THE FORGOTTEN FOREST

GAME DESIGN DOCUMENT

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Pitch Document

High Level Concept

The Forgotten Forest is an isometric retro chic action adventure game in where the player will battle their way through three different settings. Each introducing a new style of play, unique setting specific set pieces and obsticles and fast paced gameplay with a focus on player agency.

The game is single player, teen friendly, paying homage to some of the most recognisable and loved genres in film, Fantasy, Sci-Fi and Western. Currently a combat demo for the forest setting is complete with continuing development. The visual style would continue to be a low res retro visual aesthetic.

Influences & Inspiration

Diablo 2: The Forgotten Forest is very inspired by Diablo 2, with it's forest/fantasy segment the dark fantasy aesthetic and isometric style. With regards to audio design the game will lean into this influence.

MoonKnight #1 - #14 (Marvel Comics) Although a strange reference this comic volume was a huge inspiration with regards to having a character who has three concurrent stories happening at the same time. Which inspired the idea of moving between genre's but keeping the games core gameloop.

Team Mates :
Nichola Humphreys: 3d Assets & Enviromental design https://nicholahumphreys.wordpress.com/
James Evans: Game Composer & Sound designer https://www.jamesmusic.co.uk/

Feature Mechanics

Act 1

Disarming

ON GROUND COLLISION
ANIMATED SWORD SPAWNS PICK
UP

STAMINA: GREATER THAN 0

PLAYER LANDS ON GROUND

STAMINA: 0

If the player is in a blocking state and their stamina is reduced to 0, they become disarmed. This means the player is knocked prone and has no active weapon in hand. Making them unable to attack.

This will not only raise the tension in active combat but actively encourage players to utilize the other main feature of this act. IMPROVISED WEAPONS

Improvised Weapons

ALL IMPROVISED WEAPONS
CAN BE THROWN TO DISGARD THEM.
ON BEING THROWN IT WILL EITHER
LAND AND SPAWN A NEW IMPROVISED
WEAPON, ON HITTING AN ENEMY
DEPENDING ON THE WEAPON IT CAN DEAL
SIGNIFICANT DAMAGE
AND IMPALE THE ENEMY

WHEN THE PLAYER HAS THE STEIN
WHEN THEY DRINK USING HEAVY ATTACK
THEY CHUG A STEIN MAKING OTHER ENEMIES
DRINK, THIS DEPLEATS ENEMY POISE
AND PLAYER STAMINA.

THE LUTE WHEN PLAYED WHEN USING
HEAVY ATTACK MAKES ENEMIES
WITHIN THE PLAYERS RADIUS START TO DANCE,
WHEN THE PLAYER STOPS
THEY HAVE A CHANCE TO BEAT THEIR ENEMIES.

When the player is within proximity of an improvised weapon the player will be presented with a prompt RB this means the object they are in proximity of is an improvised weapon.

when (right bumper on a game pad) is pressed this will turn the nested improvised weapon in the player active. This can be made active if carrying a default sword but means they can't attack with it until the improvised weapon is thrown.

Each improvised weapon is unique with different hit boxes, damage modifiers and special abilities. (See technical document for values)

Feature Scenes

Act 1

Hub Village

In the Hub Village The Player can interact with NPCs visit buildings *The most notable of which is a tavern in which all the patrons sing sea shantys*.
This will give the players some respite from the action in the forest and is a subtle nod towards sea shantys becoming popular during the first covid lockdown.

Goblin Theft!

During the exploration of the forest players will be given a prompt when they come to a lake to rest. What happens is a mini game where the players armour is stolen by goblins and the player has to catch them and retrive their armour. Akin to ape escape or the frog mini game in Final Fantasy 9 - an enclosed space where the player chases goblins and retrives their armour.

Hags Grove

This is actually a segment pulled straight from the D&D campaign I play in. Players will find a peaceful grove in which a kind woman lives who will offer the player shelter, health and a place to rest. On interacting with a number of objects in the grove it will shift into this nightmarish hags hut with an optional boss fight.

Hal Thundar!

Hal Thundar is a mechanical knight the player can meet leaning against a tree. Hal claims to be the greatest warrior that ever lived, Being a brave and nobel knight you can challenge Hal Thundar to a duel. The purpose of this is essentially make the insult sword fighting minigame from monkey island but with the kind of flair and rythm of the sword duel performance from Final Fantasy 9.

