Tab 1

THIS GDD IS TIME-LOCKED TO 14/02/2025

Hell's Champion

game

1.0 Game Overview

1.1 High Concept

Hell's Champion is a deckbuilding fps fusion taking place over the nine norse realms.

1.2 Genre

- Deckbuilder
- First-person
- Action

1.3 Platforms

PC - Steam, itch.io

1.4 Target Audience

Paragraph

2.0 Core Gameplay

2.1 Player Objective

Players assume the role of a saviour of the realms. Their primary objective is to explore levels, defeat enemies, gather rare materials, and upgrade their arsenal of elemental abilities. Success depends on crafting an effective deck, mastering combat tactics, and managing resources to overcome escalating challenges.

2.2 Core Mechanics

Abilities and Deck System

Players assemble a deck of up to five abilities, each tied to an elemental theme (fire, earth, wind, etc.). Each ability has its own levelling system. Abilities also have augments that can alter the desired style of play. These can be strategically combined to suit different combat scenarios. The deck system encourages players to experiment with various combinations to find synergies that work best for their playstyle.

Ability Leveling & Augmentation

Abilities start at a base level and can be upgraded by spending materials collected during exploration. Upgrades may enhance damage, add augment slots, or grant special effects (such as burn, explosion, or ice damage). Additionally, players can equip up to multiple augmentation per ability to customize its effects further, making each run uniquely tailored.

Realm Exploration & Progression

Each realm is hand-crafted, ensuring that the player has the most accurate intended experience. Players navigate diverse environments filled with traps, and enemy encounters. Progression through the realms unlocks higher difficulty levels and introduces new materials and ability upgrade opportunities.

Combat System

Combat in Hell's Champion is fast-paced and skill-based. Players must time their ability activations carefully, monitor their Eitr consumption, and adjust tactics based on enemy weaknesses and elemental attributes. The interplay between depleting Eitr to use powerful abilities and managing it to heal or drain enemy health adds a strategic layer that forces players to balance offense with survival.

Eitr Management

In combat, players rely on a Eitr bar—a unique resource that fuels ability usage. Each ability consumes a portion of Eitr upon activation. Eitr is primarily replenished by damaging enemies, rewarding aggressive play. Moreover, players can opt to use Eitr to heal themselves or drain enemy health to boost their resource pool, introducing a dynamic risk-versus-reward element to every encounter.

2.3 Game Loop

The game loop is structured around the following cycle:

1. **Exploration:** Navigate levels within a chosen realm.
2. **Combat:** Engage in tactical battles where managing your ability deck and blood mana is key.
3. **Resource Collection:** Defeat enemies to gather both materials for upgrades and blood mana to fuel further actions.
4. **Upgrades:** Spend materials to level up abilities.
5. **Progression:** Clear levels, face realm-specific bosses, and prepare for subsequent challenges with an evolving set of abilities and resource management needs.

3.0 Narrative and Setting

3.1 Story Premise

This is OG concept
1. WE ARE UNDER ATTACK! We get off this viking boat, and charge into the battle as the game delivers a tutorial on basic melee combat and movement.
2. We die to a huge guy.
3. We wake up in Helheim and get the power from a corpse lying there.
4. We kill Garmr, the dog that guards Helheim's gate.
5. We escape Helheim through the Well of Urd
6. We kill the norns that tend to Yggdrasil to stop it from rot

7. We enter Midgard to the same battlefield we died in, and see the mounts of corpses, and kill the person who killed us
8. Corrupted Jormungandr attacks
9. We venture off to kill the corrupted gods
10. We enter Asgard and Odin accuses the player, and after his defeat we're told it's because we killed the norms.
11. Win 🎉

Part 1

1. Midgard is invaded
2. Player dies
3. You wake up in Helheim
4. The soul of Ymir speaks to the player. As he IS midgard, he knows what is happening but is powerless to stop it.
5. He tells you how to escape and to get to the court of Justice
6. Kill Garmr and escape Helheim
7. You begin climbing the Well of urd
8. As you climb the Well, the Norns speak to you explaining what is happening
9. You kill the Norns as they get corrupted through the climb
10. You enter Midgard and fight your way to the court of Justice
11. Ymir is able to speak to you again, as faith in him has started to increase and his soul is getting more stable
12. He instructs you what to do
13. From there you go and kill Jörmungandr which has began strangling Midgard and causing mass floods
14. You have to run from one end of Jörmungandr to the other (not literally start to finish, probs only a small part of him). It's just a speed level, kill enemies on their back as you go, stack movement abilities. You get to the head, cutscene starts, he flicks you into the air, you go spinning, you manage to steady yourself flying through the air, Jörmungandr lunges at you, you deflect it, go flying into the boss arena, land, seamless transition to the final level of midgard where you 1v1 Jörmungandr.

