STORMCALL

Game Design Document

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Revision 1.2

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MISTRAL STUDIOS

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1. Game overview

URL/Link to **your game**: https://alexdorne.itch.io/stormcall

1.1 Summary

Stormcall is a 2D Metroidvania platformer game telling the story of an ambitious monk on his journey to capture the power of the wind. The game aims to challenge players as they make their way to the top of a stormy mountain filled with dangerous terrain swarmed with hostile creatures. As the players progress in their climb, they gain insights into the powers of the wind and learn to achieve impressive feats through movement and combat mechanics that they obtain along the way.

1.2 Game concept

Story:

There was once a monastery among the forgotten mountains of Altar, where monks lived humbly, living simple lives off natural resources that they could find in the mountains.

One day however, a storm hit the forgotten mountains like never before, threatening the life of monks as they saw crops and creatures die to the terrible conditions. The monks feared for their survival as they were seeing their future being ruined by nature.

A young ambitious monk, Yu, who had dabbled in learning wind magic, decided to leave for Storm Peak, a mountain filled with dangerous trials, to wholly grasp the magical power of the wind, return to the monastery and tame the destructive storm. Yu set off on a journey, with the hope to save the monastery and the life remaining in the mountains…

Core mechanics:

Horizontal movement, jumping and shooting air projectiles are available from the beginning.

- The jump height can be changed based on how long the space key is held.
- Air projectiles can be shot at hostile creatures to incapacitate them.

As the player progresses, they unlock new mechanics which can help them get to places they could not before:

- Double Jump
- Dash

Gameplay elements:

- Wind tunnels: When running into a wind tunnel, the player get pushed along the wind direction at constant velocity and will not stop unless they get out of the tunnel or hit a wall.
- Coins: Players may pick up coins which they can use to level up their abilities. Spending 10 coins on either speed, jumping, dashing or shooting will enhance the abilities in different ways.
- Hearts: The player starts with 3 hearts. If the player hits an enemy or spikes, they will lose a heart. If they collide with a heart container, they will regain all their hearts and have an additional heart for the remainder of the game.
- Checkpoints: Checkpoints in the shape of flags can be claimed when running into them. This will save the spawn location of the player for when they die.

Dangers and potential setbacks:

- Spikes: Spikes are static colliders laid around the map to provide obstacles to players. Hitting a spike removes 1 heart.

- Slimes: Slimes are creatures that do not pay attention to their surroundings. They move back and forth in a specific area without trying to hit the player. If the player hits a slime, they will lose one heart and bounce off the slime. Slimes can be killed by hitting them with a wind wave 3 times.

Essence: Capture, exploration

1.3 Genre

Genre: Metroidvania Platformer

Heavily inspired from Hollow Knight. The game mostly requires physical/mechanical skills and some mental skills as to how to approach certain obstacles.

1.4 Targets

Target Audience(s)	Target Hardware
- Ages: *18-25* - Focus groups: - Indie Game Metroidvania Fans (such as Hollow Knight) *Player types: Achiever Explorer*	*Platform(s):* - Windows OS / PC (provide information about the minimum hardware requirements like CPU, GPU, RAM, hard disk space etc., optionally also provide information about optimal specs for the best experience)

1.4.1 User input

Current supported controller types: PC Keyboard

A & D or < & > keys for horizontal movement
Spacebar for jumping.
P key for shooting wind blades.
Mouse left click for clicking next/close button in text prompts, and for clicking upgrade buttons in shop.
E key to open shop

Future supported controller types: Console controllers (Xbox, PlayStation, custom).

1.5 Setting

The player navigates through the caves of a mountain called Storm Peak among the forgotten mountains of Altar. The mountain is quite dark and dangerous, with many hostile creatures such as slimes residing in the caves. The mountain caves are filled with sharp, spike-like stones and holes that would bring death to most wanderers. There are some monks who have decided to reside among the mountain, who trade with those who dare to visit the caves. These monks will train others in skills they have learned in the mountains for coin.

1.6 Look and feel

The game is quite dark, and the visuals are dominated by desaturated colors. Art is quite minimalistic, and colors are leaning towards blues and greys. Sounds should have reverb as it would be in a cave, and the music is mysterious and makes the player feel like they are going on an adventure. Enemies are made from green and red colors, to make it clear to the player that they are hostile and dangerous.

Again, I am inspired from Hollow Knight, with clean, dark visuals to represent characters and the world.

