

Veneficus

DESIGN DOCUMENT

By Fraser and Boris for the 2024 Pirate Software Game Jam

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Introduction

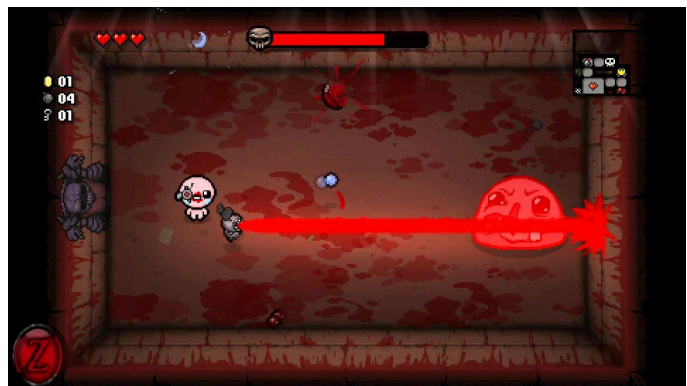
Game Summary Pitch

A roguelike dungeon diver but, the dungeon is a demon lead corrupt society and it's your job as a wizard to destroy and descend as many floors as possible. As the wizard you use crystals to kill monsters, which you can upgrade. Each floor has 1 boss where you have to sacrifice a weapon, which you get back after the fight with improved stats and new ability.

Inspiration

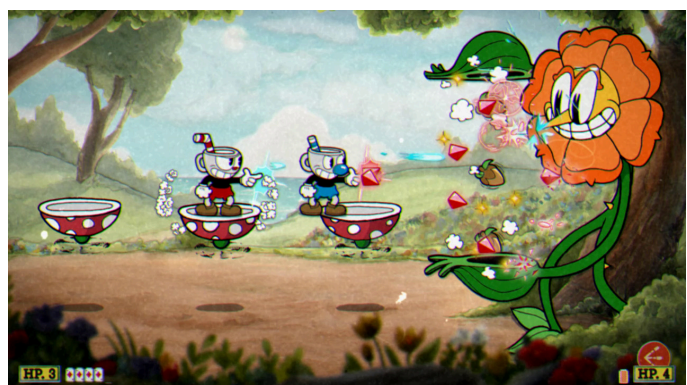
Binding of Isaac

From binding of isaac the 2D roguelike dungeon diver and the isometric



Cuphead

From cuphead we took the power system of the cards which we integrate into the light components of our game and as well as the way they keep the difficulty, by limiting the health and not giving any buffs to health.



Player Experience

In an infinitely generating dungeon 5-12 rooms per floor. Upgrading weapons until ready to fight the final boss, the game has stats to measure their performance and output final score.

Platform

The game is developed to be released on windows PC

Development Software

Unity 2D

Genre

Roguelike, Dungeon Diver, Shooter, Single Player, 2D,

Target Audience


All ages but some mature references





Concept

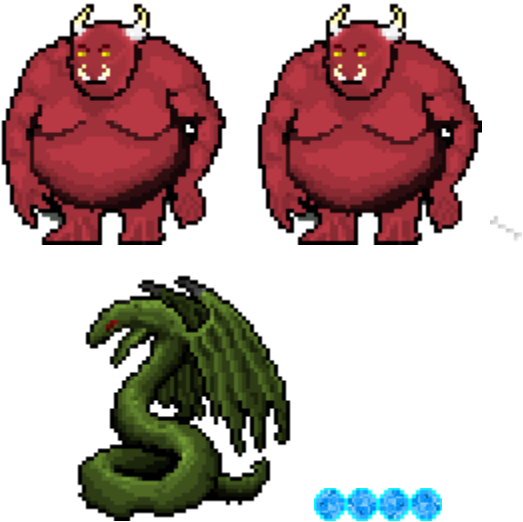
Gameplay overview

Theme Interpretation (Wizard wandering through a dark dungeon only healed by the very occasional window)