Part 2

3.2 The Nine Realms

- Asgard – Realm of the Aesir gods, filled with divine warriors and trials.
- Midgard – The mortal realm, beset by corruption and ancient evils.
- Jotunheim – Land of the giants, home to colossal enemies and ice magic.
- Alfheim – Realm of the light elves, filled with magical entities and illusions.
- Svartalfheim – Dark elf and dwarven forges, where powerful artifacts are crafted.
- Niflheim – A realm of eternal frost, where endurance is tested.
- Muspelheim – Land of fire and destruction, ruled by mighty firelords.
- Vanaheim – Realm of nature and mysticism, governed by ancient seers.
- Helheim – The underworld, where souls and dark magic intertwine.

4.0 Level Design

YGGDRASIL: THE WORLD TREE — Designed by Simon E. Davies
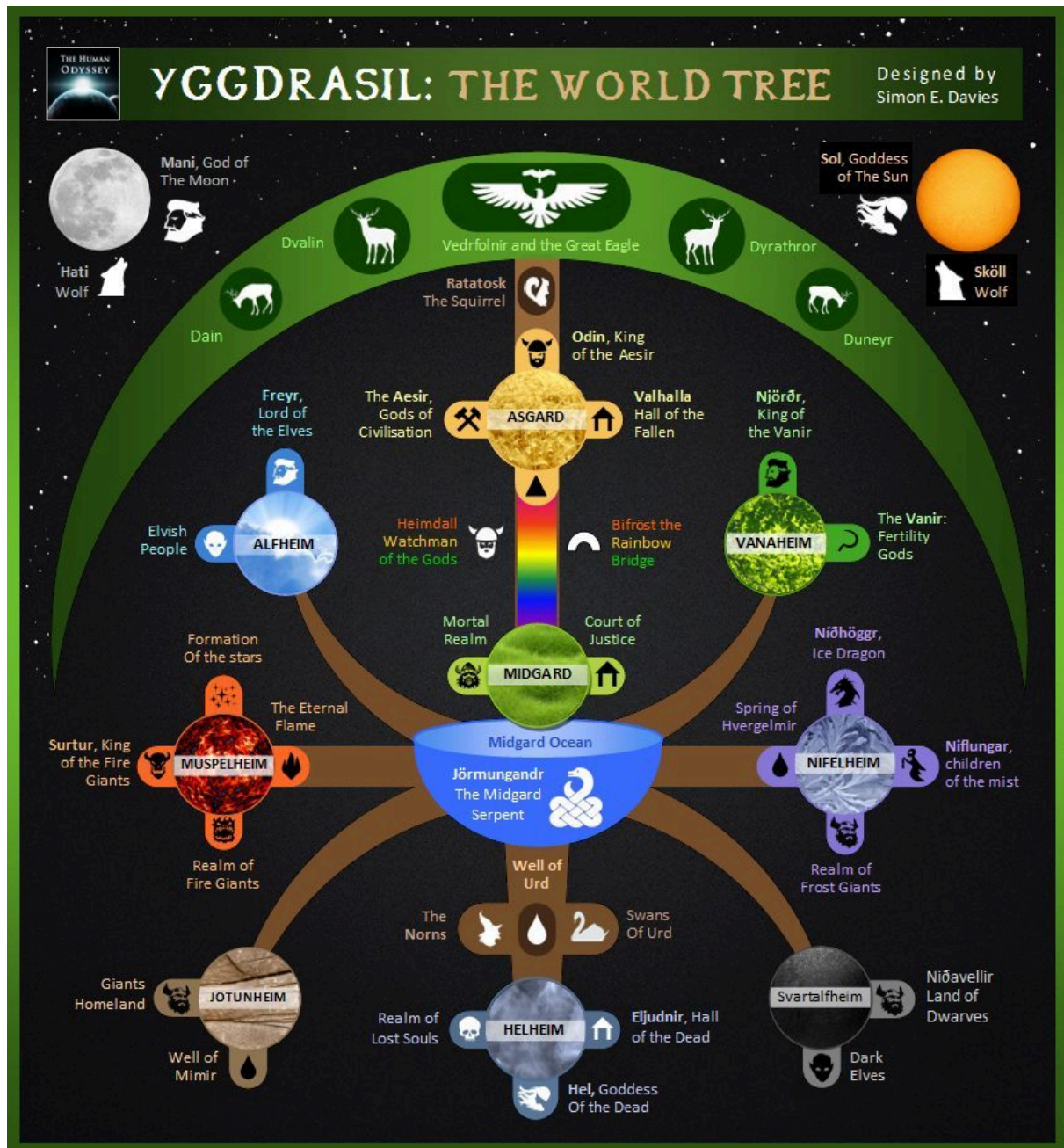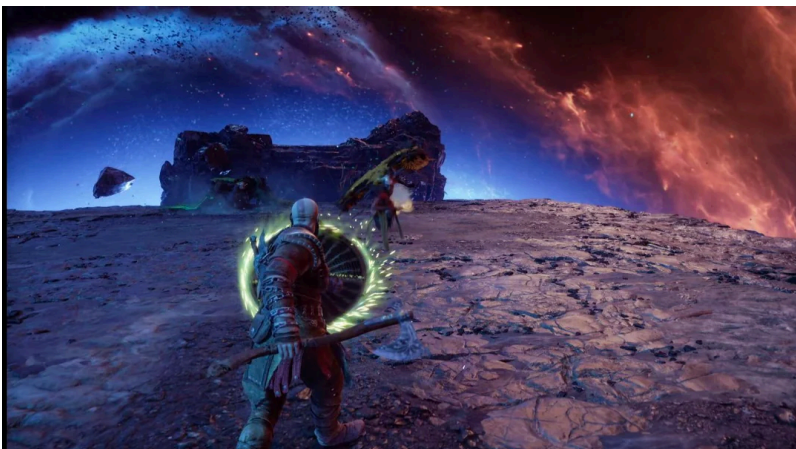
4.1 Hub Ginnungagap

