

"Grim Fate" Game Design Document

Title:

"Grim Fate"

Target Audience:



The game will be both dark and humorous at the same time, but there will be enough blood and simulated violence to earn it a "Mature" rating.

Target Platform:

This side-scrolling game will be good for all platforms including PC, Xbox360, PS3 and Nintendo Wii. It may be released for mobile use in the near future.

Concept:

The Apocalypse is upon us and Satan has decided that all the souls belong to him, regardless of faith and religion. The only problem to his plan is a certain neutral individual who has been given the power over life and death and could ruin everything, the Grim Reaper. In order to remedy this problem, Satan strips the Reaper of all his possessions, which are what gives him his powers, and casts him into purgatory. Now, with nothing but his bones to fight with, the Grim Reaper must find a way to get back his powers and restore order to the world, the only job he has ever known, but one he is damn good at.

Game Play: (Sidescroller)

To help tell the story, the game will open up with the player having control over the Grim Reaper with ALL his powers and possessions. Grim is in the middle of a war, taking the souls as needed. The player will have about 60 seconds of full gameplay time to hack and slash away at the NPCs. At the end of this time limit, a clawed hand is seen coming up through the earth, grabbing Grim and pulling him down to a platform surrounded by dead souls. The cinematic then focuses on Grim as he is being stripped of his powers and cast into purgatory until the land of the dead has completely merged with the land of the living.

The next scene opens up to, Grim, now nothing but a bare bones skeleton, wading through the swampy waters of oblivion, near the doors of hell. This short cinematic shows the Gate Keeper smiling

upon Grim, the same person who took his soul so many eons ago, now powerless. In a short dialogue, Grim reminds the keeper that he took his soul as an agreement to spare his daughters life, something he does not do very often. After stating “this debt has been paid in full” the Gate Keeper opens the Gates to Hell and once inside, the player assumes control of Grim in all his bony glory.

This first stage will allow the player to become more familiar with the controls as well as receive directional help from another NPC, the Groundsman. After defeating several rogue zombies that were attacking the homely looking grave digger, the decrepit man uses tells Grim that he knows why he is here and wishes to help him. The Groundsman reveals that he stole the Blade of Fate from Vlad and hands the powerful weapon to Grim. He then explains that Grim he must destroy Vlad and find his remaining three Unholy Remnants which have been given to the most difficult souls he has every captured. Each Demi-Soul has been given control over his or her domain and they are all aware of the Grim Reapers return to hell.

From here the player must fight the undead, avoid obstacles and solve puzzles in order to progress through each level and gain back a power from each Unholy Remnant. Once the player finds one of these remnants, they gain a power specific to that piece.

The descriptions of each Demi-Soul, their Hell, and each Unholy Remnant will be given in more detail below.

Controls:

The Controls will consist of the mouse for aiming and WASD for movement of the character. The left mouse button will be used to fire and spacebar to jump. The “E” key can be used to cycle through each power once an Unholy Remnant is obtained.

Characters: (in order of appearance)

The Grim Reaper/Reapist (Grim) - The only true neutral being that has the power to take life from the living, The Grim Reaper, known as Grim by his friends (if he had any friends), loves his job and is proud of his work. His “soul” purpose is to maintain balance between the living and the dead which he has done very well since he last took over the job from his dad. It’s a family business.

The Gate Keeper - A Templar in his previous life, his soul was taken by Grim in a rare agreement that the life of his daughter be spared. He watches over the gates to hell adamantly and has yet to let any unwanted visitors in, until now.

Zombies (The undead, souls) – These lost souls have been released from their hellish prison to wreak havoc on the world of the living in order to bring Satan every last soul on earth and to mark the End of Days. Their only thought is to complete the task set forth by their Dark Lord and devour anything that stands in their way. As game development progresses, there will be variations of the undead including but not limited to; Spitters, Organ Tossers and Gougers.

The Groundsman – A soul taken before Grim’s time, he remains loyal to his Dark Lord, even though he seems to be a fairly decent guy. He always seems to know what is going on and has been Grim’s underworld gossip source as long as he can remember. Grim heard a rumor that the Groundsman was only here because his dad accidentally touched him while taking someone else.

