
- If 100% of the inputs are correct, then the spell will be cast with a 25% damage bonus.

Every spell as an hidden experience stat, each time the player cast a spell, it gains experience, after a certain experience amount is gained, the player as mastered that spell and no longer needs to play the minigame, always casting the spell at 125% damage output. Stronger spells need more experience to master.

6.5 The Enemies

Various enemies will be found throughout the dungeon in random battles. The most common will be various types of slimes with different weaknesses

- **Green slime** – Fire weakness, Thunder Resistance, no spells
- **Red Slime** – Water weakness, Fire Resistance, fire spells
- **Blue Slime** – Thunder Weakness, fire/Water resistance, water spells

There will also be variations of monsters such as

- **Giant Green slime** – Bigger and more powerful version of the green slime
- **Giant Red slime** – Bigger and more powerful version of the Red slime
- **Giant Blue Slime** – Bigger and more powerful version of the Blue slime

Enemies' stats will scale with the floor, the higher the player is, the stronger they will be.

The player character does not have any Weaknesses or resistances.

6.5.1 Bosses

Every 10 levels there will an obligatory boss, these bosses is pre-made and pre-placed by the designers instead of being randomly generated. When the player steps on the adjacent tiles of 10th, 20th or 30th floor, they will be attacked by that floor's boss and must defeat it to continue.

The player can run from the battle, but they will be teleported to the start of that floor and the boss's stats will be regenerated.

6.6 The Tower/Dungeon

The Tower is a 30-floor high tower that the mage must navigate and climb, each floor is a randomly generated maze.

Randomly scattered throughout each floor are treasure chests containing money or items. Healing fountains can also be found, which will restore all stats when used.

When the mage reaches the 30th floor's stairs and defeats the last boss, they will advance to the roof of the tower where the game will end after a cutscene.

7. Player Interface

Quest for Life features classic dungeon crawler movement controls, by pressing up and down, the player can move between tiles, by pressing left or right, they can rotate. With the use of the “Interact” key they can interact with the environment.

During battle the player can use the various battle menu interface menus to decide their actions.

7.1. Controls

Controls are design for both keyboard/mouse and console controller. With a controller or keyboard the player can select options by manually navigating the various options, and with the mouse the player can instead click on the options. During dungeon exploration there will be navigation buttons making the game fully playable with only the mouse.

7.2. Saving and Loading

The Player can Save the game from the Pause menu during Dungeon exploration

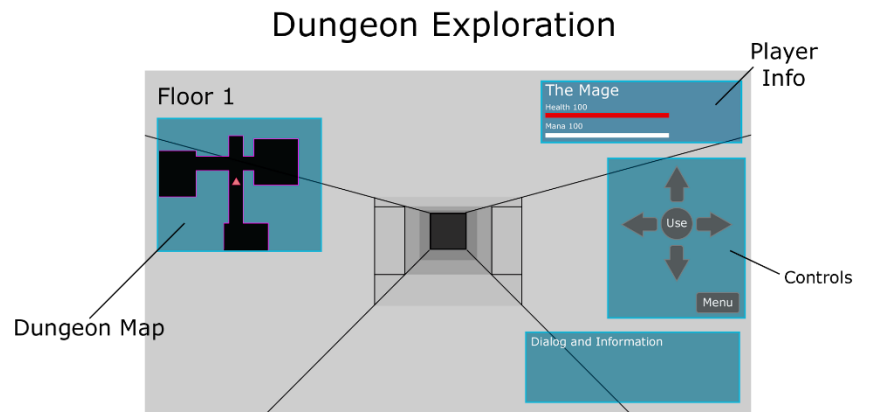
To Load a game, the player must access the Load option from the main menu.