Hud world, it's described as the void between worlds.
This is where we will upgrade abilities and where NPCs stay.

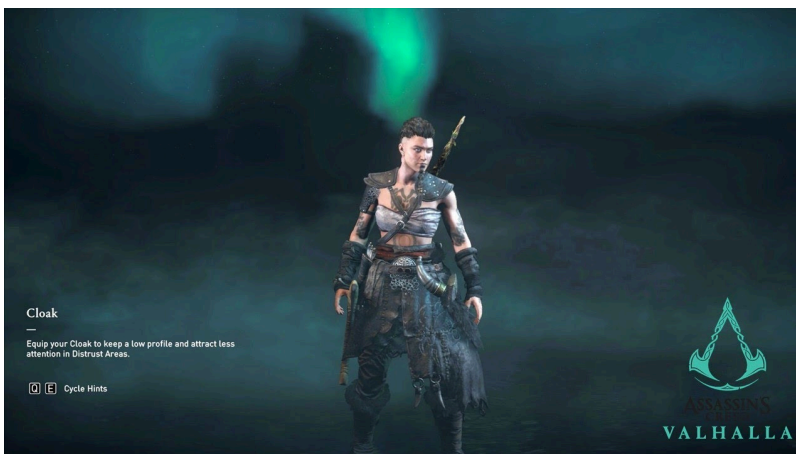AC Valhalla:

God of War:

AC Valhalla (loading screen): I think this is kinda aura for a hub

Cloak
—
Equip your Cloak to keep a low profile and attract less attention in Distrust Areas.

Q E Cycle Hints

ASSASSINS
VALHALLA

4.2 Helheim, Realm of Lost Souls (❄️ Ice)

Boss: Hel, Goddess of the Dead

Mini Boss: Garmr, Guardian of Hel's Gate

(blue not red)

4.3 Well of Urd (🔥Fire ⚡Electric 🌀Arcane)

Boss: The Norns (Urd - Past \ Verdandi - Present \ Skuld - Future), Tree Keepers

4.4 Midgard, Mortal Realm (💧Water)

Boss: Jormungand - World Serpent Phase 2: Ymir?

