

# Curse of the Black Blade



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## 1.0 Game Overview

### 1.1 Game Design Philosophy

This game is designed according to the established genre of Platform/Action. The player will find a sword protruding from an altar. He misreads the faded inscription, thinking that the sword will grant him unimaginable power.

### 1.2 What is the goal of the game?

The goal of the game is to defeat the spirit inside the blade. However, to do so, the main character must defeat several other non player characters in order to reach the final level.

### 1.3 Who is this game for?

The game is aimed at mature adults due to its violent nature

### 1.4 Where does the game take place?

The game takes place during medieval times.

### 1.5 What does the human player control?

The human player controls the main character, a male drifter by the name of Gaevin.



### 1.6 What is the main focus?

The main focus of the first and second level will be for the main character to destroy the three NPCs while having the least amount of damage inflicted upon them. The main focus of the final level will be to destroy the spirit that inhabited the blade.

### 1.7 Where did the inspiration come from?

The game was inspired by lyrics from the song “Black Blade” by Blue Öyster Cult.

## 2.0 Feature set

### 2.1 general features

- Third person adventure game in woodland setting
- 2D side scrolling
- Player needs to destroy NPCs without sacrificing his health status.

### 2.2 Game play

#### 2.2.1 1<sup>st</sup> Level

The player will run into 3 NPCs

- The princess:
  - She will decrease the player's health bar by 25 pts every time she touches him



- The peasant:
  - He will decrease the player's health bar by 25 pts every time he touches him



- The knight:
  - He will decrease the player's health bar by 50 pts every time he touches him



### 2.2.2 2<sup>nd</sup> Level

The player will run into 3 NPCs

- The monk:
  - He will decrease the player's health bar by 25 pts every time she touches him



- The wizard:
  - He will decrease the player's health bar by 25 pts every time he touches him



- The warrior:
  - He will decrease the player's health bar by 50 pts every time he touches him.



### 2.2.3 Final Level

- The Boss:
  - He will decrease the player's health bar by 50 pts every time he touches him.



## 3.0 The Game World

### 3.1 Overview

The setting is medieval woodland.

### 3.2 The Physical World

#### 3.2.1 Overview

For the game, the map is divided into 1 area, but three separate levels. The area is a woodland background

#### 3.2.2 Travel

The player will move around using the keyboard

#### 3.2.3 Weather / Time Settings

The game will not make use of either. There will be no incorporation of weather elements or time elements. There will not be a countdown either, the player may use all of the time that they need in order to finish a level.

### 3.3 Camera

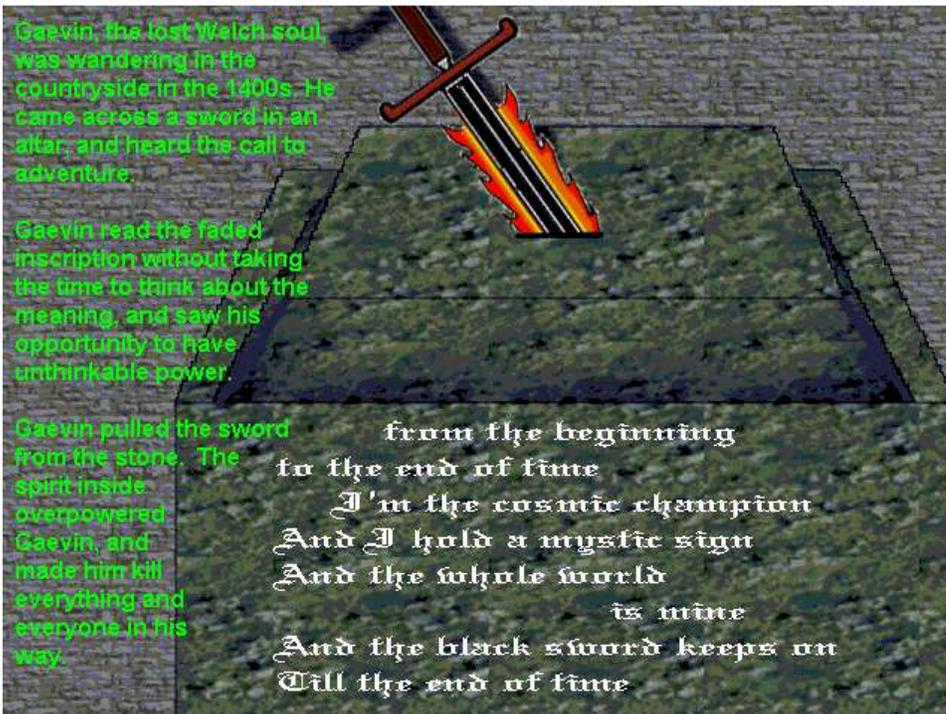
The player will have the default 3rd person.

