

Design Document

“Cursed Undead”

As a cursed undead you fight through the dangerous levels of a dark dungeon filled with monsters in order to defeat and become the Undead Lord.

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Introduction

This document is about the design for Cursed Undead.

Cursed Undead is a role playing game suitable for teenagers and adults.

This game will be made by Nees Sonnemans using Game Maker 6.0.

Story

Cursed Undead takes place in a fantasy world with a medieval technology level. The story evolves around the life and death of a failed adventurer. This man never seems to leave the dungeons he ventures to with anything more than his life. His customers beat him up for not living up to their expectations and his wife left him for what he thought was his best friend.

One day, when he thinks that his situation can not get any worse, he ventures to the most dangerous dungeon in the country. He risks all in the hope of making fame and fortune. He fails. He is killed by the Undead Lord ruling that dungeon.

However he wakes up again as one of his minions. The Undead Lord cursed him and now he is a zombie. Determined not to fail in death, as he did in life, he sets out for revenge. This is where the game starts.

This story will provide the player with a reason of caring about what happens to the main character. In any role playing game it is important that the player is able to identify him- or herself with the main character. And even though few players live a life as unfortunate as the main character, most people will recognize what it feels like to fail in certain aspects. Most people will know what it is like to seem to be out of control, and most players would love a chance to turn the bad things that happened to them around. This character provides that opportunity and that is why it appeals to the players.

Also, playing as an undead might be a refreshing change for gamers, who are often forced into the role of a handsome 'do good' hero.

The story is told by two cutscenes. One at the beginning and one at the end. Both cutscenes can be skipped by pressing the escape key and both cutscenes can be forwarded by pressing the space or enter key.

Everything that happens in between these two cutscenes is up to the player.



The player starts the game as a zombie.

Graphics

The graphics for this game typically use a non realistic exaggerated way of displaying the characters and their environment. This will serve the gameplay and story best. Since this game is not meant to be a horror game, graphics should not be too frightening. Furthermore the main character should not be represented too repulsively for the player to bond with him and yet should look convincing enough as an undead.

This game uses a first person perspective in a 3d world. In the style of old school role playing games like Eye Of The Beholder. There are no stairs that lead to higher or lower areas, so everything takes place on the same level.

All graphics are made for this game exclusively and no other third party graphics are used.

A few examples of the graphics for this game are one of the enemies you might encounter and two of the areas you might come.



Sound effects and music

Different pieces of music are used to create the right mood and atmosphere at the right time. For instance fast and aggressive music can be heard during combat, and creepy music when exploring the dungeon.

Sound effects are used as an important means of feedback about what is going on. For instance different battle events have their own distinct sounds. The player will be able to tell whether he did damage to his enemy or whether he missed, by just listening to the sound effects.

This game uses two sources for its sound effects:

www.flashkit.com/soundfx

www.grsites.com/sounds

All the music track in this game were taken from:

www.vgmusic.com

All third party resources are credited in the main menu.

User interface

The game will run in fullscreen mode at a 1280x1024 resolution.

The first thing the player sees is the main menu. This is a simple menu displaying three options:

- Start game: This starts a new game.
- Load game: This enables to player to load a previously saved game.
- Quit: This causes the game to quit and return back to windows.

Once a player starts a new game, or loads a saved game he or she will notice that the screen is divided in three areas:

First there is the world view. This is the biggest part of the screen and will show the game world through a first person perspective.

Second there is the information bar. This a bar at the bottom of the screen, which is for feedback only. Here the player can check back to see the specifics of what has happened moments ago. This bar shows seven lines of text at most.

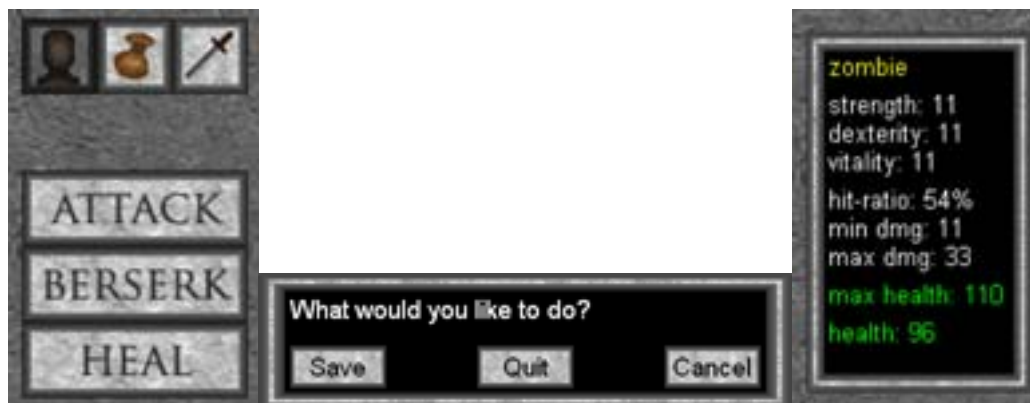
Finally there is the control bar. This bar is at the right of the screen and contains several buttons which the player can use to control his character. This bar also contains feedback about character statistics, inventory and weaponry.