4.5 Jotunheim, Giants Homeland (⚡Electric)

Boss:

4.6 Svartalfheim, of the Dark Elves (🌀Arcane)

Boss:

4.7 Muspelheim, Realm of the Giants (🔥Fire)

Boss: Surtr, The Ragnarök Herald

4.8 Nifelheim, Realm of the Frost Giants (❄️Ice)

Boss: Nidhoggr or Niflungar

4.9 Alfheim, of the Elves (🌀Arcane)

Boss: Freyr, Lord of the Elves

4.10 Vanaheim, Realm of Fertility (💧Water)

Boss: Frayja, Goddess of Fertility

4.11 Bifrost, the Rainbow Bridge (❄️Ice)

Boss: Heimdall, Watchman of the Gods

4.12 Asgard, Realm of the Gods (⚡Electric)

Boss: Odin, Allfather

5.0 Elements

5.1 Element Descriptions

Element	Status Name	Status Effect	Duration
🛡️Kinetic	Break	Increases the critical damage that enemies take from all sources.	8s
🔥Fire	Burn	Deals damage over time to the affected enemy.	
❄️Ice	Chilled	Slows enemy action like movement and attack speed.	
🌀Arcane	Cursed	Increases vulnerability to other elemental types.	
💧Water	Wet	Wet	
⚡Electric	Zapped	Stuns for a brief moment	

5.2 Element Interactions

When an enemy is affected by more than one element they react together and provide an additional effect. This incentivises the player to use a range of different elements to get a desired reaction. Triggering the reaction consumes the effects.

Element	🔥Fire	❄️Ice	🌀Arcane	💧Water
❄️Ice	🔥❄️Melt			
🌀Arcane	🌀🔥Blazed	🌀❄️Blizzard		

💧 **Water**	💧 🔥 Evaporate	💧 ❄️ Frozen	🌀 💧 Washed	
⚡ **Electric**	🔥 ⚡ Charge	❄️ ⚡ Supercharged	🌀 ⚡ Smited	💧 ⚡ Conduction

Reaction	Effect
💧 - 🔥 Evaporate	Causes steam to explode from the target and deal 🔥 Fire damage to enemies around them.
💧 - ❄️ Frozen	Freezes an enemy solid, dealing 🛡️ Kinetic damage to this effect shatters the ice, dealing bonus 🛡️ Kinetic damage.
💧 - ⚡ Conduction	⚡ Electricity spreads to all nearby enemies with 💧 Water.
🔥 - ⚡ Charge	Creates an explosion dealing 🔥 Fire.
❄️ - 🔥 Melt	
❄️ - ⚡	
🌀 - 🔥 Blazed	Increased 🔥 Fire damage and burn duration
🌀 - ❄️ Blizzard	Creates a slowing AOE explosion around the target, applying ❄️ Ice to enemies near.
🌀 - 💧 Washed	Creates and AOE splash applying 💧 water to nearby enemies.
🌀 - ⚡ Smited	Smites the enemy with a thunderbolt for an increased ⚡ electric damage.

6.0 Abilities

6.1 🛡️ Kinetic

Active Abilities

Name	Base Effect	Cost	Cooldown
Stomp	Stomp the ground damaging and stunning enemies around you.		

Parry	Deflect attacks to avoid taking damage		

Passive Abilities

Name	Base Effect	Cost	Cooldown

6.2 🌀 Arcane

Active Abilities

Name	Base Effect	Cost	Cooldown
Blink	Short distance teleport to grounded(?) location		

Passive Abilities

Name	Base Effect	Cost	Cooldown

6.3 🔥 Fire

Active Abilities

Name	Base Effect	Cost	Cooldown
Fireball	Shoot a flaming projectile that damages the enemy it collides with.		

Name	Base Effect	Cost	Cooldown

Passive Abilities

Name	Base Effect	Cost	Cooldown

6.4 ❄️Ice

Active Abilities

Name	Base Effect	Cost	Cooldown
Thaw	Fire an icicle that freezes an enemy it touches.		

Passive Abilities

Name	Base Effect	Cost	Cooldown

6.5 💧 Water

Active Abilities

Name	Base Effect	Cost	Cooldown

Passive Abilities

Name	Base Effect	Cost	Cooldown

6.6 ⚡Electric

Active Abilities

Name	Base Effect	Cost	Cooldown
Chain Lightning	Shoot lighting that jumps from one enemy to another.		