1.7 Game flow

A level structure and flow roughly look like this for the player:

- The player can move around the space and can see a clear path of where they are supposed to/can go.

- They parkour their way through different platforming elements, killing enemies, jumping over spikes, and picking up coins.
- They see an area that is currently not reachable with their current mechanics, which is clear that they cannot reach.
- They continue the path they can take until they obtain a new power (e.g. double jump or dashing).
- They can now reach areas they could not before that required the specific mechanic they obtained.
- They can explore more to small areas that might have things like coins or heart containers for them to collect, which are not needed for completing the game.

1.8 Game Design Construct
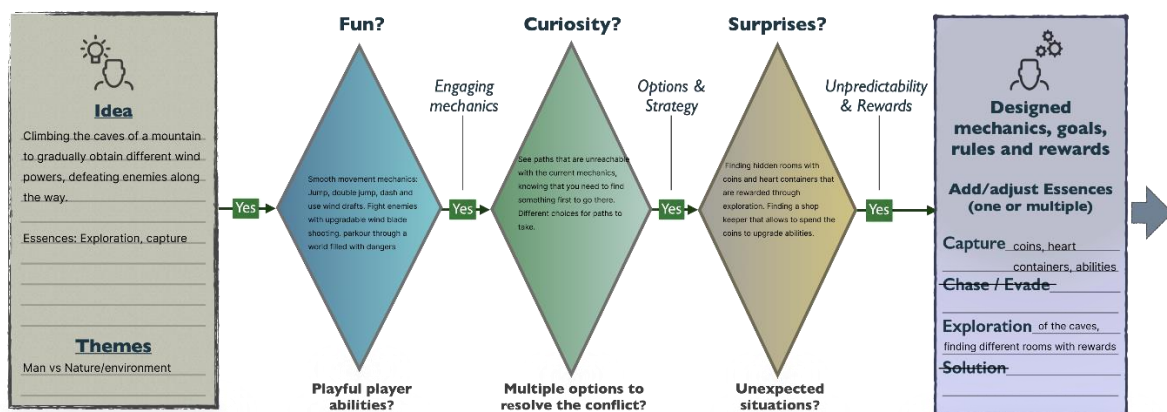
2. Gameplay

If the player collides with a coin, a heart container, or a power, they will obtain that coin, heart container or power.

If the player shoots a wind blade and hits an enemy with it, the enemy will lose one health. If the enemy reaches 0 health, they die and disappear, leaving one coin behind.

If the player collides with a checkpoint, it sets their respawn point to where the checkpoint was.

If the player collides with a spike or an enemy, they lose one health. If the player reaches 0 health, they die and respawn at the last checkpoint.
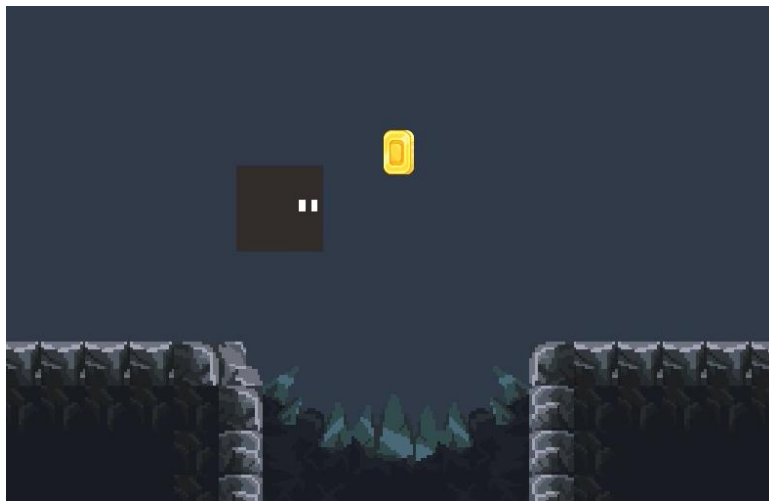
If the player hits a spike, they teleport back to the ground next to that spike if they have more than 0 health.

If the player buys an upgrade in the shop, they gain said upgrade and lose 5 coins. Buying an upgrade cannot be undone.

