

# Game theory Assignment 2

## Santino Luzzi 2320579

*by Santino Luzzi*

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**Submission date:** 17-Dec-2024 02:52PM (UTC+0000)

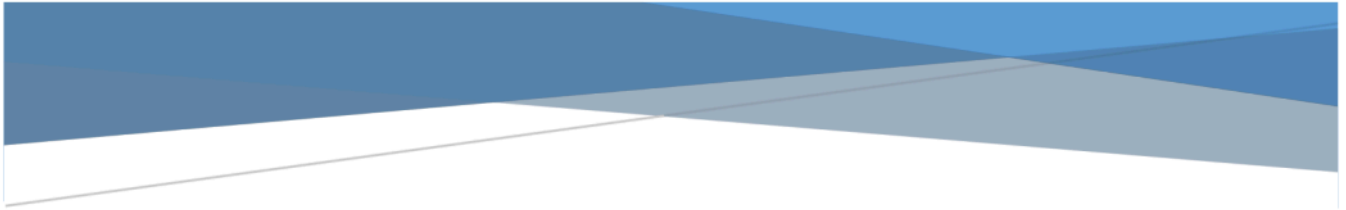
**Submission ID:** 246435708

**File name:**

51528\_Santino\_Luzzi\_Game\_theory\_Assignment\_2\_Santino\_Luzzi\_2320579\_634883\_1967389605.docx (1.21M)

**Word count:** 1564

**Character count:** 8420



# BA/HND COMPUTER GAMES DESIGN

Game Theory & Design Assignment 2 ACCA5040

Santino Luzzi 2320579



# Ash and Iron

## INTENDED PLATFORMS

PC

## TARGET AGE / DEMOGRAPHIC OF PLAYERS

Players who enjoy challenging combat and fluid platforming mechanics akin to Hollow Knight or Dead Cells.

## INTENDED PEGI / ESRB RATING

ESRB rating – Teen for Blood and Gore. [1]

## CONTRIBUTING TEAM MEMBER:

Santino Luzzi

## SECTION 1: TITLE PAGE

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## *SECTION 2: GAME OUTLINE*

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 2

### GAME STORY SUMMARY

You play as an older knight not long retired of their days in battle, enjoying the peaceful life in a small coastal village on the edge of town. The king you serve resides in a castle upon a hill far in the distance. He has been corrupted with the acquisition of knowledge and through this thirst, has opened a gateway to a world of torment that has plagued the town.

The corruption finally reaches your little village but for an unknown reason you and the town's blacksmith are unaffected. You must fight your way through the town finding and cleansing the source of the corruption.

### GAME FLOW

A 2D action platformer where you play as a determined knight seeking to cleanse his homeland of a spreading corruption by using forbidden ancient powers and his trusty sword and shield.

## SECTION 2: GAME OUTLINE

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# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 2

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## SECTION 2: GAME OUTLINE

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## *SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS*

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## CHARACTER APPEARANCE

### Main character concept [2]



### Blacksmith concept [2]



## CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate)*

NAME: Nameless Kight

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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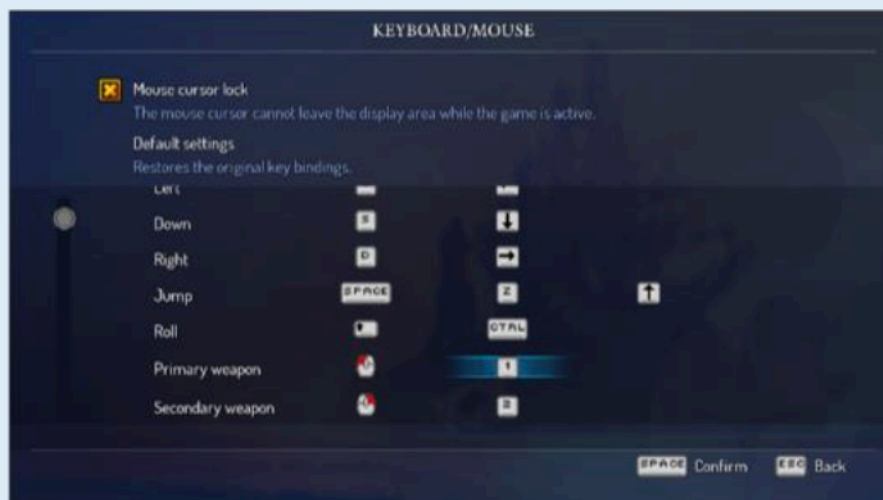
## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

GENDER:	Male/Female
SPECIES:	Human
AGE:	34
FACTION:	Unknown
KNOWN ASSOCIATES:	blacksmith
(Extra categories)	
(Extra categories)	

### CHARACTER'S BACKSTORY

You play as an older knight not long retired of their days in battle, enjoying the peaceful life in a small coastal village on the edge of town. The king you serve resides in a castle upon a hill far in the distance. He has been corrupted with the acquisition of knowledge and through this thirst, has opened a gateway to a world of torment that has plagued the town.

