

Snowbringer

Too Many Cooks

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Introduction

Team Members

- Holly Allen: Co-producer, Lead Technical Artist
- James Zilberman: Co-producer, Lead Designer
- Alec Carter: Level Designer
- Kirby Saligo: Mechanics Designer, Level Designer
- Alex Dale: Gameplay Programmer, Audio Designer
- Aaron Bush: Gameplay Programmer
- Chloe Evans: Gameplay Programmer, Enemy AI Programmer
- Maura Golab: Lead Animator, 3D Artist
- Dariel Ravelo-Ramos: Lead 3D Artist, Technical Artist
- Megan Schier: Lead UI/UX Designer
- Arthur Powers: Sound Designer
- Dawson Battles: 3D Artist

Pitch

In this isometric 2.5D action game, a young girl carries a cursed greatsword to the Snow Queen, hoping to rid her village of the unending winter it causes. However, with her small stature, she can barely even carry the sword on her own. Foes much larger than her await her in this unyielding land. To cross it without harm she must find a way to wield this sword while discovering the extent of the powers she's obtained from it.

Inspirations

God of War	Inspiration pulled from the narrative.
Berserk	Example on how to visualize a heavy sword
Narnia	Ice Witch inspiration
Transistor	Genre and visual style
Hades	Genre and visual style. A game that is tied to mythical lore.
Folklore/Myth	Slavic, Specifically the Snowmaiden from Russian Folklore

Production

Goals

Project Goals

- Create a satisfying moveset
- Make engaging enemies
- Design unique combat arenas
- Gain more experience in Unreal Engine
- Use our team size to its full potential

Individual Goals

- Holly: I want to learn to make tools particularly for Maya & Unreal
- James: Get more experience with combat design and Unreal
- Alec:
- Kirby: Implement player controlled combat
- Alex: Program a gameplay system, want to try shaders
- Aaron: Make cool mechanics, fun combat/interactions
- Chloe: I need to learn Unreal and I want to try making a boss
- Maura:
- Dariel: Want to try more tech art and want an excuse to use zbrush
- Megan: Learn to use Unreal's UI systems, design UI, producing
- Arthur: Implementing sound design in games
- Dawson:

Specialties

- Holly: Tech Art/ General nerd/ Crow Artist
- James: Mechanics Design, Level Design, Programming
- Alec: Level Design / Game Design, Emergency last resort programmer
- Kirby: Mechanics Design, Level Design, Gameplay Programming
- Alex: Gameplay Programming / Design, Audio
- Aaron: Gameplay Programming / Design / AI
- Chloe: Gameplay Programming/Enemy AI Programming
- Maura: Animation
- Dariel: 3D Art/ Tech art
- Megan: UI/UX, irl audio, project management, gameplay programming
- Arthur: Audio
- Dawson: 3D Art

Tools & Links

- Unreal 5.2.1 - C++ Based
- Perforce
 - Server: ssl:perforce.igm.rit.edu:1666
 - Username/password: RIT username/password
- [ClickUp](#)
- [Discord](#)
- [When2meet](#)
- [Blog](#)

Game Design

Character

Player Resources

Health

If this resource is reduced to zero the player dies and must replay a portion of the game starting at the last checkpoint.

Mana

This resource manages which attacks the player can perform. Each attack will reduce the amount of mana, and while not attacking it will regenerate if the player is near the sword.

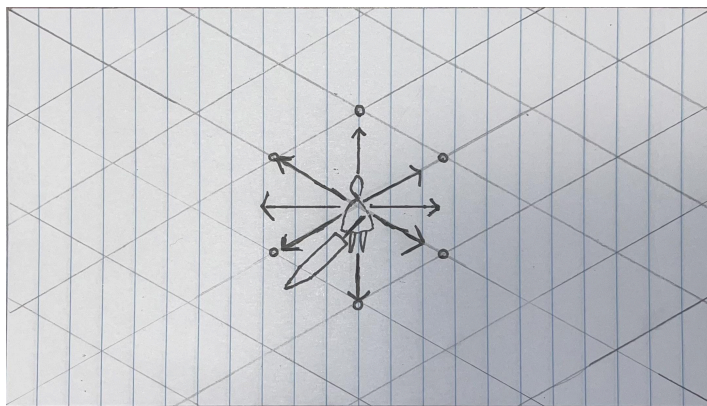
Healing Charges

Can be used by the player to recover a portion of their health if the button is held down.