If the player reaches the end of a level, they go to the next level automatically, and are unable to go back.
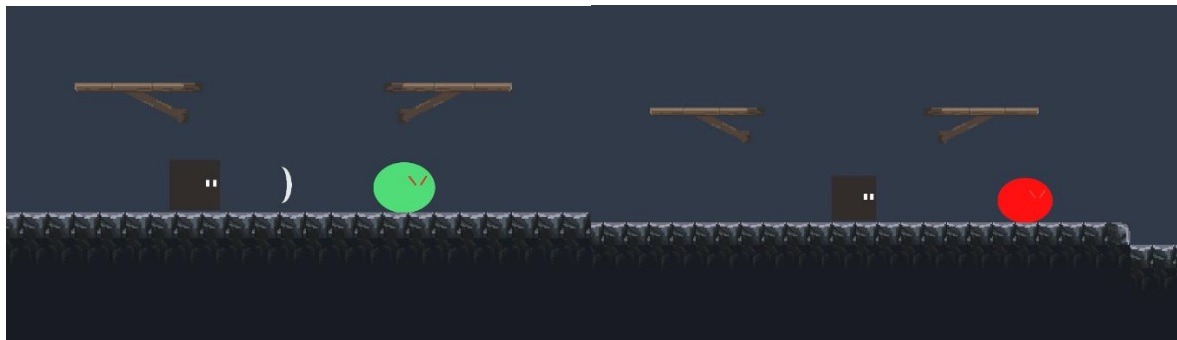
## 2.1 Mechanics

Movement & Jumping

The player can move horizontally with A & D keys or < & > keys on the keyboard. Jumping is done with spacebar, and the height of the jump depends on how long the player holds down the key. If the player taps the spacebar, they will not jump high, but if they hold down the key, they will jump at maximum height.

Wind Blade Shot

This is the main combat mechanic. The player can shoot wind blades that hurt enemies when hitting them. There is a cooldown for the shot, so you cannot spam the ability, and there is a range for how far the blades reach before disappearing.

Double Jumping
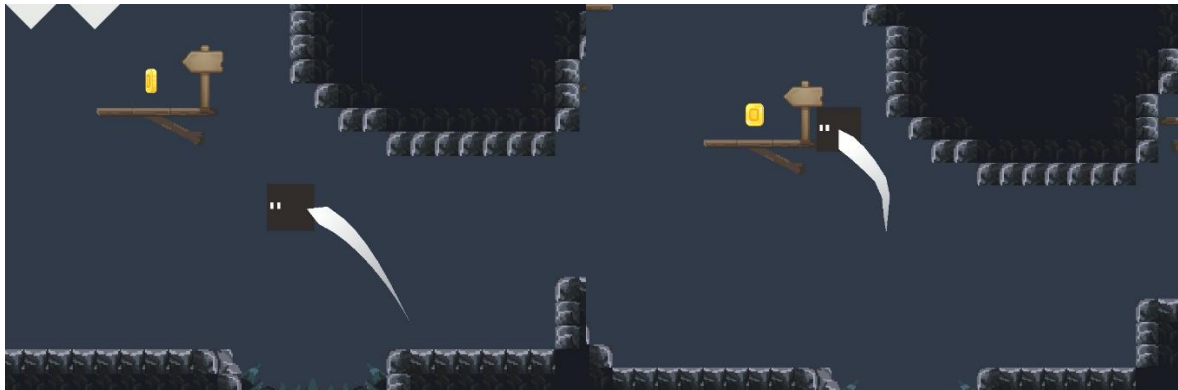
Double Jumping allows the player to perform a second jump while in the air to reach higher places. Just like normal jumping, holding down spacebar will make the player jump higher than tapping it. The player can only jump while in the air once and is able to double jump again once they have hit the ground.

Dashing
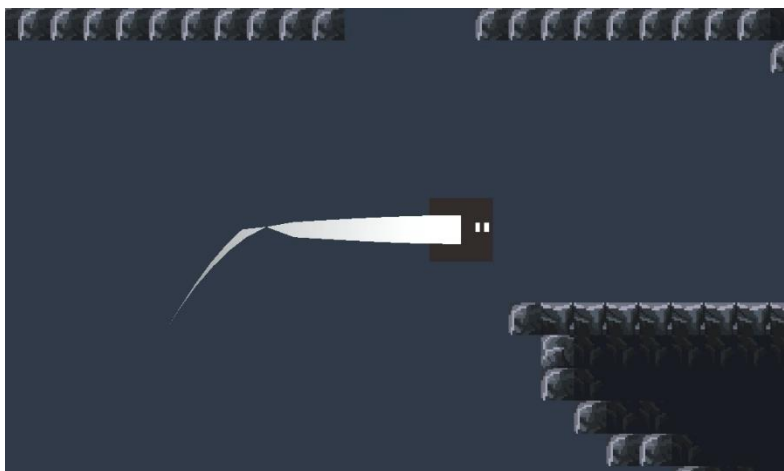
Dashing is another movement mechanic that allows you to move faster, clear obstacles or enemies, and reach places you could not before. While dashing, the player cannot move in any other direction than they are dashing, and the player is not affected by gravity in that brief instance.

