Sigilis GDD

Introduction

Sigilis is a Top-down Shooter where your main objective is to survive for as long as possible. This will have builds for windows, Linux, and a HTML5 Build to allow play on the page.

Tormentor x Punisher (TxP) was an inspiration for this game from a design perspective, both being top-down shooters with the primary motive of surviving for as long as possible. TxP takes what we already are accustomed to with the genre and type of game and uses it to make a hectic experience for the player, which can be found enjoyable for some.

From an art perspective, Low poly games such as Nightmare and Half life. The low poly and retro art style of these games should allow players escapism and harken back to early development of 3D video games or to more modern time indie titles, which either use pixel art, low poly, or a combination of both.

The Player Experience consists of 1 main level, either dimly lit or completely unlit. Pickups and Enemies are spawned in throughout the game, consisting of 4 types of AI and 4 Unique pickups. The player must know how to navigate the area in such conditions, and learn what each pick up does, and what each AI does.

The target audience will be those who enjoy simplistic, Arcade games, fans of the fantasy genre and more casual players.

The Development use for this game will involve:

Unreal Engine 4.23.1, for programming.

Adobe Photoshop 2021, for sprite work

Blender, for models.
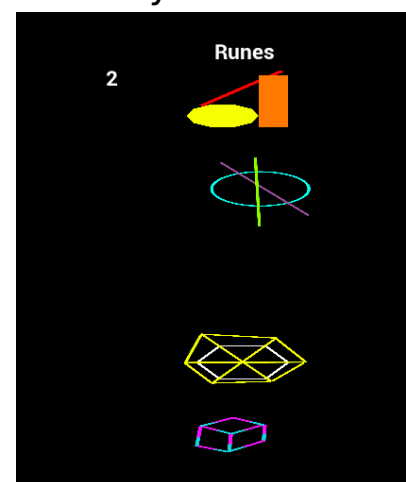
And Audacity, for editing sounds.

I will also be taking some assets from the Unreal Engine Marketplace and the Soundly sample library. These assets will be free or as low price as possible and should have a license.

Everything not made by me will be credited in Markdown format on the game's page. It will also be credited in the games GitHub repository.

Concept

The Player controls a Cluster of shadow, armed with a magical blast, as they go about surviving from bands of adventurers. By exploring the open terrain, you must find alchemical symbols and runes; using them in tandem with your main damage source to survive against the onslaught for as long as possible.

There isn't really a set theme to this game, as that doesn't really properly fit to what the game is supposed to be.

The main mechanic is the "Runes" system, which allows players to decisively defeat the games Ai, by providing differing buffs, or by giving them an additional attack.

Art

Art style does not really have a set theme; however, it does have a set style, which should harken back to Nintendo 64 titles and games from the 1990's/ early 2000's style. The purpose for this is due to the practicality and optimization that such styles can provide, which will be useful for an unreal project that need optimization.

Audio

The Audio design, as previously mentioned, will be created using samples that have been edited in a way as to sound either satisfying or appropriate to what the action is.

Knowing my limitations with this, I will not be composing any music. I will, however, use an ambient track in its place.

Game Experience

Game controls will be as follows:

Keyboard + Mouse:

W/A/S/D – Movement Keys

Mouse Location – Aim

Left Mouse Button – Shoot

Right mouse Button – Use rune ability

Escape - Pause

The Initial build will be in HTML5, and so will not have Controller Support, but controller controls will be present in later versions, though still unavailable for HTML5.

Controller controls:

Left Joystick – Movement

Right Joystick - Aim

Right trigger - Shoot

Left trigger – Use rune ability

D-pad – Menu Navigation

Bottom Button – press button

Menu Button – Pause

The Ui will be like that of cruelty squad, where it is more intricate and detailed than the models/textures. It should contrast and amplify the Art style, conflicting with it in an agreeable manner whilst still keeping the fantasy theme consistent.