Passive Abilities

Name	Base Effect	Cost	Cooldown

7.0 Enemy Design

8.0 Primary Weapons

The primary weapons are not meant to be the main source of damage for the player. Their main purpose is to harvest the 💚Etir from enemies to use for the abilities. These weapons can level up in the same way that the abilities can, giving them more damage, 💚Etir harvest rate and unlocking unique alternate fire modes for more utility along with it becoming a legendary norse weapon.

Melee Weapons

Weapon	Primary Fire	Alt Fire	Element

Axe (Forseti's Axe)	Chop Chop	Returning axe throw, and when hits ground it creates a vortex that pulls enemies together	💧
Spear (Gungnir)	Stab Stab	Throws the spear at a target inflicting them with ⚡ electricity, if the enemy dies while affected by this then a charge is added to the weapon. Each charge the weapon has gives 5% movement speed. Max charges 3. Charges deplete.	⚡
Hammer (Mjolnir)	Bop Bop		⚡
Sword (Surtr's Sword)	Slash Slash	Blocking damage fills up the weapons heat bar that is constantly draining over time. The higher the heat bar is the more 🔥fire damage that you will deal from all sources.	🔥

Ranged Weapons

Weapon	Primary Fire	Alt Fire	Element
Bow & Arrow (Nordens' Arc)	Can draw the arrow to different strengths to build up damage and Projectile speed.		❄️
Crossbow	Mag fed bolts that shoot at a moderate fire-rate.		
			🌀
Staff (Lævateinn)			

9.0 Progression and Replayability

9.1 Materials and Resource Management

Materials are dropped from bosses. This has four options for how we want them to drop. A boss can drop all of the materials within their respective element at any time.
1. Later enemies drop more of the materials
2. There is a common, uncommon, and rare material, the later in the game the boss has the higher chance it has at dropping the rarer ones.

3. Each boss has a specific one of the materials that they drop more often than the others
4. Some combo of these

Materials are the essential currency used to upgrade and augment abilities throughout Hell's Champion. They are obtained by defeating enemies and interacting with specific environmental elements. There are three distinct material types, each associated with a different elemental theme:

Material	Rarity	Element	Description	Enemies that drop it
Molten Fragment		🔥	A smoldering fragment imbued with the essence of flame. Enhances fire abilities by boosting burn effects and damage.	
Infernal core		🔥	A concentrated core of molten energy that powers explosive fire attacks and increases critical fire damage.	
Pyroclast		🔥	A hardened piece of solidified magma, representing the raw force of volcanic eruptions. Encountered in high-intensity fire zones, it's ideal for powering abilities that require a heavy, explosive impact.	
Plasma Pellets		⚡	A highly volatile, supercharged fragment of condensed energy, pulsing with an unstable glow.	
		⚡		
		⚡		
		🛡️		
		🛡️		

		🛡️		
Black Ice Shard		❄️		
		❄️		
		❄️		
		🌀		
		🌀		
		🌀		
		💧		
		💧		
		💧		

9.2 Ability Unlocks

Leveling Abilities

Abilities have linear levels that you spend materials on to level them up, increasing basic stats and augment slots and decreasing the 💚Etir cost.

Example (numbers and name are temp):

Ability	Level	Buff	Cost (from previous level)
Fireball	1	*Base*	
	2	+Damage +Augment Slot	1x Generic Trinket A
	3	+Damage -Cooldown	1x Generic Trinket A 1x Generic Trinket B
	4	+Damage +Augment Slot	2x Generic Trinket A 1x Generic Trinket B
	5	+Damage -💚Eitr Cost	2x Generic Trinket A 2x Generic Trinket B

			1x Inferno-core

Augmenting Abilities

Abilities can be modified with ability specific upgrades but only some can be equipped at once based on the amount of augment slots you have from leveling the ability.

