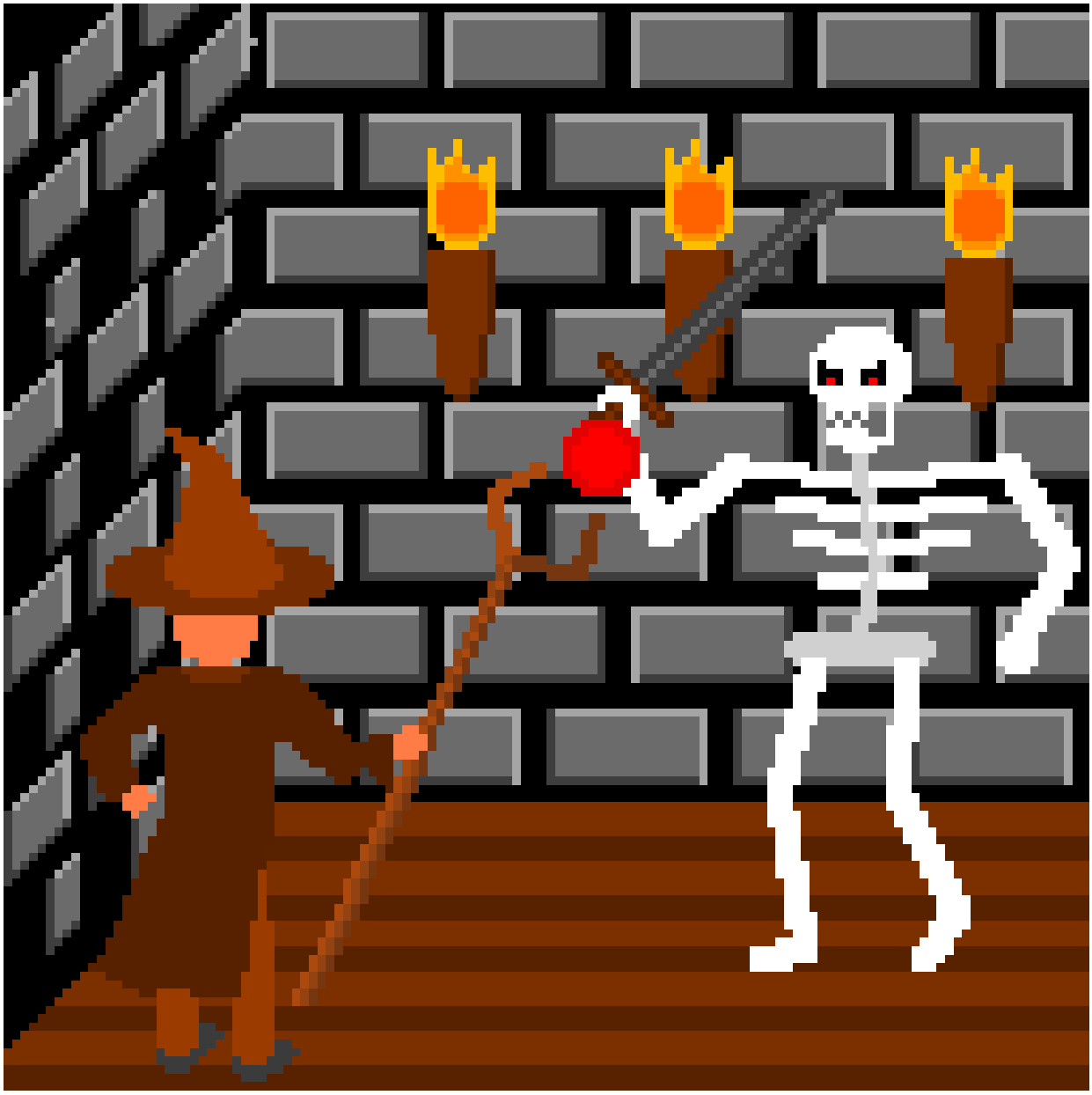
Wizard Wars

Game Design Document



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Executive Summary

Wizard Wars is going to be an open-world first person shooter set in the fallen kingdom of Pralej, which was taken over by a faction of evil wizards who call themselves the Darkwraiths. As one of the few wizards who broke off from the Darkwraiths, it is up to you to fight your way through the Darkwraiths' minions, destroy the four central fortresses, and restore peace to the kingdom of Pralej.

