Revenant's Rise

V 1.1

DuskFall Games

Version History

Date	Author	Change made	Version
21/7/25	Full team	- Doc initialisation - Filled out basic mechanics - Pulled starter mood board from artists	V0.1
22/7/25	Tom&Sam	- Added camera angle documentation based on Jamie's prototype. - Fleshed out 'element types' and related effects	V0.2
10/8/25	Sam	- Temp filled out pillars - Expanded market research - Low level target market	
11/8/25	Sam	Re-wrote the elemental section to fit new theme	
12/8/25	Tom	- Added Game Loop Chart - Added level flowchart v1	V0.3
18/8/25	Tom&Sam	- Renamed all documentation to RevenantsRise - Level design overview map added. - Core Gameplay loop diagram updated with art. - Added descriptions to objectives.	V0.4

		● Updated actions list to include new functions	

25/8/25	Tom & Sam	● Updated item creation philosophy
		● Set rules and naming scheme for
		   ○ Attack variants
		   ○ Proficiency items
		● Created attack variants first pass
			V0.5

26/8/25	Sam	● Detailed half the proficiency items ● Reworked the item scaling to new method ○ Added relevant formulae	V0.6
07/9/25	Sam	● Added execute to steal elemental ability in the actions section.	V0.7
15/9/25	Aidan	● Remade elevator pitch to better describe the game as it is now ● Other minor updates and changes to pre-existing paragraphs such as Setting and visual game influences	V0.8
22/9/25	Sam	● Updated math for damage calculations ● Re-wrote information relating to elemental effects ● Added soul burst/infuse section	
7/10/25	Sam	● Updated attack variant section to reflect new pivoted ideas ● Removed old damage calculations and simplified for new soul burst play style ● Removed 'economies' section ● Removed old proficiency items section ○ Since they've been integrated with attack variants ● Updated element effect section to be more descriptive ● Created new soul burst section ● Added a section for the enemies	V0.9

		● Added [enemy scaling](#) info ● Removed unused game influences section	
13/10/25	Tom	● Clarified that non-elemental enemies drop souls of random elements.	
14/10/25	Tom	● Added Stretch goal section with description of planned ultimate adjustments.	
1/12/25	Sam	● Cleaned up older scrapped content ● Tidied categories that were empty	V1

Overview

Elevator pitch

Playing as a spirit that takes physical form the player must fight their way through a castle overtaken by failed experiments. The family of the NPC who summoned the player was killed by these foes and so the player must fight to reclaim the castle and avenge the NPC's family in order for the player to return to the spiritual plane of existence.

Format

Genre	Hack & Slash
Point Of View	Fixed Isometric
Platform	PC using controller
Theme/Mood	Dark fantasy (Sombre & Vengeful?)

Setting

Revenant's Rise takes place in a dark fantasy castle, summoned through a ritual, the player is on a mission for release. The player moves through the layers of the castle cleaving through hordes of foes, working their way towards the final goal of slaying the leader of his opponents and returning to the spirit realm.

USP

- Stealing abilities and damage modifiers from enemies/The abilities system

Pillars

- Power fantasy
- Low skill floor - High skill ceiling
- Dynamic combat via elements

Market Research

Game: Gauntlet	Game: Ravenswatch	Game: Path Of Exile
Est~ Copies sold - 1.6m	Est~ Copies sold - 520K	Est~ Copies - 15.1M downloads
Est~ Revenue of $20.3M	Est~ Revenue of $8.3M	Est~ Revenue of $35M per annum