Wind Draft
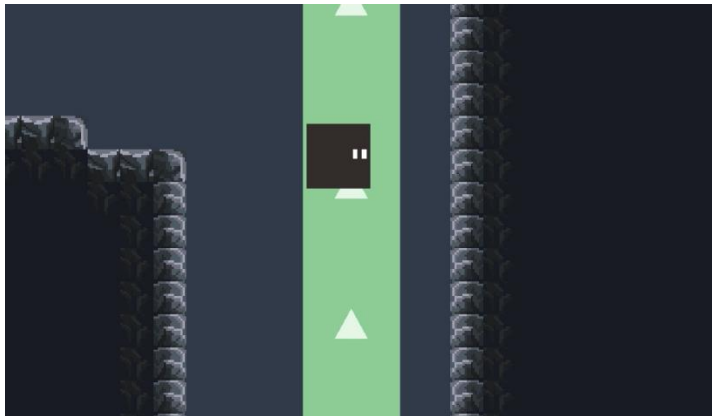
Entering a wind draft will make the player go up. The player is still able to move around while in the draft and can leave it. They are still able to perform one jump in the air after leaving a draft. This can be used to reach areas that are not reachable otherwise.

2.2 Flow and progression

The goal for the player is to explore through the caves, obtain all the powers of the wind and reach the top of the mountain.

The player can receive multiple rewards.
Firstly, they can obtain coins in the world by exploring or killing enemies, which they can later use in shops to upgrade abilities. It costs 5 coins to upgrade an ability like movement speed, jump power, dash distance and wind bullet distance, and increases the numbers incrementally when buying the upgrade.
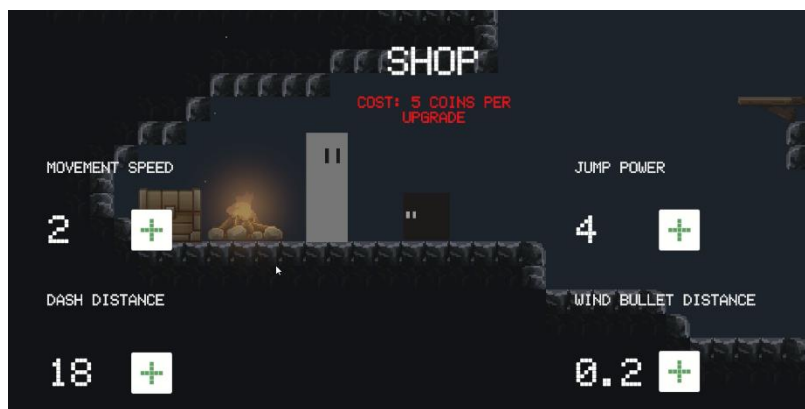
The player can also find heart containers hidden away in certain locations to increase their health and heal them, which is a reward for exploration.

Below is a flow chart showing a basic game flow loop for the player.
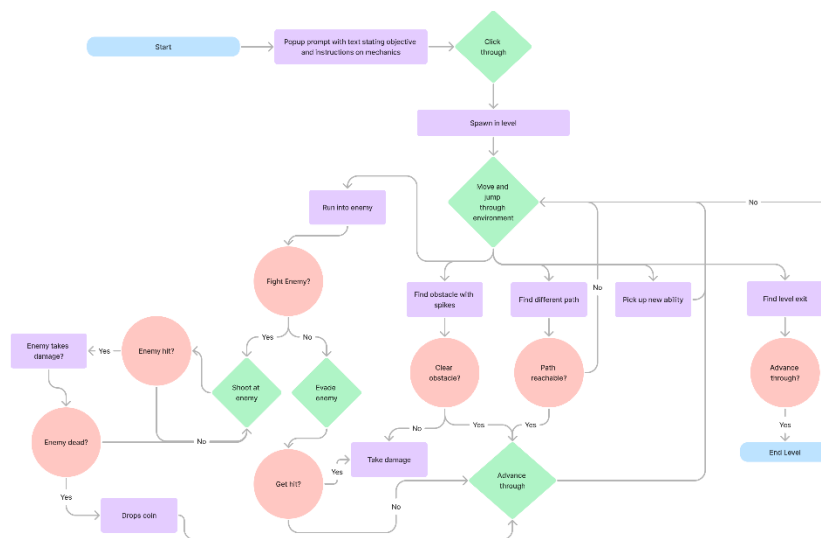
## 2.3 Structure, pacing and Level Design

