



DEVIL:ANGEL

MATTHEW
SANDERS

DEVIL:ANGEL — BRING DOWN THE GODS

GAME DESIGN DOCUMENT

Table of Contents

1.0 Introduction / Product Overview 3

 1.0.1 – Introducing Devil:Angel 3

 1.0.2 – Game Data..... 3

1.1 Unique Selling Points..... 4

 1.1.1 – Unique Selling Points 4

 1.1.2 – Special Features 4

1.2 Game Modes..... 5

 1.2.1 – Story Mode 5

 1.2.2 – Ragnarok Mode..... 5

 1.2.3 – Options Mode..... 5

1.3 Gameplay Mechanics 6

 1.3.1 – Exploration & Events..... 6

 1.3.2 – Combat 6

1.4 Story & Setting 8

 1.4.1 – Story Overview 8

 1.4.2 – Setting Overview..... 8

1.5 Characters 9

 1.5.1 – The Protagonist 9

 1.5.2 – Fex 10

 1.5.3 – Ray-en 11

 1.5.4 – Spirit 12

 1.5.5 – Luceid..... 13

 1.5.6– Kraze 14

 1.5.7– Mortimer 15

1.6 Sixty Second Gameplay..... 16

 1.6.1 – 0 – 5 seconds 16

 1.6.2 – 5 – 15 seconds 16

 1.6.3 – 15 – 25 seconds 16

 1.6.4 – 25 – 35 seconds 16

 1.6.5 – 35 – 45 seconds 16

 1.6.6 – 45 – 50 seconds 16

 1.6.7 – 50 – 60 seconds 16

1.7 Controls 18

 1.7.1 – Control Map..... 18

1.8 Competetive Analysis 19

 1.8.1 – Fable II 19

 1.8.2 – Oblivion 19

1.9 Appendix..... 19

 1.9.1 – Level Map – A3 Format..... 19

 1.9.2 – Process of Design 19

 1.9.3 – Level Design Document 19

1.0 Introduction / Product Overview

1.0.1 – Introducing Devil:Angel

With just seven days before the world ends, wield the power of light and darkness to end the stalemate war between two insane deities before time runs out.

1.0.2 – Game Data

Title: Devil:Angel

Game Type: Single Player Adventure / Action RPG

Number of Players: 1

Game Camera: 3rd person perspective

Target Age: 16+ years old

Violence Level: Vivid, Blood & Gore

Number of Areas/Environments: 20+

Platform: Microsoft Xbox 360

1.1 Unique Selling Points

1.1.1 – Unique Selling Points

- Combat oriented, streamlined modern RPG
- Faction-based combat allows for a dynamic player experience, unfolding differently every time.
- Seven Day System allows the player to shape and advance the plot.
- Wield the powers of virtuous angels and diabolical demons.
- Eye of God system promotes diversity during combat.
- Play God and the Devil off against each other, working toward the ultimate goal of overthrowing the two deities.

1.1.2 – Special Features

- Fluid and relentless combat.
- Event driven narrative provides new twists and turns with every playthrough while streamlining gameplay.
- Innovative concept
- Infinite number of possible opportunities to double cross both sides.
- Participate in bounty hunts to challenge powerful adversaries.
- Surreal game world, where the Human, Divine and Demonic realms come together into a unique conjoined entity.
- Conspire with members of both factions to bring down the gods.

1.2 Game Modes

1.2.1 – Story Mode

The player experiences up to seven days of trials within the world of Aesha, overcoming adversaries as they work toward one of several possible endings.

Each time period during these seven days presents new challenges and choices, the player is free to decide which course of action to take as they progress through the game.

The player is encouraged to seek out and discover the various events that drive the narrative forward. Many of these are hidden or triggered by non-conventional means, promoting player choice and intuitive thinking.

1.2.2 – Ragnarok Mode

The objective is to survive for as long as possible. Enemies will appear constantly and will spawn in areas that were previously safe.

Key bosses can appear randomly in any of the game areas. It is possible to engage multiple bosses simultaneously; resulting in some unique, climactic clashes that do not occur in the Story mode.