Target Market

Common statistics

Age	Platform	Gender	Income
16-30	PC	All	Low-Mid

Commonalities

Hack & Slash

Roguelike

Dark fantasy

Shorter free time moments

Art & Style

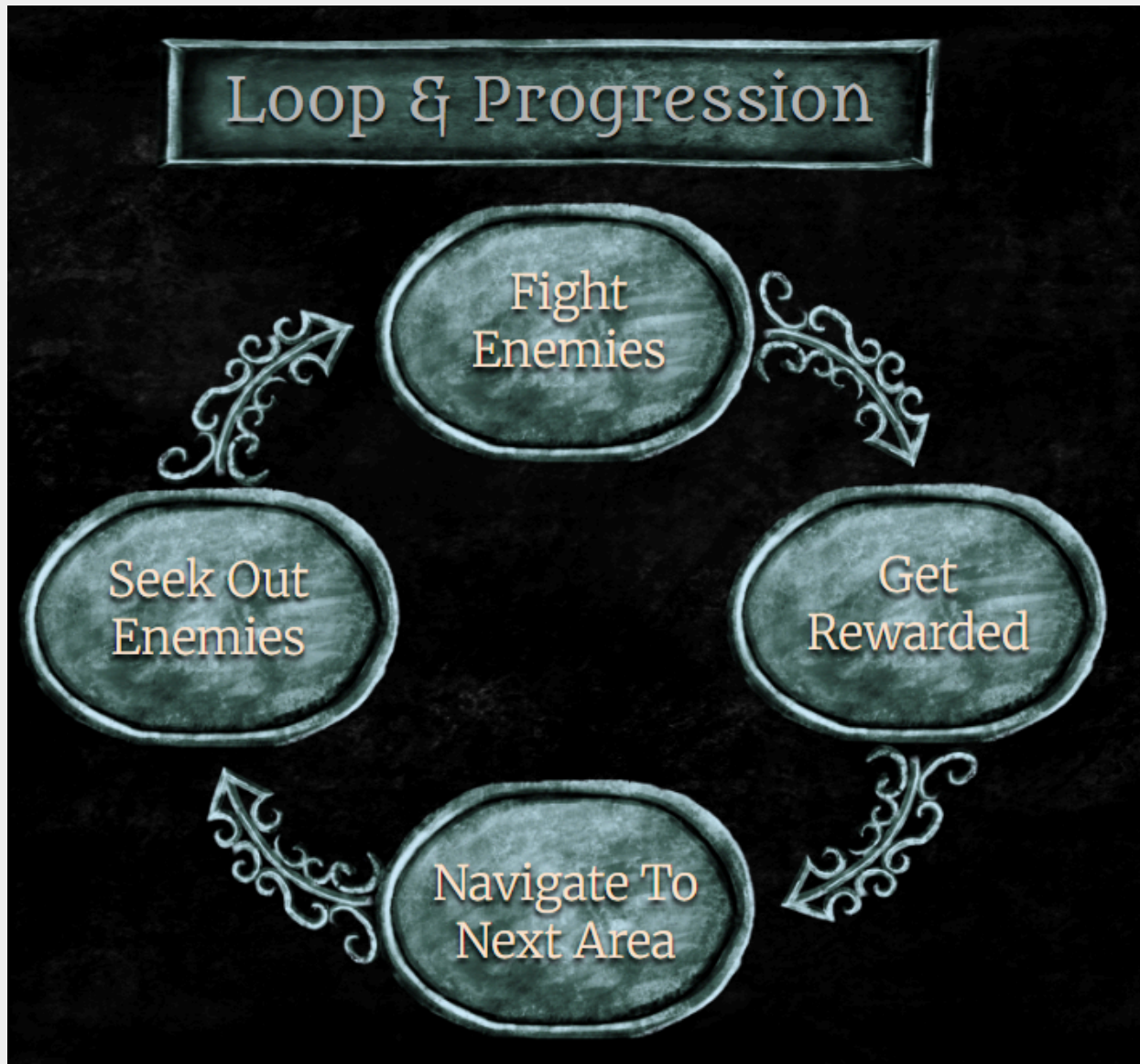## Mood Board

Gameplay

Core Game Loop

The game loop starts by the player looking for enemies, then defeating them, being rewarded for defeating the enemies, and powering up from the reward.

Mechanics

Actions

Walk   **(Left thumbstick)**
'Sprint' - running for a short time and a 'ghost sprint mode' auto activates
Dash   **(A)**

Attacks:

- **Light**   **(R-Trigger)**
  - Rapid strikes
  - Low damage
  - Smaller AOE
- Light-Dash
  - Rapid 360 degree spin
  - Minimal damage
    - Strikes multiple times
  - Large AOE
- **Heavy**   **(L-Trigger)**
  - Slow strikes
  - High damage
  - Long piercing charge

- **Charged-Heavy**   **(Execute)**
  - Steals element from low health enemies and kills target
  - Element changes attack variant

- **Ultimate**   **(Y)**
  - Charges on hitting enemy
  - The more charge is in the bar, the more damage it will deal
  - Highest damage
  - Largest AOE
  - 360 direction
- **Ghost grip**   **(B)**
  - Slow animation
  - Low damage
  - Groups enemies from range - melee distance
- **Soul 'burst/infuse' (D-Pad)**
  - Enhances the player with elemental power
  - Enables the attack variants and elemental procs

Base Stats

Health max: 100
(Healing is scarce - Hitting/killing enemies should be the only source)

Light damage: 20

Heavy damage: 60

Ultimate damage: 100-200

Attack Speed: 1/s

Movement Speed: 600 units?

Starting element: **DEATH**

Starting Base Soul Capacity: 20 souls per element (can be increased if player gives us feedback to)

Cooldowns apply to:

- Dash
- Dash light attack
- Execute
- Ultimate
- Ghost grip

Elemental Type

Element effect and description:

Horseman	Effect	Description
War	**Rage**	A warcry that chains through the crowd dealing damage Creates a spherical area that damages all inside and has a decreased chance to create another sphere from additional enemies
Famine	**Decay**	Reduced combat effectiveness (Damage vulnerability) Increases damage taken from enemy suffering the effect ALL stacks decay after 10 seconds but refreshes on being hit with famine attunement again
Pestilence	**Infection**	Disease clouds, damage over time tied to hit target Infected enemies carry the cloud with them as they move, damaging all enemies caught in the area. Area decays after 5 seconds
Death (Default damage type)	**Reap**	A long, slow wind up until a massive damage hit Each proc triggers an 'echo' effect on damage, the 'reap' delay is modified by items starting at 2 seconds

Elemental modifiers:

Attack variants:

When an element is switched to, the player immediately receives these modifications to their attacks and loses any previous variants.