All levels hold the 3-Act Structure. Levels 1 and 2 flow in this way:

-   The player Start act 1 in a small area that is almost danger less.
-   They learn the mechanics in level 1 and are not easily punished for not utilizing the mechanics well.
-   They see a path to an area which they cannot explore due to mechanics not being learnt.
-   They enter Act 2, which is the bulk of the level, where they must go past obstacles with spikes, defeat enemies and eventually find a power that they gain.
-   In Level 1, the player obtains the double jump mechanic in a plot point in Act 2, and in level 2 the player obtains the dash mechanic at a plot point in Act 2.
-   The player now knows that they can get to the area they saw in Act 1, which leads them to Act 3.
-   Act 3 enables the player to utilize the power they just learned, and finds the exit of the level.

In level 3, the structure is slightly different:

- Act 1 is an area with no possible dangers, and a shop for the player to buy upgrades with the coins they earned in Levels 1 and 2.
- The player enters Act 2 and can choose two different paths, with one being labelled as a dangerous path.
- Choosing the more dangerous path will lead to better rewards, but will be more difficult to navigate.
- The player must use all mechanics they have learned to go through the final level, until they get to Act 3, which is a boss battle.
- Act 3 in Level 3 is the resolution of the entire game, and after defeating the boss, the player may exit the level and find the top of the mountain.

Explorers are incorporate into these levels as they have multiple paths to explore, secret areas to find and curiosity for new power ups will push them to reach these areas. Achievers will want to get all the coins and heart containers, which will tie in with the explorers' goals.

3.1 Assets
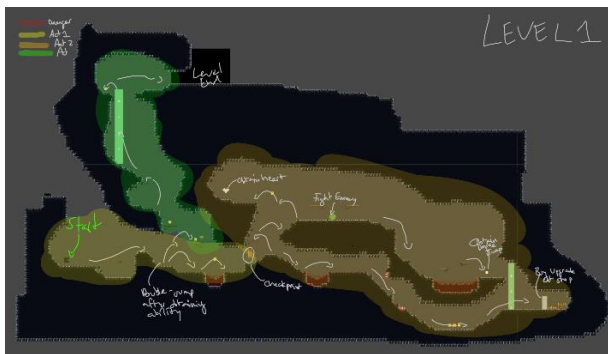
Visual Asset	URL
Skull sprite	https://commons.wikimedia.org/wiki/File:Skull_Icon_%28Noun_Project%29.svg
Environment assets	https://assetstore.unity.com/packages/2d/environments/pixel-art-platformer-village-props-166114
Terrain	https://assetstore.unity.com/packages/2d/environments/crystal-world-platformer-150016
Coins	https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838

Audio Asset	URL
Music	https://pixabay.com/music/video-games-something-lost-185380/
Jump	https://freesound.org/people/kaygrum/sounds/464433/
Checkpoint	https://freesound.org/people/Deathscyp/sounds/506016/
Slime Hit	https://freesound.org/people/nicktermer/sounds/259544/
Player hit	https://freesound.org/people/FullStackSound/sounds/662465/
Victory	https://freesound.org/people/colorsCrimsonTears/sounds/580310/
Coin	https://freesound.org/people/cabled_mess/sounds/350874/
Wind slash (edited)	https://freesound.org/people/zazz.sound.design/sounds/435290/

Ability and heart pick up	https://freesound.org/people/OwlStorm/sounds/404794/

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3.2 Self-made assets

Asset	How it was made
Player character	Made in unity putting 2D squares together
Shopkeeper sprite	Made in unity putting 2D squares together
Heart	Made in Figma
Wind drafts	Made in unity putting 2D squares and triangles together
Slime	Made in unity putting 2D circles and squares together