

The Playable Character

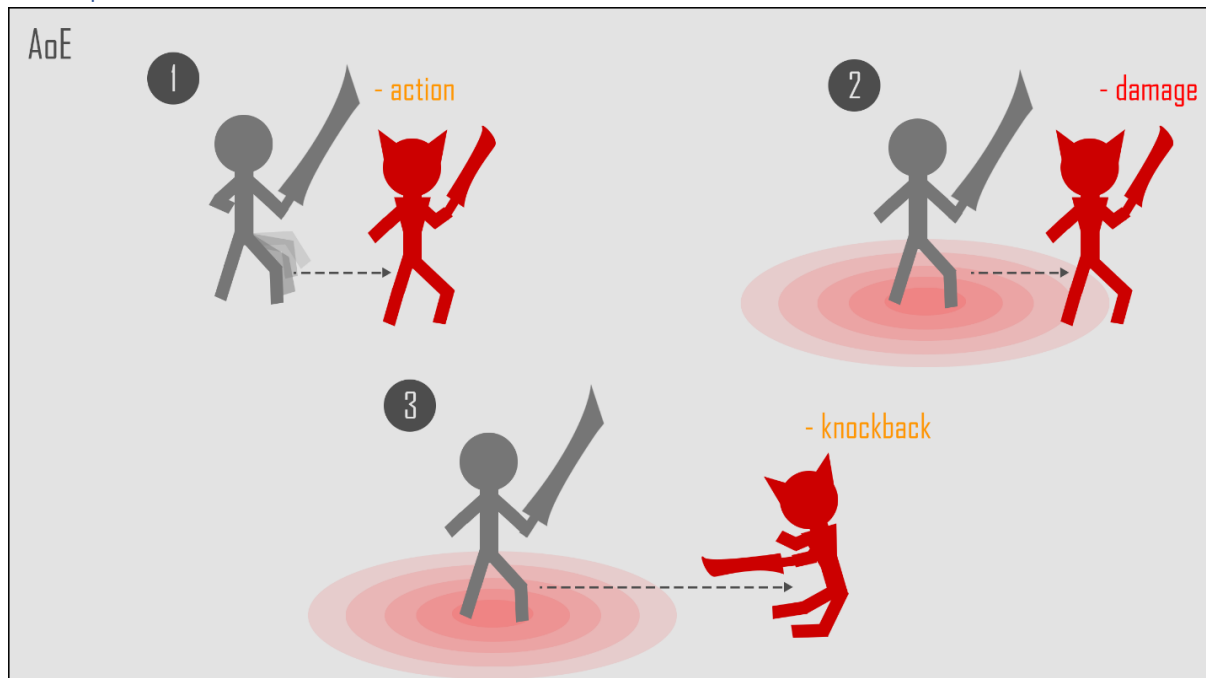
The player character will be Cu Chulainn, the Irish mythological demigod
The player starts with – Attack, Heavy attack, Projectile

Health	500
Movement speed	700
Basic attack damage	60
Attack speed	2
Attack forward distance	70
Rotation rate	950
Height	180cm
Width	50cm

- Attack forward distance – How far the character moves in forward direction every time you attack/swing (regardless of if the attack lands or not).
- Rotation rate – How fast the character can turn around.

Character mechanics

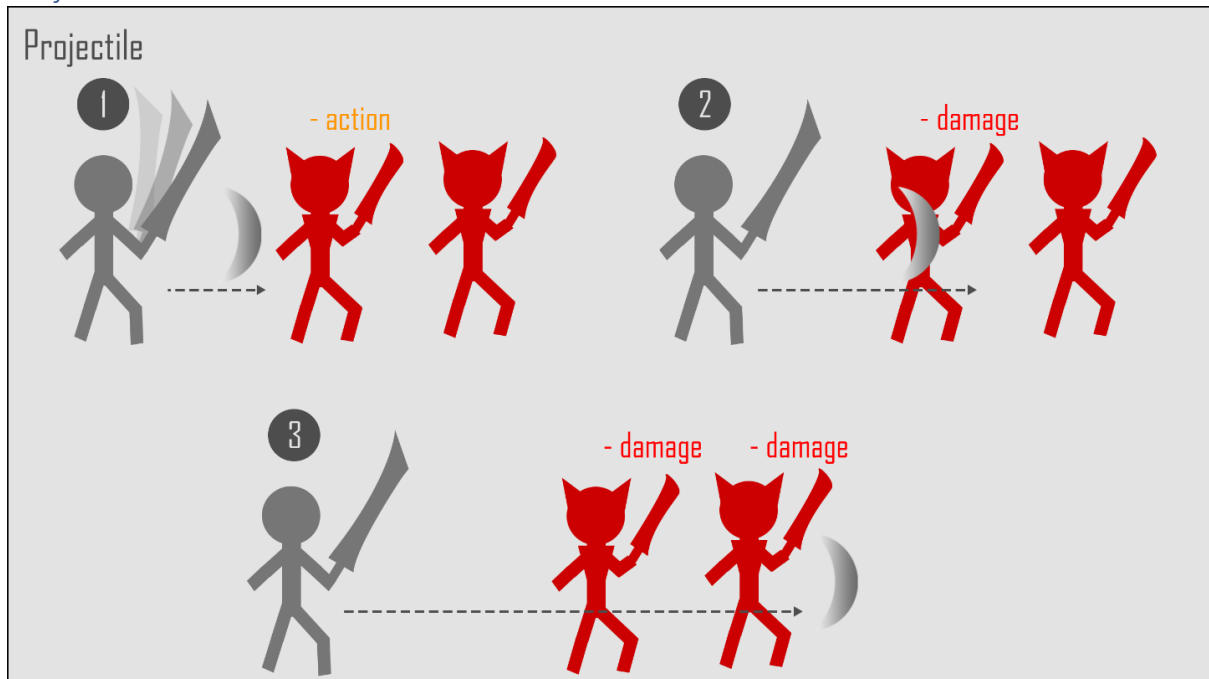
AoE spell



A.O.E - A spell that does damage around you and pushes enemies away from you.

Damage	50
Cast time	0.1 sec
AoE range	400 cm
AoE expand speed	0.2 sec
Cooldown	6 sec
Knockback range	200 cm

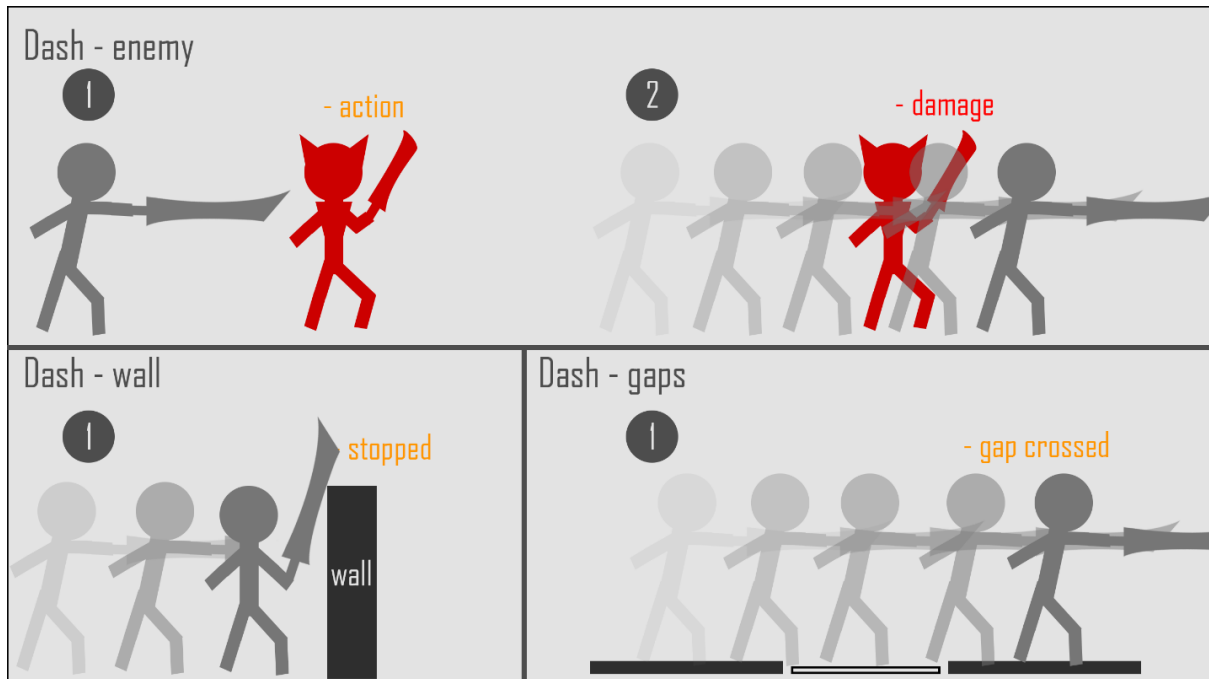
Projectile



Projectile - (Ranged) A projectile you launch that does damage to enemies. It can go through enemies and hit multiple ones.

Projectile Damage	30
Cast time	1 sec
Projectile speed	10m/s
Projectile range	1000 cm
Max enemy the projectile can hit	Up to 3 enemies
Cooldown	5 sec