Background/Lore

Most of the lore described here will be discovered by the player in the form of scrolls placed throughout the map.

For many years, Pralej was a peaceful kingdom inhabited mainly by Humans and Elementals. However, a few humans discovered a source of magical power referred to as the Sphere. Corrupted by the Sphere, these Humans abused their newfound power through reckless destruction and murder. Because no one was able to hold them back, these Humans quickly gained rulership over Pralej. They called themselves the Darkwraiths and instilled an oppressive dictatorship over Pralej enforced by undead Human soldiers, Elementals, and hired Troll mercenaries.

A few Darkwraiths, however, broke away and used their powers to help those oppressed by the Darkwraiths' regime. These helpful Darkwraiths became known as Wizards, and kept a pact between themselves to never use their power for evil. As the Darkwraiths grew more sinister, the Wizards started planning for a rebellion to overthrow the Darkwraiths. Once the war began, the Wizards were severely outnumbered, and most were either captured or killed by the Darkwraiths. One of the captured Wizards (the player) managed to escape from a Darkwraith controlled outpost, but with nothing except the clothes on their back. This wizard, despite the overwhelming odds, must gather resources and find the last few remaining wizards to try and overthrow the Darkwraiths.

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Gameplay

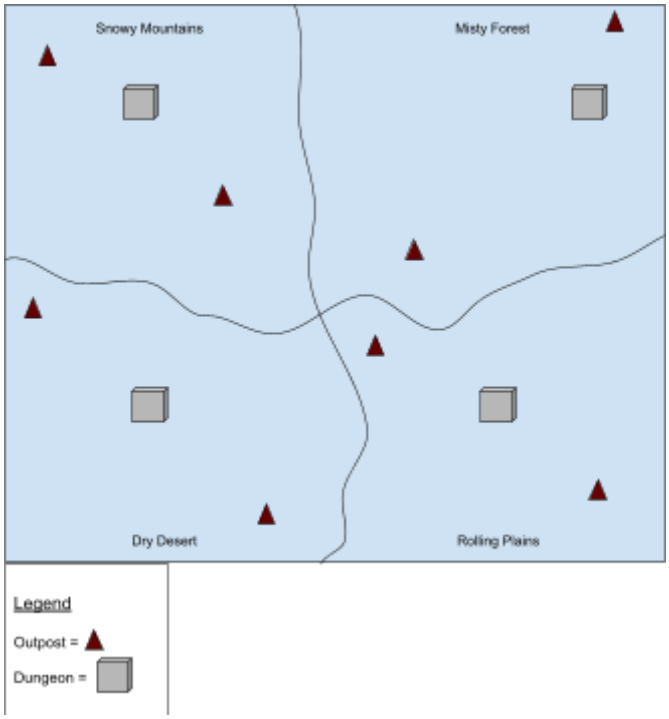
Wizard Wars will combine the open-world exploration of the first Legend of Zelda game with the fast-paced combat of FPS games like Doom and Quake.

Objectives:

- The central objective is to find the wizards that are still alive and defeat the Darkwraiths.
- Each wizard may or may not be in one of the four Darkwraith dungeons of Pralej. The Darkwraith dungeons will be a greater challenge than the overworld in Pralej, and will have a boss at the end of each one.
    - Once you find a wizard, they will give you a new magical upgrade.
- In addition to dungeons, there will also be outposts, which will be inhabited by several pre-spawned enemies. Once you defeat the enemies at the outpost, you will be rewarded with a new weapon.