7.3. In game Hud

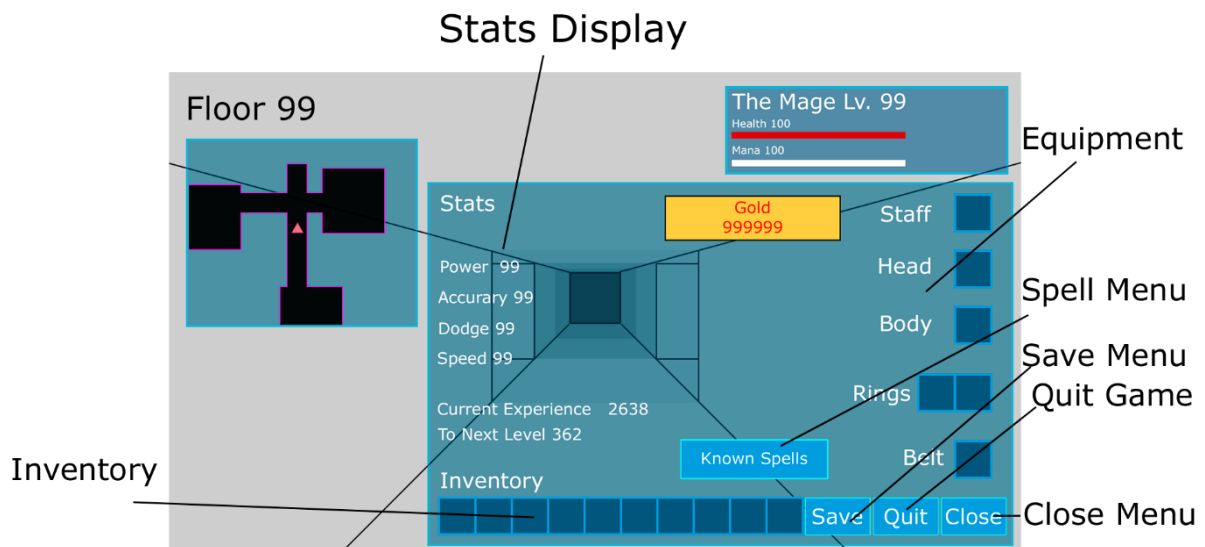
7.3.1. Dungeon Exploration Hud

Features:

- Map
- Player Information
- Controls for mouse only play
- Dialog and information box