Sword's Storm

This is an area of effect that grows around the greatsword as the player deals damage with it. The radius decreases over time as the player stops dealing damage.

Camera



Overview

The camera centers on the player from an isometric view. The player should take up roughly 1/10th of the screen's height, allowing a wide view of the area. It will be fixed on the player unless performing context sensitive actions which will pan or zoom the camera as needed.

Movement

Overview

The player can only move in 8 directions which are locked to the isometric view. These directions are mapped to the players input with a direct correlation. Ie. If the player inputs "Up"

the character will move upwards on the screen. Additionally the player will can dash and jump in a given direction.

Walk

Moth moves through the world, slowed by her sword. After dropping her sword Moth receives a speed buff of 20%. In this state, she can also dash and jump much further distances.

Dash

When presses moves Moth at a much quicker speed in the direction the player is moving, giving her a window of invulnerability. If there is no movement input then she will dash in the direction she is currently facing. She will move a fixed distance that is extended when the sword is not in her hands. Dashing will cause her to drop the sword.

Jump

Moth is lifted up vertically to perform aerial attacks or traverse gaps. While carrying the Greatsword she uses her ice powers to launch her into the air, and while not carrying it she is launched higher into the air. If she as run out of mana she performs a jump with no boost to her height.

Combat

Combat Overview

Carrying the Greatsword players will be able to slow down and freeze their enemies using light attacks and then, with broad sweeps, deal a lot of damage to them with heavy attacks. Once the great sword is dropped the player's mobility is increased, but as a trade-off, their damage falls off greatly. Light attacks have very low range but a very quick speed, while heavy attacks now serve the purpose of slowing and freezing enemies. While out of range of the sword, mana does not regenerate. Once mana has been fully drained the player can no longer perform heavy attacks until they return to the sword and regenerate their mana.

Greatsword Light Attacks: Focused on ranged attacks with status effects. Used to do chip damage and afflicts slow and freeze.

Greatsword Heavy Attacks: Broad sweeps and AOE attacks to deal heavy damage to enemies. Does extra to frozen enemies.

Unarmed Light Attacks: Very close-range jabs. Does very little damage and consumes no mana.

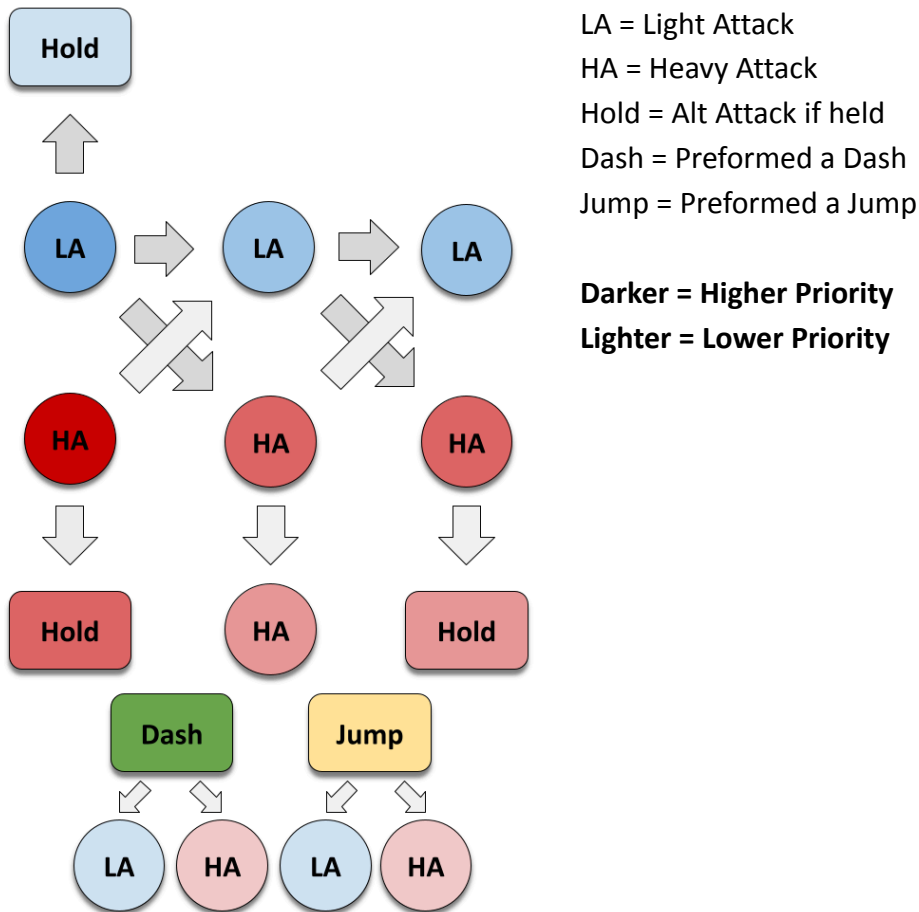
Unarmed Heavy Attacks: Variant of Greatsword Light Attacks. Reduced range, increased damage, and increased coverage closer to the player.