Exploration:

Map of Pralej:



- Pralej is divided into four sections: Snowy Mountains, Misty Forest, Rolling Plains, and Dry Desert
- Each section will have 2 outposts and a dungeon.
- Rolling Plains and Misty Forest will each have a few villages, where the player can interact with NPCS and potentially trade. They will have fewer enemies
- Snowy Mountains and Dry Desert will be more barren, with a few abandoned villages. They will have more enemies

Combat

- Combat will be fast-paced and quickly resolved. Enemies will take only a few hits to die, but so will the player.
    - As the player gets new weapons, the combat will get faster
- Enemies will spawn at random, except in dungeons and outposts, where they will have specified spawn points.
- Once enemies are killed at an outpost, the outpost will be cleared and no more enemies will spawn in it.
    - Same goes for dungeons

Characters

- **The Protagonist (player):**
    - The Protagonist was an apprentice when the war started, and therefore not fully trained in magic.
    - Having trained under the wizard Relbrath, the Protagonist knows basic magic, such as using wands and staffs, and healing using potions.

Friendly

- **Elditar:**
    - One of the most influential heroes of the war, Elditar convinced the Water Elementals to fight alongside the Wizards. However, as soon as the Darkwraiths gained power, he was captured and thrown into the dungeon stationed in the Dry Desert.
    - Before the war, Elditar lived in the Snowy Mountains and used his magic to build ice villages for the Humans and Elementals living in that region.
    - Once you rescue Elditar, he will give you the Ice Shield powerup.
- **Sudnurroh:**
    - Sudnurroh was one of the earliest supporters of the rebellion against the Darkwraiths. With his telepathic powers, he was able to help unify the Wizards

during the war. He was also a force to be reckoned with when using his fire-related powers. Unfortunately, the Darkwraiths were able to tune in to his telepathy and found and captured him as well.
    - Even before the war, Sudnurroh served as a communication between the Wizards.
    - Once you rescue Sudnurroh, he will give you the Double Jump powerup.
- **Villagers:**
    - Most villages were destroyed by the Darkwraiths during the war, the few that still stood had heavy restrictions placed on them in order to keep the villagers in poverty.
    - Most villagers are resentful of any magic-user due to the Darkwraiths' widely known cruelty.
    - Some villagers, however, are helpful and willing to trade.
    - Most villages are found in the Rolling Plains and Misty Forests
- **Water Elementals:**
    - After having sided with the Wizards during the war, Water Elementals are few and far in between.
    - Most Water Elementals live in either the Snowy Mountains or the Misty Forest.
    - Being friendly toward Wizards, Water Elementals are able and willing to give you a small boost in an area of your choice: speed, damage, or shielding.

Enemies

- **Undead Soldiers:**
    - The twisted creation of the Darkwraiths, Undead Soldiers are the result of corpses being resurrected and controlled by the Darkwraiths.
    - Undead Soldiers are the weakest, but most plentiful minions of the Darkwraiths and are therefore expendable.
    - All Undead Soldiers are equipped with a sword, making them somewhat lethal.
- **Fire Elementals:**
    - Distant cousins of the peaceful Water Elementals, Fire Elementals are constantly hungry for something to destroy.
    - They sided with the Darkwraiths due to being promised to lay destruction to all of Pralej after the war was over.
    - The Darkwraiths secretly never planned on granting that wish to the Fire Elementals, but lied to get them on their side.
    - Fire Elementals attack with a ranged blast of fire, so it is best to counter that with another ranged weapon.
- **Trolls:**
    - Trolls are large, green creatures that were hired by the Darkwraiths to hunt down wizards.

    - The dungeons were originally troll caves, until the Darkwraiths made a deal with them that is largely unknown to the Wizards.
    - Trolls deal significant damage when up close, so it is best to pick them off with a ranged weapon.
- **Darkwraith Apprentices:**
    - Darkwraith Apprentices are the lowest members of the hierarchy of Darkwraiths, and therefore know few magical powers.
    - Apprentices only spawn in outposts and dungeons.
    - Despite their limited knowledge, Apprentices are a formidable opponent that must be dealt with carefully.

Inventory Items

The player's inventory will consist mainly of weapons, food, scrolls, and potions. Weapons will be items used in combat, food will increase the player's health, scrolls will give lore and permanently upgrade the player, and potions will either fully heal the player or refill their staff.