Vlad III of Romania (Vlad the Impaler) – Ruler of Wallachia, Romania from 1456-1462 Vlad was known for his excessive cruelty toward his enemies. The number of victims was in the tens of thousands, though Grim lost count after 16,378. Vlad reached #2 on Satan’s top 10 favorite people list of 1460, falling just behind the people of Scotland. Not long after Vlad became known as Dracula, Grim went to Romania to collect this demented soul and was surprised to find an army of Vampires waiting for him. After a grueling 30 minute battle, Grim had his soul and 150 extra to take back to the underworld. It was a good day in Hell.

Mary Worth (Bloody Mary) – One of the most popular and well known legends among the living and the dead, Mary Worth was a child-murderer between 1931 and 1932. Grim had been watching her since she was four-years-old and viciously decapitated her Suzy Stares A-lot doll while in church with her family. Mary continued this pattern until her first human victim when she was fourteen. On her twenty-third birthday Grim came to collect her soul only to find that the soul she actually had belonged to a 9th century serial-killer that his dad had collected so long ago. After a year of searching, (which in Reaper time seems more like a few hours), Grim was able to find the correct soul and decided he would give Mary another chance by giving her a new identity. In 1945, the soul of Mary Poppins was regrettable taken back and due to budget cuts, was accidentally switched again.

Rodrigo Lanzol Borgia (Pope Alexander VI) –Became one of the most controversial renaissance popes, having served the church from 1492-1503. During his time he was guilty of adultery, theft, rape, bribery, incest and murder. This soul was particularly hard to obtain for Grim since he could never set foot in a holy place. Numerous times he tried to trick the Pope into leaving the church by the manipulation of non-believers, but time after time his methods brought no results. Grim was lucky to only wait 5 years for Rodrigo to have a heart attack and while he was being transported between the church and the hospital, Grim collected his soul.

Nicholas Marcascus (Jack the Ripper) – The last and most difficult of the souls Grim has collected, Jack the Ripper’s true identity was never revealed in the World of the Living. The Ripper was responsible for 5 gruesome and bloody female murders in 1888, though he gladly takes credit for 3 more that were committed by false “Rippers” after he moved on. Only Grim knows the real reason behind the murders and it is for this reason alone that he is fearful of the Ripper having control over his Hell.

Satan (The Dark Lord, Devil, Big Foot) – Banished angel from the heavens above, Lucifer rules over Hell with an Iron fist. His motives are always unclear and his actions rarely understood, which the Reaper knows makes him the worst adversary of them all. How he came to know of Grims power origins and how to rid him of them, the Reaper will never know. For now, it’s time to get back to work.

Levels:

The game will consist of multiple levels, each (with the exception of the 1st) having their own bosses and puzzles that need to be defeated before you can progress.

Level 1(Intro) – “Better Than a Cubicle”:

To help tell the story, the game will open up with the player having control over the Grim Reaper with ALL of his powers and possessions. Grim is in the middle of a war, taking the souls as needed. The player will have about 60 seconds of full gameplay time to hack and slash away at the NPCs. At the end of this time limit, a clawed hand is seen coming up through the earth, grabbing Grim and pulling him down to a platform surrounded by dead souls. From here we learn of Satan’s plans, and Grim is then cast into Oblivion (See description below), where Grim must get past the GateKeeper in order to progress to the next level.

Level 2 – “Dracu-what?”:

After learning from the Groundsman of what he must do to get his powers back, except for the **Blade of Fate**, the first Unholy Remnant for which the Groundsman has stolen for him, (*For description, see below*) Grim will make his way to Vlad’s castle in order to destroy Vlad and get to the next level.