Dash Attacks: Attacks performed after using a dash. Increases the range of the dash, allows for a change in direction, and gives additional damage.

Aerial Attacks: Attacks performed to damage enemies positioned above the player.

Moveset and Combo System

Greatsword Stance



LA1: Shoots out a single large icicle in the direction the player is aiming.

LA1(Hold): Shoots out multiple smaller icicles as long as the player is holding the button.

LA2: A cone-shaped area of effect in front of the player that greatly slows enemies.

LA3: An attack that shoots spikes out of the ground straight in front of the player. Launches enemies into the air

HA1: A large horizontal swing that covers 180° in front of the character.

HA1(Hold): Throws the sword directly in front of the character. The longer the button is held the further the sword goes. Switches to [Unarmed Stance](#).

HA2: An overhead swing directly in front of the character. Her momentum pulls her and she flips over the sword.

HA2.5: Another overhead swing that has a small AOE around it upon hitting the ground

HA3: 360° swing around the character.

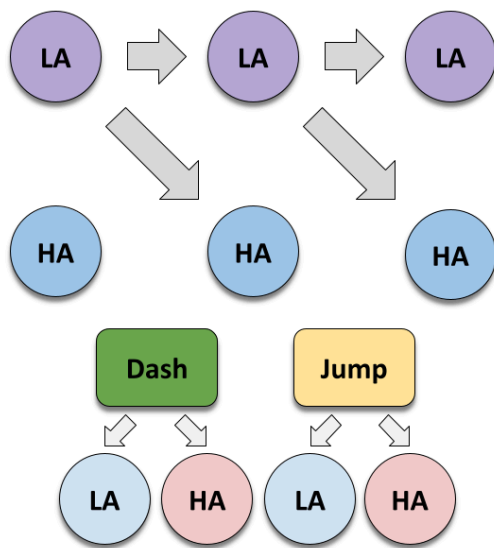
HA3(Hold): Holding charges the attack to two levels correlating to the number of full 360° spins the character does and the radius of the area of effect.

Dash Attack: Drops sword and switches to respective Unarmed Dash Attack.

Jump LA: Launches the player forward and lands with a small AOE attack. Doesn't do damage mid-air.

Jump HA: While in the air swings the sword 360° above their head.

Unarmed Stance



LA = Light Attack

HA = Heavy Attack

Hold = Alt Attack if held

Dash = Preformed a Dash

Jump = Preformed a Jump or is airborne

Darker = Higher Priority

Lighter = Lower Priority

LA: A 3-hit combo using a knife or just fists, is more powerful when the player has mana.

HA1: Shoots out a single large icicle in the direction the player is aiming.

HA2: A cone-shaped area of effect in front of the player that greatly slows enemies.

HA3: An attack surrounding the character with spikes coming from the ground.

