

Kill it Up!

Game Design Document

Introduction

This document was made for developers and Designers.

Game-Card:

Genre	Hack & Slash
Platform	PC
Controls	MKB / Joystick
Setup	Mystherical
Art Style	Pixel art
Target Audience	+12

Target System:

- Windows

Game Engine & Softwares:

- Unity 2021.3.11f1 LTS version.
- Aseprite
- FL Studio
- Audacity

Specification

Concept:

Our purposeful character Soulbringer kill all clones in other universes. He kills those who hinder him and continues on his way.

Story:

keywords: Sword, Father

While watching TV, our character Soulbringer, who lives in his house, suddenly sees that a portal has opened behind him. He will just stand up, losing his head with a swift sword strike from the portal.

Another Soulbringer who looks exactly like the deceased Soulbringer emerges from the portal. He takes back his sword and continues to kill himself in all the remaining parallel rooms. While he is killing himself between parallel rooms, he realizes that the rooms he came to have become strange over time. Realizing that he has come to the last room, Soulbringer sees that his environment has changed a lot. It continues to move from room to room. And after the last cut himself, he sits in his chair and continues to watch his television. While thinking that he killed himself in all rooms, he finds his head on the ground with the portal opened behind him.

Players:

Single-Player.

Action:

Trying to reach different rooms, the character needs to kill the enemies that appear in the rooms and have different strike dynamics.

Objective:

We have a purpose in this game. Successfully complete all rooms by killing all the enemies in the rooms

Gameplay

Core Mechanics:

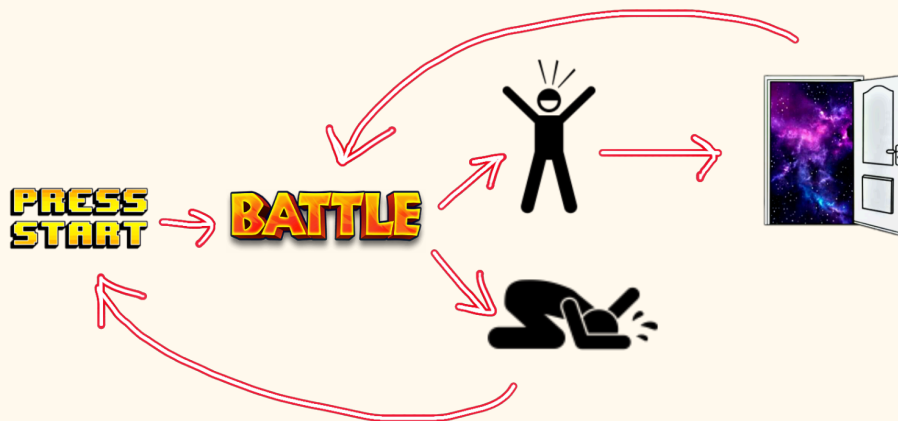
Melee-Combat: With our sword, we damage nearby enemies by hitting them straight.

Range attack: Our sword has a certain range. If the enemy enters this range, he takes damage when we throw our sword at him.

Dash: Our character rushes forward from his position in the direction he wants. This dash not only saves him from enemy hits but also allows him to cover a certain distance quickly.

Game Loop:

When the player starts the game, he will find himself in battle. If he wins these battles, he will have the right to move to another rooms and will return to the starting sequence again. If the player dies, he will return to the first room.



Graphics

Art-Style:

- 2D Pixel
- Number of color transitions => 4
- Minimalist & lowpixel
- For more information go [--- Art Style References ---](#)'s title

Rooms

Landscape

Each room has its own separate story. There are in total 3 rooms.

Room Types

Animation Room:

The room where the game's beginning cinematic will take place.

Bedroom:

Large bedroom with desk, boxes, handbags, bed, pillow, wardrobe, nightstand, wall lamp, room lamp, calendar and clock.

Toilet:

A large toilet with a closet, pump, toilet paper, washbasin, towel holder, jacuzzi, combi boiler and storage cabinet.