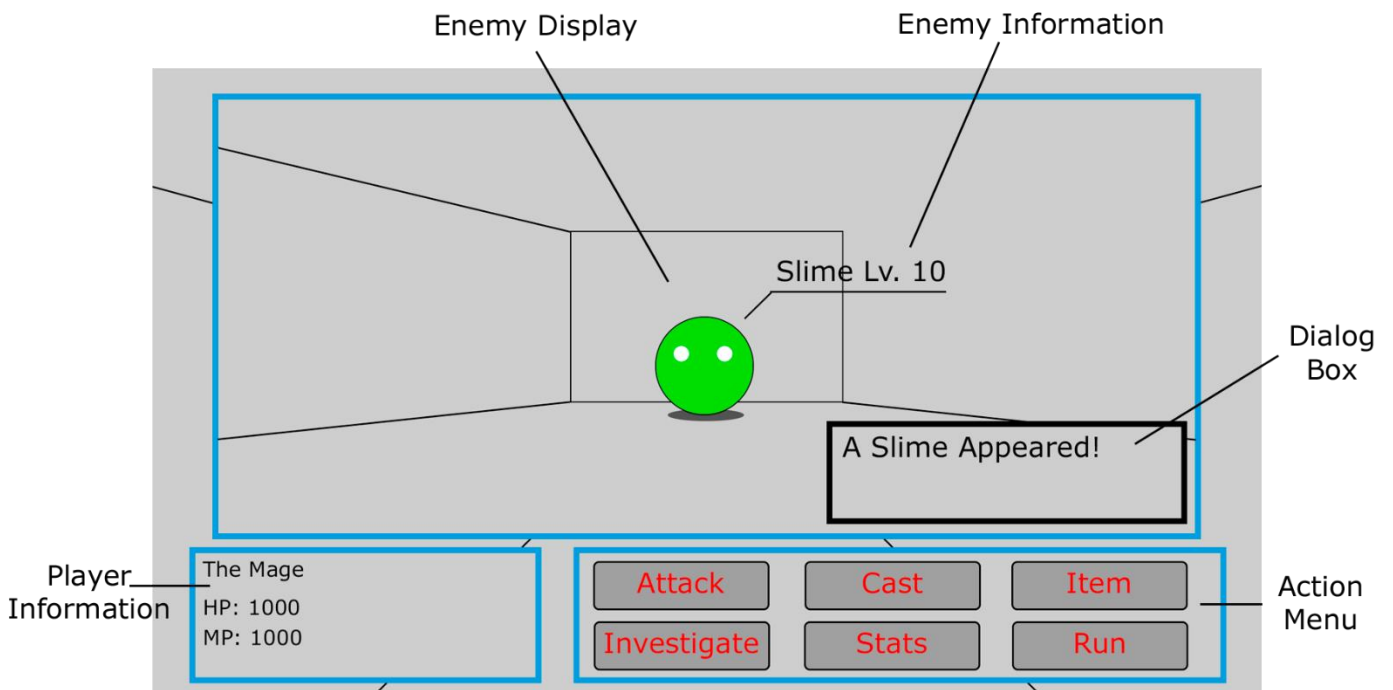


7.3.2. Pause Menu Hud



From the pause menu the player can save the game, quit to main menu, access the known spells menu, and manage their items.