### CHARACTER CONTROLS / PLAYER CONTROLS



Dead cells key mapping [3]

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

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### *SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS*

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## *SECTION 4: GAMEPLAY*

### *SECTION 4: GAMEPLAY*

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## SEQUENCE OF PLAY

The game is all one level, however split up into different areas/zones. The player will begin at the village in which the character resides and will ultimately work their way through the land to reach the castle that always looms in the background. They will face numerous different sections on the way to the castle, such as the forsaken woods, corrupted town and abyssal cathedral. Each with their own set of challenging enemies, hazards and traversal methods.

## SECTION 4: GAMEPLAY

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 4

### UNIQUE SELLING POINTS (USPs)

### PLATFORM-SPECIFIC FEATURES

Not applicable

CONTRIBUTING TEAM MEMBER:

(YOUR NAME HERE)

## SECTION 4: GAMEPLAY

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## *SECTION 5: GAME WORLD*

### *SECTION 5: GAME WORLD*

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## GAME WORLD

*(Present images and descriptions of the game world here, with short descriptions that outline what the player will find in the environments they are placed in. How do these locations fit into the story?)*



## SECTION 5: GAME WORLD

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 5

LOCATION DETAILS	
NAME:	Corrupted Village
WHAT DOES IT LOOK LIKE?	Small coastal village that has been taken by corruption removing it of all life and comfort.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	The player feels uneasy and confused. Only moments ago, this was your home filled with warmth and laughter.
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	None
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	Mainly linear progression with fast travel abilities being unlocked later.

*(NOTE: Copy-paste the table in this section as necessary for each location you wish to feature.)*

### GAME FLOW

*(Scott Rogers suggests that a simple map or flow chart diagram should be provided to indicate how the player will navigate the game world.)*

## SECTION 5: GAME WORLD

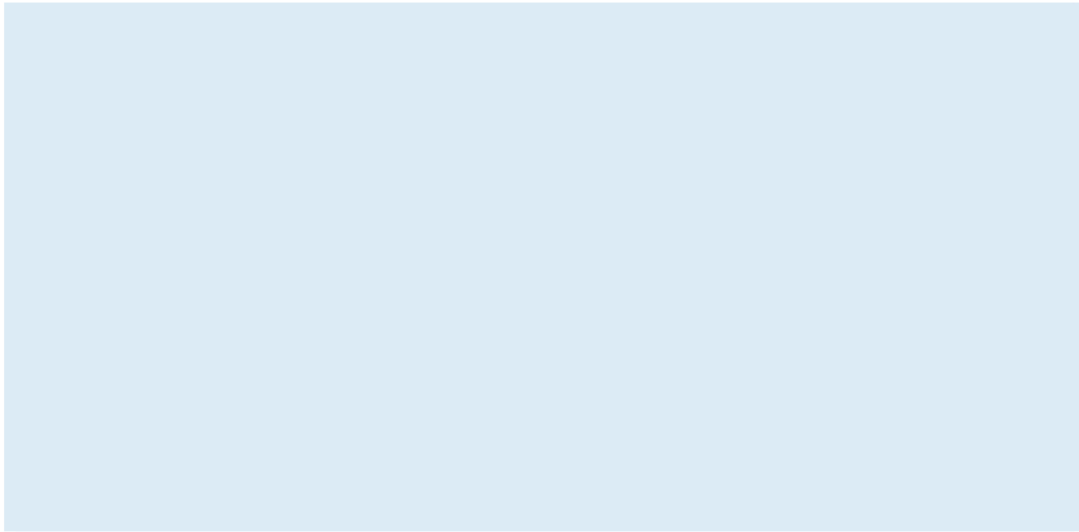
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# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 5



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## SECTION 5: GAME WORLD

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## *SECTION 6: GAME EXPERIENCE*

### *SECTION 6: GAME EXPERIENCE*

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## GAME EXPERIENCE

The overall theme of the game is a mixture of mystery, dread and determination as players fight through and uncover the secrets of the world.

## HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

While traversing the world, there will be several runestones hinting towards a prophecy of a great warrior cleansing the world of a greater evil.

## ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

Like hollow knight's "Steel Soul" mode. There will be a hardcore mode where the character only has the one life. They can regenerate hit points however once all hit points are depleted the character dies and the player will have to create a new save.

## SECTION 6: GAME EXPERIENCE

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## WHAT DOES THE PLAYER FIRST SEE WHEN THEY START THE GAME?



