

Heavenly Siege GDD

Title: Heavenly Siege

Genre: Action

Core Concept

Essential Experience:  Celestial Invasion Experiencia primordial:

Brief

We embody the mythical Sun Wukong, who has just returned to his palace on the mountain, only to find an invasion by the Celestial Army aiming to end the Monkey King's life. Without a second thought, Wukong will face the 100,000 celestial soldiers.

UVP y MDA

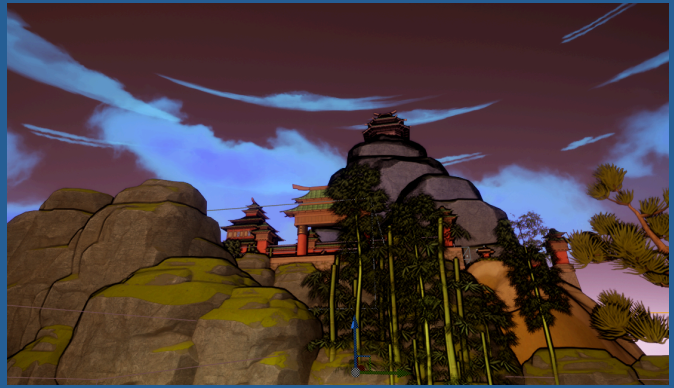
Who am I

Sun Wukong, the Monkey King, a swift and agile warrior who fights brutally with his legendary staff.



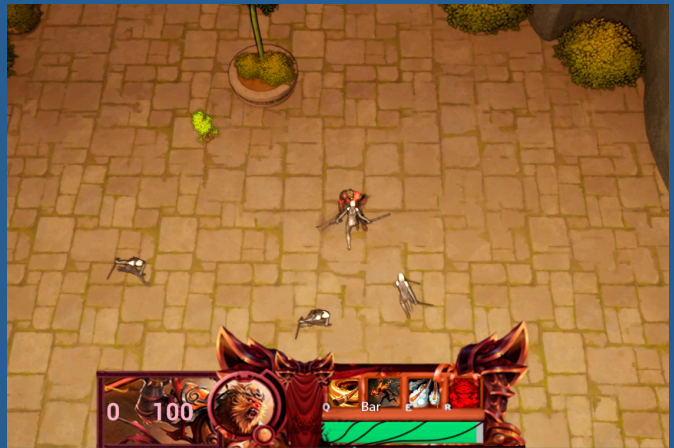
Where am I

I am in a palace atop the Mountain of Flowers and Fruits.



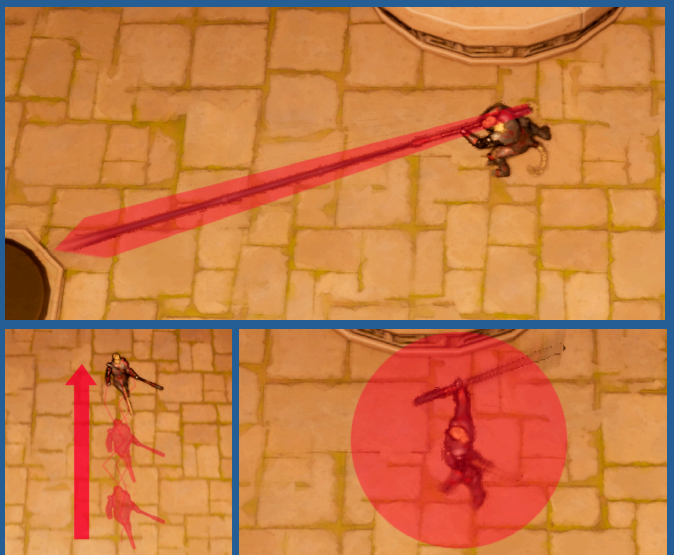
What is my objective

The Celestial Army is preparing to destroy us, besieging the palace. Our goal is to survive and repel the attack.



Actions derived from "Who I am"

Run, Dash, Attack, Dodge obstacles and enemies.



Context derived from "Where I am"

The palace is filled with traps to hinder access, herbs that restore Wukong's health, and multiple entry points where enemies arrive.



Dynamics derived from "What is my objective"

Wukong will face large numbers of enemies, so he must avoid being cornered. He will need to dodge attacks and choose when to strike. At the same time, he must maintain his health to keep resisting.



Scope

The objective is to create three levels where we face multiple enemy types (minimum 3), health pickups, and a basic skill kit.