Weapons

- **Sword**
    - The Sword will be the first weapon the player receives.
    - It will be the core melee weapon, with a swing attack that does a small amount of damage.
- **Wand**
    - Once the player clears the first outpost, they will receive the Wand, a hitscan based weapon with a short range.
    - The wand will be superior to the sword, with more damage and range.
- **Staff of Ice**
    - The Staff of Ice will be the weapon with the most range, but not as much damage.
    - The Staff of Ice requires Ice Potions to recharge it (acting as ammo).
- **Staff of Fire**
    - The Staff of Fire will be the weapon with the most damage, but with a low range.
    - It will require Fire Potions to recharge (acting as ammo).
- **Enchanted Crossbow**
    - Fires a spray of arrows, like a shotgun.
    - Requires arrows to recharge.

Potions

- **Potion of Healing** - Extremely rare, heals the player completely
- **Potion of Ice** - Recharges Ice Staff
- **Potion of Fire** - Recharges Fire Staff

Food

- **Drumstick** - As of right now, there will only be one type of food.

Concept Art

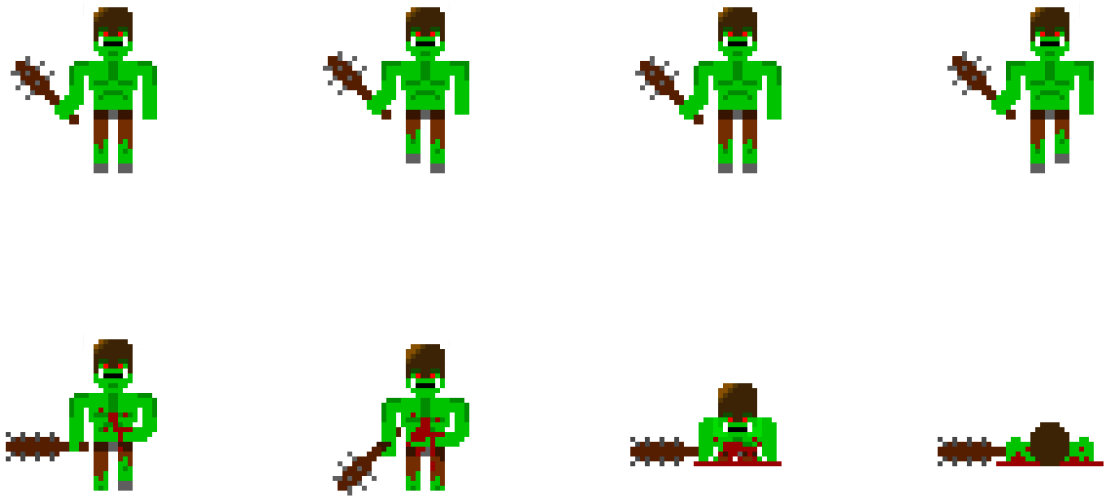
Character Spritesheets



Undead Soldier walking and death animation

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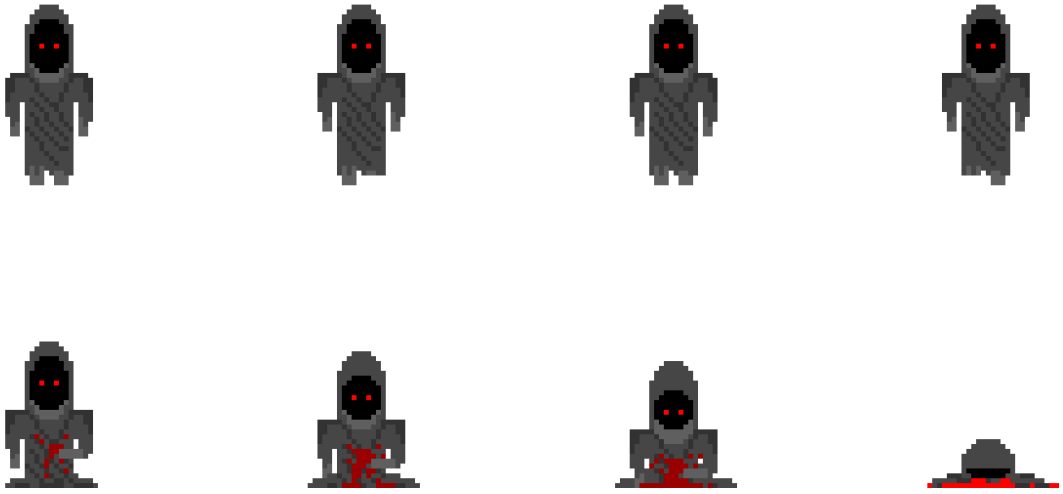
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Troll walking and death animation



