

**SORCERERS**  
**The Temple Warriors**

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**The Temple Warriors**

**GAME DESIGN DOCUMENT**

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*SORCERERS 3D Showcase Application* can be downloaded using this link:

<http://www.filefront.com/15331635/Sorcerers.zip>

>INTRODUCTION<

**ABSTRACT**

*Sorcerers* is a turn-based, 3D, quick-strategy game that puts you in the role of a wizard whose goal is to gain dominance over three other wizards in the various temples and castles. It combines turn-based & time limited, full 3D movement through level together with turn-based, static battle system.

**TARGET AUDIENCE**

*Sorcerers* target group is kids and adults, ages 8 and up.

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### **TARGET PLATFORM**

Windows-based PC.

### **UNIQUE SELLING POINTS**

- ◆ Fast paced game for one player competing against one/three computer managed sorcerers or two/four players competing in hot-seat system.
- ◆ Effective ability upgrade system for both player & his troops.
- ◆ Spectacular spell-casting effects and dramatic battle visuals.
- ◆ Possibility to save & import your upgraded Sorcerers in new death-match game.

### **>GAME CONCEPT<**

*Together with the written part of the this document is a 3D application **SORCERERS** that showcases game mechanics concepts. Because of this, written part will be focused mainly on those things missing from accompanying application.*

...

### **TIME-BASED TURN**

Sorcerers are a turn-based but also a time-based turn game. Player has exactly one minute to do what he can in level. After one minute his turn ends and another player turn begins. Player's goal is to open as much rooms & plant as much Manna rods or Guardian rods as he can before his turn ends. Battles are not included in turn-time.

### **MENUS**

**Main menu** that appear once the application is started should contain four buttons: **new game**, **load game**, **settings** and **exit**.

\* **New game** menu should contain four check buttons, four radio buttons & **start game** button. Check buttons are: **Green Sorcerer**, **Red Sorcerer**, **Gold Sorcerer** and **Black Sorcerer**. Four radio buttons are switching: **human** or **computer** option for each of the four check buttons.

\* **Load game** menu should contain list of all saved games in the center of the screen with the **load** button at the bottom.

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\* **Settings** menu should contain all buttons & options currently present in *SORCERERS* showcase application.

\* **Exit** button terminates the application.

**Trading menu** is a menu that player can call during the game play and it should be similar to the one presented in *SORCERERS* showcase application.

### **INFOS**

**Map info** should be the panel that displays parts of the level that player has opened. Map should also contain information on all Manna & Guardian rods player has planted, marked on map with little icons, and player current position. It shouldn't reveal enemies position or enemy rods.

**Inventory info** should be the panel that displays information on :

- \* Number of Manna rods player has planted
- \* Number of Guardian rods player has planted
- \* Manna income per turn
- \* Manna spent in last turn
- \* Manna currently available for trade

**Time info** should be presented with the little clock that gives you information on how much time you have left before your turn ends. It should be similar to the one presented in *SORCERERS* showcase application.

### **KEYMAPPING**

Pressing the **ESC** key during game play should bring up the exit menu similar to the one presented in *SORCERERS* showcase application.

Pressing the **M** key during game play should bring up the map of the current level.

Pressing the **I** key during game play should bring up the inventory info.

Pressing the **T** key during game play should bring up the trading menu.