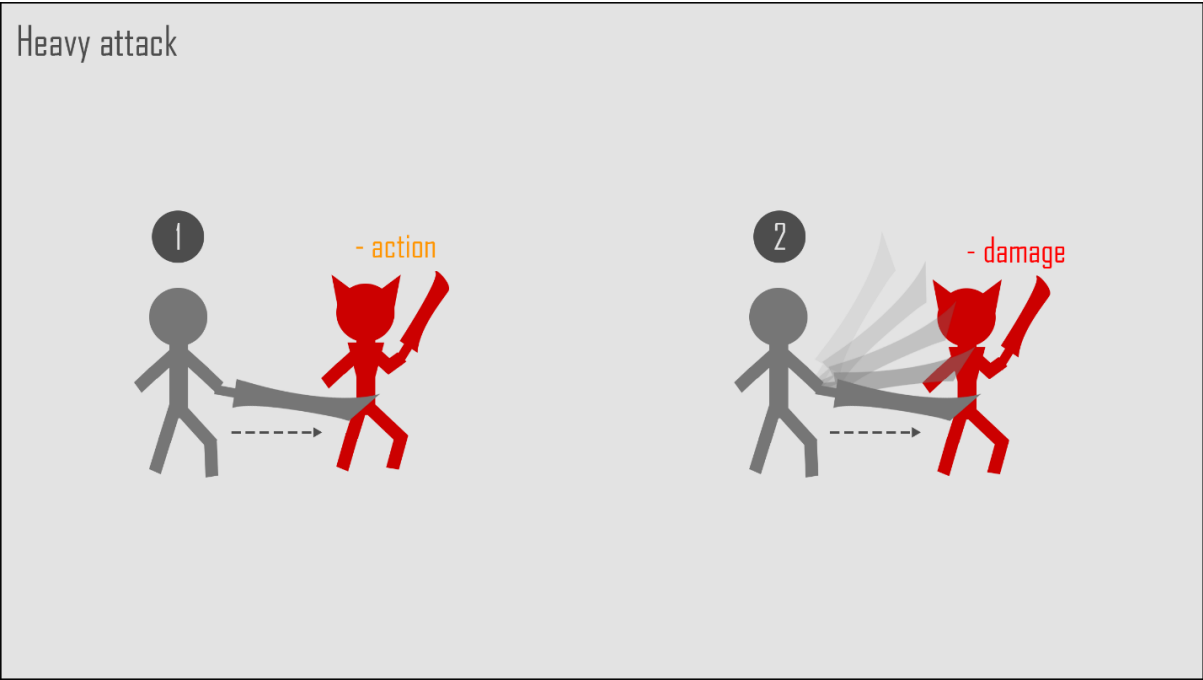
Dash



Dash – Moves the player forward instantly, can be used to cross gaps

Damage	10
Dash time	0.25 sec
Dash range	500
Cooldown	0.25 sec

Heavy Attack



Heavy attack– heavy attack

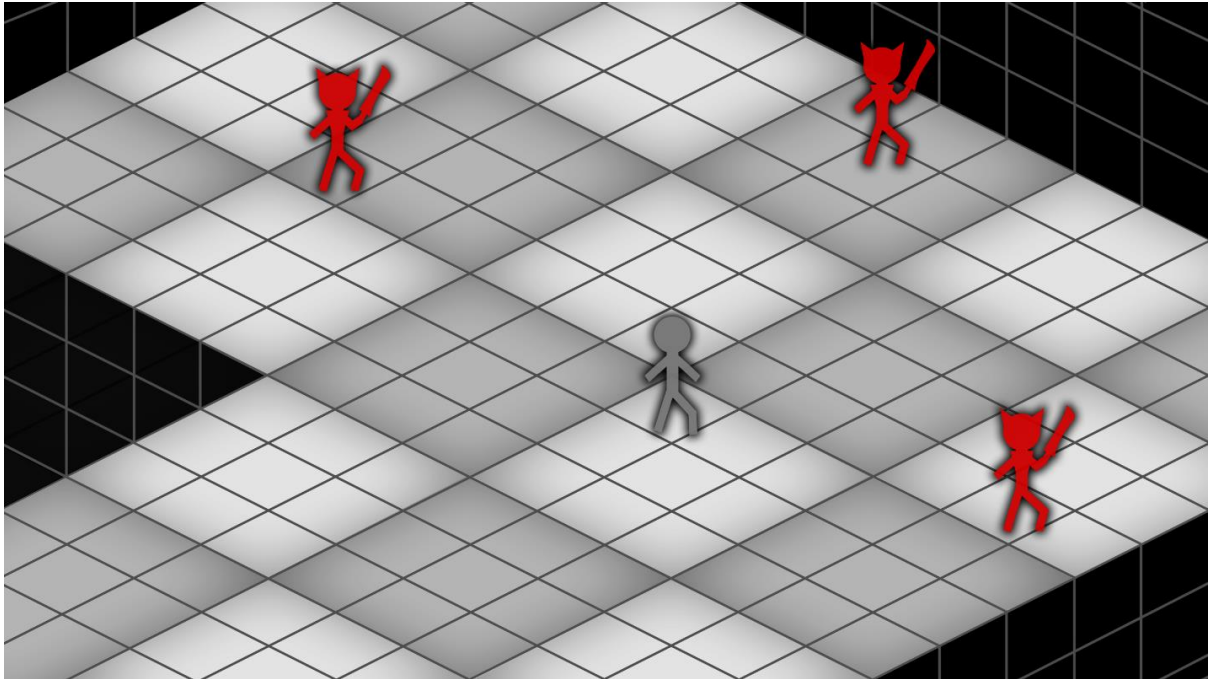
Damage	30
attack speed	2
Cooldown	3 sec

Camera

Player Camera

Top-down Isometric – HADES CLONE.

The camera would follow the player from one angle.



Camera stats

Field of view	90°
Distance from player	1000
Camera offset	-50
Camera lag speed	5

Enemy spawn system

Each stage will have between 1 to 5 waves.

Each stage will have 3 to 7 spawners.

The spawners will be placed down on each stage where the enemy will spawn from if they have an enemy to spawn.

On the spawners the selected enemies will be spawned based which wave we set them to spawn in.

We could have up to 5 setups and one of those will be randomly selected.

Example:

Set up 1

	Wave 1	Wave 2	Wave 2
Spawner 1	Enemy 1	No spawns	Enemy2
Spawner 2	Enemy 1	Enemy 1	No spawns
Spawner 3	Enemy 1	Enemy 2	Enemy2
Spawner 4	No spawns	No spawns	Enemy 2

Set up 2

	Wave 1	Wave 2	Wave 2
Spawner 1	No spawns	No spawns	Enemy2
Spawner 2	Enemy 2	Enemy 1	No spawns
Spawner 3	Enemy 2	Enemy 1	Enemy1
Spawner 4	No spawns	No spawns	Enemy 2

Set up 3

	Wave 1	Wave 2	Wave 2
Spawner 1	Enemy 2	No spawns	Enemy1
Spawner 2	Enemy 1	Enemy 1	No spawns
Spawner 3	Enemy 2	Enemy 2	No spawns
Spawner 4	Enemy 1	No spawns	Enemy 2

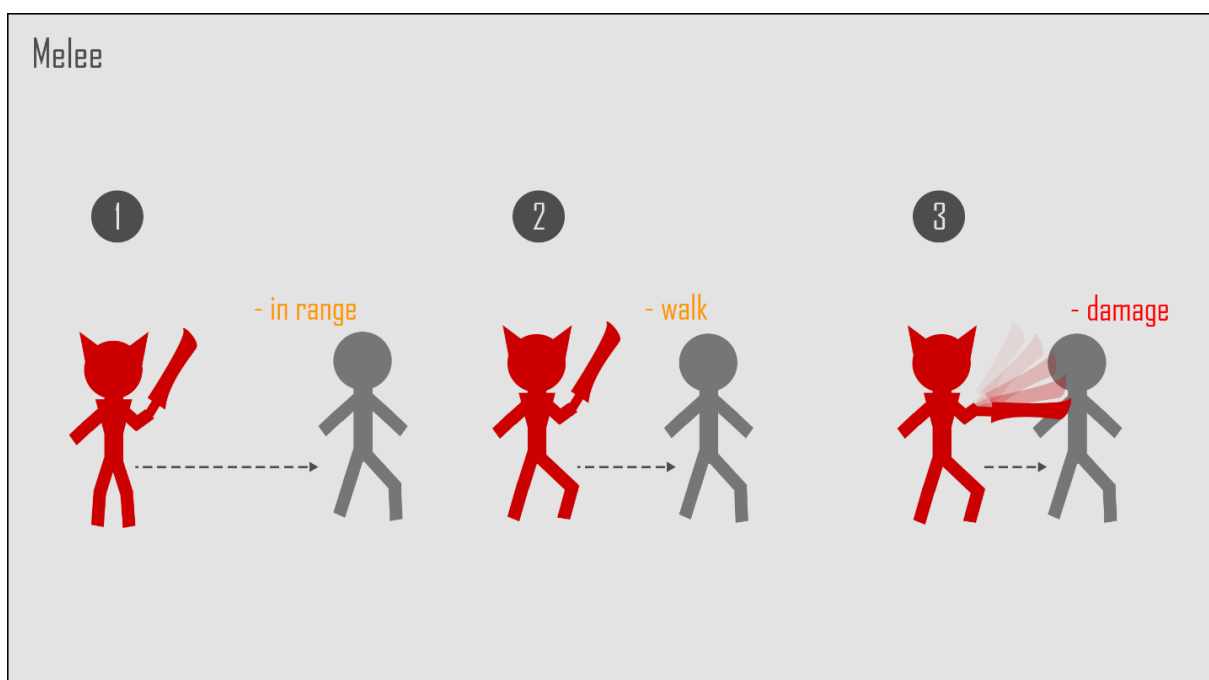
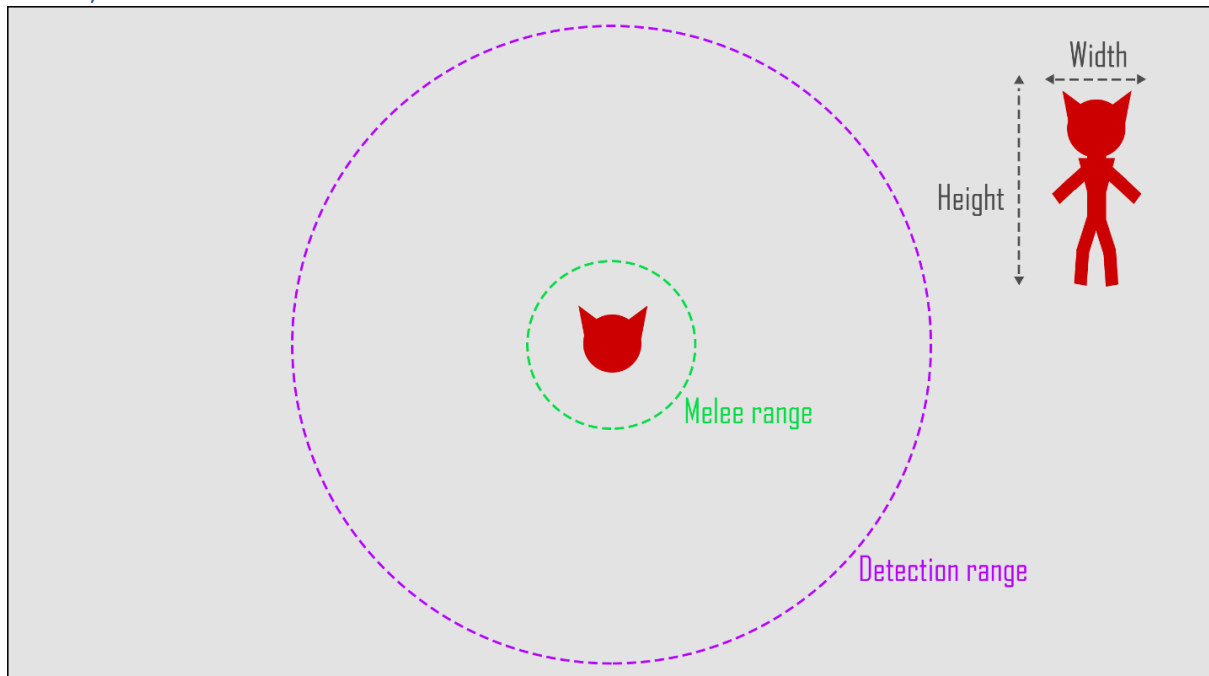
Enemies

General mechanics

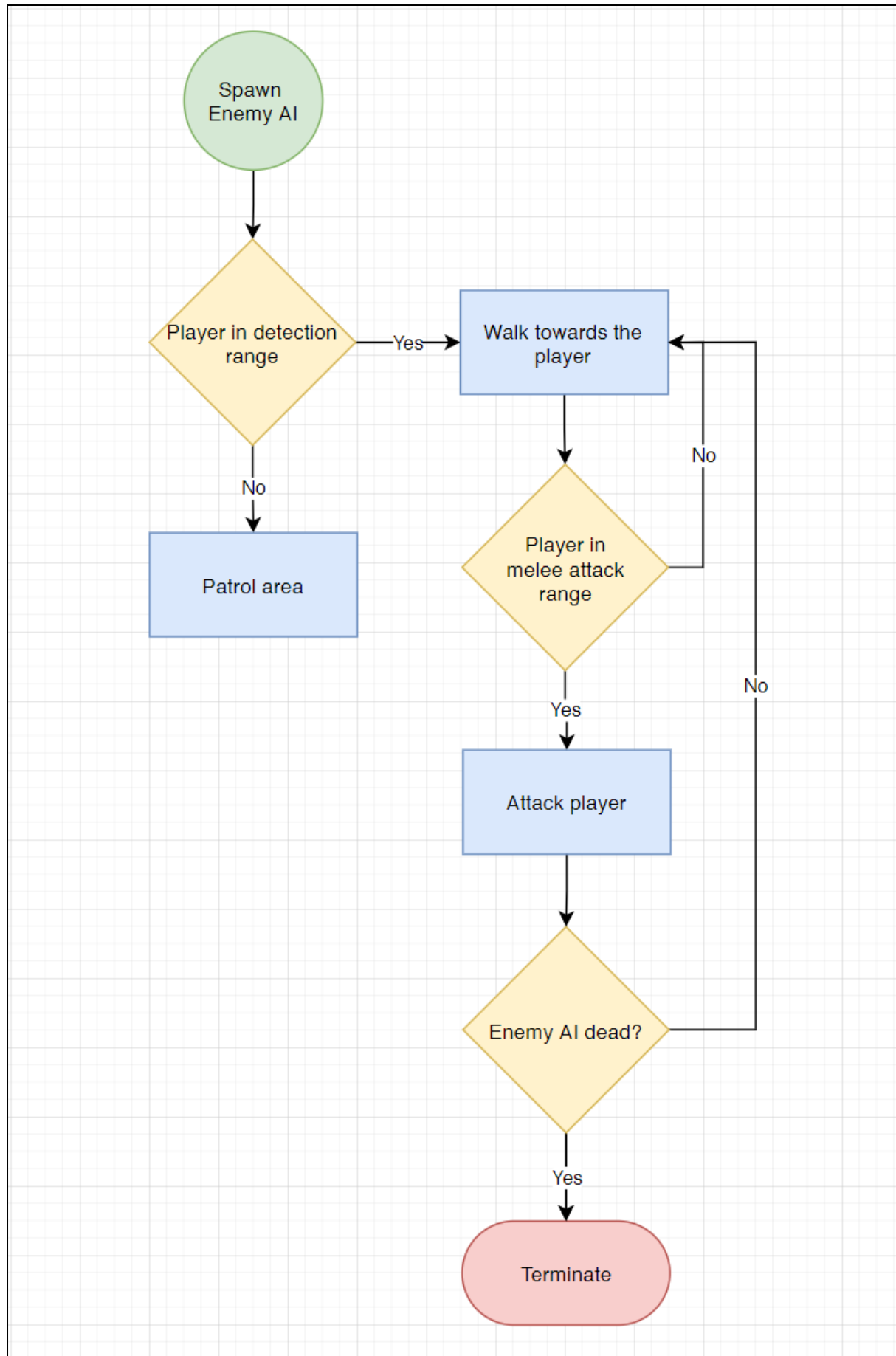
Enemies spawn in from different places in the rooms and if they don't see the player, they would go into an AFK state when they would walk between 2 points in the room

Enemies have 360 view where if the player gets into a certain range they would react.

