Pass the Sword:

(Pirate Software Game Jam)

Game Design Document

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Overview:

Genre	Roguelike, dungeon crawler, realtime, hack n slash
Platform	WebGL
Point of View	Top Down, Isometric
Theme / Mood	Fun, Silly, Fantasy,
Target Audience	Causal Strategy

Elevator Pitch:

A crew of brave adventurers have forgotten to take something important - their weapons!

Equipped with only a trusty sword between the lot of them, can you pass it around in time to save the party?

Game Overview

'Pass the Sword' is a chaotic and silly action roguelike set in a fantastical dungeon where a party of adventurers have mistakenly forgotten to bring some crucial gear (their weapons).

You must play as the only sword they happen to bring into the adventure, jump to each adventurer as they need you, and try to keep them all alive for as long as possible.

In a single game, the player will progress from room to room, clearing the hordes of monsters that lie inside, keeping the party alive for as long as possible. After each room is cleared, the sword can power up by selecting a randomised upgrade to bring to the table.

The main objective for the player is to keep the party alive long enough to fight the boss at the end of the dungeon!

Setting Overview

'Pass the Sword' takes place in a randomly generated fantasy dungeon, filled to the brim with monsters.

You play as the sword that a party of adventurers have brought with them to clear the dungeon and save the nearby town!

## Unique Selling Points
TBD

Gameplay

Core Mechanics:

The Sword:

The Sword can be passed between the members of your party, clicking and dragging to create a trajectory to throw it in a particular direction.

Throwing the sword will cause the sword to be unequipped from the current holding party member and thrown in a direction

Nearby Party Members will try and pick up the sword if nobody has it equipped currently.

Party Members who have equipped the sword will do significantly more damage and will get to utilise the Sword's special upgrades!
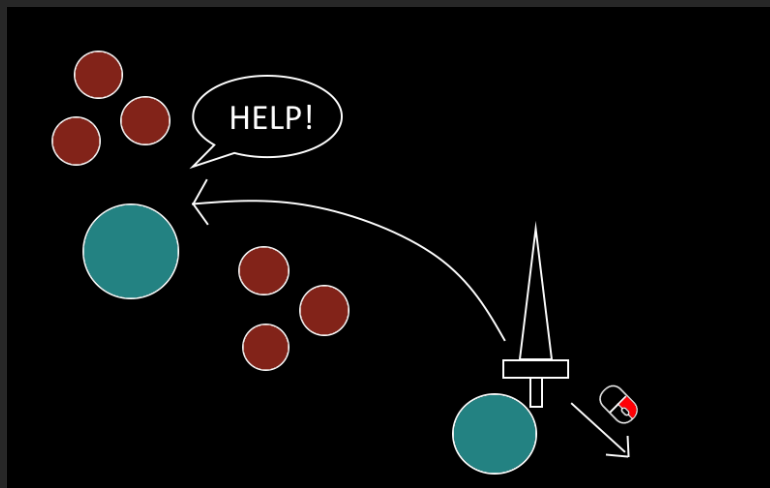
Throw the sword between your teammates to help those in need

The Party:

A group of unprepared party members have entered the dungeon, you must keep them alive!

Each party member is controlled by an AI that will seek to fight nearby enemies and advance through the dungeon.

You must pass the sword to them when they become overwhelmed by enemies so that they can successfully clear them and stay alive.

Party members without a sword, will attempt to melee enemies dealing significantly less damage

Party members each have their own health pool, which will deplete as the take damage, once they run out of health, they are dead for the remainder of the run.

If all party members have died you lose the game.

The Enemies:

Enemies are your major obstacle during your runs.

Enemies hunt nearby party members and will attempt to attack them.

Each wave will spawn new enemies for you to face off against.

There are 2 kinds of enemies, ranged and melee.

Each enemy have their own health pool, which will deplete as they take damage from party members.

As the player progresses through waves the health and damage of enemies will increase to continue to challenge the player.


Special Upgrades:

Special Upgrades are the major progression system available to the player during the game.

At the end of each wave, the player will be given a choice of 1 out of 3 upgrades to apply to the sword.

Specific upgrades can appear multiple times, and if selected will level up the upgrade increasing its stats such as damage, health or cooldown that it provides.
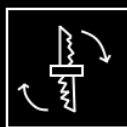
Waves:

Enemies will spawn in bursts according to waves.

Each wave will have a set number of enemies to appear.

After all enemies have been killed in the wave, the next wave will begin.