Water Elemental walking and death animation



Darkwraith Apprentice walking and death animation

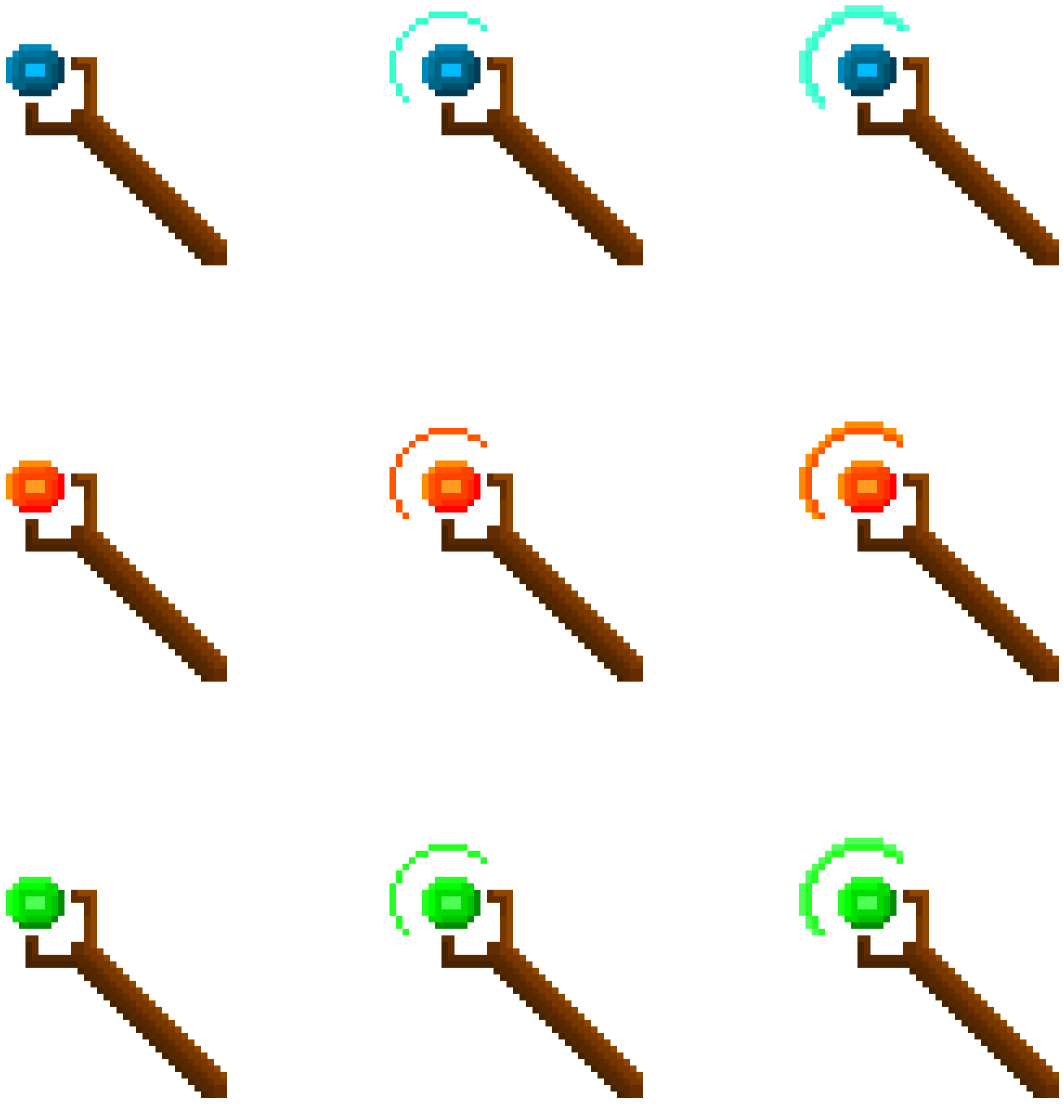
Items



A few potions

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A few different animated wands