Enemies

There are 3 types of enemies in total in the game. Each type has 2 enemies with different mechanics. The mechanics of the enemy that we will encounter in each Universe transition will be randomly selected from among 3 types. 1 enemy with new mechanics will appear in each Universe

The Enemy Types:

- Melee
- Range
- Fly

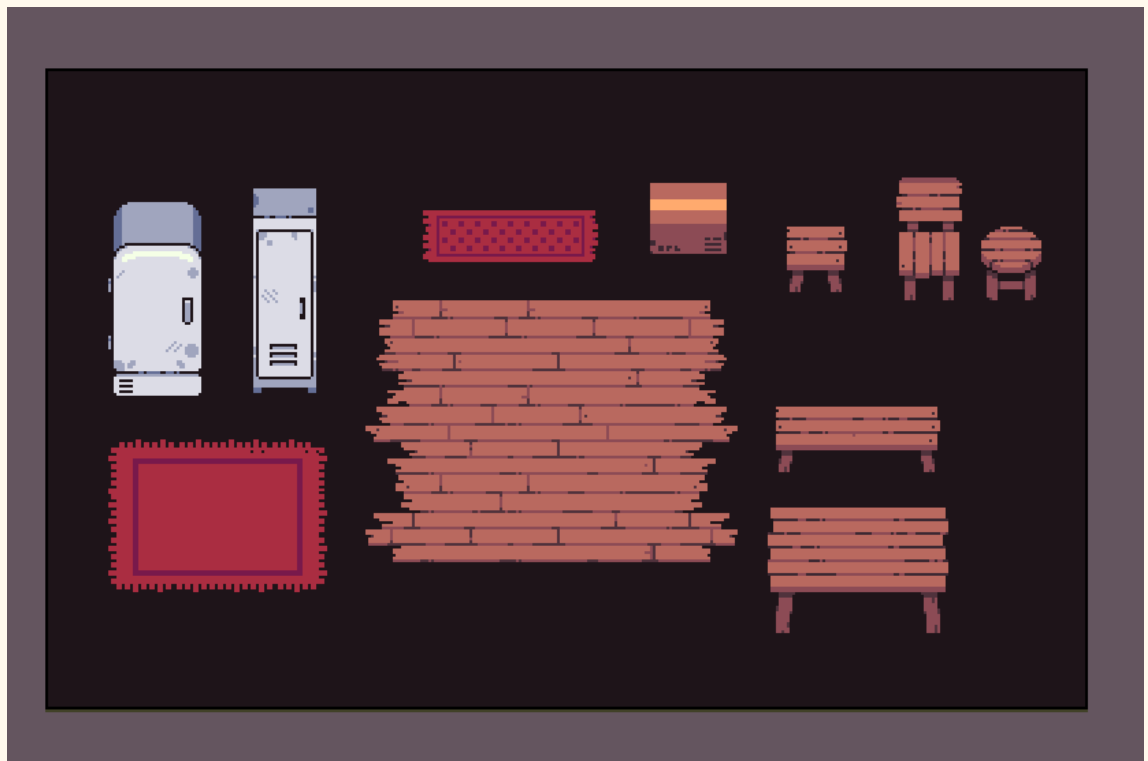
The Enemy's Kinds:

1. **Melee:** The enemy that damages us at certain time intervals.
2. **Range:** ranged archer.

