

Game Narrative Design Doc

Caitlin Adams

Team Members: Shayla Gourlay & Trystin Rosenberger

World Building

Use visual storytelling.

Lore

Drago is a powerful wizard who has lost his army except for one loyal skeleton. Drago is mean, grumpy and very angry. Most of his interactions will be aggressive stances against the loss of his army and really, his daughter.

His relationship with his daughter is slowly introduced. He raised her to be an evil sorceress in her own right, but her betrayal was supposed to happen later as he planned, not when she decided.

Demi reveals herself as his daughter. He will not even address her by name until final level and confrontation.

Encyclopedia:

Should look like a book.

Take entries from character section of the design doc. Add into them handwritten comments from Drago.

- Delaney's entire entry should look written in below Drago, like he added he to his page because she was the most loyal.

Characters

Dark Lord **Dragomartholomew ~~Mortimer Smith~~**

Rarely has a sorcerer ever commanded such fear and respect. The Dark Lord Dragomartholomew rules from the seat of the ancient dragons, through this he draws his awesome power. Fun Fact: He uses crystals to amplify his powers

Demetria, Mistress of Carnage

An up and coming sorceress who maybe a bit of a challenge for the Dark Lord. She is ambitious and known for her ability to summon **large golems out of thin air**.

Delaney

A loyal companion to the Dark Lord. She worked as a low level grunt and most recently has been promoted to the right hand of the Dark Lord.

Creatures

Grunts

These creatures are straight up basic. Resurrected by the hundreds, but easily dealt with.

Type: Land

Speed: --

Strength: -

Foot Soldiers (Tough Grunts)

These grunts wear armor because they avoided the cannonballs.

Type: Land

Speed: ---

Strength: ---

Knights (Uber Grunts)

As they have survived many battles, these grunt have thus been promoted. Better armor, better bunks, but most of all the they now get very, very drunk.

Type: Land

Speed: ----

Strength: -----

Banshees (Aerials)

Souls ripped straight from hellfire, cursed by Dragomartholomew, whom he swore to release once he completes *just one more task...*

Type: Aerial

Speed: --

Strength: -

Wraiths (Stalkers)

The Dark Lord captured the essence of true omens and crafted that power into his “loyal” Wraiths. The Wraiths, themselves, are a little more than freaked out with the bad luck they seem to follow (now that they are sentient enough to understand it).

Type: Aerial

Speed: ---

Strength: ---

Scouts

These marathon runners spend their entire lives training to run ahead the army. They represent a long orcish tradition of scaring their enemies by literally running as fast as possible into enemy lines.

Type: Land

Speed: ----

Strength: -

Suicide Bombers

To be honest, no one's quite sure where they came from. They showed up for a battle one day and never left. But no one can deny that they give 100% to their work.

Type: Land

Speed: ----

Strength: ---

Shaman

All shamans are hired straight from Shamala University, but stay because they are not paid enough to cover their student loans and getting a new job in this economy is like, really hard.

Type: Land

Speed: --

Strength: ----

Special: Heals units around him.

Golem (Boss)

Not much is known about the Golem as they are silent creatures. However, that may be because of their lack of mouth or their unfinished philosophy doctoral thesis.

Type: Land

Speed: -

Strength: -----

Towers

Arrow

This tower shoots arrows at passing enemies.

Target: Land & Aerial

Damage: -

Range: -----

Cooldown: -

Cost: 100

Bomb

This tower drops potion bombs on passing enemies with an area effect.

Target: Land

Damage: -----

Range: ---

Cooldown: --

Cost: 125

Lightning

This tower sends a bolt of lightning to strike passing enemies.

Target: Aerial

Damage: -----

Range: ----

Cooldown: ---

Cost: 125

Fire

This tower erupts in a blast of fire. Enemies receive long lasting burns.

Target: Land

Damage: ----

Range: ---

Cooldown: ---

Cost: 200

Ice

This tower does not damage enemies, but freezes them to slow their movement.