## 4.0 The World Layout

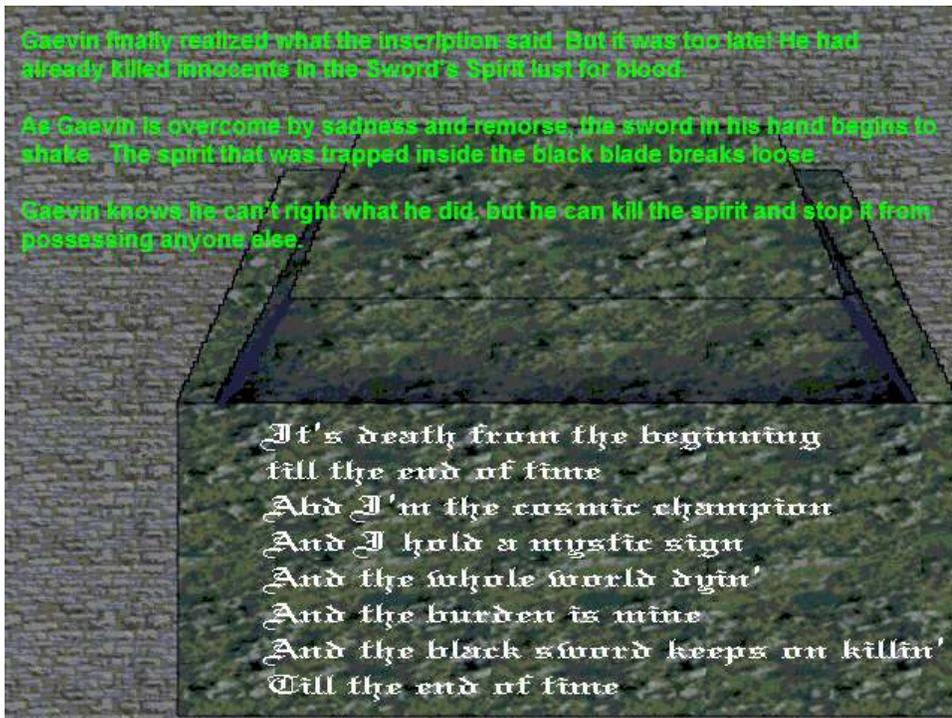
### 4.1 Game Area Layout



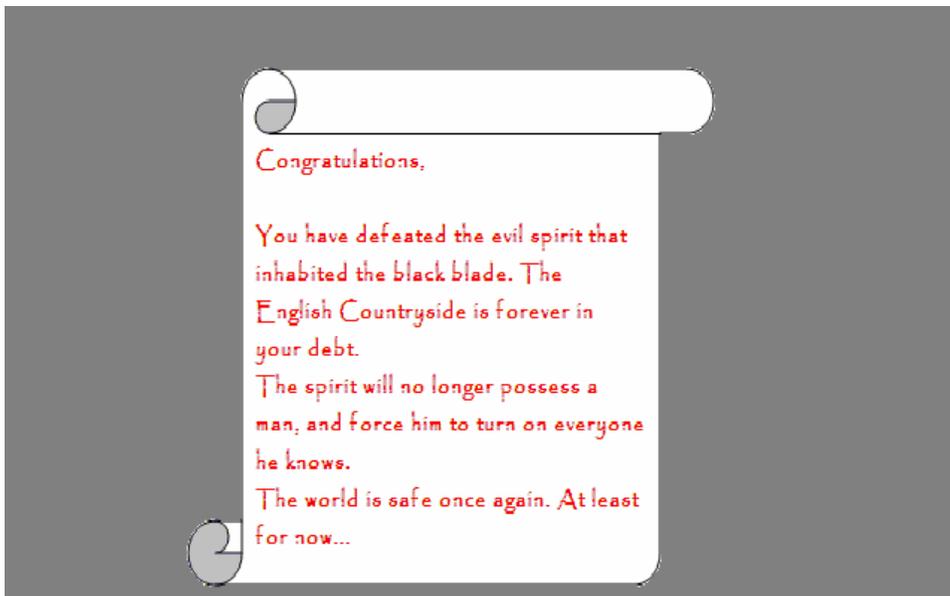
### 4.2 Intro Scene



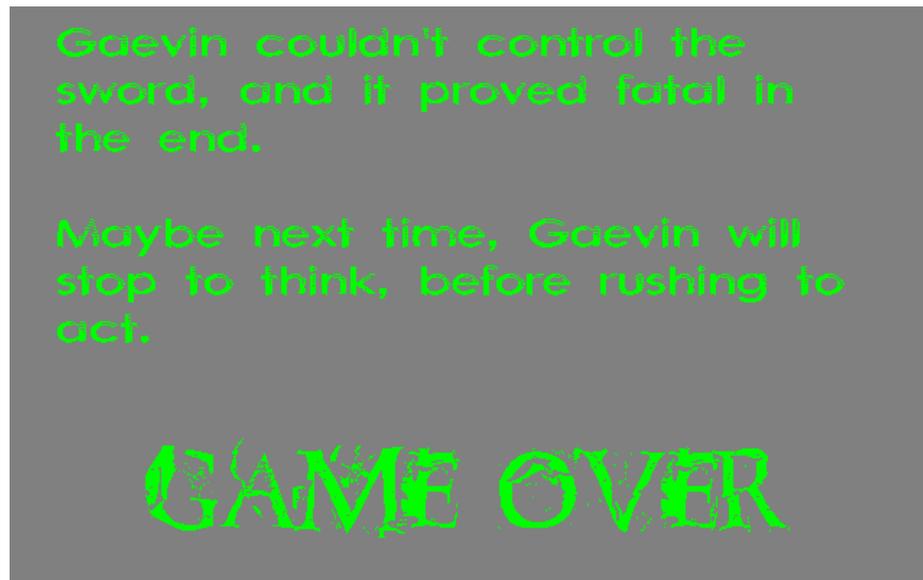
### 4.3 Prequel to Level 3 Scene



### 4.4 Victory Scene



#### 4.5 Game Over Scene



#### 4.6 Controls Summary

BUTTON	ACTION
→ [right arrow]	Moves player right
← [left arrow]	Moves player left
A	Attack

## 5.0 Sounds

Background musical scores were used; all in wav format.

Each level has a different part of the song from which the inspiration of the game was derived from.

## 6.0 Game Play

### 6.1 Overview

The player will begin the game by viewing the intro scene which will introduce the story line. After that, the player is thrust into the first level, with the three NPCs slowly approaching him.

### 6.2 Story

The protagonist, Gaevin, finds a black sword apparently on display protruding from an altar in a dark temple. There is an inscription on the base of the altar. Some of the text is faded, but he reads:

...From the beginning to the end of time  
...I'm the cosmic champion, and I hold a mystic sign.  
And the whole world's...  
...mine. And the black sword keeps...  
...till the end of time

Gaevin misconstrues what the inscription actually reads, he takes the sword, immediately hearing the call to kill. A voice tells our protagonist that he is now the master, and he's in control of his own destiny.

The sword instructs him to take out various people throughout the kingdom, including peasants, princesses, monarchs, and any heroic figures, such as knights, that get in his way. He will eventually have regrets, and at the end of the game he will learn the full text of the inscription. He will then see the spirit of the blade, which he will be forced to fight in a final battle.

### 6.3 Hours of game play

The game, which comprises of a 3 level, should take around 10 minutes to complete.

### 6.4 Game Over Condition

The player will have a health status. Once the player's health reaches 0, the player dies.

### 6.5 Victory condition

The player will finish the game once they defeat the final level.

## 7.0 Hardware and Software Requirements

### 7.1 Hardware

- 256 MB RAM
