

UMBRAL MAGUS

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

Umbral Magus is a top-down dungeon crawler where players wield the power of light to cast shadows, vanquishing enemies in their path. As they delve deeper into the labyrinth, they uncover hidden treasures, enhancing their score while navigating the maze to discover the exit.

Inspiration

Vampire Survivors

Vampire Survivors is an action roguelike that offers a selection of characters, each equipped with unique starting weapons and bonuses. The game features infinite stages with procedurally generated, repeating layouts. The player's weapons operate autonomously, with the primary objective being to withstand an unending barrage of adversaries. Vanquishing foes and traversing the levels yield experience gems, which players can use to enhance their abilities. Additionally, players can find 'floor chicken' to replenish their health and discover other beneficial items throughout their journey.

Gauntlet

Gauntlet is a 1985 arcade game where players navigate dungeons, combat various fantasy monsters, and collect treasures to boost their score. Enemies consisting of ghosts, grunts, demons, lobbers, sorcerers, and thieves spawn from destroyable generators. Special items found in each level can enhance health, unlock doors, and provide magic potions that eliminate all enemies on screen.

Player Experience

Players will fend off enemies using their different shadow abilities and explore to find treasure to boost their score. The game features different level layouts with environmental hazards and barriers to cast shadows.

Platform

The game is developed to be run in a browser as well as on a Windows PC.

Development Software

- Unity Game Engine for programming
- Aseprite for art
- SFXR for SFX

Genre

Singleplayer, top down, action, dungeon crawler.

Target Audience

Geared toward casual players, this game offers a gradual difficulty increase with slow introduction of new enemies, environmental hazards, and abilities.

Concept

Gameplay Overview

Players will control an umbral Magus that utilizes their ability to cast shadows using light spells to defeat an onslaught of enemies. While exploring the dungeon to locate the level exit the player can find health potions to heal themselves and treasure to boost their score.

Theme Interpretation - Shadows and Alchemy

An umbral magus controlled by the player uses light to cast shadows that cause damage to enemies. Using other abilities the umbral magus is able to transmute enemies into other materials to either cast more shadows or create barriers for protection from encroaching threats. The player will have to skillfully choose their targets in order to best fend off the attacks while protecting themselves from danger.

Primary Mechanics

Pillars: The player has their own light source that casts shadows on surrounding pillars that damage enemies.

Shadow Shield: An ability that creates a rotating shield around the player that extends out and damages enemies. The ability has a cooldown that resets after a set amount of time.

Solidify: An ability that can be aimed at enemies in order to turn them solid for a period of time. This creates a barrier for protection from other enemies as well as casts its own shadow that also damages enemies. The ability has a cooldown that resets after a set amount of time.

Illuminate: An ability that turns an enemy into a floating candle for a period of time that creates a new light source that casts additional shadows. The ability has a cooldown that resets after a set amount of time. The projectile is also a light source while traveling.

Secondary Mechanics

Spikes: Spikes are an environmental hazard in the levels that pop up and cause damage when walked over. The player must time their movement over the spikes to avoid damage.

Potion: Potions are scattered throughout the level to help replenish health.

Treasure: Treasure chests are found through exploration and will boost the players overall score.

Art

Design

Utilizing a limited black and white grayscale palette and 8x8px tile dimensions will allow for a low-rez and stylized design.

Color Palette

The color palette will consist of nine black and white grayscale colors.

Technical Specifications

Pixel art dimensions:

- Tile dimensions - 8x8px
- Character dimensions
 - Umbral Magus - 16x16px
- Screen size - 160x288px

Audio

Music

The music's overarching theme will mirror the art's minimalist aesthetic, employing synthesized sounds. The use of reverb and effects will enrich the soundscape, despite the limited number of instruments. Each level's soundtrack will predominantly feature drum and bass, complemented by subtler, more subdued sounds.

Sound Effects

A multitude of environmental sounds will be used to provide feedback to the player's actions and environmental interactions. Simple, retro style sound effects will be used rather than using more realistic sounds to further emphasize the minimalist approach to art and sound.

Game-Experience

User Interface (UI)

The UI will consist of a health bar located below the player, an overall score that is boosted from collecting treasure and killing enemies, and abilities that have cool downs after use. The UI will follow the same art style using black and white for stark contrast to the foreground elements.

Controls

Keyboard & Mouse

Direction:

- Arrow Keys/WASD

Abilities:

- (Hold) Right Click Mouse + Q - Aim and shoot Illuminate spell.
- (Hold) Right Click Mouse + E - Aim and shoot Solidify spell.
- F - Cast Shadow Shield spell.

Gamepad

Direction:

- Joystick

Interaction:

- A: Cast Shadow Shield
- Right Trigger: Aim (while holding a movement direction)
- Right Trigger + X: Cast Solidify
- Right Trigger + Y: Cast Illuminate
- Start: Pause

Development Timeline

Minimum Viable Product

Minimum required deliverables.

Assignment	Type	Status	Assigned To	Due Date	Notes
Game Design Document	Design ▾	Completed ▾	Brian Mu...	Jul 19	
Level design (1-2)	Design ▾	Completed ▾	Brian Mu...	Jul 19	
Main Menu / UI	Coding ▾	Completed ▾	Anson Bro...	Jul 19	
Prototype assets	Art ▾	Completed ▾	Brian Mu...	Jul 19	
Character Sprites	Art ▾	Completed ▾	Brian Mu...	Jul 29	
Enemy Sprites	Art ▾	Completed ▾	Brian Mu...	Jul 26	
Enemy Animation	Art ▾	Completed ▾	Brian Mu...	Jul 29	
Environment Art	Art ▾	Completed ▾	Brian Mu...	Jul 24	

Assignment	Type	Status	Assigned To	Due Date	Notes
Spikes	Art ▾	Completed ▾	Brian Mu...	Jul 27	
Spikes Animation	Art ▾	Completed ▾	Brian Mu...	Jul 28	
Sprite Pickups	Art ▾	Completed ▾	Brian Mu...	Jul 28	
Player Controller	Coding ▾	Completed ▾	Anson Bro...	Jul 29	
Gameplay Mechanics	Coding ▾	Completed ▾	Brian Mu...	Jul 29	
Sound Design	Audio ▾	Completed ▾	Anson Bro...	Jul 29	
Test Levels +2	Design ▾	In Progress ▾	Brian Mu...	Oct 6	
5 Level Variations	Design ▾	Not Started ▾	Brian Mu...	📅 Date	

Additional Out of Scope Features

Out of scope tasks if time permits.

Assignment	Type	Status	Assigned To	Due Date	Notes
	Design ▾	Not Started ▾	👤 Person		