Target: Land & Aerial

Damage: None - Enemies are slowed.

Range: ---

Cooldown: -----

Cost: 150

Poison

This tower produces a sphere of poisonous air.

Target: Land & Aerial

Damage: ----

Range: ----

Cooldown: -----

Cost: 175

Weapons

Bow

Use your bow and arrow to shoot at enemies.

Damage: --

Elemental: Fire, Ice, Poison

Spear

Feel like a centurian as you throw this weapon.

Damage: ----

Elemental: Fire, Ice, Poison

Axe

Become a viking when using this axe.

Damage: -----

Elemental: Fire, Ice, Poison

Bomb

Toss this potion at an enemy and watch at it and all enemies around it explode.

Damage: --

Elemental: Fire, Ice, Poison

Spells

Teleport

Move Delaney to any tower on the map by hovering your wand over the selected tower and pressing "Q".

Fireball

Cast a ball of fire at swarming enemies to not only do damage, but lasting burn damage. Select the Fireball from your spells, hover your wand over the area you wish to effect and press "A".

Damage: ---

Iceball

Cast a ball of ice at swarming enemies to slow their movements and make them an easier target. Select the Iceball from your spells, hover your wand over the area you wish to effect and press "A".

Damage: None - Enemies are slowed.

Poisonball

Cast a ball of poison to swarming enemies. Select the Poisonball from your spells, hover your wand over the area you wish to effect and press "A".

Damage: -----

Resistant Types

Fire - Fire Icon

When you have purchased the fire element you may build Fire Towers and Delaney can now use Fire Weapons. These towers and weapons do extra damage to enemies, including lasting burn damage

Enemies with this icon above their head will be red in color and are immune to fire type towers, weapons and spells.

Ice - Ice Icon

When you have purchased the Ice Element you may build Ice Towers and Delaney can now use Ice Weapons. These towers and weapons slow enemy movement.

Enemies with this icon above their head will be blue in color and are immune to ice type towers, weapons and spells.

Poison - Poison Icon

When you have purchased the Poison Element you may build Poison Towers and Delaney can now use Poison Weapons. These towers and weapons do extra damage to enemies, including lasting toxin damage.

Enemies with this icon above their head will be green in color and are immune to poison type towers, weapons and spells.

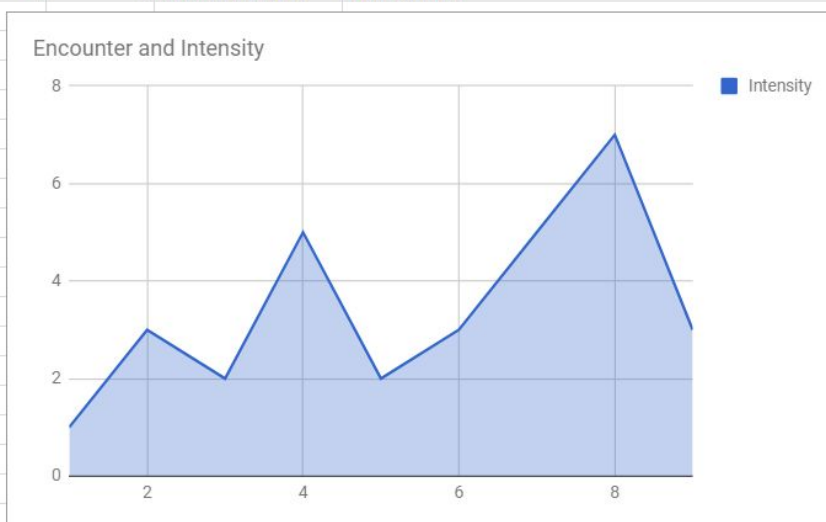
Heavy - Heavy Icon

Heavy enemies resistant to arrows and are tougher to take down than normal enemies.

