

Zelda Rip-Off Single Dungeon

Name WIP

GDD Version 1.1

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1.0 Key terms

FSM - Finite State Machine

QOL - Quality of Life

1.1 High Concept

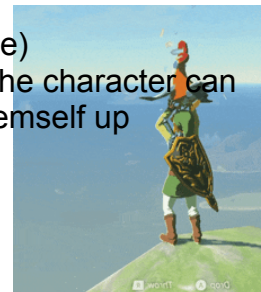
- Zelda Rip-Off Single Dungeon Adventure is a **3D, lowpoly, third-person, action-adventure, puzzle RPG**, inspired by the early 3D Legend of Zelda games combined with modern QOL aspects of modern video games. The game primarily takes place within a 3D Zelda inspired dungeon.

1.2 Executive Summary

- Our primary goal for this game is to have a single dungeon to explore with our main character. Key features would be the sword and shield as primary forms of combat within the dungeon. The main dungeon focus to begin with is linear progression within a spacious dungeon you can explore.
- One of the key features in the older Zelda games is the unique dungeon items that were used to unlock progression within the dungeon. At the moment the only planned items we currently have are for a hookshot (Grapple) and a bow otherwise we intend to have the sword and shield be utilized to substitute the versatile items in the early Zelda games. ([click for examples](#)) Ideally implementing new mechanics to create new gameplay away from OoT.
- The dungeon is the focal and primary selling point of the game, puzzles, enemies, mini-bosses, and bosses. The addition of a story might need a village hub area to transition organically to the dungeon but most gameplay will still take place within the dungeon.

1.3 Key Features (or Pillars)

- Zelda inspired dungeon
- Combat is a simple 1,2,3 sword slash combo as the main form of combat
- Blocking with a shield and ideally a parry/shield bash with shield
- We will see about adding a jump if we can make an air attack otherwise we are doing an auto-jump if we need jumping.
- If we have time we will try to add a bow and a hookshot (grapple)
- If we have time, the plan is to add a climbing mechanic where the character can scale walls with the sword jamming it into the wall and lifting themselves up sluggishly or with a boosted jump.
- Target Lock to enemies and other important things
- Ledge Climbing to get up a bit higher
- Orbital Camera + Throwback fixed cameras for transitions
- Pickup item and throw item (like chicken)



- Enemy AI's ideally work together (we'll see if we make it work)

1.4 Genre

- The genre of this game should give the feeling of old N64 era 3D Zelda games most importantly with the low poly visuals.
- Key genres would be high fantasy (entirely different world), medieval, epic fantasy (good versus evil themes)
- Gameplay genres would be 3D, third-person, action-adventure, puzzle, RPG, and arguably dungeon crawler if we make the dungeon big enough but we shouldn't get so carried away with this aspect yet. Making a fun, exciting dungeon to start is a priority. Unique.

1.5 Platform / Target Audience

- Realistically only the PC, however note: the visual should make the player feel like it could run on a modern mobile device.
- The audience would just be catering towards people who enjoyed early 3D Zelda games and those who Nintendo catered their game towards originally. (T for Teen if we lean towards twilight princess or majoras mask artstyle and E or everyone otherwise)