Example (numbers and name are temp):

Ability		Augments			
Fireball	Augment	More base damage but more 💚Eitr cost	Explosion	Ice Damage	Ball moves slower but tracks a target
	Cost	1x Generic Trinket B 1x Generic Trinket C	2x Generic Trinket B	1x Black Ice Shard	3x Generic Trinket D
Chain Lightning	Augment	Fire Damage	Chain Range	Stun Effect	Each chain can split 1 more enemy
	Cost	1x Pyroclast	1x Generic Trinket B 1x Generic Trinket C	1x Generic Trinket A 1x Generic Trinket C	2x Generic Trinket B
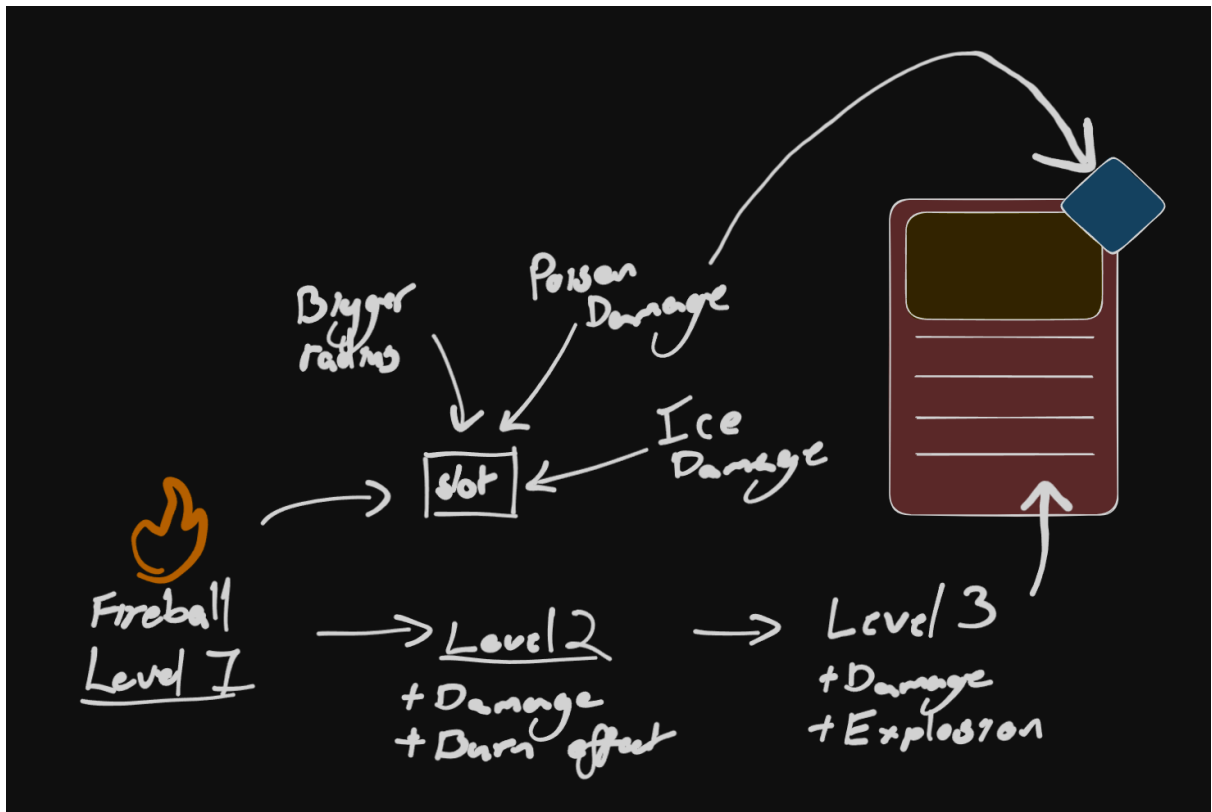
9.2 Difficulty Scaling