Primary Mechanics

Mechanic	Art (Art not necessarily final)
<p><u>Rooms</u></p> <ul style="list-style-type: none">- Start, each floor has a safe start with anvil- Light, about once every 2 floors, refills health and charges weapon with EX- Easy, has few monsters- Med, has few more monsters with some harder- Hard, hardest with lots of monsters- Spec, 1 fat monster that drops crystal- Pedestal, Gives player choice between 2 crystals- End, only at end of floor has pentagram <p>Rules</p> <p>Each floor has 5-14 (inclusive) rooms all starting with an Anvil room and ending with a Mini boss that requires weapon sacrifice that will be upgraded after, once defeated player picks up weapon and falls to next floor landing in another anvil room.</p>	

Mechanic	Art (Art not necessarily final)
<p><u>Magical Stones/Runes/Crystals</u></p> <p>Fire -> Flare -> Inferno (triangle area damage)</p> <p>Gem -> Crystal -> Geode (single shot shotgun)</p> <p>Wind -> Lightning -> Storm (low damage homing shot)</p> <p>_____-> dark -> Void (beam high damage)</p>	 
<p><u>Light</u></p> <p>Rarely you will come across a light room which will allow you to replenish your health and add a charge to a special attack that you can use individually (Allows current weapon to do 1 attack above its prestige)</p>	
<p><u>Pentagrams</u></p> <p>At the end of every floor there is a pentagram room which is the boss of that floor. To summon the boss and upgrade your weapon you will need to sacrifice one of your weapons which will level it up, upon killing the boss you get to pick up your weapon causing you to fall through the floor into the anvil room</p>	

Mechanic	Art (Art not necessarily final)
<p><u>Bosses</u></p> <p>Big red devil looking this shoots bones from stomach, follow sin wave and some go up</p> <p>Snake shoots blue fireballs, can't be shot as easily and hard to dodge has double health and dmg as red</p>	 <p>The art shows two identical red, devil-like creatures with horns and a large belly, standing side-by-side. Below them is a green, pixelated snake with a long, flowing tail. To the right of the snake are four small, blue, circular fireballs.</p>

Secondary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<p><u>Anvil</u></p> <p>Combine 3 Crystals to get 1 more powerful one back, each stat will be highest stat of 3 + 25% of avg of other 2, its prestige will be of the lowest and type will be of top slot</p>	 <p>Ignore the Blurr</p>
<p><u>Salvaging</u></p> <p>You can crush up a stone and snort it if you are struggling but only provide a temporary buff per room, supposed to be last resort as you are losing a</p>	<p>Out of time for this</p>

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
weapon. No health buff	

Art

Theme Interpretation

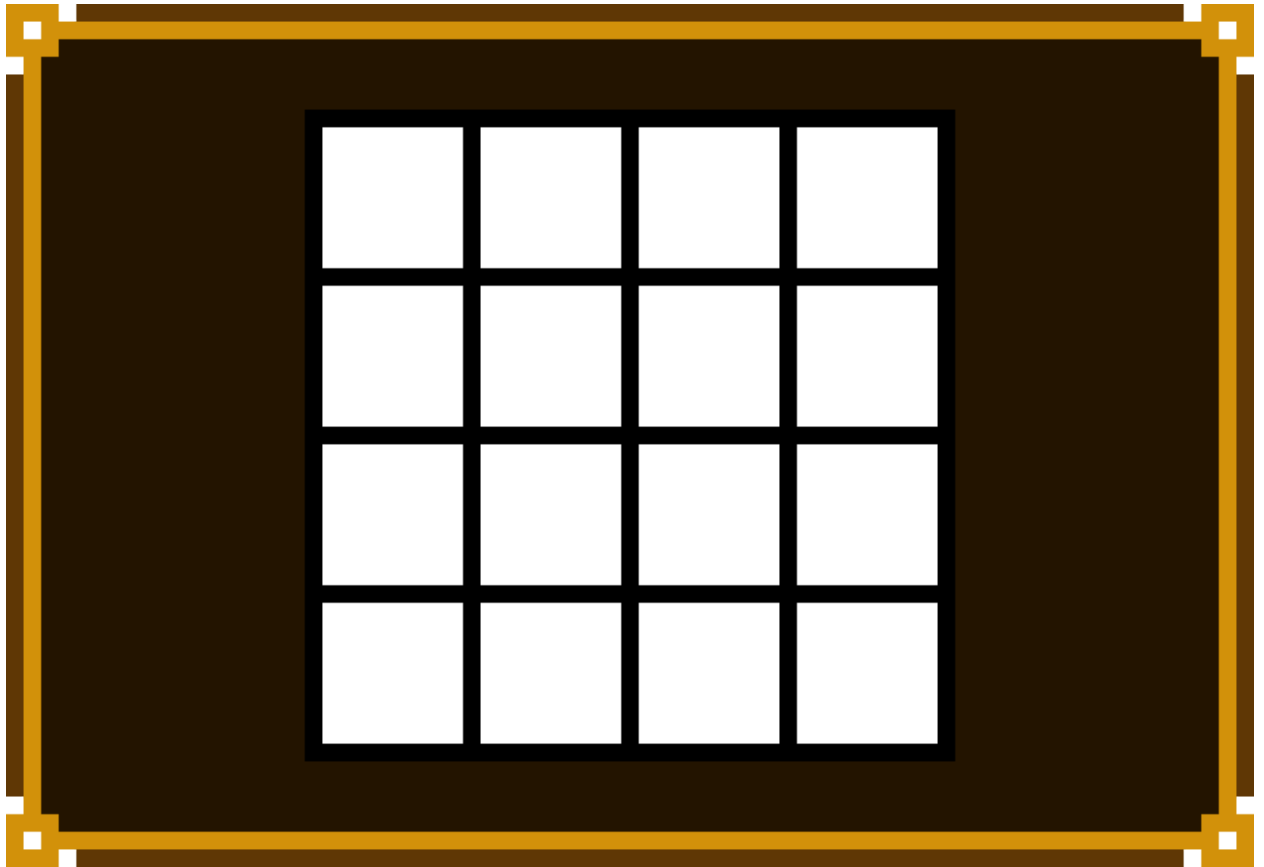
Medieval Monarchical dungeon with demons inhabiting the royals and high ranking officials