Enemy 1 – Goblin

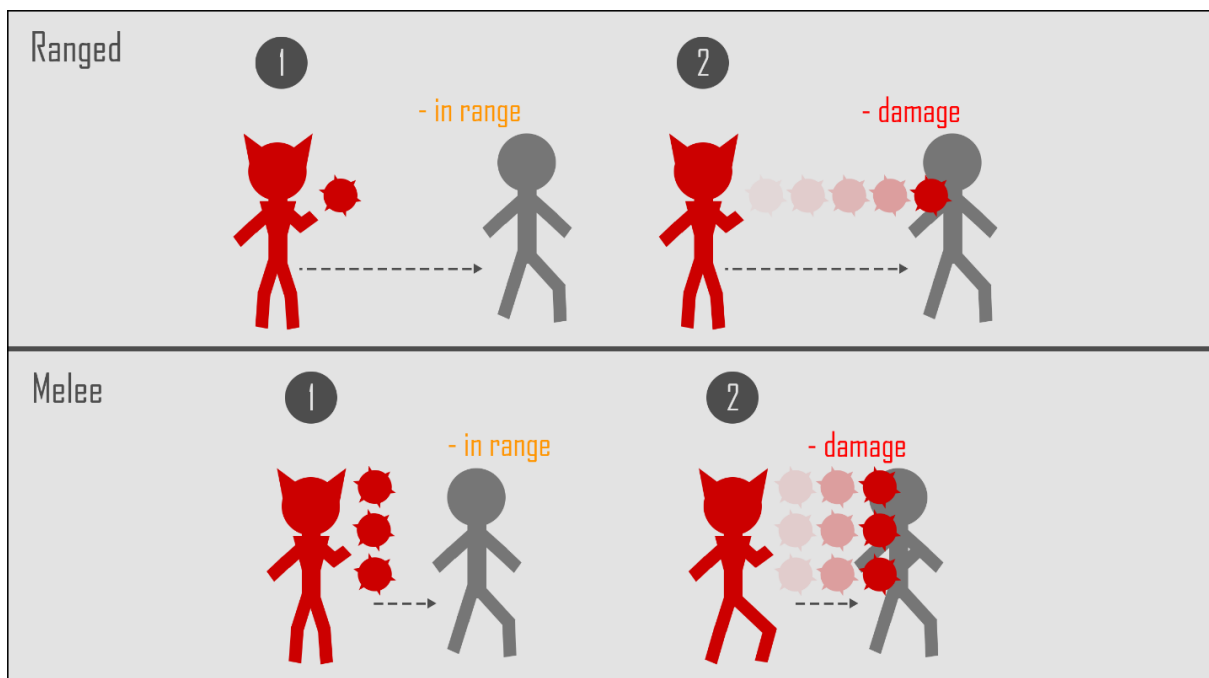
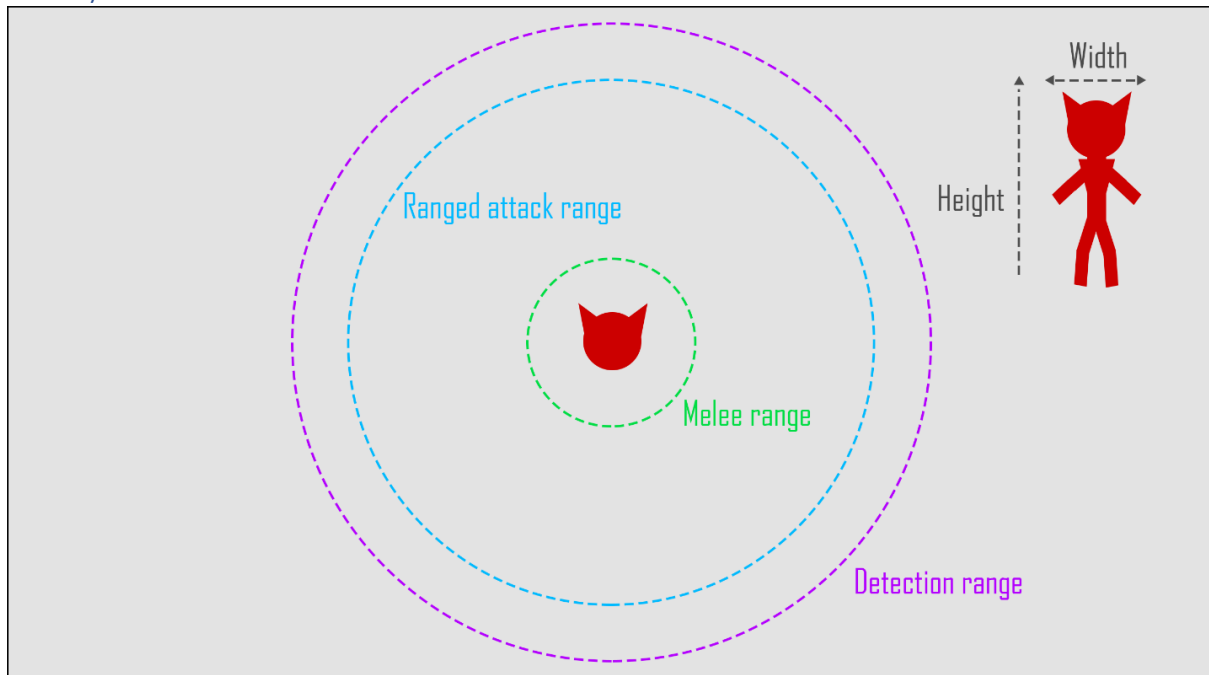


Enemy 1 – (Melee) Spawns around the level and moves toward the character. Has a melee attack.

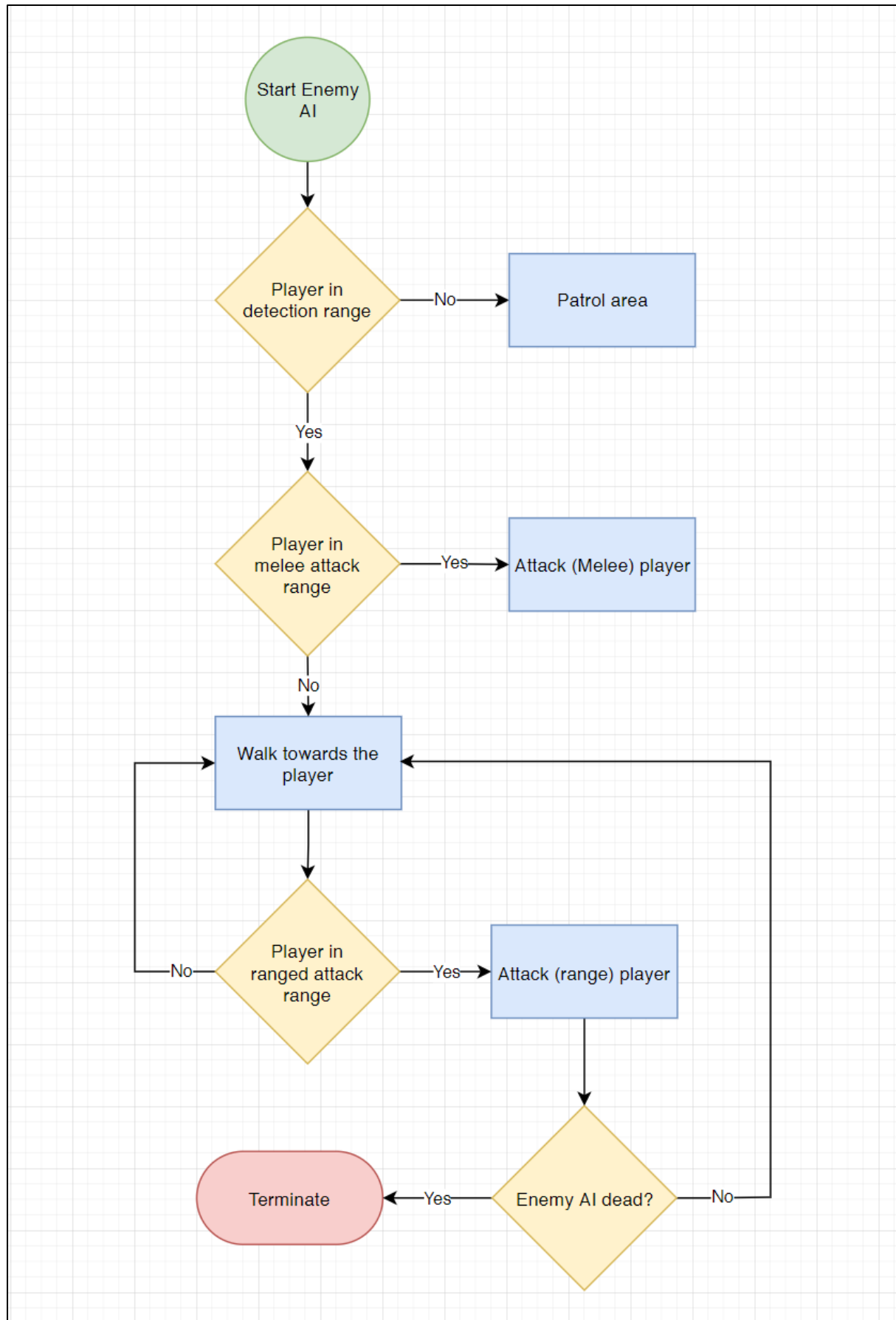


Health	150
Movement speed	700
Basic attack damage	20
Attack speed	10
Detection range	700 cm
Melee attack range	150 cm
Height	180cm
Width	50cm

Enemy 2 - Witch

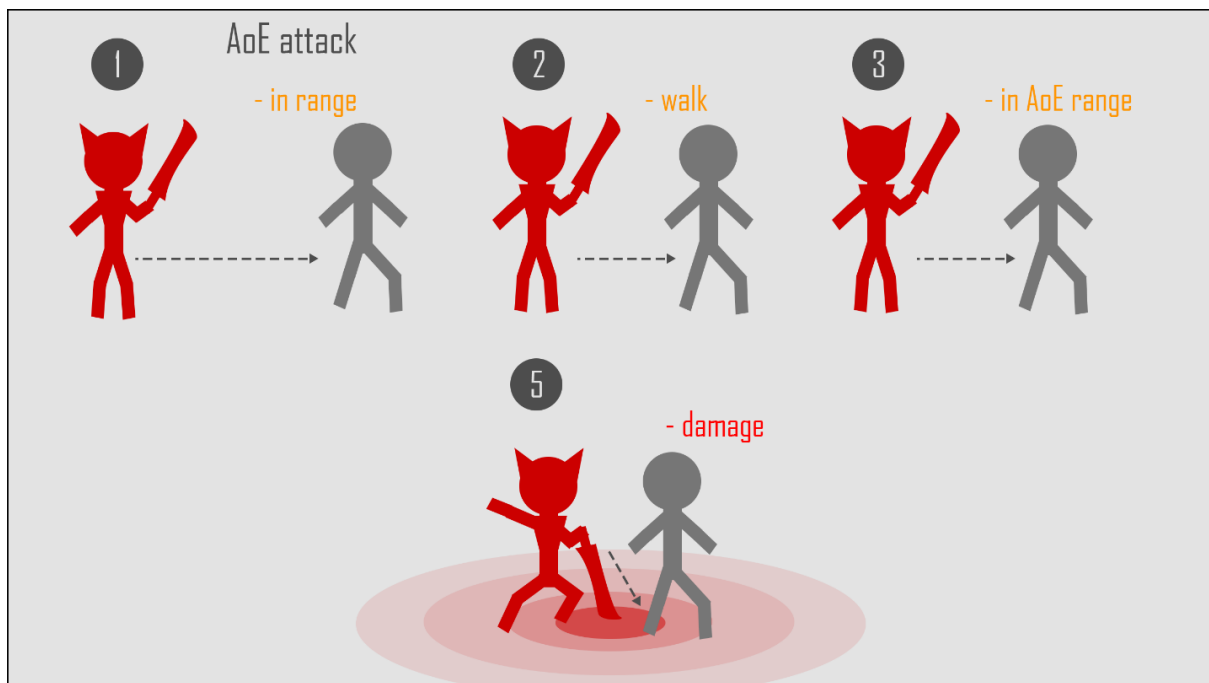
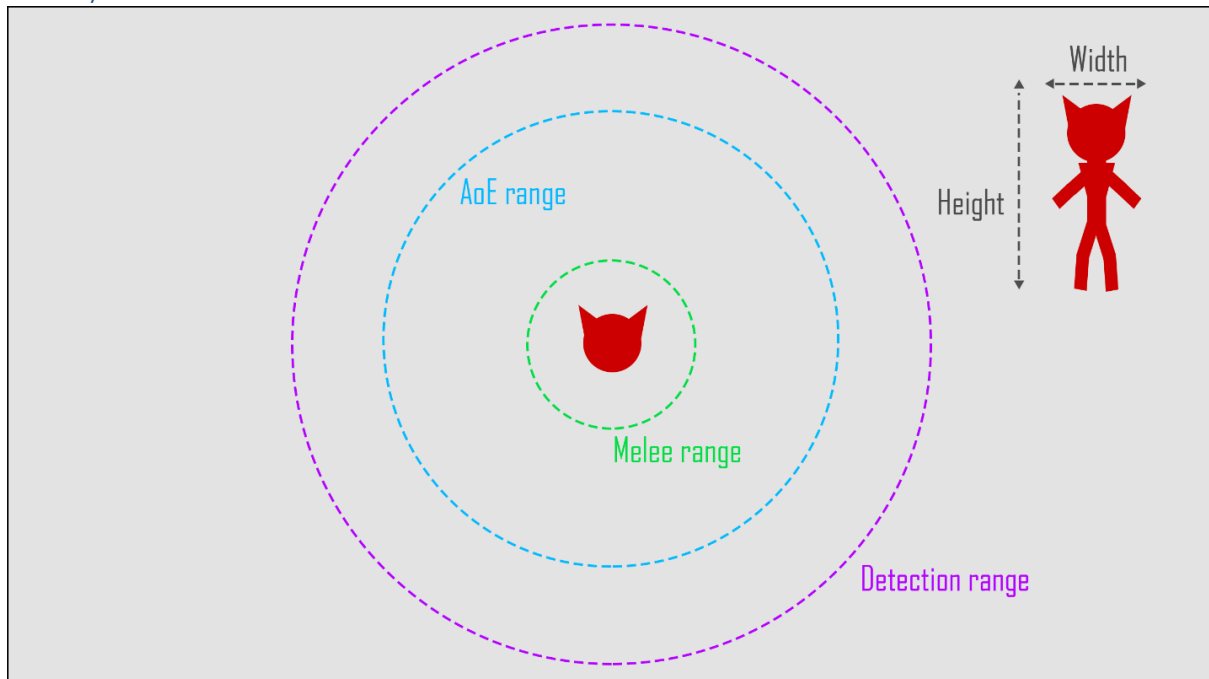