1.6 Art Style

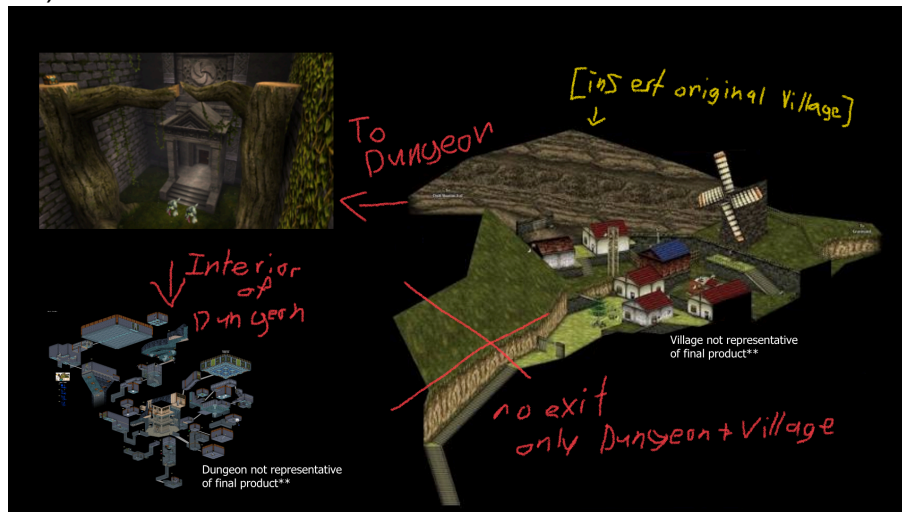
- Low-poly geometry with medium-to-low texture resolution.
- Each 3D Zelda game leans into different genres of fantasy so pick one or two and turn it low poly the Zelda games that we take inspiration from should work together with the kind of dungeon puzzles and enemies we could add
- The best way to look at examples is just to explore the maps themselves. I'll link Ocarina of Time maps to observe how the textures and art appeared. Look at these especially in regards to the dungeon
 - [Inside the Deku Tree \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Dodongo's Cavern \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Jabu-Jabu's Belly \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Shadow Temple \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Forest Temple \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Water Temple \(Ocarina of Time\)](#)
 - [3DS version^](#)

- [Fire Temple \(Ocarina of Time\)](#)
 - [3DS version^](#)
- [Spirit Temple \(Ocarina of Time\)](#)
 - [3DS version^](#)
- [Ice Cavern \(Ocarina of Time\)](#)
 - [3DS version^](#)
- [Ganon's Castle \(Ocarina of Time\)](#)
 - [3DS version^](#)
- Additional Inspiration for level or aesthetics that we could just turn into low-poly versions or see how they still use pretty low poly models even years later
 - [City In the Sky \(Twilight Princess\)](#)
 - [Goron Mines \(Twilight Princess\)](#)
 - [Lakebed Temple \(Twilight Princess\)](#)
 - [Arbiter's Ground \(Twilight Princess\)](#)
 - [Snowpeak Ruins \(Twilight Princess\)](#)
 - [Temple of Time \(Twilight Princess\)](#)
 - [Palace of Twilight \(Twilight Princess\)](#)
 - [Forest Temple \(Twilight Princess\)](#)
 - [Skyview Temple \(Skyward Sword\)](#)
 - [Earth Temple \(Skyward Sword\)](#)
 - [Lanayru Mining Facility \(Skyward Sword\)](#)
 - [Ancient Cistern \(Skyward Sword\)](#)
 - [Fire Sanctuary \(Skyward Sword\)](#)
- Not the time to pivot to cel shaders, but feel free to look for inspiration
 - [Forsaken Fortress Exterior \(Wind Waker\)](#)
 - [Forsake Fortress Interior \(Wind Waker\)](#)
 - [Dragon Roost Cavern \(Wind Waker\)](#)
 - [Forbidden Woods \(Wind Waker\)](#)
 - [Tower of the Gods \(Wind Waker\)](#)
 - [Earth Temple \(Wind Waker\)](#)
 - [Wind Temple \(Wind Waker\)](#)
- Some village inspiration
 - [Kakariko Village \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Market Entrance \(Ocarina of Time 3DS\)](#)
 - [Market \(Ocarina of Time 3DS\)](#)
 - [Market Back-Alley \(Ocarina of Time 3DS\)](#)
 - [Bombchu Bowling Alley \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Bombchu Shop \(Ocarina of Time 3DS\)](#)
 - [Temple of Time \(Ocarina of Time 3DS\)](#)
 - [Lon Lon Ranch \(Ocarina of Time\)](#)
 - [3DS version^](#)
 - [Granny's Potion Shop \(Ocarina of Time\)](#)
 - [3DS version^](#)
- References from other Zelda games if looking for other aesthetics for the village