Dash LA:

Dash HA:

Jump LA:

Jump HA:

Controls

Gameplay Inputs

Action	Mouse/Keyboard	Controller
Movement	WASD	Left Stick
Dash	Left Shift	East Button

Jump	Space	South Button
Light Attack	Left Click	West Button
Heavy Attack	Right Click	North Button
Aim Attack	Mouse	Left Stick
Drop Sword / Interact	E	Left Bumper
Heal	R	Right Bumper

Menu Inputs

Action	Mouse/Keyboard	Controller
Pause	Esc	Start Button
Select	Mouse/WASD	Left Stick/D-Pad
Choose	Left Click/Enter	South Button
Back	Left Click/Esc	East Button

Enemies

Elemental Warrior

A primarily melee enemy with a modest health pool and a mix of light and heavy attacks. Acts as the main enemy unit of the game

Standard Attacks

Light Melee: A 3-hit combo with its offhand. Has medium damage, low range, medium knockback, and low start-up.

Heavy Melee: A swipe from the elemental's larger arm. Has high damage, medium range, high knockback, and medium start-up.

Elemental Attacks

Stone: Slams the ground causing an AOE around them. Medium damage, low range, high knockback, and medium start-up.

Frost: Summon falling icicles that land randomly. Medium damage, high range, low knockback, medium start-up.

Flame: Dashes in a straight line until it hits the player, wall, or screen edge. High damage, high range, high knockback, and high start-up.

Hydro: A wave that shoots toward the player. Medium damage, high range, medium knockback, low start-up.

Elemental Archer

A primarily ranged enemy who shoots at the player from a distance and when the player enters their range they have a low damage swipe they can use to defend themselves. They have relatively low health.

Standard Attacks

Melee: Swings floating elements in an arc in front of them. Has low damage, range, knockback, and start-up. Spinning rocks around enemies that hit the player. Almost like some kind of shield around the enemy. Never melees unless the player is in range. Ranged enemy moves away after hitting the player. The range for enemy melee is when the player is able to melee the enemy.

Ranged: Shoots a single projectile at the player. Has medium damage, high range, low knockback, and medium start-up.

Elemental Attacks

Stone: A wave attack that radiates in a circle centered on the Archer. Medium start-up and cool-down.

Frost: A spike attacks with ice shooting from the ground randomly. Has a medium start-up and cool-down.

Flame: A spread attack shooting multiple projectiles in an arc. Has a short start-up and a medium cool-down

Hydro: A beam attack that follows the player. Has a long start-up and cool-down.

Elemental Variants

Stone: Stone enemies are the standard enemy and are more resistant to damage.

Frost: Frost enemies don't receive status effects from the player.

Flame: Fire enemies have increased speed and reduces [Sword's Storm](#) radius.

Hydro: Hydro enemies cannot be damaged by the sword until they are fully frozen by light attacks.

Bosses

Snow Queen

Overview

The Snow Queen has been asleep in a chrysalis formed of ice. To protect her is a living frost elemental in the image of her former head guard and spouse. The player will recognize this figure as Moth's mother from her hometown. The elemental carries a replica of the sword the player carries.

The boss fight revolves around the player stunning the elemental for an opportunity to smash an ice chrysalis that Snow Queen resides in with the greatsword. Once the chrysalis is shattered the Snow Queen will attack the player with magic similar to their own.

Phase 1

Phase 2

Phase 3

Warrior Mother

Overview


Phase 1

Phase 2

Phase 3

Level Design

Narrative

 Narrative Doc

Sound

Player SFX

Movement SFX

- Footsteps on snow/grass/stone
- Jump SFX
- Dash SFX

Attack SFX

- Sound of a large swinging sword in the air and then hitting the ground
- Miscellaneous magic sounds with ice and wind feeling

Damage SFX

- Damage taken SFX
- Death SFX

Passive SFX

- Sword's light humming noise

Enemy SFX

Melee

Movement SFX

- Footsteps for each elemental implemented, starting with stone.
- Sound of dragging the large arm across the ground

Attack SFX

- Attack SFX

Damage SFX

- Damage taken SFX (shattering ice, breaking stone, water splashing)
- Death SFX

Passive SFX

Ranged

Movement SFX

Attack SFX

- Attack SFX
- Charging up SFX

Damage SFX

- Damage taken SFX (shattering ice, breaking stone, water splashing)

- Death SFX

Passive SFX

- Humming noise (floats instead of walks)

Boss SFX

Warrior Mother

Movement SFX

Attack SFX

Damage SFX

Passive SFX

Snow Queen

Movement SFX

Attack SFX

Damage SFX

Passive SFX

Environmental SFX

- Environmental sound effects

Menu SFX

- Menu sound effects for selecting and deselecting.