Enemy 2 - (Ranged) Spawns around the level and moves toward the character. Has a melee attack if the Character gets close otherwise, they will move away from the character and throw a projective

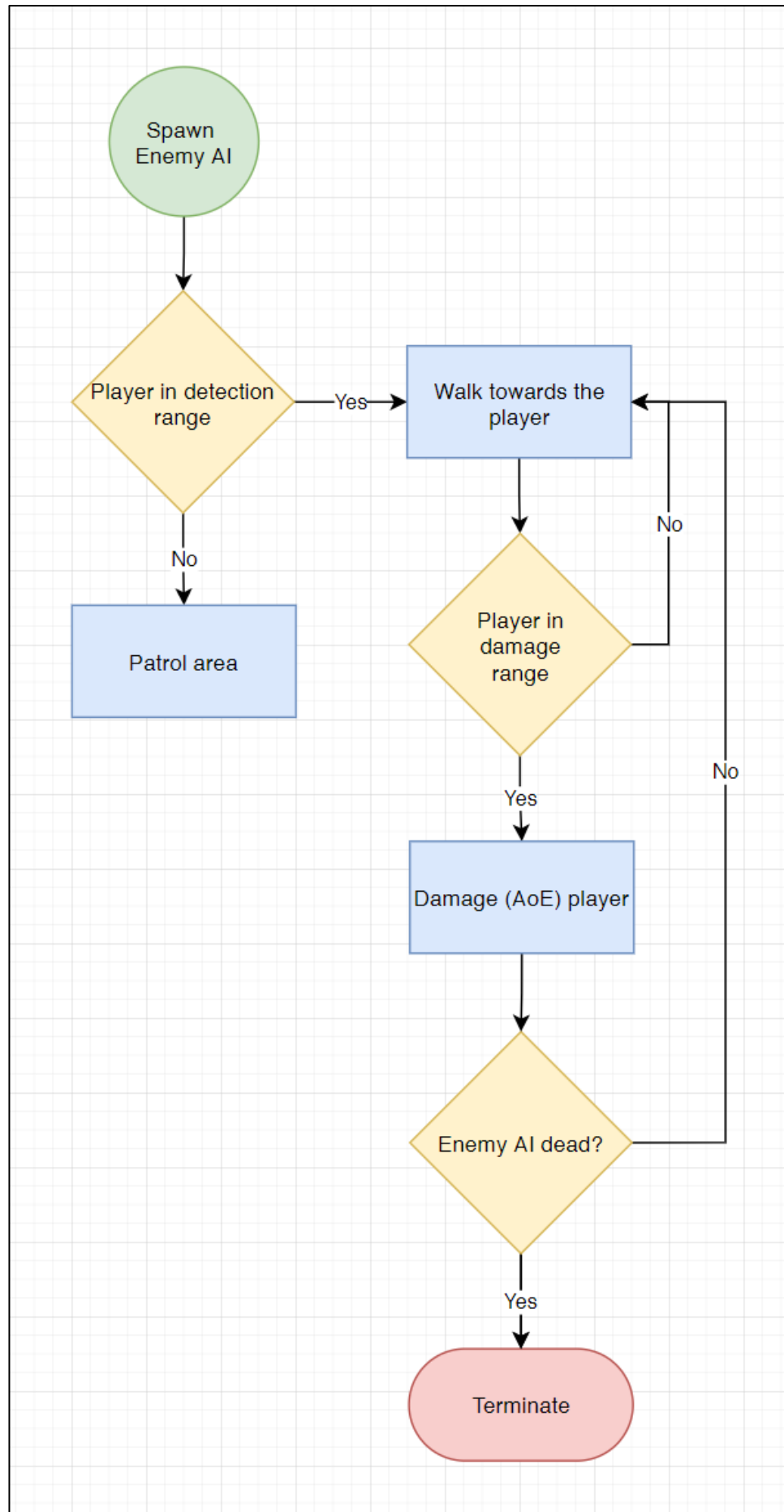


Health	150
Movement speed	700
Basic attack damage	50
Basic attack speed	1
Ranged attack damage	10
Ranged attack speed	5
Ranged attack range	600 cm
Detection range	700 cm
Melee attack range	150 cm
Height	180cm
Width	50cm

Enemy 3 - Banshee

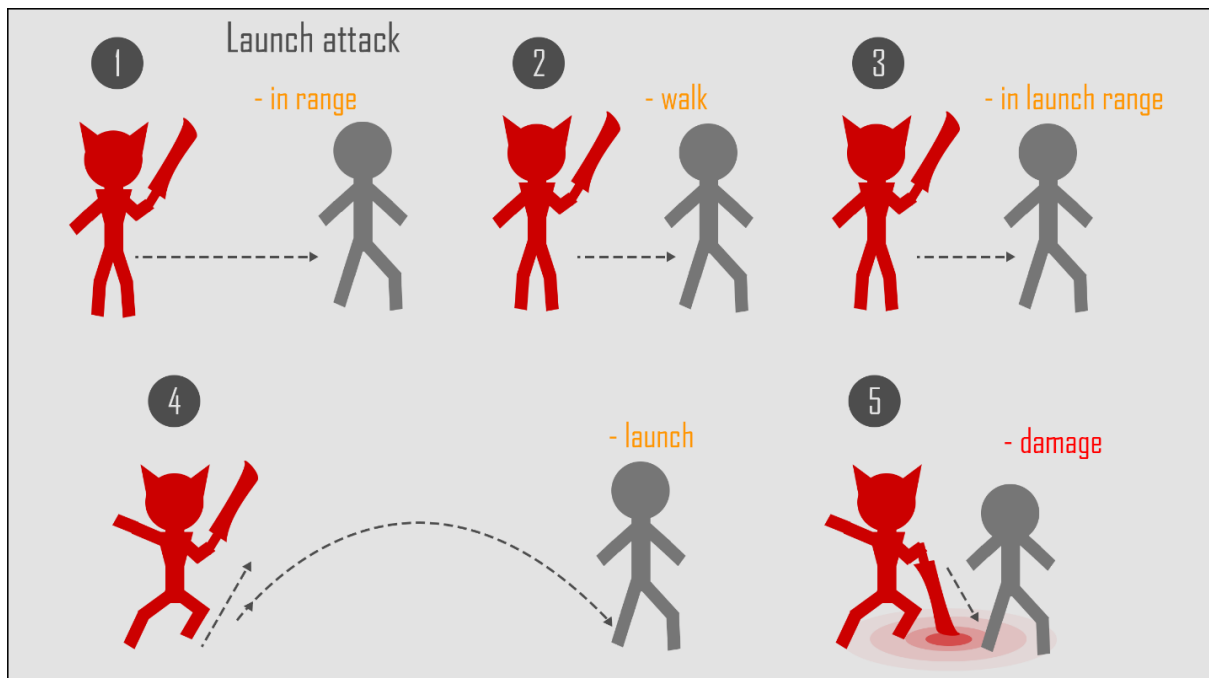
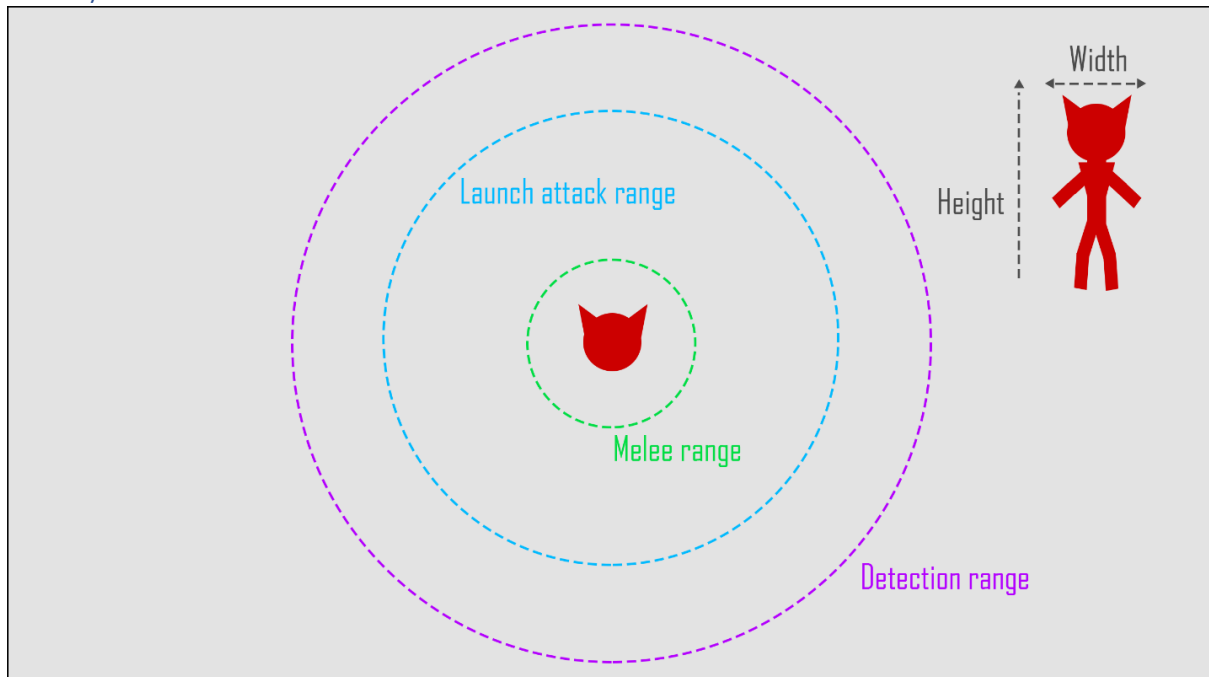


Enemy 3 – (AoE) Spawns around the level if the player is in detection range move toward the player. The AoE damage will trigger once the enemy is in range of the player.