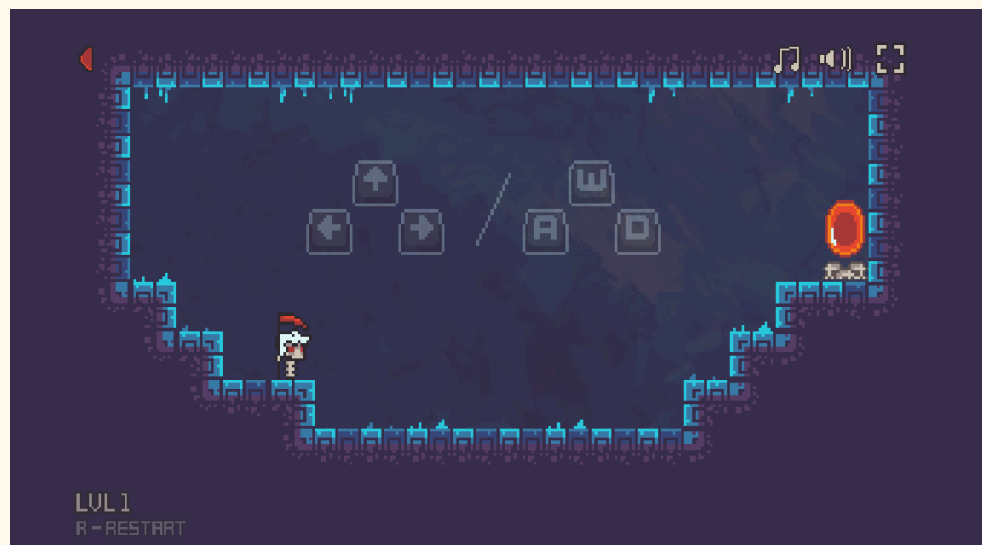
References

--- Art Style Reference—

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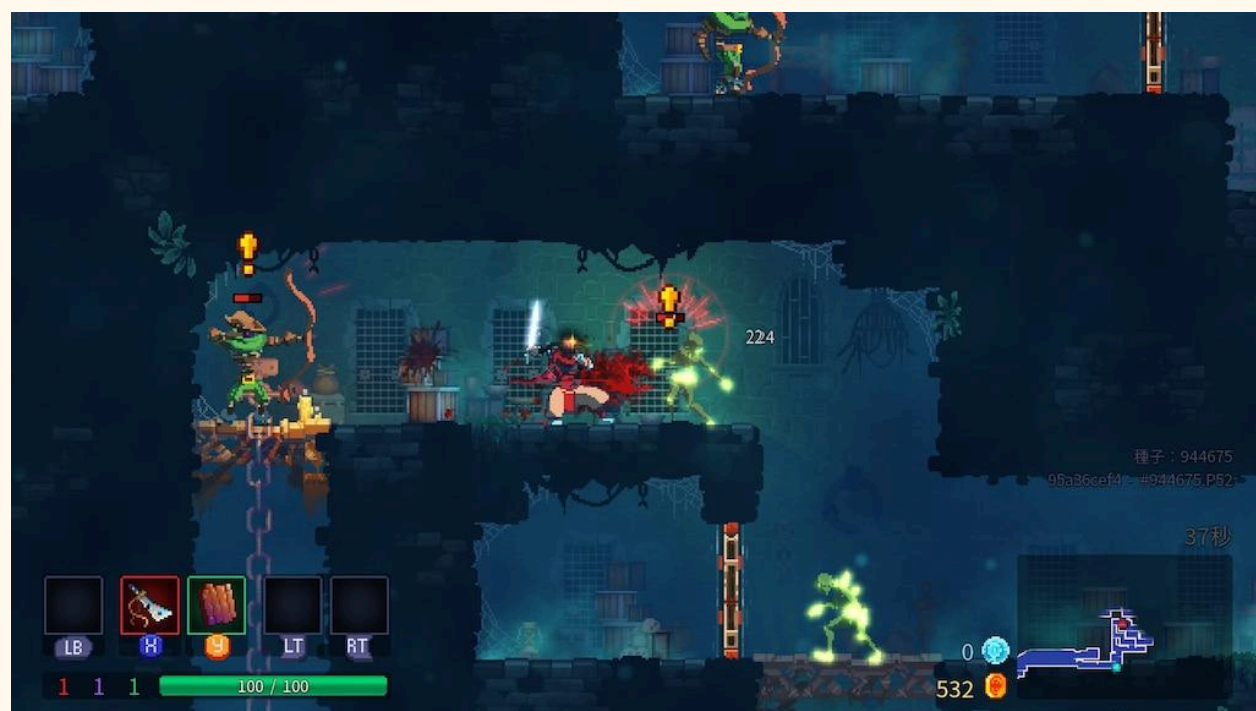
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Enemy References:

- Dead Cells
- Neon Abyss
- Clash of clans
- League of legends

Level References:

- Neon Abyss
- Celeste

Camera Transaction References:

- Celeste

Deadline

Project Start Time

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Project GDD Finish Time

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Project Finish Time

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