

DUNGEON SOULS

Rescue the Tormented

(c) Jared De Santis

Version 1.0

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1. INTRODUCTION

STORY

The end is near. Scientists have predicted that a large asteroid will destroy Earth and all life within a year. Governments and societies around the world are beginning to collapse and many people are dying. To make matters worse, strange apparitions are claiming that all people are doomed in the afterlife. They have opened a window into an infernal dimension of the astral-plane and have shown people that they will be transformed into creatures of their worst nightmares. These creatures will be permanently placed in fixed locations in dungeons through out the infernal dimension and forced to fight any beings of a higher plane. You have one of two choices; wait for death and hope that the apparitions claims aren't true, or enter the dungeons, slay the damned creatures and free their souls. Choosing the latter will better your chances at earning a higher place in the afterlife.

ABSTRACT

Dungeon Souls is a first person RPG that takes place in a labyrinth type of environment where the player must defeat enemies with weapons and items found in locked chests or purchased in stores scattered through out each level. Defeating enemies frees their human soul trapped within and earns the player gold and experience points. With gold, the player can purchase more powerful weapons, armor or potions. With experience points the player automatically becomes stronger and able to wield these more powerful items. Each level contains a key within a chest which is used to open the door exiting the current dungeon/level. At the end of certain levels, a boss apparition must be defeated before proceeding to the next level.

TARGET AUDIENCE

Teens and adults.

TARGET PLATFORM

Windows-based PC. The game kit will include an executable (.exe) file that can be run.

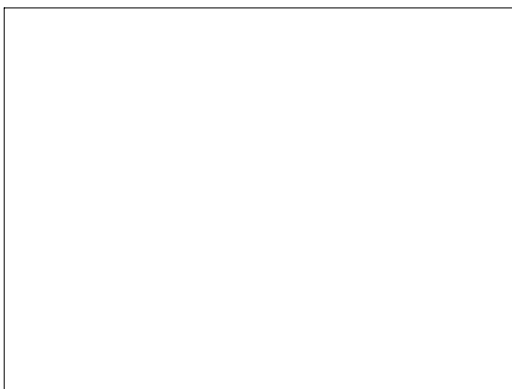
UNIQUE SELLING POINTS

- Simple controls. Move with WASD and attack/defend with mouse.
- Unique controls. Hold down left mouse button and "slash" to damage enemies. Hold down right mouse button when enemy attacks to defend.
- Players are encouraged to create their own maps on graph paper or sketch monsters and upload content for Gamestudio team to continue adding levels and monsters for a virtually endless Dungeon Souls universe.
- All uploaded content for custom work is copyrighted by player and submitted with fee, worked on by Gamestudio team to make compatible with game, and monies collected from people downloading individual levels goes directly to the player who devised them.
- Players are ranked globally based on amount of souls saved.

2. GAME PLAY

GAME MECHANICS

Running the executable (.exe) file displays the main menu.

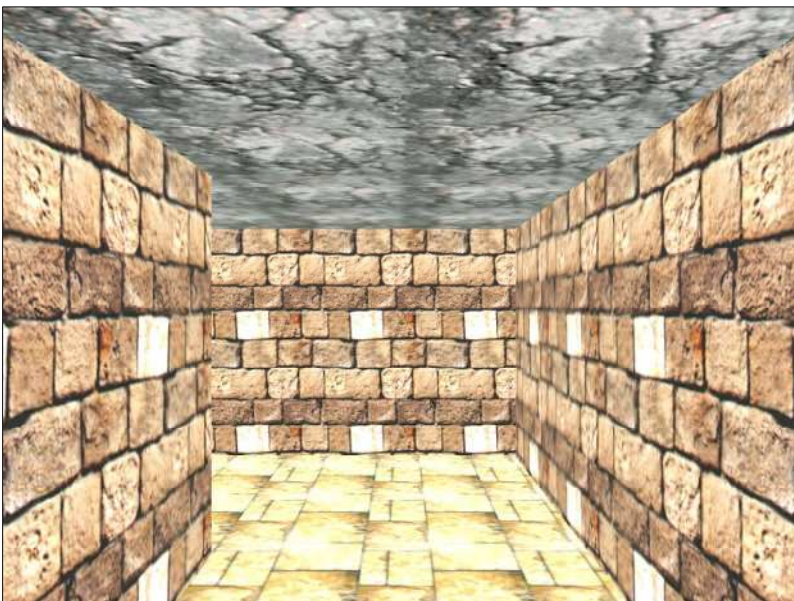


(ToDo: Create Main Menu Image)

- "New Game" allows the player to start a new game and profile.
- "Load Game" loads a previously saved game and profile (User must save game while playing).
- "View Global Ranking" Tally's total amount of souls saved through the course of playing the game, compares that figure with all other players globally, then places player in rank chronologically. (Note: This option only appears after a profile has been loaded).
- "Options" the player can adjust the music/sound volume and mouse sensitivity here.
- "Help" explains how to use the main menu, in game controls, and instructions on how to submit various custom content.
- "Exit" shuts down game.