Levels

Pacing:

Encounter	Intensity	Location	Description
1	1	Opening Cinematic	Opening scene
2	3	Tutorial	Bookframed dialogue for characterization and how to
3	2	Cinematic	midscene
4	5	Level 1	dialogue
5	2	Cinematic	midscene
6	3	Level 2	dialogue
7	5	Cinematic	midscene
8	7	Level 3	dialogue
9	3	Closing Cinematic	Closing scene



Tutorial

Preamble:

Introduce tower:

Right, so what to do? What to do? I know! I conjure towers! Delaney already flagged the best spots.

Introduce Currency:

Uuuuuuuuuugh, but they're soooo expensive to conjure and those traitors stole most of my crystals. Wait, are they're wearing them? Don't they know how powerful they are? Whatever, I'll kill them and take them back.

Purchasable Elements:

Once I have my crystals back I can use that to fuse my spells into my towers. FIRE! ICE! POISON!

Spells:

- I can teleport Delaney by hovering my wand over a tower top and shouting "[Q]uaesita!"
- Casting balls of fire, ice and poison are easy enough. I simply shout "[A]bactum" and it should appear where I've pointed my wand.

Postamble:

Drago: Huzzah! Now, do you remember why you followed me!?

Level 1

Preamble:

Drago: Who does she think she is?

Delaney: ...

Drago: No, this is not my fault.

Delaney: ...

Postamble:

Drago: I mean she's not even doing this right. She never listened to me at all. Come

Delaney, You've got work to do.

Level 2

Preamble:

Drago: She knows I know that she knows which keep to attack next, but does she know that I know that she knows?

Delaney: ...

Drago: I mean she's not even doing this right. She never listened to me at all.

Delaney: ...

Drago: Come Delaney, You've got work to do.

Postamble:

Drago: She thought she was so smart. Well, I showed her.

Delaney: ...

Drago: Right, well, I guess you helped. Good job?

Delaney: ...

Level 3

Preamble:

Demi: Dad! I'm home!

Drago: So help me Merlin, if you send that army forward, you're going to be grounded!

Demi: Not if I win!

Drago: Win? WIN!?

Demi: Ready or not, here we come!

Postamble:

Drago: Bring her to me.

Delaney: ...

Drago: What?! No! I want her alive!

Delaney: ...

Drago: Of course she's "just going to do this again." That's what I raised her to do!

Delaney: ...

Drago: Just bring me my daughter!

Delaney: ...

Cinematics

Except for opening and closing cinematics, all could be cut without impacting overall narrative.

Cinematic 1

Tutorial

Cinematic 2

Level 1

Cinematic 3

Level 2

Cinematic 4

Level 3

Cinematic 5

Cinematic 1: Opening Cinematic (Pre-tutorial)

A slow pan into the Drago's keep.

Narrator

Once upon a time there was a dark sorcerer with a powerful army. He was feared by many, which he liked very much. So much so, that none would dare to oppose him. His name? His name was Dragoma- Dragobartho- Dragomarcolus-

Record tear. Pan stops dead, camera shakes.

Narrator

How do you even say this name? Drago what? Martholomew? (slowly)
Dragomartholomew... Wow. The point is, his army was stolen.

The army is gone. Literally several cuts of Drago bursting into quarter after quarter to find all bunks empty until finding Delaney alone in a dungeon cell (if this is too dark, but kinda think she's been "hanged") with a note from Demetria. Would be funny if Delaney is just hanging there and then lifts her hand with the note.

Note: Took your army, be back later to take your keep. <3<3<3 Demi

Narrator

And, she did return. Demetria, Mistress of Carnage, returned with Drago's own army to take his keep.

Cinematic 2 (Pre-level 1):

Drago busy looking into his crystal ball.

Narrator

The thing about Demetria, Mistress of Carnage, is that she was truly the one weakness of the Dark Lord Drago- Dragoma- Dragomartholomew. And, she knew it, too.

Camera zooms into ball and fades into Demi's face.

Cinematic 3 (Pre-level 2):

Narrator:

Why was this happening now?

A golem beating down a stone wall.

Narrator:

What could Demetria, Mistress of Carnage, really want?