Level 3 – “Bloody Mary, Bloody Mary, Bloody Mary”:

After defeating Vlad, Grim must travel to the home of Bloody Mary, solving puzzles and making his way through her maze-like, twisted residence. Unholy Remnant: **Wavering Robe** (*For description, see below*)

Level 4 – “Bad Pope, Bad!”:

Traveling to the realm of the Borgias, Grim must again figure out a way to get to the pope, without actually stepping foot into the church he has built around him. Grim discovers that by partially allowing the Pope to die of natural causes, his soul has been bound to the world of the living and since he was buried on holy ground, so does his evil soul rest there. Unholy Remnant: **Souless** (*For description, see below*)

Level 5 – “The Nemesis of Neglect”:

The final Demi-Soul to fight, Grim now has most of his powers back, which will give him a better chance of restoring balance to both worlds. Unfortunately the last Remnant lies somewhere in the graveyard of Jack the Ripper’s victims. Following clues left behind by the Ripper, he must find the last Remnant and use it to defeat Jack before he can pay a visit to the big man downstairs. Unholy Remnant: **Deaths Touch** (*For description, see below*)

Level 6 – “I’ve Got a Job to Do”:

The last and final level, Grim must use all of his powers to beat Satan into submission so he can undo the damage that has been done in the world above. Once this is complete, the player will have another 60

seconds to do as much damage to a swarm of Zombies in the world of the Living to send them back where they belong. After the time is up, the camera will show a quick cinematic of the world being brought back from the edge of destruction and order being restored.

Demi-Soul Hell Descriptions:

Vlad the Impaler's Castle: A Medieval-esque type castle but with a twisted, tortured look. Think Tim Burton meets Guillermo Del Toro.

Bloody Mary's House: Picture a small 1920's house, that actually looks like it hasn't been living in for a decade. Cob webs, broken pictures, holes in the walls and bits and pieces of children's tools lying around. A place you never want to be and would kill your best friend to escape from.

Pope's Church: Any catholic cathedral type place will do. With winding staircases, a lovely crypt, altar room and nicely made stained-glass windows, something about the place makes you want to stop by the priests private quarters for a quick...prayer. As you get closer to the main chapel where the Pope is waiting, you see the truth of the place for the dark and twisted mess it actually is. Looks can be deceiving.

Jack the Ripper's Graveyard: Picture an exceptionally old and probably the spookiest graveyard you have ever seen. Unopened caskets and broken-door tombs create a very eerie environment where you expected to see the walking dead all around....and you do, of course.

***** The Style of Tim Burton plays a dominate role in ALL levels of the game.**

Other Location Descriptions:

Level 1 Intro: An old battle seen with fighting shadows in the background, and death in the foreground. The time period could be anywhere from the American Revolution to WWII. As with much of the game, a mysterious mist helps create a creepy environment.

Oblivion/Gates of Hell: Somewhat like an eerie marshland, the shallow waters hold floating bones from victims past. In the middle of the ever ending marsh is a small plot of land holding the Gate to Hell along with the Gate Keeper himself.

Satan's Domain: This could be the only location that resembles the traditional vision of "hell", but regardless of style which will be decided later, there should probably be ascending souls covering the background, reaching to the sky as if trying to escape.

Unholy Remnants:

Blade of Fate – Also known as the "Reaper Family Heirloom", this blade can be used for simple melee attacks or as a tool to access normally unreachable places with its "grappling" feature. In future

releases, we may update this weapon to also be able to rip a hole in time and space for short teleporting spurts.

Wavering Robe – Maybe the most recognizable feature of the Grim Reaper, his robe allows him to hover in the air for extended periods of time, as well as have some dignity. A possible update for future releases may be to allow the player to move through walls that are of minimal thickness.

Souless – Even the Grim Ripper has a heart, at least somewhat. This black, shriveled organ allows the Reaper to put up a defensive force-field in the event he is overtaken by a large number of foes, a stronger opponent or somehow finds himself without Deaths Touch, his most prized possession. Another quality will be the robe allows him to transform into a *mist* where he cannot take damage but cannot deal damage either.

Deaths Touch – An ancient secret of the Order of the Reapers, though strangely enough the Order only ever consists of 1 Reaper, this device, which rests perfectly on Grims finger, can remove the soul with a single touch. In the case of Zombies and Demi-Souls it allows the Reaper to consume their souls.

Menus/Screens:

Main Menu-

How to Play

Play Game

How To Play-

...SEE Controls

Audio:

Original mixed music will be used for the main background score for most levels. Sound effects such as walking, grunting and weapon sounds will be used as well as personalized music for each boss encounter.