

WINTER DEMO GDD

☰ IDEATION DOC (LIES)

[Paper Prototype](#)

Overview

The game is a top-down roguelike, in the vein of something like Isaac or Nuclear Throne. The core mechanics are based around different **Forms** the player can collect. These **Forms** can be switched between at any time, and new **Forms** can be found as the player progresses. Due to a limit on the number of **Forms** that can be held at once, tough choices have to be made on which **Forms** to keep and which to evolve.

Gameplay and Mechanics

What are Forms and Mods?

Forms can be thought of as classes with **two abilities** and unique stat modifiers. These abilities and stats create a Form with a distinct playstyle, as well as synergizing with abilities of other Forms. The player can hold and switch between a **maximum of three Forms at a time**.

Whenever the player finds a Form, they can equip it. If they already have three forms, they have the choice of either equipping that Form and **scrapping a held Form**, or **scrapping the new Form**. When a Form is scrapped, the player gets a **Mod** from that form. Think of a Mod as a **part you ripped off the scrapped Form**, which you can later attach onto another Form. Later in the Blacksmith Room, Mods can be equipped on either ability of any Form you're holding. This gives the evolved Form the buffs described in the Mod. Currently, we plan on being able to **stack Mods indefinitely**.

Below are the **three Forms** we plan to implement for the demo. Three Forms is the minimum amount we believe is necessary to create and playtest a vertical slice of our combat system. ☰ Form Designs GDD

Combo System

The player will have a combo meter that has multiple levels to it. The player fills up the meter by using their abilities successfully

We are also currently designing a Combo system, which will push players towards a fast-paced, Form-switch heavy style of gameplay which rewards momentum and skillful use of your abilities.

Floors and Rooms

Floors consist of multiple randomized pre-made rooms chosen from a pool. Every Floor ends after beating the Boss Room, which is the final room in the Floor.

In the Demo build, there will be one **Floor**, consisting of 2-3 room types and one Boss room.

Rooms are the individual levels presented within a Floor. **Once a room is entered, you cannot backtrack to a previous room.** Each room has 2-3 increasingly difficult, fully randomized (type of enemy and location) enemy waves which must be cleared in order to beat the room and progress.

Learn about Rooms, their rewards, and Room Progression here:

 Room Mechanics and Design

Enemies

List of finalized enemies for Winter Build:

 Winter Quarter Enemy Designs

Items

Items can be either **passive** or **active**.

- **Passive:** effects that are not triggered by anything, like permanent stat boosts.
- **Active:** achieving a certain condition will activate the item and have it. ie.) switching a Form boosts stats temporarily.

List of finalized items for Winter Build:

 Winter Build Items

Upgrades & Economy

During a playthrough, the player will accumulate **Bolts** which they can spend in order to add new Mods to their Forms, create Forms, etc. To add new Mods to a Form, they will need to **scrap existing Mods** that they pick up while playing through the game.

For information on the Scrapping System, how Forms are upgraded, and the Economy system, refer to this Doc:

 Upgrades & Economy