At any time during the game the player will be able to press the escape button. This brings up a message with three buttons: save, quit and cancel.

The save button allows the player to save his game. The quit button causes the game to quit and return to the main menu and the cancel button allows the player to go on with the game without changing anything.

Some other important information will also be shown using similar message boxes.

Some user interface elements from left to right: some buttons from the control bar, the save/quit/cancel message box and a box showing character statistics.



Gameplay basics

The gameplay of this game is like most other role playing games: Explore a dungeon, kill enemies, get loot, advance your character and progress the story.

Movement in this game will be restricted to: step forward, step backwards, turn 90 degrees left, turn 90 degrees right.

The player does not need to have any experience with using the mouse to look around or to aim precisely at some target. These are typically skills required for first person shooters, but they are not needed for this game. Disabling free mouse look around has been a deliberate choice, to prevent it from interfering with the gameplay.

Players who are not used to this type of game can turn on tutorial messages. These messages will appear in game during important events, to explain the game basics and controls.

Battle will be turn based. Every turn the player can choose from several actions:

- Attack: This is just a regular attack.
- Berserk: This is a fierce attack. The player can do twice as much damage to the enemy, but is less likely to hit. In addition to that, the enemy will be able to counter attack, should he survive the berserk attack.
- Heal: This causes the character to consume a healing potion and heals up to 75 health point.

During battle the player is unable to turn or move away. After each battle the player can gain some loot like healing potions or weapons. Certain monster also drop bandages, armor pieces or magic shards.

Collecting bandages, armor pieces and magic shards allows the player to advance the character level and to transform the character in order to climb the undead ranks. Character level advancement allows raises the statistics of the main character.

In every level in the dungeon the player has to transform his character to a higher rank at least once in order to be able to enter a lower level.

Character statistics and transformations

The possibility of the main character to survive depends partly on his statistics.

Character statistics are used to determine health points, the change of hit your enemy when you attack and the damage the attack does. The character statistics are:

- Strength: increases minimum and maximum damage.
- Dexterity: increases hit-ratio (or change to hit an enemy).
- Vitality: increases maximum health points.

Using weaponry influences the damage and hit-ratio as well.

Character transformations advance the player along the Undead ranks and allow the player to enter the next level. Each character transformation has raises the character statistics.

- Zombie: This is the starting character rank. As a zombie you need to collect 100 bandages to transform yourself to the next rank.
- Mummy: This is the second character rank. A mummy needs to collect 100 pieces of armor to reach the next rank.
- Undead Knight: This is the third character rank. An undead knight needs to collect 100 magic shards to reach the next rank.
- Undead Lord: This is the final rank. As a undead lord you will be stronger than any of the monsters you have encountered so far. This is also the rank of the one the main character seeks to defeat.

Every rank has a level associated with it: a zombie is level 0, a mummy level 1, an undead knight level 2, and a undead lord is level 3. The calculations used for the character statistics are:

$$\begin{aligned} \text{Strength} &= 11 + \text{Level} * 3 \\ \text{Dexterity} &= 11 + \text{Level} * 3 \\ \text{Vitality} &= 11 + \text{vitality} * 3 \\ \text{Min. Damage} &= \text{Strength} \\ \text{Max. Damage} &= \text{Strength} * 3 \\ \text{Hit-Ratio} &= 10 + \text{Dexterity} * 4 \% \\ \text{Max. Health} &= \text{Vitality} * 10 \end{aligned}$$

Weaponry

There are nine different weapons, each with a different effect on hit-ratio and damage:

Dagger

Dropped by: Zombie

Hit-ratio: + 10

Damage: + 5

Short sword

Dropped by: Zombie

Hit-ratio: + 5

Damage: + 10

Club

Dropped by: Zombie

Hit-ratio: + 0

Damage: + 15

Sword

Dropped by: Mummy

Hit-ratio: + 20

Damage: + 10

Axe

Dropped by: Mummy

Hit-ratio: + 15

Damage: + 15

Mace

Dropped by: Mummy

Hit-ratio: + 10

Damage: + 20

Claymore

Dropped by: Undead Knight

Hit-ratio: + 30

Damage: + 20

Battle axe

Dropped by: Undead Knight

Hit-ratio: + 25

Damage: + 15

Skull hammer

Dropped by: Undead Knight

Hit-ratio: + 20

Damage: + 30

Items

Apart from weapons there are several other useful items that can be found in the Undead Dungeon:

Healing potion

Dropped by: any enemy

This can be consumed to heal up to 75 of health points.

Bandages

Dropped by: Mummy

Collect 100 to become a mummy.

