Game Design Document (GDD)

Game Name: Raziel
Game Designers: Jackson, Tre, Ozzy, Evan, Sergey

GAME TITLE
Raziel

GENERAL GAMEPLAY

Concept
- Genre: Action Platformer
- Time Period: 18xx (steampunk/victorian)
- Location: London, England, Earth
- Pixel Art

Logline
British man inherits watch with creature and tries to overthrow the government

Key Features
A description of the primary game features creating your experience, with references to other games if necessary.

Player Experience
- 2D
- Combat based game with platforming elements
- Player uses Raziel as the main weapon. He can shapeshift into various weapons
- Level environments: Burning building, Sewer,
- Items are royal artifacts of sorts (Crown, Journal, Sword, Earrings, Shield, etc)(NOT PRESENT IN CURRENT VERSION)
- Items are depicted as broken pieces of the glass from a pocket watch that help raziel slowly regain his power.

Tools of Play:
- Keyboard/mouse
- PC
- Monitor

Mood
Dark and Grimy

Audience
All ages

Core Mechanics
- Divide: The being divides its power into different accessories granting the player different abilities. Example - Earrings give the player boosted hearing/ visual cues for audio, Glasses improve vision to the point of x-ray, gloves provide superhuman grip, etc.
- Running
- Jumping
- Melee attacking
- Dodge
- Wall jump

Elevator Pitch
In our 2D platformer, a young British man has had his family targeted by the monarchy because his grandpa created a creature during his time as the royal scientist. After inheriting the creature, they team up and fight to rebel against the government to clean up the streets and avoid capture; or much worse.

TECHNICAL

Platform
PC

Engine
Godot

Saved Data
General listing of data saved locally versus any data saved on a server.

Revenue Model
The game is open source, no payment required.

ART

Visual Aesthetic
Victorian steampunk with slight gothic themes.

Aesthetic References

Concept Art
All concept art was drawn from reference images collected by the team. Once it was sketched out, the characters were created using the Aesprite program.

Font Guide
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Color Specifications

User Interface (UI) Atlas

SOUND

Audio Aesthetic
Bit crushed audio style with more 8-bit style sound effects.

Audio References
- *Warsaw - PilotRedSun*
- *Fat Cat - PilotRedSun*

Music
Here will be a collection of both currently used and retired music.
- *Sewer - Used*
- *Jinxed! - Unused*
- *Carcass - Unused*

NARRATIVE

Plot Overview

Your companion is a mythical being that has faithfully served this blood line ever since some ancestor showed it an unforgotten kindness. This being is one that can be stored in an accessory, like a hat, or an earring. The kind man eventually passed on, and the being sealed itself away to be found again in the future. Years later one of the kind mans descendants is fiddling with a pocket watch that used to belong to him, and when they flip a small hidden switch by mistake the being is released once again. It is explained that because the beings power is fading, they will likely be the last descendant he'll serve… unless they work together to find what it needs to regain its power.

Character is serious, the companion is comical.

Later in the story you come across a zookeeper type character who lends you his tranq gun and 3 darts. Saving the ammo until the boss will net you an insta-win, but it can be used earlier.

Player Characters

Character - Raziel - Description/History
- A 23 year old blue wispy fellow with yellow eyes created 7/5/1843. It's an A.I given form by a Scientist named Aldon Fleming. The purpose of Raziel's creaton was a test of skill and knowledge from the royal family, although Aldon was unaware of the family's other motives. After the scientist's "accidental" death in 1843, Raziel faced a similar threat at 7/22/1864 due to him being the cause of the "Negative Zero" event. Although Raziel was only the cause of the event due to the actions of Thomas Cromwell, it now lives with Farro Flemming and plots its revenge.

Character - Farro - Description/History
- A dapper 23 year old with messy brown hair and green eyes. He was born on 12/14/1845, and is the son of Christopher and Laura Fleming. After losing his grandfather Aldon Flemming early in his life all he had was his parents, although they only lived for a few years after that. On 7/22/1864 his parents died to do an unforeseen "accident", another ploy from the government. He then later found Raziel and both worked together to expose and bring justice to all who were involved in the deaths of his family.

Environment/World

Level - Sewer - Description/History

- These old pipes run throughout the town and stick out in the slums of London. The pipes go deep into the earth, and it has never been explained why some of the rooms are oddly shaped and why other rooms are grand like a ballroom. Cages and broken equipment suggest these odd rooms had other purposes, and traps throughout the pipes suggest . The sewer is also home to an interesting specimen "Newt", a sludge monster that dwells down below.

- After an event called "Negative Zero", Raziel's energy and power was infused through multiple locations in London. One of which being the Sewers, with a section of it making platforms move around and imbuing some objects with high amounts of Raziel's power.

PRODUCTION

Team Roster

Jackson
- Level Design
- Documentary
- Cinematographer
- Writer
- Marketing

Tre
- Programmer
- Team Lead, Management
- Concept Art
- Assets and Logo Creation
- Music

Ozzi
- SFX
- Soundtrack, Music
- Game Design

Sergey
- Story and Ideation
- Game Design

Evan
- Game Design
- Concept Art
- Marketing

Development Timeline

We created a checklist from the judging categories and worked on To Do lists from there. The first day of the week, we looked at the categories and decided who would focus on what. Those were added to a master TO DO list. We checked those off at the beginning of the following week.

Budget

No money for this project. Nothing was spent except for the t-shirts, which were picked up by the school.

Changelog

We started the game, but decided to focus our first level later in the story. If time allows, we will go back to the first part (set up) and use it as level one, making our current level one level two.

Archived Features

Many of the characters and environments were archived. They appear in scene one, which we decided to skip because scene two had more action