Sorry... inserts

10.0 Art & Sound Direction

10.1 Art Style

Low-poly & Pixel Textures

Not using a pixel shader but the textures themselves are pixel art. Hell's Champion features a distinctive low-poly aesthetic enhanced by pixel art textures. This visual style delivers a nostalgic, retro feel while emphasizing bold, readable character and enemy designs. Vivid elemental effects and blood mana visual cues (such as a glowing, pulsing blood bar) highlight the game's dynamic combat.
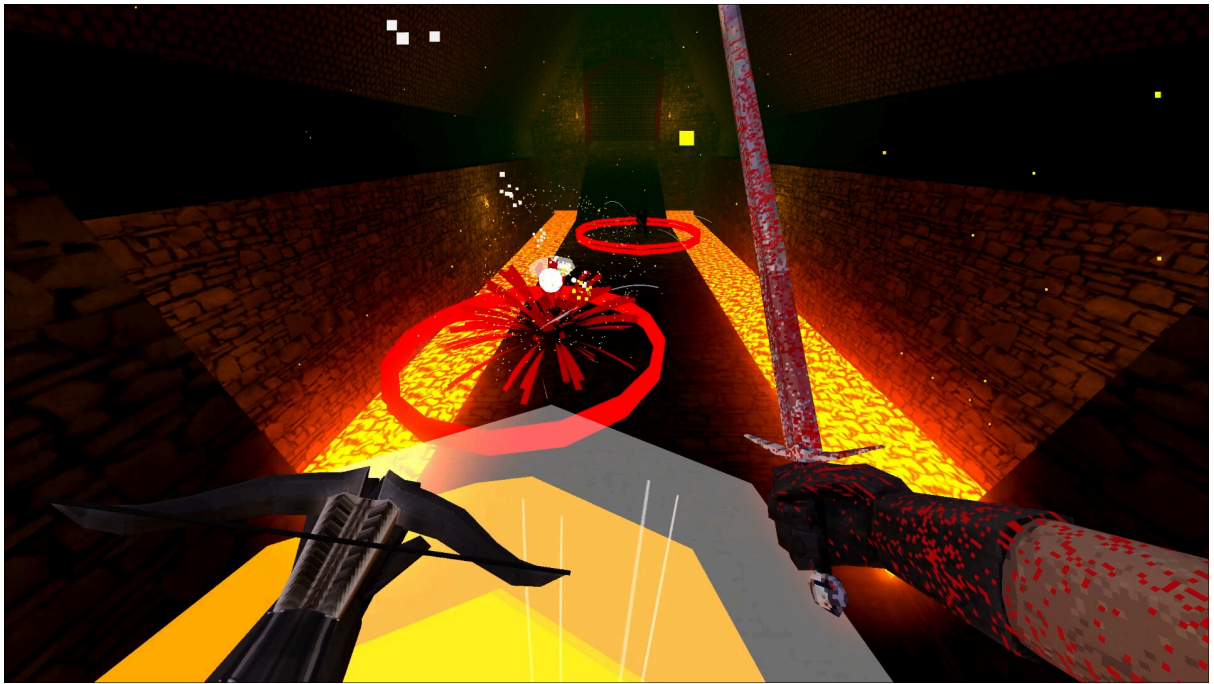
10.2 Sound Design & Music

The audio design is crafted to complement each realm's ambiance and the visceral nature of combat:

- Music: Each realm boasts its own musical theme—from the brooding tones of Helheim to the epic, uplifting scores of Asgard.
- Sound Effects: Impactful sound effects underscore ability activations, blood mana usage, healing cues, and enemy damage, enhancing the visceral and immersive combat experience.

11.0 Publishing

11.1 Initial Game Releases

Pre-alpha

An initial pre-alpha demo to get public feedback on the game and mechanics. This would be updated to include the Midgard Tutorial when the demo is released.
Areas:
- Helheim

Demo release "The Rooted Trunk"

Would be the first demo release of the game. Includes areas on the Trunk of Yggdrasil.
Areas:
- Midgard (Tutorial)
- Helheim
- Well of Urd
- Midgard

Alpha Release "The Drooping Branches"

The second release for the game. Includes the realms half way up Yggdrasil and where the player gets a lot of control over the order of exploration.
Areas:
- Jotunheim
- Svartalfheim
- Muspelheim
- Nifelheim

Full v1.0 release "The Light-scattering Leaves"

The final full release and also the final part of the game. 3.0 will include the top of the tree with the last three realms.
Areas:
- Alfheim
- Vanaheim
- Bifrost
- Asgard

12.0 Technical Considerations

The game is developed for PC using the Unity engine, focusing on smooth real-time combat and a stable, curated level design. Key technical aspects include:
- Performance Optimization: Ensuring consistent performance across a range of hardware.
- User Interface: Designing an intuitive deck management system and clear visual indicators for blood mana and health.

- Save Systems & Progression: Reliable tracking of player progress, ability unlocks, and resource management, including blood mana dynamics.

13.0 Additional Features

(Future Expansions/Possibilities) (Scope Creep Section)

Potential future features include:
- New Realms and Abilities: Expansion packs introducing additional realms with unique mechanics and lore—potentially offering fresh blood mana interactions.

14.0 Resources

https://en.wikipedia.org/wiki/List_of_named_weapons,_armour_and_treasures_in_Germanic_heroic_legend