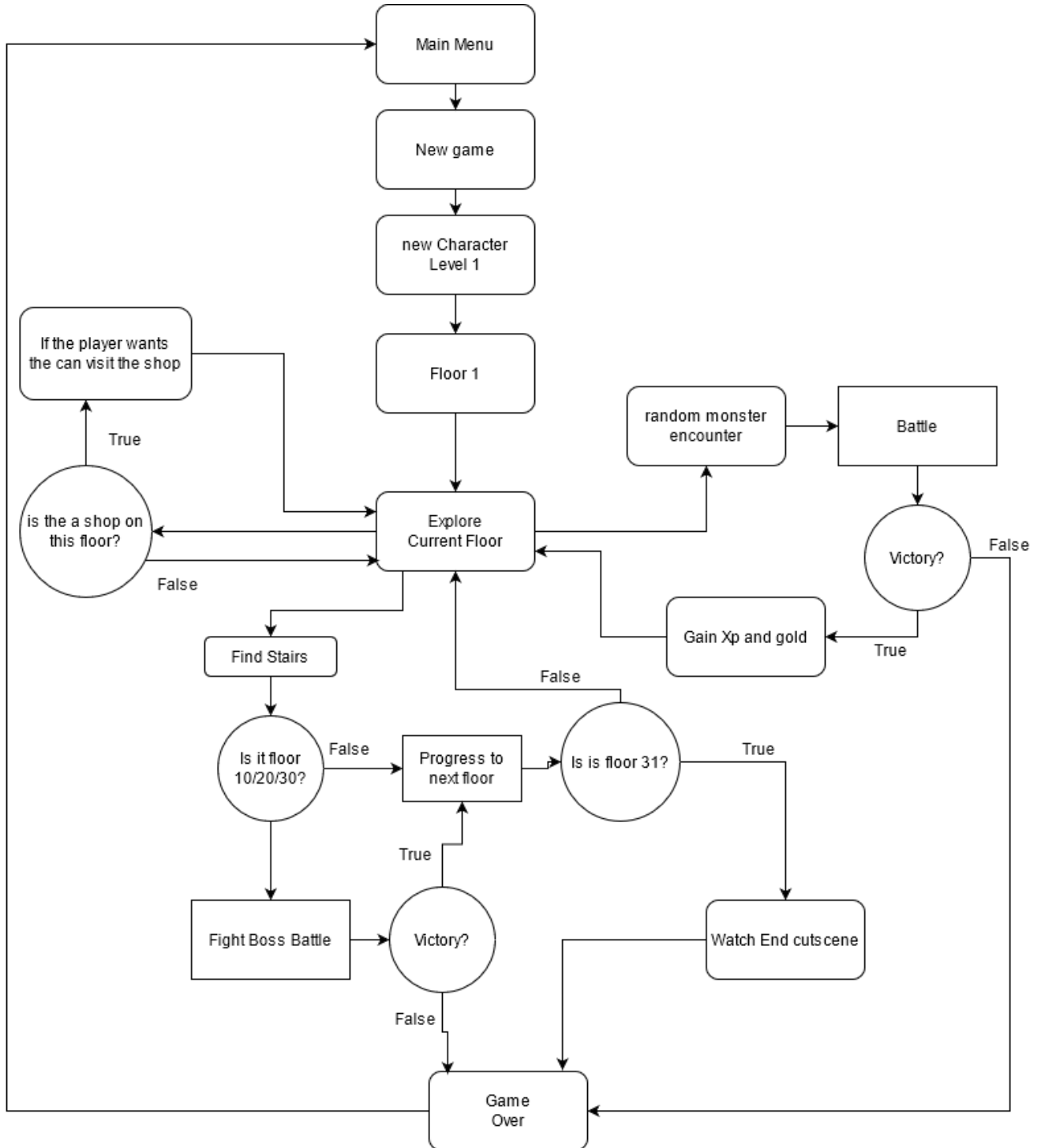
7.3.3. Battle Hud



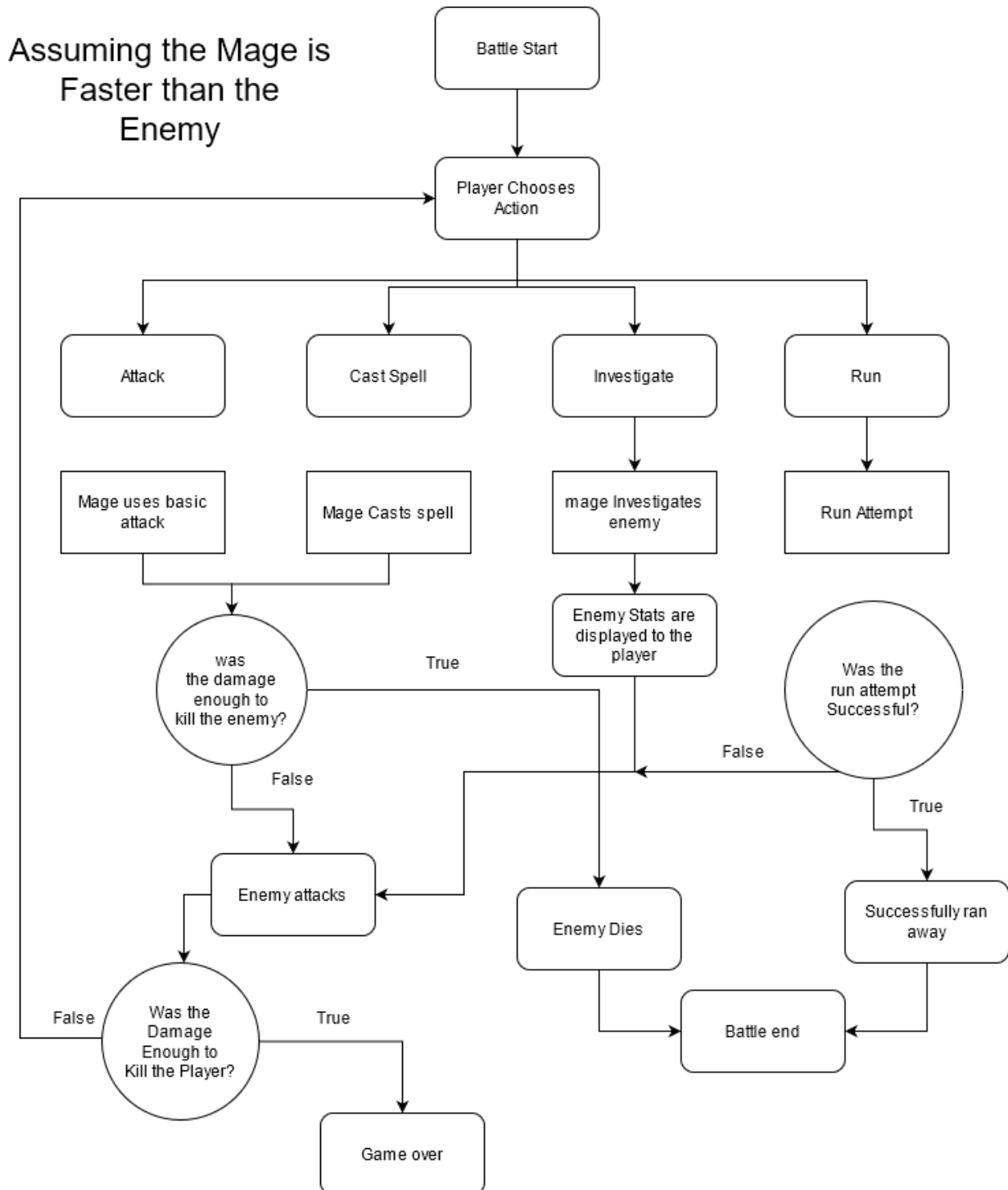
During battle, the only enemy information that is directly given to the player is their name and level, how much health they have will be displayed through the dialog box in the form of exclamations from the main character such as "The enemy seems unhurt" or "The enemy look like its near it's death".