A Dark gritty fantasy 2D platformer background with a knight holding a sword in one hand and a shield in the other, a looming evil magical castle in the distance [2]

## SECTION 6: GAME EXPERIENCE

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 6

### WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

Determination, mystery

### HOW ARE MUSIC AND SOUND GOING TO BE USED?

The game will feature several music tracks as well as many sections that have no music but ambient noise of a constant low tone to unnerve the player.

## SECTION 6: GAME EXPERIENCE

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## *SECTION 7: GAMEPLAY MECHANICS*

### *SECTION 7: GAMEPLAY MECHANICS*

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# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 7

## GAMEPLAY MECHANICS

### MECHANIC DETAILS

NAME:	Corrupted Surface
WHAT DOES IT LOOK LIKE?	Pink/purple rotting ground
EFFECT ON PLAYER:	Impairs movement not allowing dodge rolls while on surface as well as slowing movement speed by 15%
WHEN WILL IT FEATURE IN THE GAME?	Certain boss fights, more prominent in later stages of the game as getting closer to source of corruption.

### HAZARD DETAILS

NAME:	Spikes
WHAT DOES IT LOOK LIKE?	Rows of large spikes protruding from the environment
EFFECT ON PLAYER:	The player will take one point of damage and be teleported back to the nearest piece of solid ground.
WHEN WILL IT FEATURE IN THE GAME?	Will feature quite prominently throughout the game in areas leading to power-ups and rewards.

### POWER-UP DETAILS

NAME:	Bonus upgrade points power up
WHAT DOES IT LOOK LIKE?	Floating glowing orb with an image of the upgrade points currency inside

## SECTION 7: GAMEPLAY MECHANICS

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 7

### EFFECT ON PLAYER:

Once picked up the player will have a glowing aura that will be removed when they next take damage or reach a forge checkpoint. If the player takes damage before reaching the forge, then they will get nothing. And the power-up will be reset. If the player reaches a forge before taking damage then they will be rewarded with two extra upgrade points to spend on abilities.

### WHEN WILL IT FEATURE IN THE GAME?

These power-ups will appear in difficult areas with multiple enemies/Hazards. Requiring some skill to redeem the extra points.

## SECTION 7: GAMEPLAY MECHANICS

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## COLLECTIBLE ITEMS

### COLLECTIBLE DETAILS

NAME:	Upgrade points
WHAT DOES IT LOOK LIKE?	Square icon with sword and shield inside
BENEFIT FOR PLAYER:	Grants 1 upgrade point to redeem in the skill tree for new abilities and perks.
WHEN WILL IT FEATURE IN THE GAME?	Prominent throughout the entire game, introduced in the starting zone to familiarise player with the system.
CAN IT BE USED AS CURRENCY?	Yes
WILL IT EARN PLAYERS AN ACHIEVEMENT?	Yes, if they can find all upgrade points throughout their playthrough.

## SECTION 7: GAMEPLAY MECHANICS

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## GAME ECONOMY

There will be two economies in the game: gold and upgrade points.

Gold – this will be spent at the blacksmith to acquire health potions and traversal items such as torches, keys for doors and chest etc.

Upgrade points – these will be spent at the forge to unlock new abilities as well as reinforce current ones.

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## SECTION 7: GAMEPLAY MECHANICS

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## *SECTION 8: ENEMIES*

### *SECTION 8: ENEMIES*

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## LIST OF ENEMIES

Corrupted Townsfolk  
Corrupted Knights  
Eldritch crawlers

## ENEMY DETAILS

NAME:	Corrupt Townsfolk
WHAT DOES IT LOOK LIKE?	Dishevelled husks of humans that have their minds corrupted with a large growth on the side of their heads.
ATTACKS:	Basic swipes that deal low damage. Projectile attack that spits out corruption.
WHEN WILL IT FEATURE IN THE GAME?	Throughout all regions
HOW DOES THE PLAYER DEFEAT IT?	Hit the enemies to reduce their hit points.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	5 Gold

## SECTION 8: ENEMIES

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 8

### LIST OF BOSS CHARACTERS

Corrupt Paladin  
King of the abyss

### BOSS CHARACTER DETAILS

NAME:	King of the Abyss
WHAT DOES IT LOOK LIKE?	Your former king, almost unrecognisable apart from his crown sunken into his now tumorous head.
ATTACKS:	Call of the void – summons eldritch crawlers Spread the corruption – multiple projectile attack Acquire knowledge – regenerative attack that heals/shields the king Basic swipe – basic swiping attack
WHEN WILL IT FEATURE IN THE GAME?	Very end-game
HOW DOES THE PLAYER DEFEAT IT?	The player must send the king through the gateway and seal it behind them cleansing the corruption for good.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The town is cleansed of corruption and is dawned king or queen of the region.