Health	150
Movement speed	700
Basic attack damage	20
AoE damage rate	3 sec
AoE damage	40
AoE trigger range	300 cm
Detection range	700 cm
Height	180cm
Width	50cm

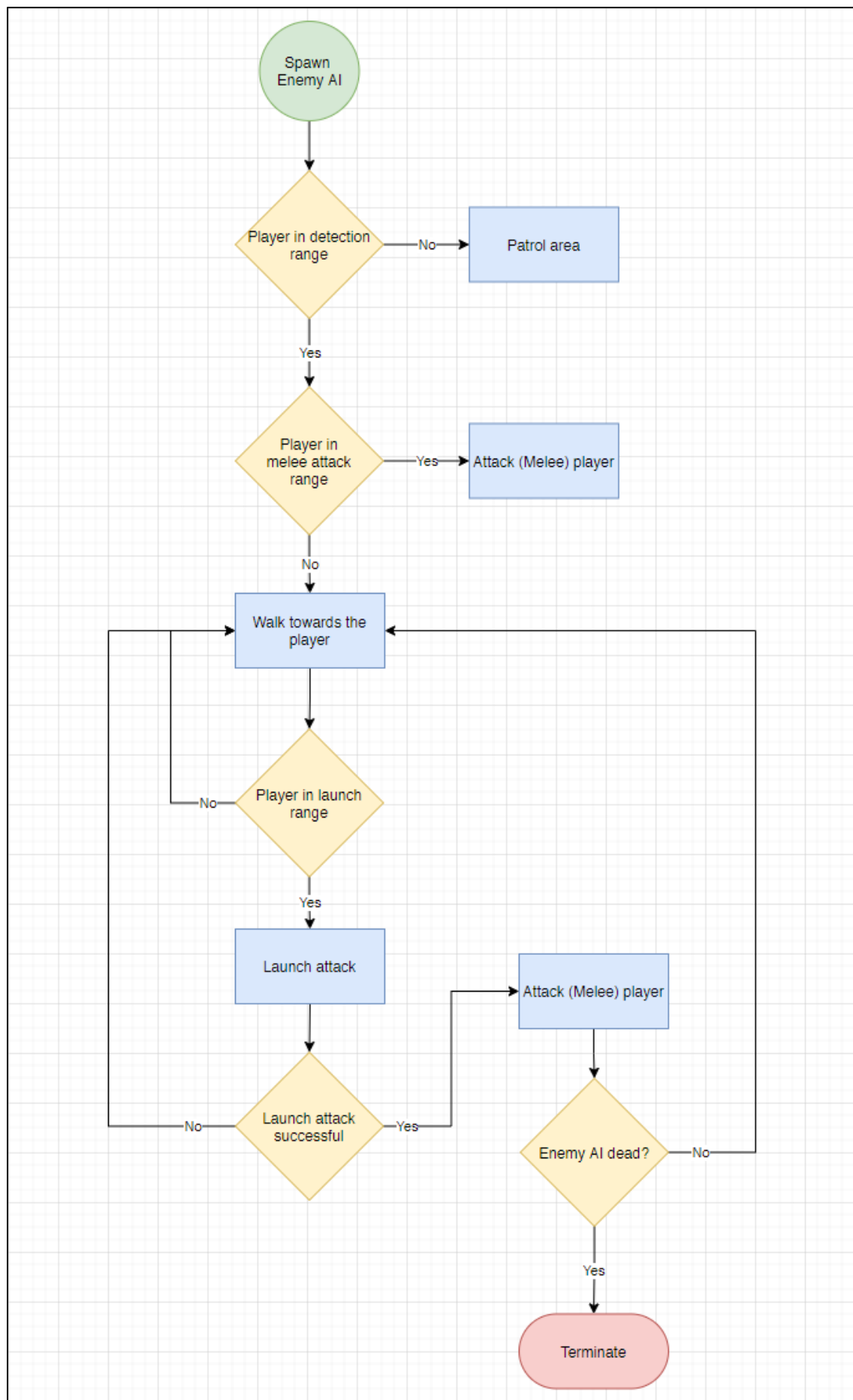
Enemy 4



Melee

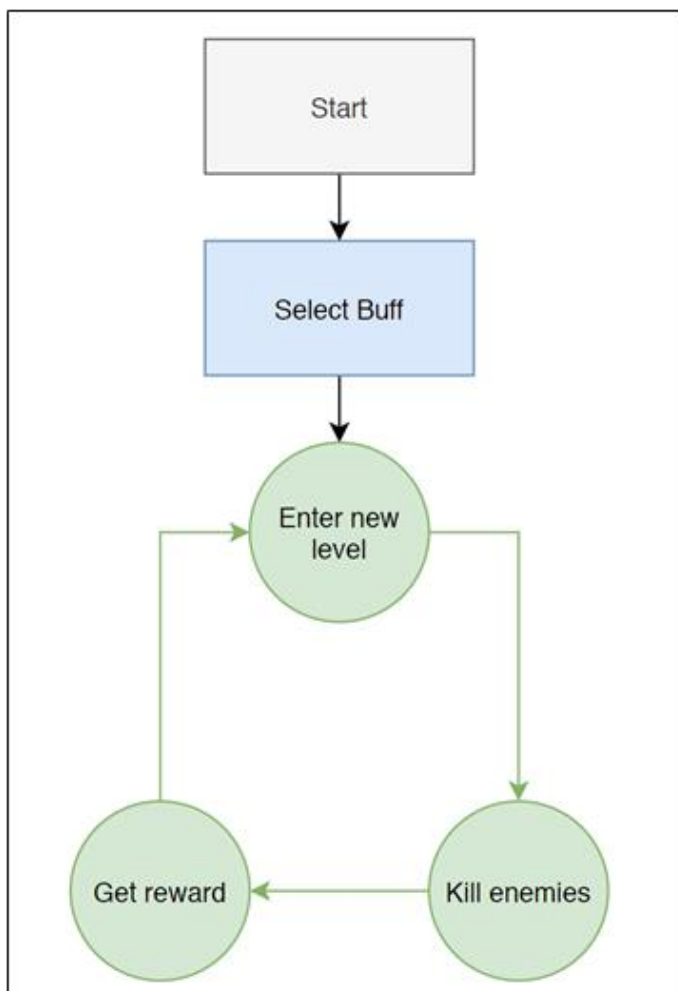
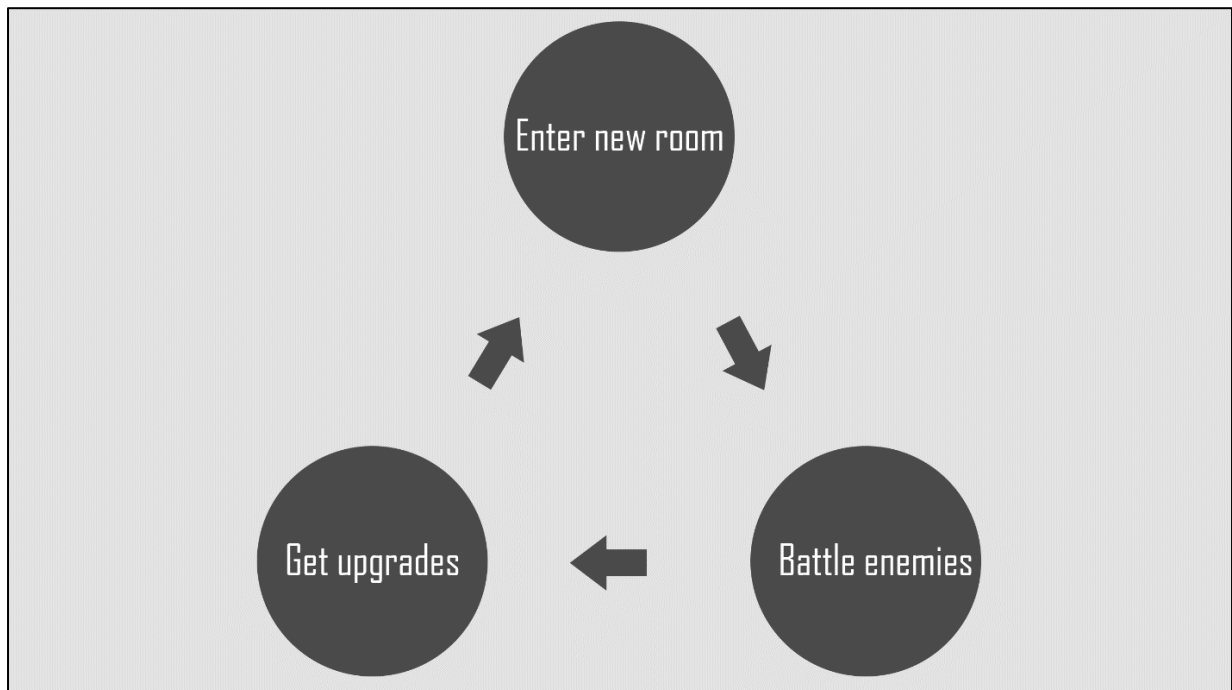


Enemy ~~3~~4 - (Melee) Spawns around the level and moves toward the character, has 2 attack, where 1 is a melee attack and other would be a launch attack (the enemy will jump on to player from afar)



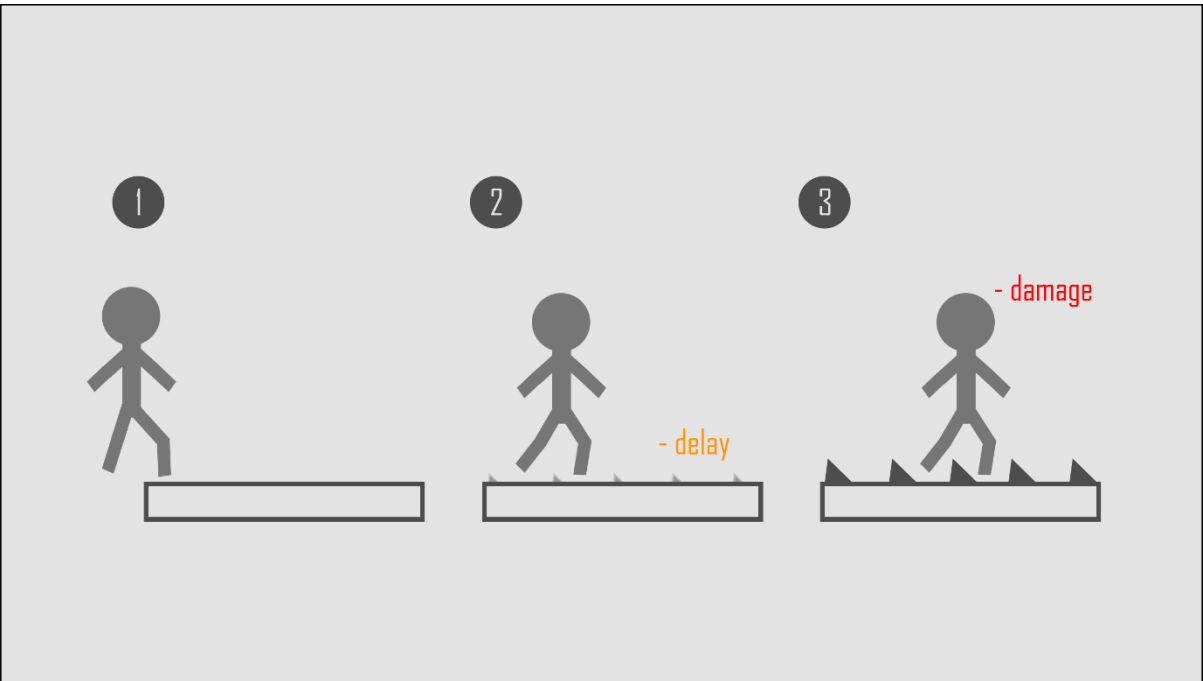
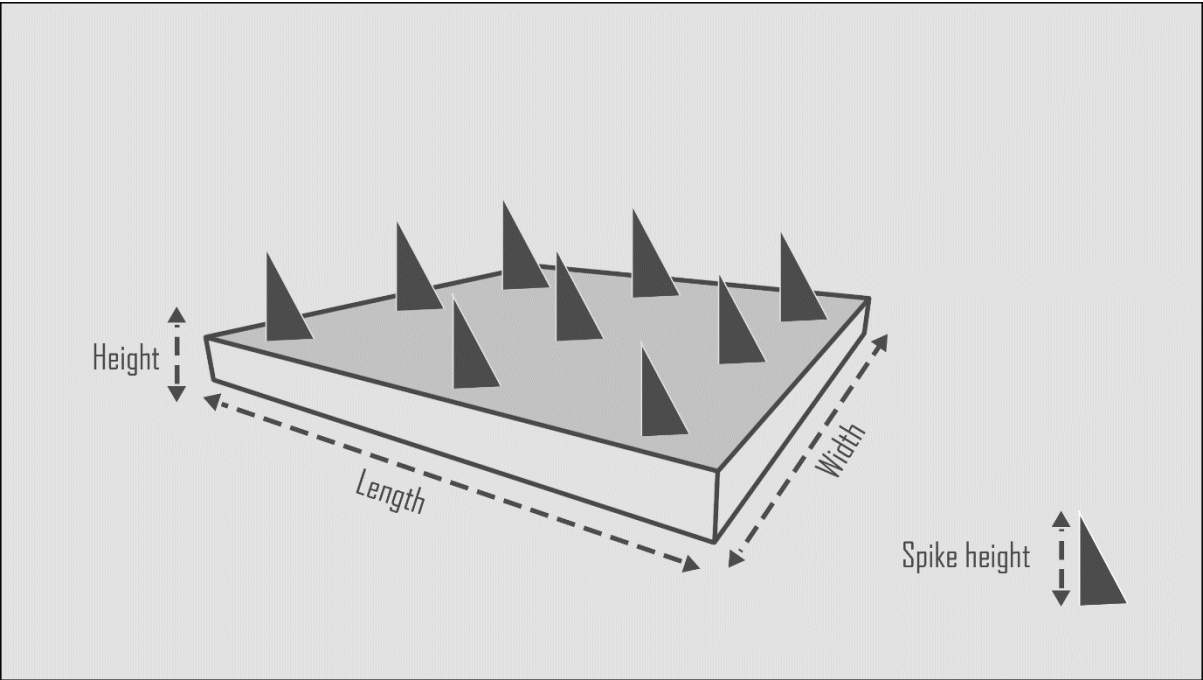
Health	150
Movement speed	700
Basic attack damage	20
Attack speed	1
Launch attack damage	40
Launch attack speed	3
Launch damage AoE	30
Launch attack range	500 cm
Detection range	700 cm
Melee attack range	150 cm
Height	180cm
Width	50cm