- 64 MB graphics card
- 2.4GHz single-core processor

### 7.2 Software

- DirectX 9.0
- Paint
- Photoshop 7.0

### 7.3 Algorithm

- Lamothe code snippets
- DirectInput
- Keyboard for controls

## 8.0 Appendix

### 8.1 Credit for this document

This document adopted template set forth in game design document sample by Chris Taylor at [http://www.runawaystudios.com/articles/chris\\_taylor\\_gdd.asp](http://www.runawaystudios.com/articles/chris_taylor_gdd.asp)

### 8.2 Installation and packaging issues

Unused files purged from the game installation directory, and an exe, along with all pertinent bitmap and wav files will be zipped, and available for download.

### 8.3 “Black Blade” Lyrics

I have this feeling that my luck is none too good.  
word here at my side don't act the way it should.  
It keeps calling me its master, but I feel like its slave.  
Hauling me, faster and faster to an early, early grave.  
It howls, it howls like hell!  
I'm told it's my duty to fight against the law.  
That wizardry's my trade, and I was born to wade  
through gore.  
I just want to be a lover, not a one-eyed screaming  
ghoul.  
I wish it'd picked another to be its killing tool.  
Black blade! Black blade!  
Forged a billion years ago!  
Black blade! Black blade!  
Killing so its power...  
Will grow...  
Grow... Grow...  
Grow... Grow...  
Grow... Grow...  
Grow!  
It's death from the beginning till the end of time.

And I'm the cosmic champion and I hold a mystic sign.  
And the whole world's dyin' and the burden is mine.  
And the black sword keeps on killing till the end of time!  
Black blade! Black blade!  
Bringing chaos to the world we know!  
Black blade! Black blade!  
And it's using me to kill my friends!  
Black blade! Black blade!  
Getting' stronger so the world will end!  
Black blade! Black blade!  
Forcin' my mind to bend and bend!  
[Spoken, evil metallic voice]  
I am the Black Blade, forged a million-million  
years ago. My cosmic sword goes on for  
eternity, carving out destinies, bringing in the  
lords of chaos, bringing up the beasts of Hades,  
sucking out the souls of heroes, laying waste to knights  
and ladies.  
My master is my slave...  
Hahahahahahahahaha.... HAHAHAHAHA...