1.2.3 – Options Mode

The player can change the following:

Control Configuration

The default button assignments can be altered as desired.

Audio Settings

The player can adjust the following sliders to ensure the audio meets their needs:

- Master Volume
- BGM Volume
- Sound Effects Volume
- Voice Volume

1.3 Gameplay Mechanics

1.3.1 – Exploration & Events

Devil:Angel adopts an innovative seven-day plot progression mechanic. This assists in delivering a streamlined game experience, backed by a powerful, branching narrative.

In game terms - the player is given a total of seven days to wrest the world back from the two demented gods. The player must explore the game world, travelling through various areas and triggering events.

Each day is divided up into the following periods:

- Morning
- Afternoon
- Evening
- Night

Every “period” of each day has at least one event that the player can trigger to advance the plot.

Key features of the Seven Day system:

- Time will not advance until the player activates a plot trigger.
- Due to the nature of the game, there will often be numerous separate triggers/events open to the player, each leading down a different plot path.
- Advancing the plot via a trigger/event will also move time forward to the next period.

The player learns more about the game world and the protagonist as they progress; these secrets are revealed slowly and work to subtly push the player in the direction of the true ending.

1.3.2 – Combat

Combat within Devil:Angel is fast and fluid, cementing the game’s unique styling as a modern action-RPG. The player is encouraged to combine melee and magic attacks to form devastating combos to vanquish their foes.

In Devil:Angel, the forces of God are pitted against the Devil’s demonic hordes. Combat is sporadic and battles can break out almost anywhere, with myriad forces entering the battlefield as reinforcements at random intervals. The player is afforded the opportunity to use this to their own advantage – playing off the two sides against each other.

The Eye of God system supports the mechanics of battle, punishing and rewarding the player according to their adherence to the laws of battle. The player must strive to perform actions in combat that the currently presiding deity would deem pious.

As the game enters its later stages, control switches rapidly between these two deities, often requiring the player to alter their fighting style mid-combo.

During key battles, the player is able to initiate dialogue with their enemy. This adds variance to the battle and represents an opportunity for the player to shape the narrative.

1.4 Story & Setting

1.4.1 – Story Overview

Aesha, a world crippled by the constant wars between angels and devils. The human race has been caught in the crossfire for generations. The two deities that once administrated the world have gone insane and care little for the fate of the doomed world.

The world has but a mere seven days remaining before complete annihilation. Both deities are pooling their forces, intent on one last push to secure victory. A select few enacted a plan to bring down the gods and rescue the world from its fate, casting the body of one fallen in battle into the River Styx, a rite was performed, tying the fate of this soul to that of the world. Finally reborn, the protagonist must join together with humans, devils and angels to avert disaster. Care must be taken not to attract the attention of the gods, who grow more paranoid with every minute.

1.4.2 – Setting Overview

Areas that make up the game world:

- **The Divine Realm**
 - *Stairway to Heaven*
 - *Fount of Bliss*
 - *Nature's Bounty*
 - *The Lord's Mercy*
 - *The Monolith*
- **The Human World**
 - *Rent-a-Hero Inc HQ*
 - *The Citadel*
 - *Golden Lands*
 - *Polluted Lake*
 - *Seer's hermitage*
 - *The Hollow Cross*
 - *Yggdrasil*
 - *The Forge*
- **Abyssal Depths**
 - *Necropolis*
 - *The Manacle*
 - *Rapture's Grasp*
 - *The Burning Forest*
 - *The Hellgate*
 - *Devil's Maw*
- **Miscellaneous**
 - *River Styx*

1.5 Characters

1.5.1 – The Protagonist

Sex: Male

Faction: None

Weapons: Various

Description:

The protagonist wears a shroud around his head; his body is mostly covered by a full-length mantle.

1.5.2 – Fex

Sex: Female

Faction: Divine

Description:

Second-in-command of the “Sacred Ones” – God’s personal guard.
Her hair is wreathed in golden flames, giving her a striking presence.