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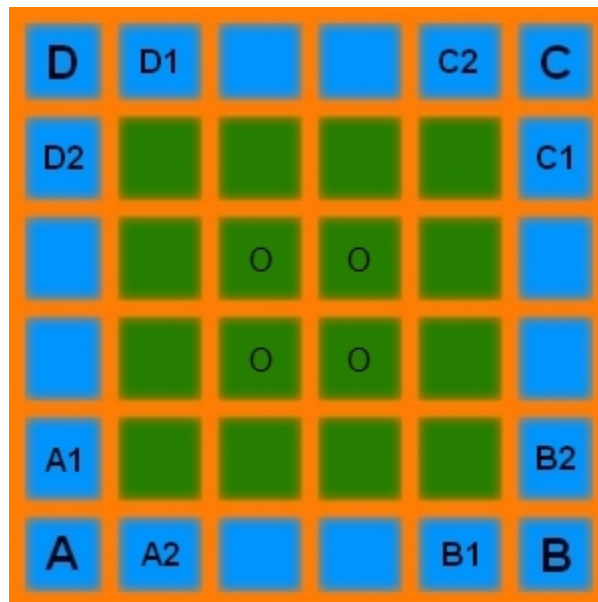
### **SOURCES AND RODS**

Source is a place where rods can be planted. There are two kinds of rods: Manna and Guardian rods. Sorcerer can plant a Manna rod only if Source is active (if it has manna coming from his top). If Source is not active Guardian rods can be planted.

Manna rods are important because they increase player's manna income that is used for all trading purposes: from upgrading your or your disciple abilities to planting & changing your Guardian rods.

When room is taken, with or without force, all rods planted by enemy Sorcerers are still active and must be removed by planting a new rod. So you have to replant Sources with your Manna rods in order to increase your manna income. Guardian rod is still active even if you have defeated him and will be summoned again if you leave and re-enter the room.

### **LEVEL SYSTEM**



Game should have at least four different levels. Levels should be consisted from, about, 36 rooms and corridors that are placed in two rings: three exit room/corridor ring(blue boxes) & four exit room/corridor ring(green boxes). Every level should have four starting rooms (A,B,C & D) for four sorcerers, located at four corners of the level.

Room/corridor positions should be non-fixed and semi-arbitrary. Non-fixed in a sense that rooms/corridors should change their position every time new game is started. Semi-arbitrary in a sense that rooms/corridors should stay in their own rings & starting place for sorcerers should always be a

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room not a corridor.

From total of 36 segments per level  $\frac{1}{3}$  (12) could consist from non-original segments: 4 should be identical rooms (starting rooms) with matching exit corridors (8).

Also it may be interesting for 2 out of 4 levels to have one, big middle room that is consisted out of 4 segments. That room should have more Sources and could be most valuable room in the level.

### **MUSIC SYSTEM**

Game should have at least four different ambient music themes, corresponding to four different levels, and four battle themes. Battle themes are not to be level-oriented and should be played in arbitrary method during battles.

### **>CHARACTERS<**

There are four main groups of characters:

- ◆ **Sorcerers**
- ◆ **Disciples**
- ◆ **Guardians**
- ◆ **Monsters**

**Sorcerers** (Green, Red, Gold & Black Sorcerer) are available for player/players to choose from. Every Sorcerer has his **Disciple** to aid him in battles.

**Guardians** are manna-based creatures that are being placed in rooms by the Sorcerers to defend that rooms. Placement of Guardians should be similar to the one presented in **SORCERERS** showcase application. Guardian rod summons the Guardian in the time of battle. There will be four different types of Guardians. Guardian rods can be changed once planted to enhance room protection with stronger Guardian.

**Monsters** are the creatures randomly placed in level rooms/corridors. They are neutral & can't be passed without battle. There will be four different types of Monsters.

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<b>Category</b>	<b>Explanation</b>	<b>Value</b>
Health	Shows how much health points entity has	500
Armor	Shows what percentage of enemy damage points entity absorbs	30/100
Hit damage	Shows how much damage points entity inflicts	-50
Hit giving chance	Shows what percent entity has to successfully inflict damage	70/100
Hit blocking chance	Shows what percent entity has to successfully block attack	20/100
Hit order	Shows if entity's disciple has a first hit in battle. If order number is the same between them attacker hits second.	0/100
Targets	Shows if entity inflicts damage only to enemy sorcerer or also to his disciple	Y/N