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## SECTION 8: ENEMIES

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## *SECTION 9: CUTSCENES*

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 9

### CUTSCENES

CUTSCENE DETAILS <i>(use this table for each unique cutscene you include)</i>	
<b>VISUAL STYLE:</b>	2D Pre rendered Cutscene
<b>BRIEF DESCRIPTION OF SCENE:</b>	Introductory cutscene showing mysterious vapours emerging from the castle, corrupting most humans except for the playable character. You are unsure why you are spared.
<b>WHEN WILL IT FEATURE IN THE GAME?</b>	Beginning of the game after creating your character.
<b>PURPOSE:</b>	Introduction to the plot and overarching goal.

*(NOTE: Copy-paste the tables in this section as necessary for each cutscene you wish to feature.)*

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## SECTION 9: CUTSCENES

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## *SECTION 10: BONUS MATERIALS*

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 10

### BONUS MATERIALS

There will be downloadable content to come offering post end-game content for players seeking a more intense challenge.

### REPLAY VALUE

New game plus mode – keeping all upgrades but facing harder version of enemies with new attacks.

Different NPC path endings and choices.

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Santino Luzzi

## SECTION 10: BONUS MATERIALS

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## Bibliography

[1]

[https://www.esrb.org/search/?searchKeyword=Dead%20Cells&platform=All%20Platforms&rating=E%2CE10%2B%2CT%2CM%2CAO&descriptor=All%20Content&pg=1&searchType=All&ielement\[\]=all](https://www.esrb.org/search/?searchKeyword=Dead%20Cells&platform=All%20Platforms&rating=E%2CE10%2B%2CT%2CM%2CAO&descriptor=All%20Content&pg=1&searchType=All&ielement[]=all)

[2] <https://copilot.microsoft.com/>

[3] [https://duckduckgo.com/?q=dead+cells+keyboard+controls+&t=ffab&atb=v346-1&iar=images&iax=images&ia=images&iai=https%3A%2F%2Feu-images.contentstack.com%2Fv3%2Fassets%2Fblt740a130ae3c5d529%2Fblt2ba5a1f5fbee666%2F650e7453629e89a2ccf4e8a0%2Fdeadcells2\\_2.png%2F%3Fwidth%3D700%26auto%3Dwebp%26quality%3D80%26disable%3Dupscale](https://duckduckgo.com/?q=dead+cells+keyboard+controls+&t=ffab&atb=v346-1&iar=images&iax=images&ia=images&iai=https%3A%2F%2Feu-images.contentstack.com%2Fv3%2Fassets%2Fblt740a130ae3c5d529%2Fblt2ba5a1f5fbee666%2F650e7453629e89a2ccf4e8a0%2Fdeadcells2_2.png%2F%3Fwidth%3D700%26auto%3Dwebp%26quality%3D80%26disable%3Dupscale)

## *SECTION 10: BONUS MATERIALS*

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# Game theory Assignment 2 Santino Luzzi 2320579

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## GRADEMARK REPORT

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FINAL GRADE

40/100

GENERAL COMMENTS

### **Marks Breakdown**

#### **1. Engagement With Literature Skills (55%)**

A bibliography has been submitted with a few links included – this can be enhanced by using IEEE formatting and a few more resources as part of the work. You can include competitive products here if you've looked at the games (or videos of the games).

#### **2. Knowledge & Understanding Skills (54%)**

Demographic of players is addressed, though this could be expanded upon a little with related interests outside of gaming. Use the PEGI rating instead of ESRB too, as this region is covered by PEGI.

Game story and flow are a good overview of the game idea and context is provided for the player for their purpose and goals.

Gameplay mechanics use the table template well, showing information in an easy to read format.

Some sections of the GDD are a little light – consider adding a little more detail to the document in general otherwise you risk people making assumptions about the content of your idea.

### **3. Cognitive & Intellectual Skills**

*(Not assessed in this assignment)*

### **4. Practical Application Skills (50%)**

Good use of visuals to help communicate the idea of characters and settings to anyone reading the GDD.

The player controls should really be a visual representation of your own making, rather than a screenshot of another game – consider also a table with a breakdown of the controls to support this as well.

Cutscenes could benefit from some visual prototypes – maybe generate these using AI art to speed up the process. The more visual material there is, the quicker people will be able to get a good understanding of the ideas you have.

The submission has been handed in late and as such it is subject to a 40% capped mark, as per University regulations.

### **5. Transferrable Skills for Life and Professional Practice**

*(Not assessed in this assignment)*

**Overall Mark: 52.5% (40%)**

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