1.5.3 – Ray-en

Sex: Male

Faction: Divine

Description:

Leader of the “Sacred Ones” – God’s personal guard. A giant of a man who stands unbeaten in combat.

1.5.4 – Spirit

Sex: Unknown

Faction: Divine

Description:

A spiritual being formed of pure energy. It can take any form and mimic it with one to one accuracy.

1.5.5 – Luceid

Sex: Female

Faction: Devil

Description:

Leader of the Ménage à trois, a squad of succubi.

1.5.6– Kraze

Sex: Male

Faction: Devil

Description:

Leader of the Nightmare Ensemble – the Devil's personal guard.

1.5.7– Mortimer

Sex: Male

Faction: Devil

Description:

Human necromancer who has lived for thousands of years. He lost an arm whilst experimenting on the undead.

1.6 Sixty Second Gameplay

The Eye of God system is in effect, the Devil is presiding, a bonus will be awarded for eliminating two or more Divine faction members simultaneously.

1.6.1 – 0 – 5 seconds

A horn sounds and dramatic music begins. A panicked farmer runs toward the player. He shouts to the other humans in the area that the demonic faction are moving into the area, rounding up everyone they find.

1.6.2 – 5 – 15 seconds

The player crosses a nearby bridge, where the opposing Divine faction are stationed. The player switches to “Devil” mode, a large wing sprouts from their back as they take on a demonic persona. The Divine forces see the player approaching and move to engage him.

1.6.3 – 15 – 25 seconds

The player engages the first few enemies in a brief skirmish; they are now committed to the battle. With every attack the player makes against the Divine angels, EXP is awarded to their Devil gauge. During the last few seconds the player slays one of the angels.

1.6.4 – 25 – 35 seconds

More Divine angels appear from their designated spawn point. The player falls back to the area they began with the Divine faction giving chase.

1.6.5 – 35 – 45 seconds

The player arrives back in the main area of “The Golden Lands.” The Demonic faction is ransacking the fields and capturing the human farmers. The Demonic faction members notice the player but are not inclined to attack as the player is currently masquerading as a Devil.

1.6.6 – 45 – 50 seconds

The Divine faction arrives at the player’s location. The two opposing factions notice each other’s presence and immediately move to engage each other. The various squads break ranks as they begin to engage each other.

1.6.7 – 50 – 60 seconds

Taking advantage of the ongoing battle, the player is able to employ a divide and conquer strategy, striking the flanks of the fractured enemy factions. The

player initiates a melee combo, chaining three attacks together in unison against a weakened enemy. The player ends their attack by executing an area of effect magical attack, defeating two divine faction members simultaneously. The player receives an EXP bonus proportionate to their deed.

The ongoing battle and player action attract the attention of God, the presiding deity switches from the Devil to God.

1.7 Controls

1.7.1 – Control Map

The controls for Devil:Angel are defined as shown below, see the Process of Design for further details.



1.8 Competetive Analysis

1.8.1 – Fable II

Devil:Angel is similar to Fable II in several ways – one key area is freedom. Unlike Fable II, Devil:Angel features multiple endings and divergent plotlines, offering a more involving experience. Devil:Angel is more action oriented by comparison, and features large scale battles between multiple factions.

1.8.2 – Oblivion

Similarly to Oblivion, the player has a primary goal to follow within the game world. However, in Devil:Angel the player must actively seek out and discover key facts that will lead to their ultimate goal – they will not automatically be handed to the player. The emphasis is very much on making the player work for the rewards by triggering specific events. These events can only be discovered through exploration and experimentation

Oblivion features the evil “Daedra” harassing the human populace, Devil:Angel takes things a bit further by breaking from the stereotype and portraying both the divine faction and demonic faction as being as bad as each other. Pitting the player against these two lifelong foes provides a refreshing break from the standard fare of battling the forces of darkness.

1.9 Appendix

1.9.1 – Level Map – A3 Format

Attached

1.9.2 – Process of Design

Attached

1.9.3 – Level Design Document

Attached