Gameplay/Loop Design



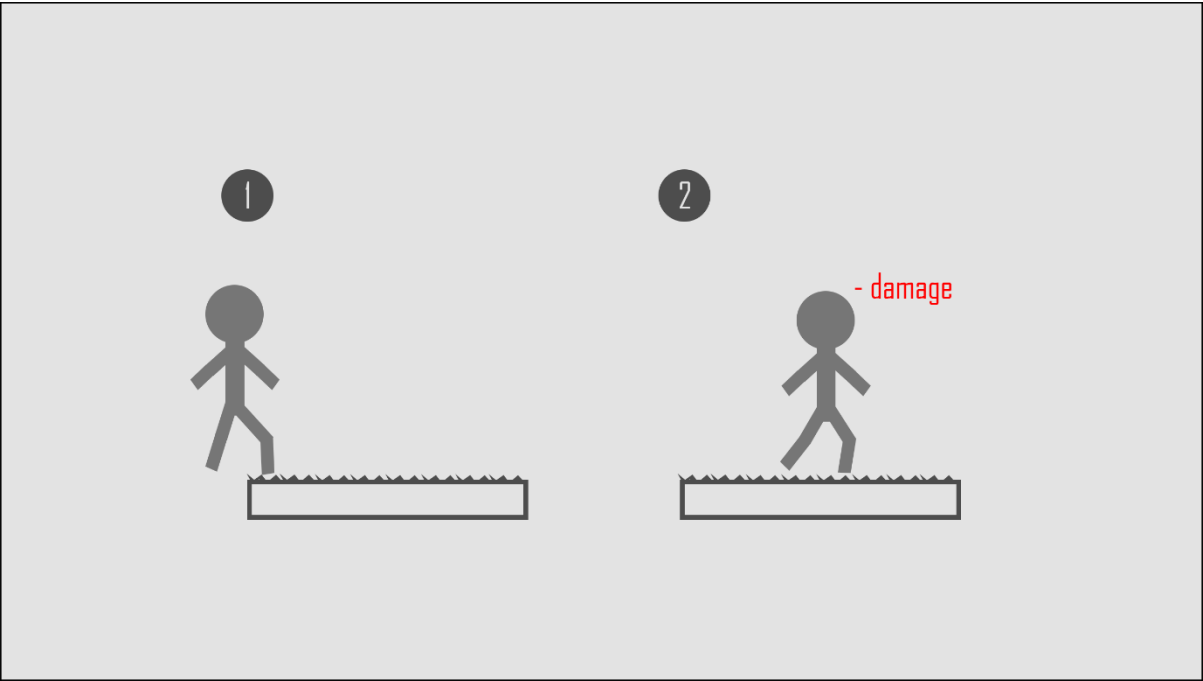
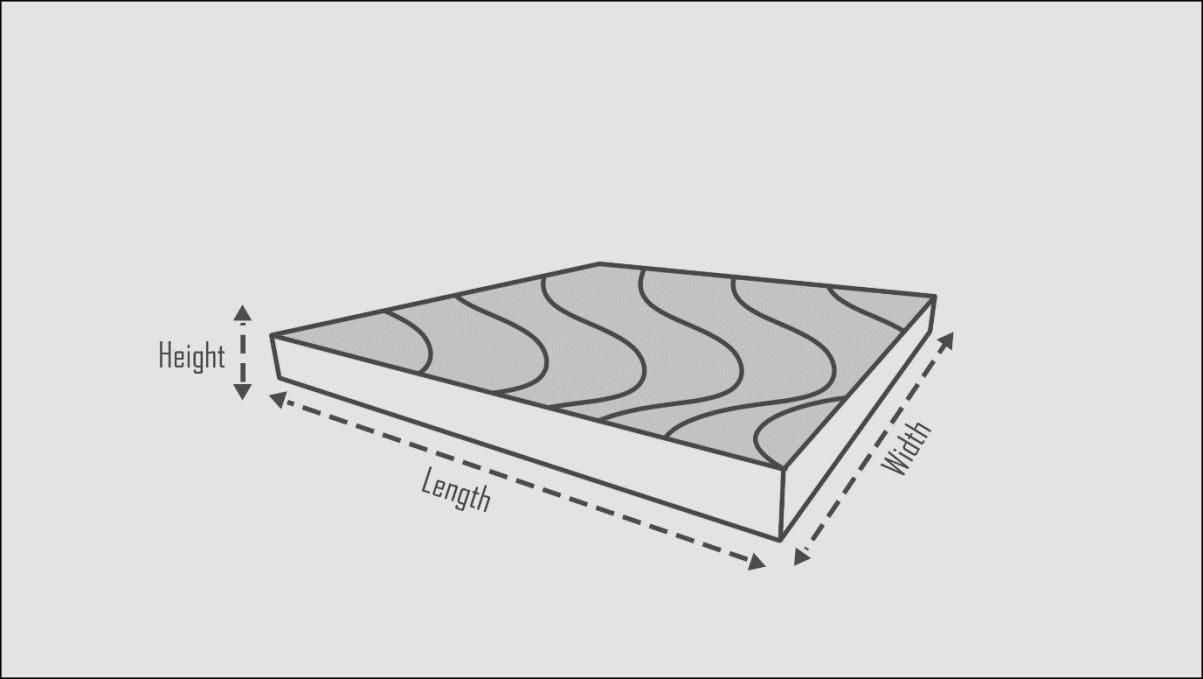
Environmental Obstacles/Hazards

Spikes



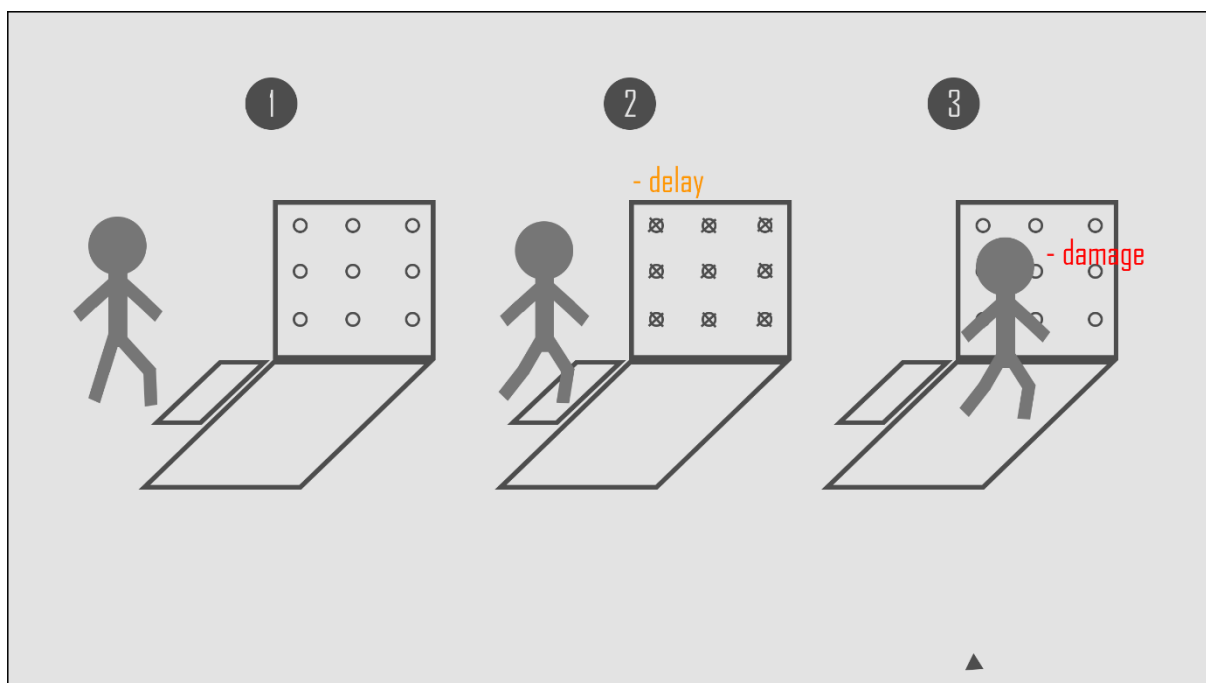
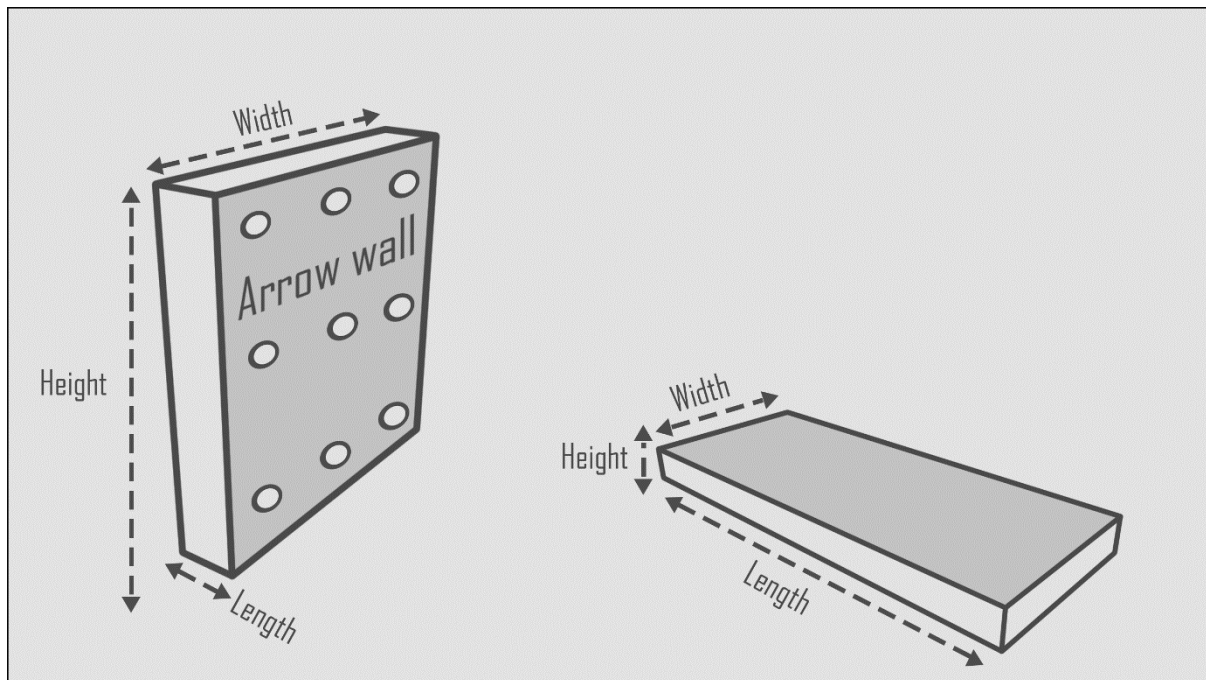
Height without spikes	5cm
Spike Height	55cm
Length	325cm
Width	325cm
Spike popup delay	0.5 sec
Damage %	7% of player's max health
Cooldown	2 sec