- [Kakariko Village \(Twilight Princess\)](#)
- [Castle Town \(Twilight Princess\)](#)
- [Ordon Village \(Twilight Princess\)](#)
- [Skyloft \(Skyward Sword\)](#)
- [Windfall Island \(Wind Waker\)](#)

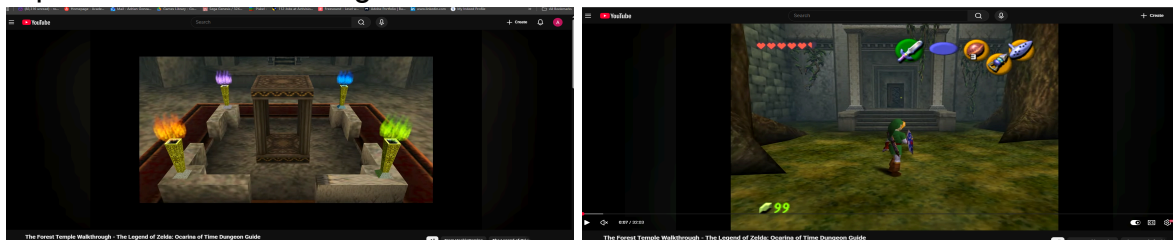
1.7 Setting

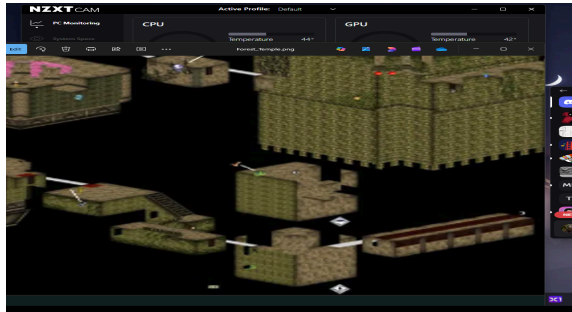
- The two things we have in this regard is the Dungeon and possibly a village area to act as the players hub to progress a kind of narrative. (if someone has a more interesting idea to replace the village please leave a comment here or in the discord.)



<https://www.youtube.com/watch?v=igwgf6w6BL4> (Refer to this link of the Forest Temple to get an idea of our starting point) (beginning to around 3 minute point)

Want to create this atmosphere and feeling within the space/dungeon. The idea for the village is to serve as a place to progress the game further when the story is implemented or branching off into new worlds/missions.