Slay A Dragon!

This is a three stage boss fight where the player has to overcome certain challenges to deal damage to the dragon guarding the tower.

Stage 1: player must move betwen cover while the dragon breathes fire to get close and hit the dragon.

Stage 2: Dragon has moved to the top of the Tower, player must fight their way to a balista, player will be attacked by all the enemies they've faced so far. If they killed the Hag, one less enemy type. If they defeated Hal, Hal will join the player and fight enemies. On shooting the Balista the dragon will be brought to the ground.

Stage 3: Player fights the boss on the ground with lots of projectile weapons available.

Enter The Cave

On entering the cave, the game transitions to Act 2, completely subverting expectations on where the game was going and introducing the player to the meta narrative of the game. And subsequently changing genre, which will lead to new gameplay mechanics.

Technical Document 1

Plug-Ins

* GreatSword_AnimSet
* TwinSword_AnimSet
* TwinDaggers_AnimSet
* Epic Toon FX
* Stylized Nature Pack
* FlatKit CellShader Pack
* PixelCrushers Unity Dialogue System

Technical Document 2

Plug-Ins

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TECHNICAL DOCUMENT 3

PLAYER COMPONENTS

* Rigidbody - Use Gravity
* Capsule Collider - No Trigger
* Animator - Apply Root Motion [x]
* Stairs Controls
* Player Controller
  - Audio Manager
  - Equiped Weapon [Serialised Object]
  - Projectile [Serialised Object]
  - Default Sword [Object]
  - Lute [Object]
  - Knife [Object]
  - Spear [Object]
  - Plank [Object]
  - Stool [Object]
  - Mace [Object]
  - Goblin [Object]

* Particle System - Sword Spark - played when blocking and hit with an enemy weapon.
* Particle System - Heal Once - played when collided with healing object.
* Character Manager - Script where lock on is managed;
* Player Stats - where health variables are stored and death state is triggered.

These are all the current improvised weapons nested in the players right hand

OBJECTS NESTED IN PLAYER

* Player skeleton
* Player Helmet
* Cloth Material - Cape
* Cloth Material - Waist
* Sword on back (Mesh)
* Feet (Empty object with box collider)
* Throw Position (Empty Object, Transform reference)
* Healing Particle System