Poison



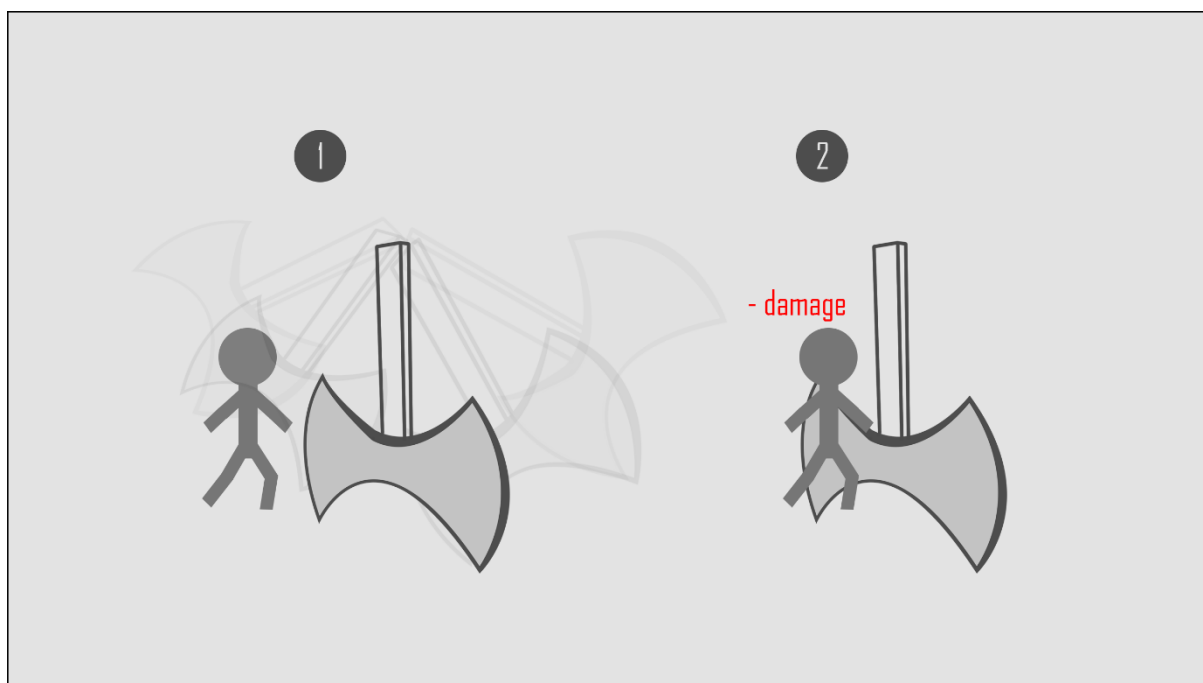
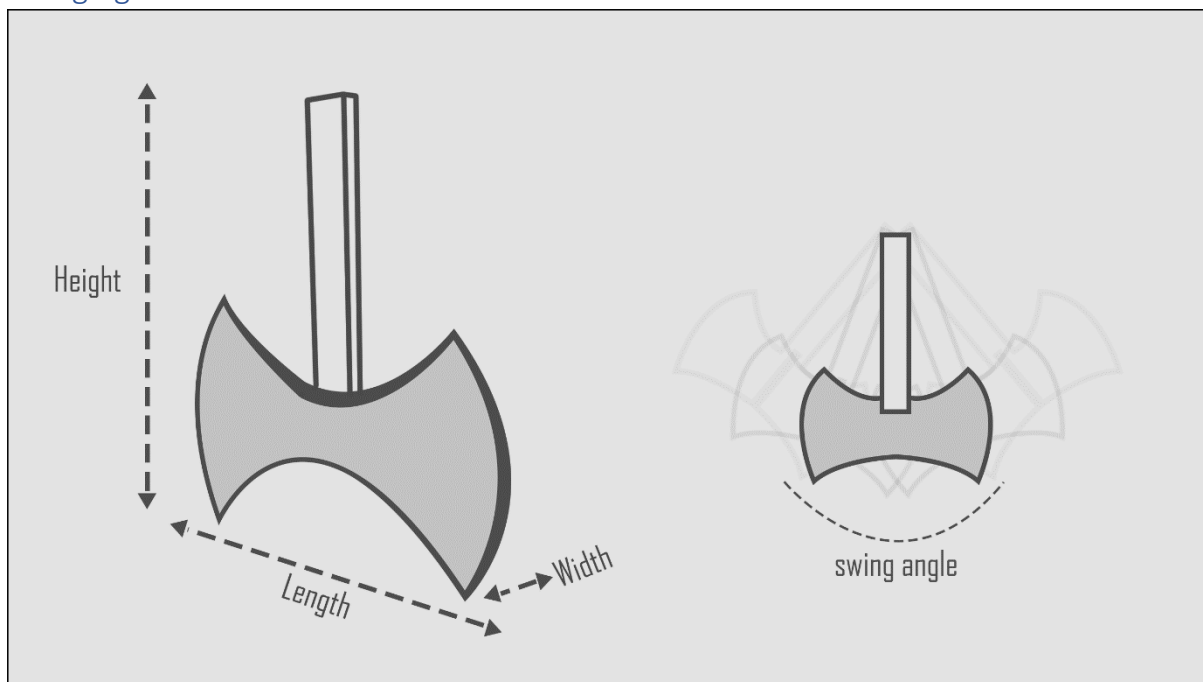
Height	5cm
Length	375cm
Width	375cm
Damage per second	2
Damage amplification	10%

Arrow wall



Arrow wall Height	280cm
Arrow wall Length	280cm
Arrow wall Width	50cm
Damage	20
Sensor Height	5cm
Sensor Length	380cm
Sensor Width	150cm
Delay	1 sec

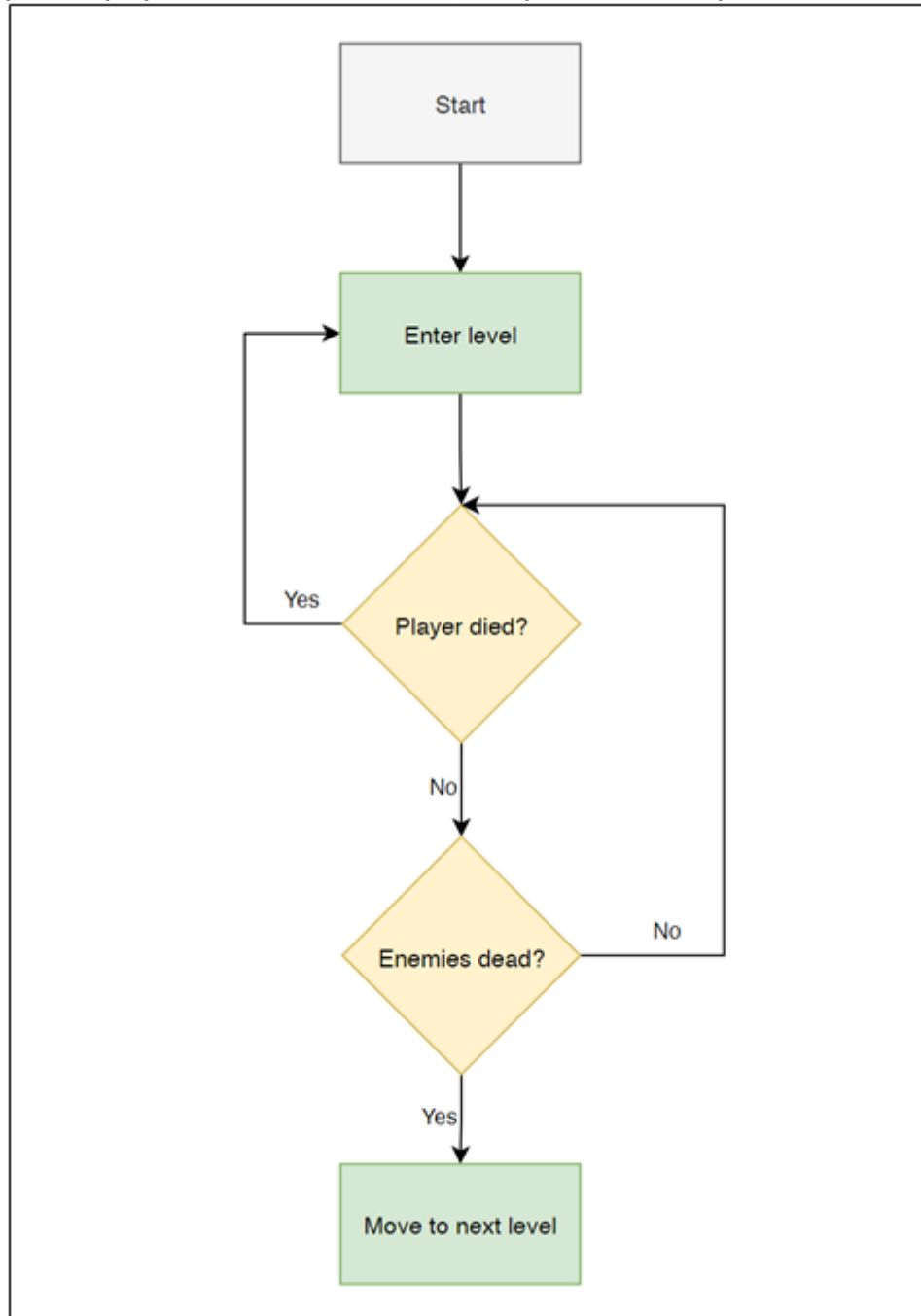
Swinging axes



Height	520cm
Length	360cm
Width	33cm
Damage	10
Swing time	1.6 sec
Swing angle	120°

Death mechanics

What happens on player death? What is reset? (Stats per room, enemy waves, doors etc).



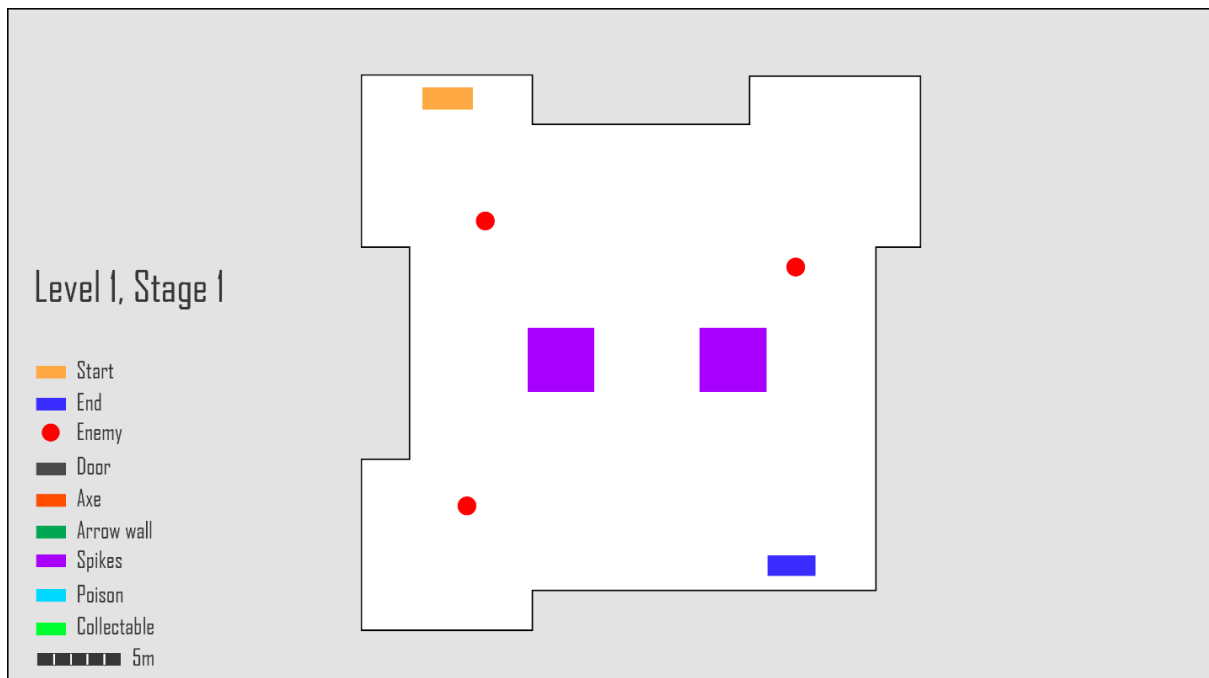
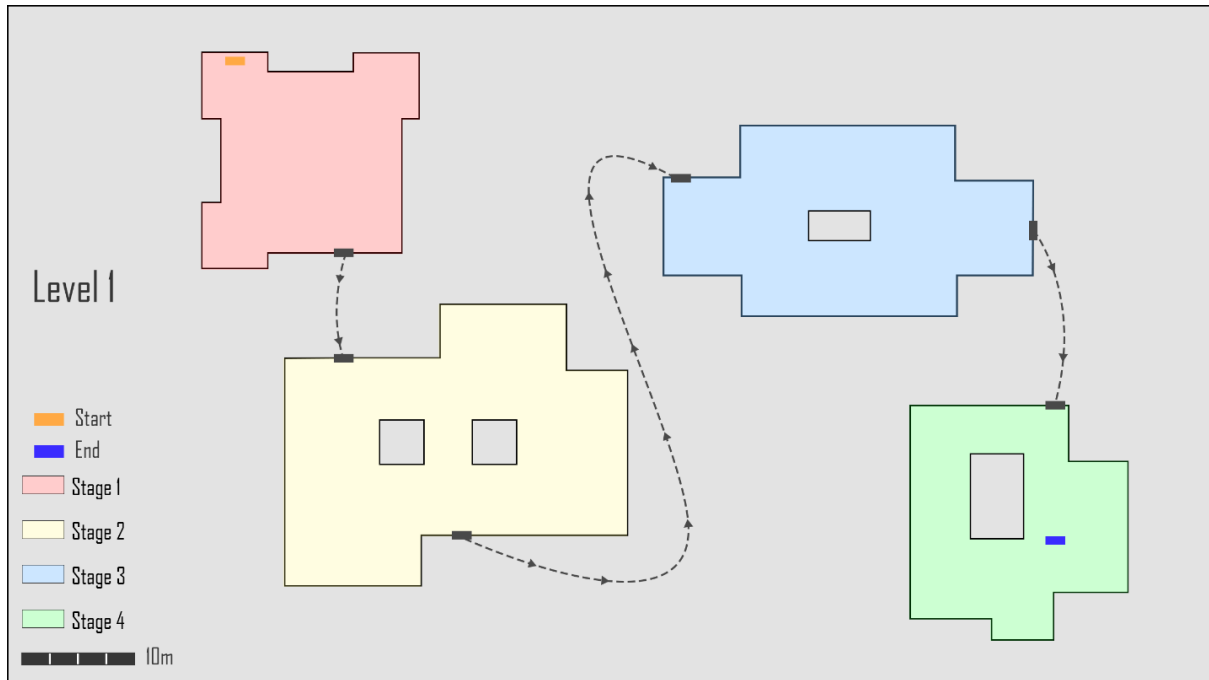
If you die in a level, you start again on that level