2.0 Story

Assuming a village is our narrative core	Village ¹				1. Village - Acts as our narrative glue that connects our protagonist and the dungeon
Protagonist's relationship to said village	Outsider ²		Insider ³		2. Outsider - Our protagonist being an outsider relative to this village which may or may not have a connection to the dungeon 3. Insider - Our protagonist is a resident of this village and we the player are the outsider
Village's role in the narrative	Helpful ⁴ Village	Hostile ⁵ Village	Innocent ⁶ Village	Secret Society ⁷ Village	4. Helpful Village - The village shows kindness towards our protagonist and helps them when they are in need 5. Hostile Village - The village is antagonistic towards the protagonist
Inciting incident that leads to the introduction of the Dungeon	Expedition To Dungeon ⁸	Punishment ⁹	Accident ¹⁰	Search ¹¹	6. Innocent Village - Village inhabitants are peaceful and the dungeon is an active threat to the villagers and their lives 7. Secret Society Village - The village has some kind of secret order to protect the world against this dungeon and its threats
The combination of the narrative pieces above create the starting point of our story	1248 - Our protagonist seeks out/stumbles into this dungeon in which they find the dungeon only to get beaten mercilessly by a boss, only to be rescued and nursed back to health by some of the villagers. 1259 - Our protagonist commits some kind of grave crime in which their punishment is to be sentenced to this dungeon and the village is the location of the dungeon entrance. (In this story the village wouldn't act as the hub/base camp but rather antagonists or simply the inciting incident. The hub would most likely need to be other exiled convicts within the dungeon itself) 13610 - The protagonist exists as a young citizen of this village who, one day accidentally ends up in the dungeon by accident, accidentally. 13611 - The protagonist has a loved one who ends up in the dungeon somehow, the protagonist goes into the dungeon to rescue/search for them. 13712 - Secret Society Village has a rite of passage trial for our protagonist to enter the dungeon. 13713 - Protagonist royally screws up in regards to a warding seal on the dungeon which leads the Secret Society Village to being abducted by the dungeon where the protagonist must rescue them and bring them back.				8. Expedition To Dungeon - Protagonist is on an expedition/adventure and stumbles/ purposely searches for the dungeon. 9. Punishment - Villagers sentence the protagonist into the dungeon for some kind of crime the protagonist committed 10. Accident - Protagonist accidentally ends up in the dungeon 11. Search - Protagonist's loved one ends up in the dungeon and protagonist goes looking for her 12. Sent - Protagonist is sent by village as part of their training for the secret society 13. Search - Some kind mistake protagonist makes leads to the entire village being abducted into the dungeon and the protagonist must go searching for them

This is not a multiple endings game; these are multiple single story pitches

[Enhance Image](#) - [List of Definitions](#)

2.1 Backstory

- The dungeon is an old structure that has stood for a long time. Its original purpose should be apparent based on its architecture and interior design. There needs to be a reason why this dungeon is hostile to outsiders and why the enemies/bosses lurk inside the dungeon.
- The village hub area near the dungeon might act as unaware victims of the dungeon or could purposefully protect the world from this dungeon. Don't mind either way or a creative third option.
- Our protagonist could be a resident inside this village that could have lost a dear friend to the dungeon and goes inside to search for them, or an outsider that somehow stumbles onto the dungeon and then has a scripted death and gets rescued by the villagers. If someone has a more creative idea they'd like to work out I'm all ears.
- I personally lean more towards pitch [13713](#). If this doesn't jive with anyone we can pivot but that's where I would put my personal stake on.

2.2 Story Synopsis

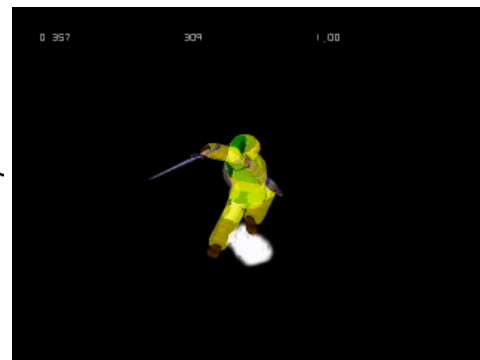
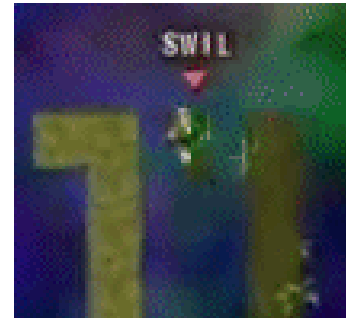
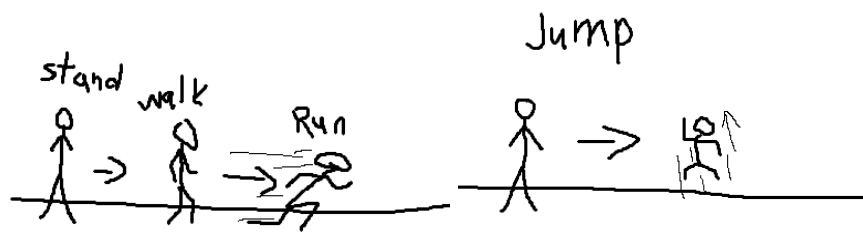
- Our protagonist goes into a dungeon to defeat the great evil inside. Maybe save some people along the way. The Zelda games do have that be somewhat important, Link saves people along his journey to be a hero.
- The main thing is that our protagonist spends a lot of the gameplay time in the dungeon exploring said dungeon and defeating the enemies inside.