#### **DISCIPLES**

<b>Category</b>	<b>Explanation</b>	<b>Value</b>
Health	Shows how much health points entity has	200
Armor	Shows what percentage of enemy damage points entity absorbs	20/100
Hit giving chance	Shows what percent entity has to successfully inflict damage	70/100
Hit blocking chance	Shows what percent entity has to successfully block attack	15/100
Ability	Shows what special ability entity has. Entity can have only one special ability	
Ability/ freeze	Shows what percent entity has to successfully freeze the enemy making him skip one turn in battle	30/100
Ability/ lower damage	Shows in what percent entity lowers the enemies damage	-20/100
Ability/ lower armor	Shows in what percent entity lowers the enemies armor	-20/100

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### **GUARDIANS & MONSTERS**

<b>Category</b>	<b>Explanation</b>	<b>Value</b>
Health	Shows how much health points entity has	200
Armor	Shows what percentage of enemy damage points entity absorbs	20/100
Hit damage	Shows how much damage points entity inflicts	-10
Hit giving chance	Shows what percent entity has to successfully inflict damage	70/100
Hit blocking chance	Shows what percent entity has to successfully block attack	20/100
Targets	Shows if entity inflicts damage only to enemy sorcerer or also to his disciple	Y/N

### **MOVEMENT, BATTLE CONCEPT, ROD PLANTING SYSTEM & MUSIC SWITCHING CONCEPT..**

...should be similar to the one presented in *SORCERERS* showcase application

### **>GAME CONCEPT ADVANTAGES<**

There are few advantages to be considered when evaluating this game concept:

- ◆ Since the level-parts are modular, game can have only four levels without fear of levels being predictable or game-play being boring.
- ◆ Making the game battles static also means that only two figures must be 3D: player's figure(player's sorcerer) & player's disciple. All other figures can be 2D since they will always be too far from the player to notice the difference. This means that alternative sources can be used to populate game-world, sources like DAZ with hundreds of very low-cost but high-quality models.

### **>GAME ASSETS<**

#### **2D GRAPHICAL ASSETS**

- ◆ Main menu
- ◆ New game menu

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- ◆ Load game menu
- ◆ Settings menu
- ◆ Escape/Exit menu
- ◆ Mouse cursor
- ◆ Game-loading panel
- ◆ Inventory
- ◆ Trading menu
- ◆ Level map
- ◆ Tutorial panels
- ◆ Player movement HUD
- ◆ Player battle HUD
- ◆ Effect sprites

### **3D GRAPHICAL ASSETS**

- ◆ Sorcerer models **X4**
- ◆ Disciple models **X4**
- ◆ Guardian models **X4** (3D/2D)
- ◆ Monster models **X4** (3D/2D)
- ◆ Level geometry (rooms/corridors: 36 segments (24+8+4 )) **X4**
- ◆ Planting ground model: Source
- ◆ Manna rod model
- ◆ Guardian rod model

### **MUSIC ASSETS**

- ◆ Main menu music
- ◆ Level ambient music **X4**
- ◆ Battle themes **X4**
- ◆ Player-lost theme
- ◆ Player won theme

### **AUDIO EFFECTS ASSETS**

- ◆ Button click
- ◆ Button over
- ◆ Plant Manna rod
- ◆ Plant Guardian rod
- ◆ Battle sounds (spell-casting audio effects, screams, chanting...)
- ◆ Level sounds (footsteps, doors, fires, wind...)



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### **>FINAL NOTES<**

**This game design document & all contents of “Sorcerers.ZIP” are submitted for evaluation by the Pavle Nikolic & Ivan Gligorijevic and are original work of Pavle Nikolic and Ivan Gligorijevic. Therefore they cannot be used in commercial or non-commercial projects or for any purpose without explicit permission from Pavle Nikolic and Ivan Gligorijevic.**

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>SCREENSHOTS TAKEN FROM THE SHOWCASE DEMO<



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