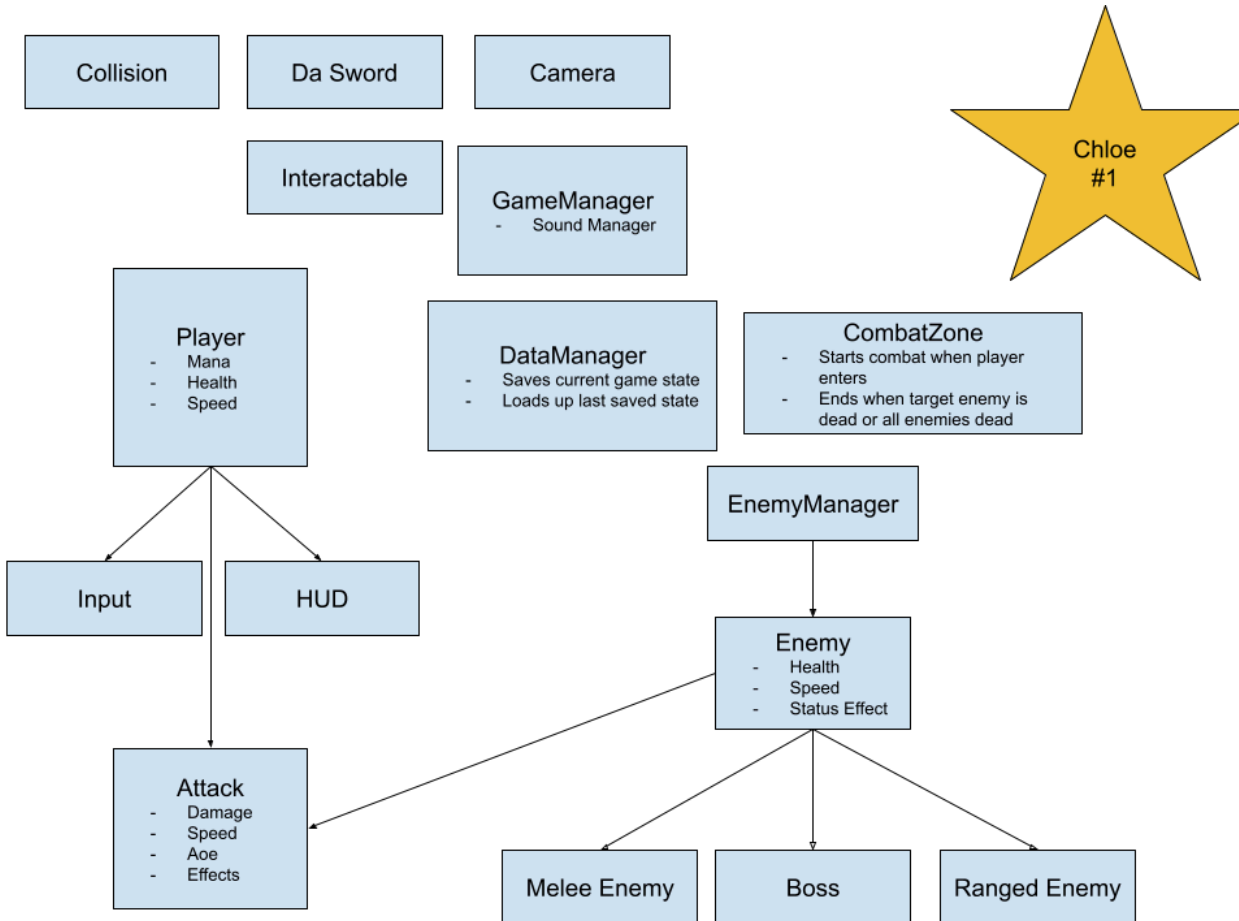
Music

- Main theme, should feel cold and alone yet still moving forward.
- Action theme,
- Boss theme

Assets

Technical Design

Class Architecture



Playtesting