3.0 Gameplay Overview

This section should detail an overview of the overall gameplay of the game, including a description of the core gameplay mechanics and the various core gameplay loops, as well as the overall dynamics of the game. What types of challenges will be in your game? Discuss all activities the player can engage in such as exploration, combat, collecting, puzzles, construction, resource management, or cooperation with other players and any other unique gameplay you plan to incorporate into your game.

4.0 Player Controlled Characters Overview

This section should detail an overview of the Player Controlled Character systems, including Character Abilities and Attributes, Controls, and Camera. One paragraph overview goes here.



4.1 Playable Characters

The character should have a form for having a sword, a shield, and without either. Using in combination with the movement abilities they give should help

create some puzzle progression or unlockable areas with those items to minimize how many other unique items we might need to add for puzzles.

Character 1

- Unarmed protagonist (no sword or shield)

Character 2

- Only shield protagonist (no sword)

Character 3

- Only sword protagonist (no shield)

Character 4

- TBD

4.2 Character Stats and Attributes

- For reusability the combat scripts need just a health script at the moment. If we need to add more variables to make it more interesting like defense or speed or stamina we will see at a later date. At the moment all we need is a health value.

Health Stat – At the moment it exists as a placeholder within the combat script so they can universally communicate together from player to pot, to future enemy scripts.

Defense TBD – A multiplier within character stats to reduce the amount of damage incoming before being subtracted from health variable

Crit chance TBD – it would be crazy if enemies can land a critical hit on you. Otherwise just a multiplier to make damage hit various amounts of damage each hit.

Speed TBD – something to mess with if we have enough leeway to add some kind of bullet time or a slowing debuff

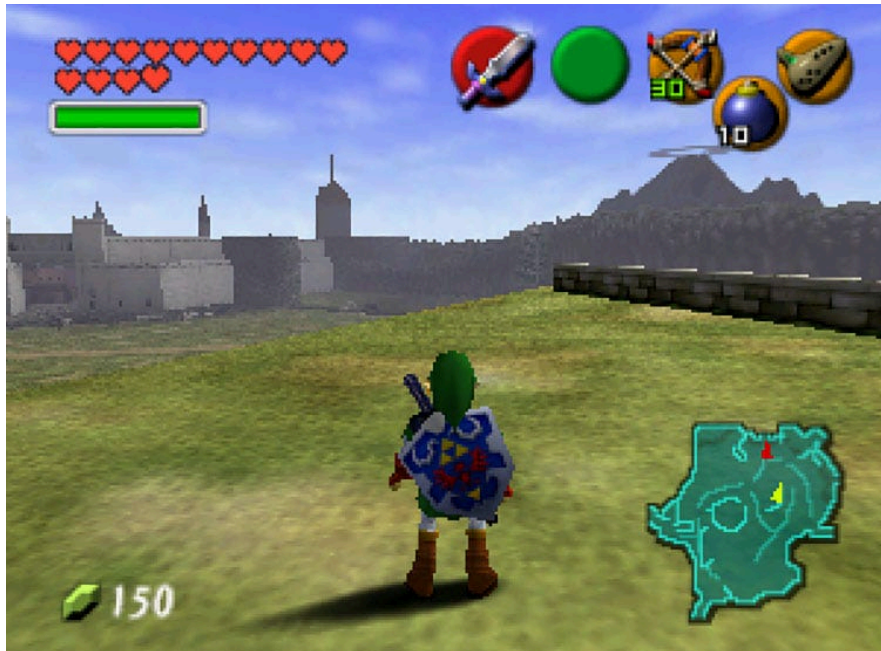
4.3 Control Scheme

- Attack button
- Roll button
- Jump button (we see about this one)
- Move Camera stick
- Move Character stick
- Lock on Button

—

5.0 Camera

- ## 5.1 HUD User Interface



- Until this image proves itself bad we assume this is the kind of HUD we go with.