Using dark backgrounds making the crystals and magic seem more as a good thing compared to the dark decrepit dungeon.

The enemies will be royals inhabited by demons and when you start fighting them they the demon comes out and that's your enemy

Game Experience

UI Design:



Controls

Keyboard

Shoot - Left Mouse

Inventory - E

Interact (Doors, Crystals, Anvil) - Z

Spawn Bosses by placing Crystal in pentagram

Click to add item to anvil, bottom item gets destroyed and added to top

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jun 20...	Finish this document
2	Create player	Art ▾	Finished ▾	Jun 24...	Finish the wizard with his animations
3	Rooms	Art ▾	Finished ▾	Jun 25...	Finish the room designs
4	UI / Main menu	Coding ▾	Finished ▾	Jun 24...	Add working ui for starting the game and the inventory
5	Monsters	Art ▾	Finished ▾	Jun 27...	Finish designing and animating the monsters
6	Player movement	Coding ▾	Finished ▾	Jun 20...	
7	Moving rooms	Coding ▾	Finished ▾	Jun 20...	
8	Weapons	Coding ▾	Finished ▾	Jun 20...	Finish other weapons
9	Weapons	Art ▾	Finished ▾	Jun 25...	Finish designing the weapons
10	Create rooms	Coding ▾	Finished ▾	Jun 25...	Spawn monsters
11	Demons	Art ▾	Finished ▾	Jun 29...	Things that spawn from the pentagrams
12	Pentagrams	Coding ▾	Finished ▾	Jun 27...	Spawn demons and upgrade weapon
13	Dropping Floors	Coding ▾	Finished ▾	Jun 27...	After having killed a demon
14	Inventory	Art ▾	Finished ▾	Jun 28...	With area for weapon stats

#	Assignment	Type	Status	Finish By	Notes
15	Inventory	Coding ▾	Finished ▾	Jun 28...	Make it functional
16	Extras	Other ▾	Finished ▾	Jun 30...	Polish but needed
17	Final Boss	Coding ▾	Finished ▾	Jun 28...	Final boss needs a trigger
18	Final Boss	Art ▾	Finished ▾	Jun 27...	Finish the final boss and his animations
19	End Screen stats	Coding ▾	Finished ▾	Jun 29...	Floors complete monsters killed Ect
20	Any extra polish	Other ▾	In progress ▾		If extra time polish rather than add new features
21	SUBMIT	Other ▾	Finished ▾	Jun 29...	Upload to itch.io and submit to game jam