- Dying in level 2 – start again in level 2
- After completing a level that's done, you can't go back into it again

Levels

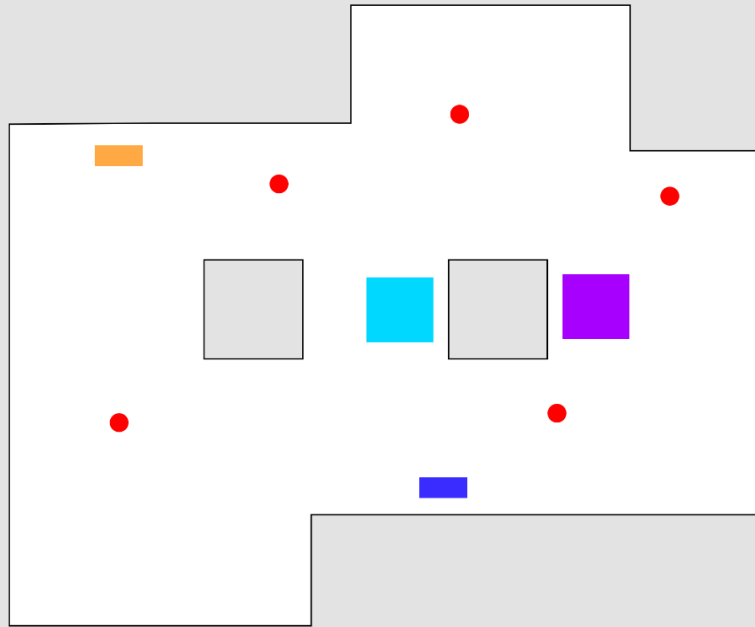
Each room would have 1 – 5 waves of enemies.
3 to 7 enemies each wave.

Level 1



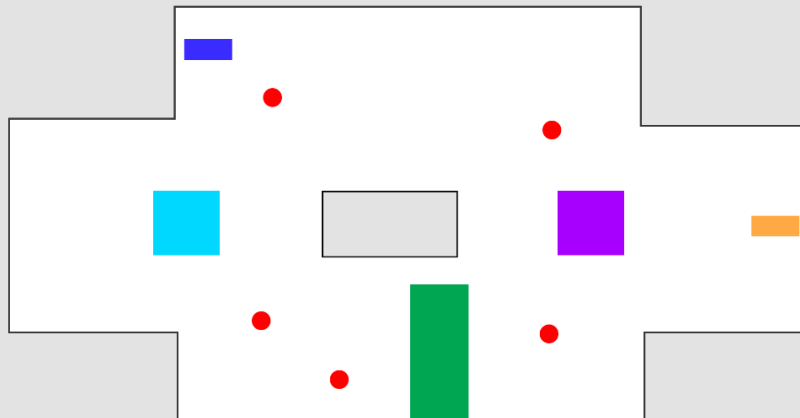
Level 1, Stage 2

- Start
- End
- Enemy
- Door
- Axe
- Arrow wall
- Spikes
- Poison
- Collectable
- 5m



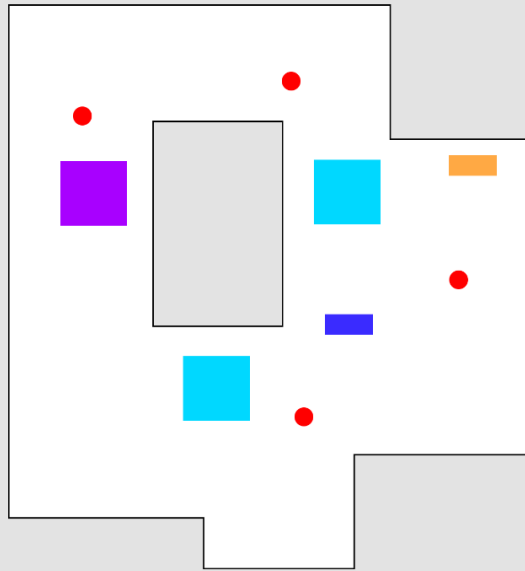
Level 1, Stage 3

- Start
- End
- Enemy
- Door
- Axe
- Arrow wall
- Spikes
- Poison
- Collectable
- 5m



Level 1, Stage 4

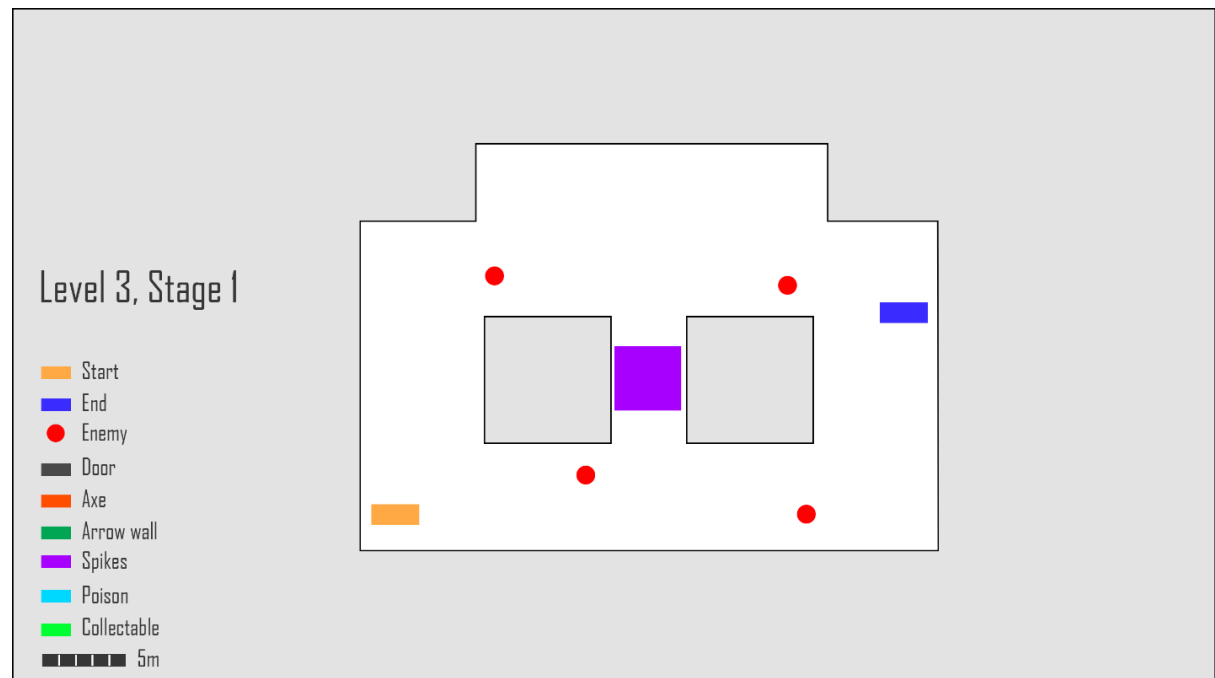
- Start
- End
- Enemy
- Door
- Axe
- Arrow wall
- Spikes
- Poison
- Collectable
- 5m



Level 3

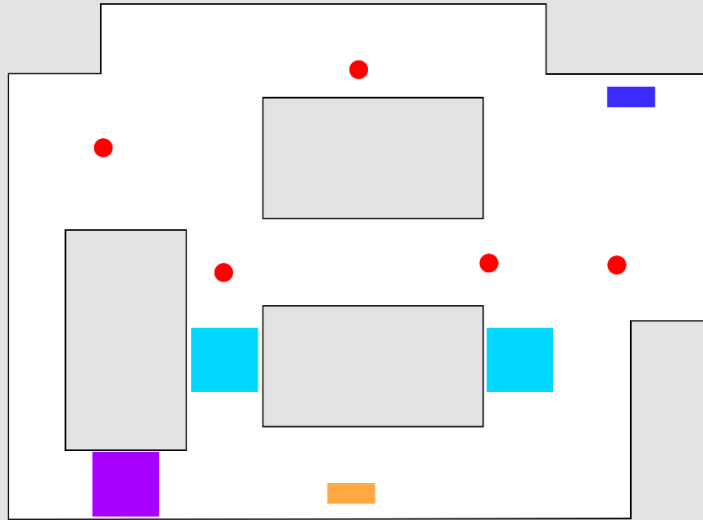
- Start
- End
- Stage 1
- Stage 2
- Stage 3
- Stage 4

10m



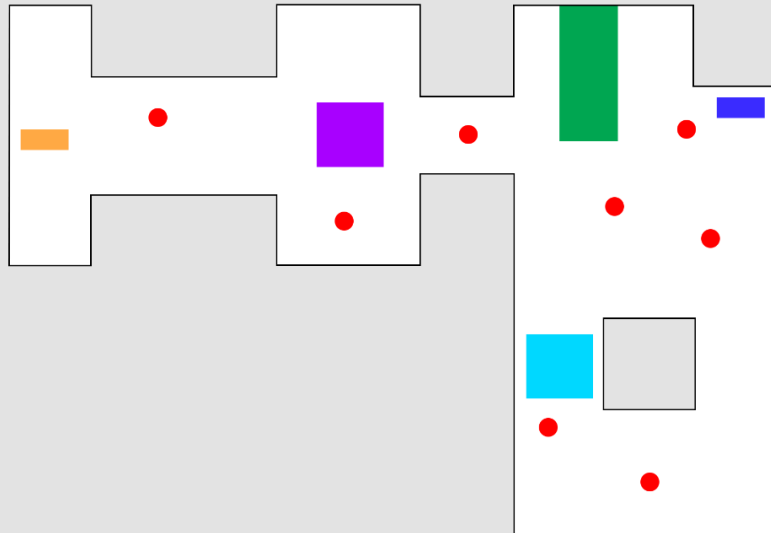
Level 3, Stage 2

-  Start
-  End
-  Enemy
-  Door
-  Axe
-  Arrow wall
-  Spikes
-  Poison
-  Collectable
-  5m



Level 3, Stage 3

-  Start
-  End
-  Enemy
-  Door
-  Axe
-  Arrow wall
-  Spikes
-  Poison
-  Collectable
-  5m



Level 3, Stage 4

- Start
- End
- Enemy
- Door
- Axe
- Arrow wall
- Spikes
- Poison
- Collectable
- 5m