Enemy and player actions will also be displayed in dialog boxes.

7.4. Game flow Diagram



7.5. Battle Flow Diagram



7.6. Status in depth

The following is a Work in progress Status sheet, Player and basic monster stats are shown as well as damage calculations.

	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
4																		
5			Floors and Levels															
6	Floor	Monster Lv.	Notes		Stat	Base Level	Minimum Gain	Medium Gain	Maximum Gain		Total							
7	1	1	fountain & shop		Health	100	5	13	20		100							
8	2	2			mana	50	2	3	4		50							
9	3	3			Power	10	1	3	5									
10	4	4			Defence	10	1	2	3									
11	5	5	Shop		Accuracy	10	3	4	5									
12	6	6			Dodge	10	1	3	5									
13	7	7			Speed	10	1	3	5									
14	8	8																
15	9	9																
16	10	10																
17	Boss 1	12																
18	11	11	fountain & shop															
19	12	13																
20	13	15			Per level up, a min of 1 and a max of 5 can be gained													
21	14	17			Player	Base Level	Min lv	Avarage lv.	max lv.		50							
22	15	19	shop		Health	100	350	725	1100									
23	16	21			Mana	50	150	200	250									
24	17	23			Power	10	60	160	260									
25	18	24			Defence	10	60	110	160									
26	19	26			Accuracy	10	160	210	260									
27	20	28			Dodge	10	60	160	260									
28	Boss2	30			Speed	10	60	160	260									
29	21	30	fountain & shop															
30	22	32			Enemy Stats													
31	23	34																
32	24	36			Slime	Base		gain Per lv.	at lv. ^									
33	25	38	Shop		Health	50			5		300							
34	26	40			Mana	10			1		60							
35	27	42			Power	6			3		156							
36	28	44			Defence	7			2		107							
37	29	46			Accuracy	10			3		160							
38	30	48	Shop		Dodge	5			2		105							
39	Boss3	50			Speed	7			3		157							
40	31		fountain															