Technical Document 4

Weapons and Values

Deafult Weapon

Enemy Greatsword: 20 Damage

Enemy Twinswords: 30 Damage

Enemy Archer: 35 Damage

Lute

Enemy Greatsword: 5 Damage

Enemy Twinswords: 10 Damage

Enemy Archer: 15 Damage

Spear

Enemy Greatswird: 10 Damage ⊷ Thrown 80

Enemy Twinswords: 15 Damage ⊷ Thrown 90

Enemy Archer: 30 Damage ⊐ Thrown 100

Knife

Enemy Greatsword: 5 Damage ⊷ Thrown 50

Enemy Twinswords: 10 Damage ⊷ Thrown 55

Enemy Archer: 15 Damage ⊷ Thrown 65

Goblin

Enemy Greatswird: 5 Damage ⊷ Thrown 30

Enemy Twinswords: 15 Damage ⊷ Thrown 50

Enemy Archer: 15 Damage ⊐ Thrown 50

Plank

Enemy Greatswird: 2 Damage ⊷ Thrown 10

Enemy Twinswords: 5 Damage ⊷ Thrown 20

Enemy Archer: 5 Damage ⊐ Thrown 20

Stein

Enemy Greatswird: 1 Damage

Enemy Twinswords: 5 Damage

Enemy Archer: 5 Damage

Mace

Enemy Greatswird: 15 Damage ⊷ Thrown 70

Enemy Twinswords: 20 Damage ⊷ Thrown 50

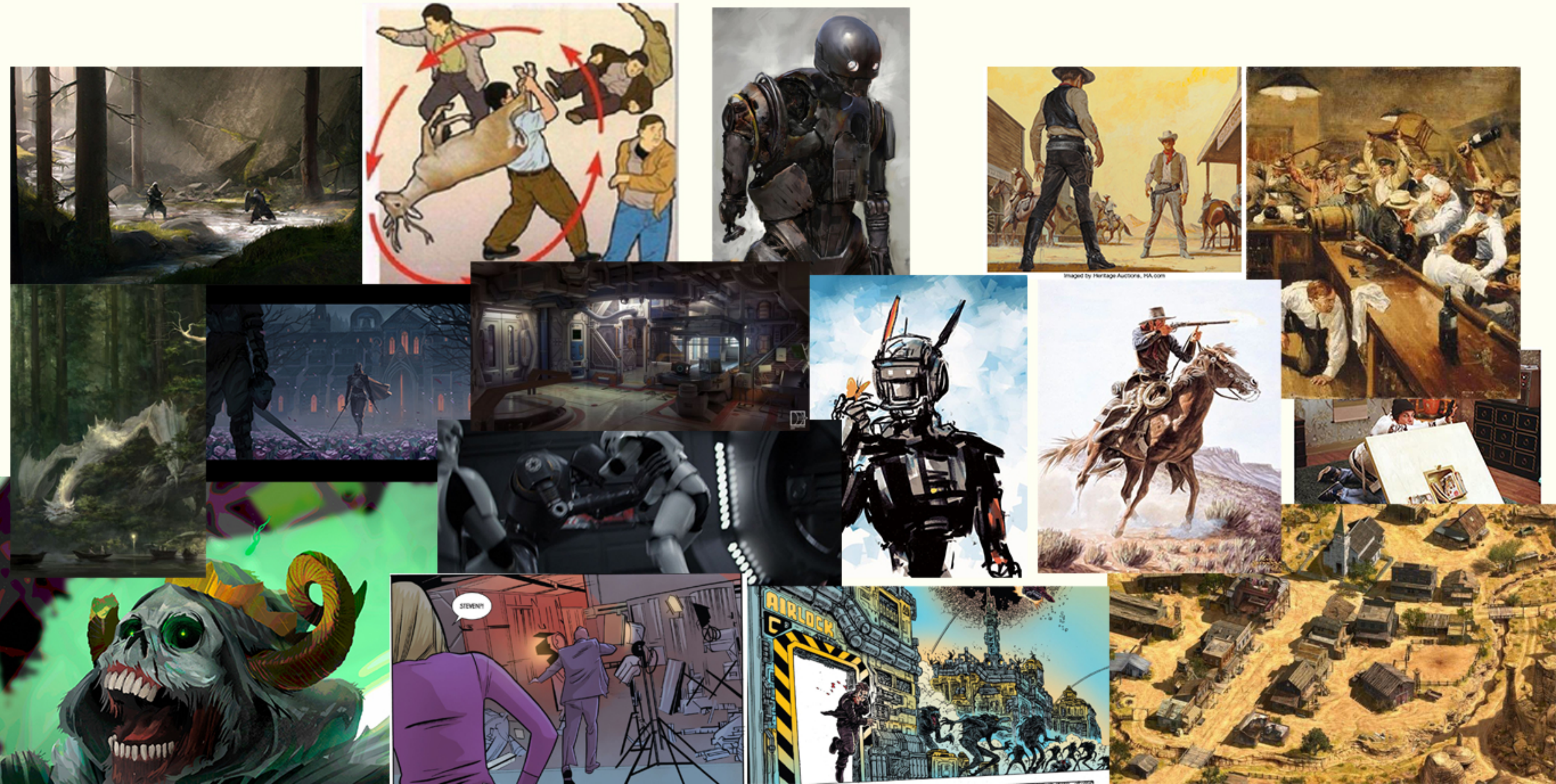Enemy Archer: 30 Damage ⊐ Thrown 80

North Star

* If you think it could be a weapon

it is

* Keep the player curious

* Embrace the set pieces, be cinematic!

* Feel like a badass

Mood Board

Hot List

Current Milestone: Create Village Hub

* Design Layout of Village

* Place Sceneary/Environment

* Create and Place NPCs

* Implement Dialogue System

* Set up Quest States

* Design Tavern Interior

* Introduce Audio & Sound Track

* Polish Combat

When 7/7 of the tasks are complete the next milestone is

THE GOBLIN THEFT MINI GAME