The iconic hearts should be on the upper left so we can have that be our health display. Each heart would be worth 4 health points so we count health in integers even if we end up with floats in math. Maybe just round down until we get to the last 3 hearts, in which case rounding up? That might be a horrible idea...

HUD Element 2 - Equipped Item

Weapon display on the top right we can either have that be there or under health since we might not have as many items to use so having it be alone in the top right might be a bit empty looking.

HUD Element 3 - Map

Depending on how big the dungeon is this could become very relevant, at the moment there is no need. It's gotta be at the bottom right, right?

HUD Element 4 - Stamina

Later Zelda games in the series have stamina, this could be a thing but otherwise just throw it in the back of the line of mechanics and HUD ideas.

6.0 Combat System Overview

- The combat at the moment is just a simple single slash but I'd like to work in additional attacks but for now that's all we need.
- Shielding has not been implemented yet since I needed to set up the camera to work like how it does in zelda games to become fixed in the direction the player is facing while shielding or locking on.
- The iconic Zelda roll from OoT was used for side hopping and back flipping as well in combat and in later games they even used it as one of the triggers to enter bullet time.
- On the scripting side of things adding hitboxes that can have various effects like knockback, sweet spots, or sour spots could be a nice thing to add

6.1 Combat Mechanics

Attacking – One button that triggers an attacking animation

Shielding – The same button as locking on just like in the Zelda games that allow the player to protect from attacks and possibly parry

Additional Items TBD – Depending on the kind of items we utilize for puzzles or if we lean into using primarily the sword and shield we could add some kind of use for the items in combat

Hitstun – The enemies should have some kind of slowing down effect when getting hit even if they don't stop their current animation entirely.

Healthbar TBD – this should start initially for debugging and if its not too invasive we could keep it around

6.2 Enemies

Brief overview of enemies in your game goes here, including how many enemy types and their roles and purpose in the game.

- Just like the Zelda games the enemies act as a hostile enemy in regards to the combat system to challenge the player and their utilization of their equipment and skill. (skill relative to Zelda games)

Stationary Floormaster rip-off



Some kind of floor master knock-off should be our first enemy to implement. The stationary version in particular doesn't have to handle movement solely just attacking and maybe going underground and popping back up somewhere else. We can test the players ability to take damage,knockback and if they can be grabbed properly with this guy alone. I think he's worth starting off with this guy.

Boko baba knock-off



If we start off with the floor master this one functionally works the same and could use similar if not the same code if we do it well enough. Bite, grab and swing around its root. Those would all be similar attacks to the floormaster

Enemy 3 TBD

6.3 Enemy Attributes Chart

Health – Total hit points enemy can take before dying

Defense – multiplier to prevent enemy from taking raw damage and give variety with attacks

Animation Speed TBD – Thinking of some kind of way to change how fast enemies move but don't take this one too seriously just yet.

Examples not final**

Lets say hypothetically the player does 2 damage per attack

Enemy Unit	Health	Defense	Anim Speed
Floormaster rip	9	0	1-1.15
Boko Baba rip	5	0.1-0.25	0.9-1
TBD			
TBD			

In this example the player attacks the floormaster ripOff for full 2 damage each hit whereas the bokobaba ripOff could have a 10%-25% damage reduction for each hit. Where each health value is an integer we might come up into some rounding quirks but we can address those as they come and tweak things. For the anim speed the floormaster ripOff would be animated sometimes up to 15% faster than usual and the bokobaba ripOff could be down to 10% slower. (these variables would be randomized at the start of initialization and won't change during runtime)