Armor pieces

Dropped by: Undead Knight

Collect 100 to become an undead knight.

Magic shards

Dropped by: Undead Knight

Collect 100 to become an undead lord.

Enemies

All characters the player encounters in the dungeon will be enemies. These are the undead creatures that populate the dungeon.

Zombie

Drops: health potions, a dagger, a short sword or a club.

Statistics:

$$\text{Level} = 0, 1 \text{ or } 2$$

$$\text{Strength} = 5 + \text{Level} * 2$$

$$\text{Dexterity} = 5 + \text{Level} * 2$$

$$\text{Vitality} = 9 + \text{Level} * 2$$

$$\text{Min. Damage} = \text{Strength}$$

$$\text{Max. Damage} = \text{Strength} * 3$$

$$\text{Hit-ratio} = \text{Dexterity} * 5$$

$$\text{Max. Health} = \text{Vitality} * 10$$

Mummy

Drops: health potions, bandages, a sword, an axe or a mace.

Statistics:

$$\text{Level} = 0, 1 \text{ or } 2$$

$$\text{Strength} = 6 + \text{Level} * 2$$

$$\text{Dexterity} = 9 + \text{Level} * 2$$

$$\text{Vitality} = 10 + \text{Level} * 2$$

$$\text{Min. Damage} = \text{Strength}$$

$$\text{Max. Damage} = \text{Strength} * 3$$

$$\text{Hit-ratio} = \text{Dexterity} * 5$$

$$\text{Max. Health} = \text{Vitality} * 10$$

Undead knight

Drops: health potions, armor pieces or magic shards, a claymore, a battle axe or a skull hammer.

Statistics:

$$\text{Level} = 0, 1 \text{ or } 2$$

$$\text{Strength} = 12 + \text{Level} * 2$$

$$\text{Dexterity} = 11 + \text{Level} * 2$$

$$\text{Vitality} = 15 + \text{Level} * 2$$

$$\text{Min. Damage} = \text{Strength}$$

$$\text{Max. Damage} = \text{Strength} * 3$$

$$\text{Hit-ratio} = \text{Dexterity} * 5$$

$$\text{Max. Health} = \text{Vitality} * 10$$

Undead lord

Drops: nothing.

Statistics:

$$\text{Level} = 0, 1 \text{ or } 2$$

$$\text{Strength} = 15 + \text{Level} * 2$$

$$\text{Dexterity} = 15 + \text{Level} * 2$$

$$\text{Vitality} = 35 + \text{Level} * 2$$

$$\text{Min. Damage} = \text{Strength}$$

$$\text{Max. Damage} = \text{Strength} * 4$$

$$\text{Hit-ratio} = \text{Dexterity} * 5$$

$$\text{Max. Health} = \text{Vitality} * 10$$

Levels

Cursed Undead features four different levels, each with a unique look and layout.

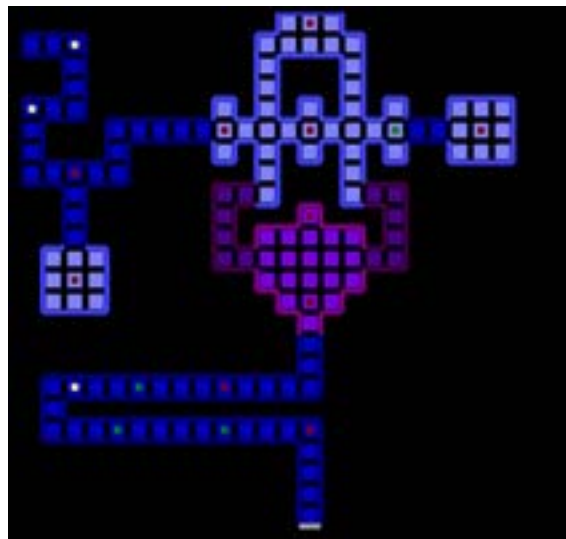
The first three levels each have two goals:

1. Collect enough bandages, armor pieces or magic shards to transform to a higher undead.
2. Find the exit.

Each of those three levels contain a lot of monster to fight.

It is up to the player to find his or her way through the levels. The levels are not terribly big or complicated, and maps or navigational help should not be needed and will spoil some of the challenge of the game.

The final level is different from the first three: It's layout is straightforward and there is but one monster. The Undead Lord. Defeating him is the goal of this level and ultimately the game.



An example of the layout of one of the levels:

Cheats

There are several cheats for this game, but they should be used for review purposes only. Cheating ruins the game experience and might in rare situations cause unpredictable behaviour.

Cheat list:

- Press F6 during the game to load the first level.
- Press F7 during the game to load the second level.
- Press F8 during the game to load the third level.
- Press F9 during the game to load the fourth level.
- Press F10 during the game to turn on invulnerability.
- Press F11 during the game to turn on always-hit mode.
- Press F12 during the game to set the amount of bandages, armor pieces and magic shards to 90.