(ToDo: Insert instructions for submitting content)

When the player selects "New Game" they are prompted to select an existing profile or create a new one. They are also given the option of creating an online account where they are able to upload their custom maps and monster sketches or view and download maps made by others. A disclaimer is given listing the terms of uploading and downloading content and all fees involved in doing so. Should the player decide to start playing, they can select from the core set of levels that come with the game or "link together" levels that are downloaded and then play. Here is a sample screen shot. (Note: Floor and wall textures used in this image are by Dan Silverman.)



GAME CONTROLS

-W = Move Forward

-S = Move Backward

-A = Rotate Left

-D = Rotate Right

-Enter = Toggle Fullscreen

-Escape = Bring up local menu which gives the option to save and or leave game.

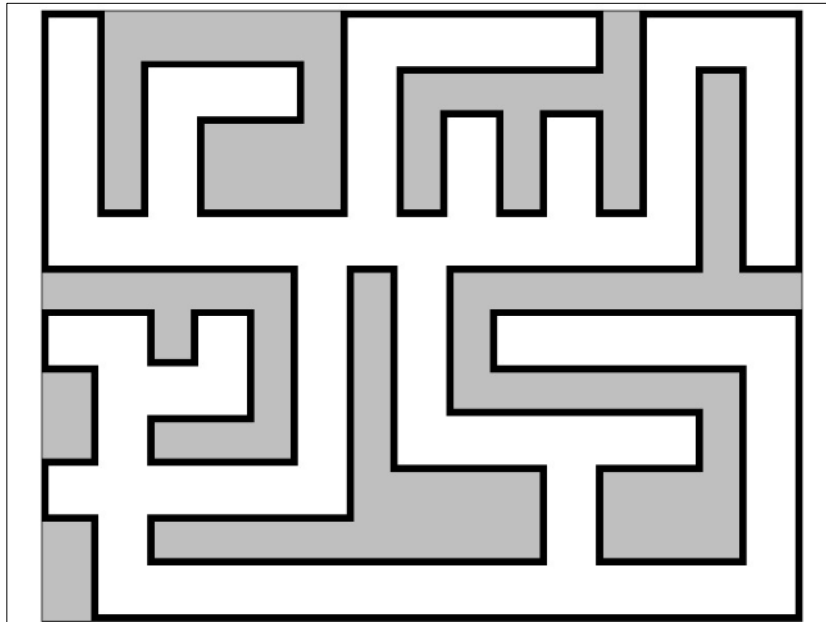
-Mouse = Left click to pick up items and interact with objects. Hold down left mouse button and quickly drag mouse over enemy to attack. Hold down right mouse button to defend against an attack.

FIGHTING SCENARIO

A typical enemy encounter begins when the player is immediately adjacent to the enemy. Note that all enemies remain stationary through out the game. At random but reasonably spaced intervals, the enemy (which is a 3D model) will attack along with an attack animation. If the player is holding down the right mouse button while the enemy attack animation frame equals "hit", the attack will be thwarted. Note that holding down the right mouse button indefinitely will not continually defend the player. The defense feature will only last about a second before the player must release and then press and hold again to defend again. If the player wishes to attack the enemy, he simply presses and holds the left mouse button and "swings" the mouse at different angles over the enemy. A hit will occur if the swing overlaps weak points which are determined by invisible bitmaps that overlay the enemy and contain two separate colors. One color signifies a hit, the other a miss. These bitmaps will come in different sets of two or three per enemy and cycle continuously to make the players attacks more challenging.

LEVEL DESIGN

All levels are labyrinths with walls that are perpendicular to one another. The walls, floors and ceilings all follow a grid pattern and have equal spacing. This will allow for seamless texturing and provides as a basis for "transitional or sliding movement". The image below is a small sample level that I have designed and am including with this document as a separate file that can be downloaded and experimented with.



MODEL DESIGN

All models must be original. Avoid commonly used characters when possible. There are three basic model types: enemies, chests, and items. At least three modelers will be needed to produce around 10 - 30 models within the 1-2 month prototype timeframe.

AUDIO

One person is needed for music and one for sound effects.

(ToDo: Add further assets needed and Milestones necessary to reach prototype goals.)