Player

Basic Mobility

Movement with W,A,S,D

Skills

Focused Strike (Q)

Wukong extends his staff in a straight line over a great distance, damaging anyone in its path. This strike deals significantly more damage to targets at the end of the staff's reach. This ability is designed for **long-range attacks**, especially against high-priority ranged targets.



Accelerated Movement (Space Bar)

The dash is a quick movement (in the direction of the pressed movement key) that allows Wukong to pass through enemies and damage them during the dash. This ability has a very low cooldown and provides **high mobility**, allowing Wukong to dodge attacks and reposition safely.



Limbic Spin (E)

Wukong spins continuously, striking all enemies around him. This ability deals **high melee and area damage**.



Fury (R)

Passive: Wukong generates 1 Fury charge per enemy kill (stacks up to 25).

Active: Consume all Fury to enter a 10-second rampage:

- ▶ +30% ability damage
- ▶ 50% cooldown reduction
- ▶ Fury gain reduced by 50% during effect.

"The angrier Wukong gets, the harder he strikes—but his rage burns fast."



Challenges

The game will place the player in situations where they must move quickly and carefully through the environment, attacking and dodging hordes of enemies while avoiding damage from the palace's many traps.

Enemies

The game features 3 types of enemies: Melee, Range, and Invoker.

Enemies use a Data Table to preset their stats based on their class and level.

- Max Life
- Damage
- Attack Speed
- Move Speed
- Material/Mesh

Melee

Runs directly toward Wukong to attack when in range.

Max Life: 100

Damage: 10

Attack Speed: 1,8

Move Speed: 350



Range

Seeks to get close enough to shoot an energy orb but will retreat if Wukong is too close.

Max Life: 75

Damage: 30

Attack Speed: 1,5

Move Speed: 300



Invoker

Follows the player, shooting energy orbs and summoning new units periodically.

Max Life: 500

Damage: 20

Attack Speed: 2,0

Invoke Speed: 4,0



Move Speed: 300	
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Boss: (Details to be added)	
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Spawn Points

Enemy spawners have the following characteristics:

- Spawn a specific number of enemies.
- Cooldown time between spawns.
- Activated when the player interacts with a trigger on the map. The spawner can be deactivated and reactivated.
- Stops spawning after a certain number of enemies are spawned.



Environment Traps

The game features 3 types of traps:

Spikes

When the player collides with a wooden surface, spikes appear and damage the player if they remain standing there.



Cannon

When the player collides with a metal surface, a tower activates, aiming at the player and firing energy balls that damage the player if hit.



Catching Flower

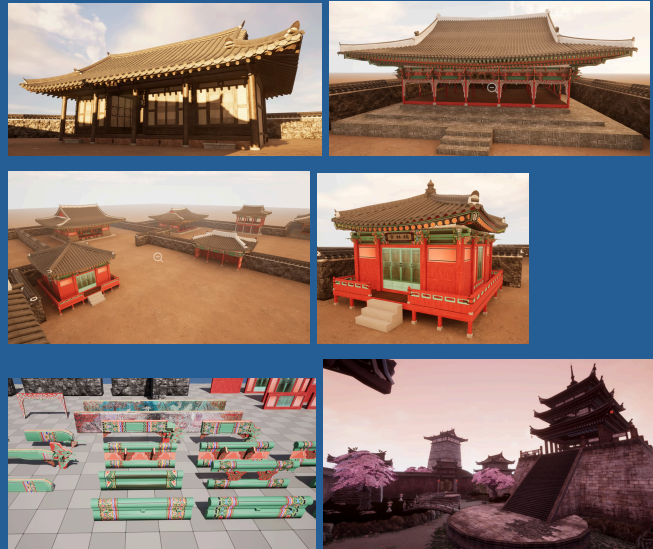
If the player steps on the flower, it keeps him stuck to the ground for 1.5 seconds and then the flower is destroyed, freeing the player again.



Estructures/Environment

Structures, Assets, and Ambiance

The structures and assets aim to reflect Eastern, specifically Chinese, culture. The game takes place in a grand palace on a mountain, so palace buildings, walls, stairs, trees, and rocks were prioritized. Additionally, assets with red tones were favored to emphasize the feeling of violence.



Spaces: There are 2 types of zones throughout the levels

Linear Zones

- Narrower spaces that serve as transitions and connect Arena zones.
- Fewer enemies, with only one or two spawn points.
- Traps are placed to interfere at key passages.
- Few health herbs.



Arena Zones

- Wider spaces designed to contain the player and present more extensive combat.
- More enemies spawn, with multiple spawn points.
- More traps, spread out across the area.
- More health herbs.