Breaks through to the cheers of the army around it.

Narrator:

The Dark Lord may never know for he is not a good listener.

Zoom through the hole to see the Level 2 keep.

Cinematic 4 (Pre-level 3):

Narrator

And, so it came to pass that Demetria, Mistress of Carnage, reached the Dark Lord Dragomartholomew - Hey! I said it! Dragomartholomew's favourite keep.

Camera follows behind Demetria as she exits a tunnel into the final level.

Cinematic 5: Closing Cinematic

Narrator

And so, the Dark Lord Dragomartholomew learned nothing and somehow won back his army.

The defeated Demi is throwing a tantrum below the keep. Delaney stands in front of her waiting for her to stop. When she does, Delaney picks her up and then several quick cuts of walking through the castle and dropping her in the cell where Drago slams the door on her and high fives Delaney.

Narrator

As for Demetria, Mistress of Carnage, well, she has already started planning again.

Demi turned away. Quick zoom to her smiling face.

Delaney steps in front of camera.

Narrator

Oh, Delaney.

Delaney frowns angrily.

Narrator

No, no, no, no, I didn't forget about you.

Delaney raises an eyebrow.

Narrator

Really, listen. Ahem. Truly the real hero was Delaney, who not only single handedly stood against what were once her comrades, but also put up with all of the Dark Lord's crap and was rewarded with her own crown.

Delaney smiles and puts a crown on her head.

How To Page:

CPU Player:

- Build/Upgrade Towers
- Direct VR Player
- Indicate
- Spells: Fireball, Ice, Poison
- Move VR Player
- Purchasable Elements

Play the traditional tower defense. Using the collected crystals, build and upgrade towers. You can indicate to the CPU player where they should go next, move Delaney using your teleport spell, or cast your own spells to defend against invaders.

VR Player:

- Teleport
- Right Inventory: Bow, Axe, Spear, Bomb
- Left Inventory: Arrow, Fire, Ice, Poison

Choose your weapon through the radial dial and using the grip press to instantiate it. Teleport around the map using trigger. Grip press your left hand to create an arrow. Or use radial dial to select your chosen element.

HAVE FUN PROTECTING THE KEEP

What is Tower Defense?

Tower Defense (TD) is a subgenre strategy game where players must protect their territory or property by placing towers to in order to defend against enemies.

What am I doing here?

In Defend Dragon's Keep, you are the Dark Lord Dragomartholomew and you must prevent the invading army from reaching your keep by building and upgrading towers throughout the level.

What is my friend doing here?

Hopefully, you invited your friend into your home by your own choice and you did not find them waiting for you in your living room and wearing your Vive. Your friend plays as

Delaney, trusted companion to Dragomartholomew, and they must fight in the melee by shooting arrows or throwing axes.

Dragomartholomew's Towers

Using the starting crystals or the crystals dropped by enemies, click on the flagged tower spots and select the tower you wish to build. Each tower type can be upgraded twice for a longer range and more powerful attacks.

Dragomartholomew's Elements

You also have the ability to use your crystals to purchase elemental power. Once purchased, you can build a tower of that element and your friend in VR can use that elemental weapon.

Dragomartholomew's Spells

You can also cast spells.

Teleport Delaney by hovering your mouse over a tower top and pressing "Q"

Cast spells by clicking the spells button, selecting your element and then pressing "A". A ball of that element will be shot to wherever you have your mouse.

Delaney's Teleport

The VR player can teleport themselves by holding the trigger button and aiming the red laser at a tower until it turns green.

Delaney's Weapons

Select a weapon by using the radial dial on top of the RIGHT controller and then put it in your hand by pressing the grip button on the side of the controller.

Delaney's Elements

When you purchase an element, they are available to Delaney. Using the radial dial on the LEFT controller select the element you wish to use. Once selected use the RIGHT controller to as normal, but now the weapon will have that element.

Now You Are Ready

Go forth and squash that invading army. Remember! Have fun defending the keep!