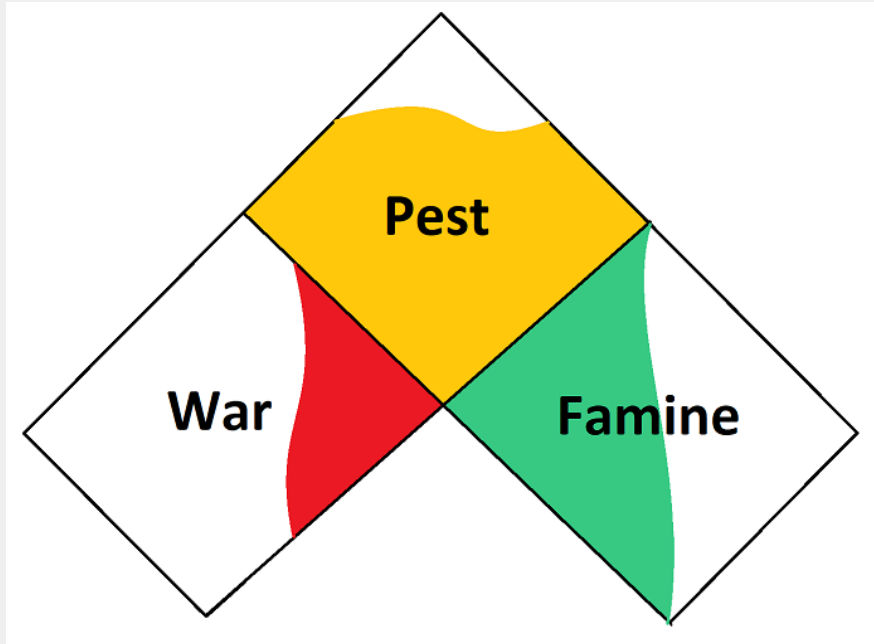| Element variant	Description
Death Grip	Modifies **Ghost grip** into a scythe 'reap' attack dealing massive damage but no longer groups enemies
Death Heavy	Modifies **Heavy** attacks to create a delayed 'echo' area dealing the

	damage a second time after 2 second at a fixed location (This hit cannot proc **Reap**)
Active variants	**During soul burst**
Pestilence Light	Modifies **Light** attacks to create pestilent projectiles with decreased proc chance
Pestilence Ultimate	Modifies **Ultimate** attacks to create a lingering cloud that expands over 2 seconds (Can proc **infected** with a lower base chance)
Famine Heavy	Modifies **Heavy** attack
Famine Grip	Modifies **Ghost Grip** to fire 2 hands simultaneously that group enemies together in a line in front of the player instead of a ball and siphoning a small amount of health per enemy collected
War Ultimate	Modifies **Ultimate** attack to be a singular LARGE AOE attack with no projectiles and increased damage based on 'fury' stacks on top of ultimate charge
War Light	Modifies **Light** attack with a frenzy effect. After a number of hits, the player detonates in an identical fashion to the enemies hit by the **war** elemental effect (This effect has a higher base proc chance)

Soul burst - Element switching

When killing enemies:

- The player will collect an amount of soul charge depending on enemy threat
- If an enemy is not elementally charged:
  - Basic enemies will drop 1 random soul charges
  - Ranged enemies will drop 2 random soul charges
  - Heavy enemies will drop 3 random soul charges
- If an enemy is elementally charged
  - They will drop 3 souls guaranteed
  - The charges will be guaranteed to be the same element of enemy killed
- They will collect in a visible meter (e.g.)

When using the corresponding direction on the D-Pad, the player will enter a 'soul burst' state of that element.
The chosen meter will begin to drain at a fixed rate. The cages could be upgraded by:

- Increasing soul capacity (Perhaps via stacks of said element)

Upgrade paths

Common/Overall:

When players complete objectives, find 'hidden' areas, or match the corresponding element they will receive an item chest containing a combination of:

- A **STATISTIC** increase
    - Physical Damage   Physical Speed   Element chance
- An **UPGRADE** effect
    - War increase   Famine increase   Pestilence increase

Each chest will be laid out showing BOTH upgrades clearly and concisely.

Elemental upgrade types:

When a player is shown items, the 3 options will consist of any combination of the listed items:

War Frequency	War	Battle Born	Increases how often enemies **Rage** during **War** attunement
War Damage	War	Strength Training	When hitting enemies during **War** attunement - Deal bonus damage & Status damage increase
War Radius	War	War On All Fronts	Increases **Rage** radius on each enemy
Famine Frequency	Famine	Empty Stomachs	Increases how often enemies '**Decay**' during **Famine** attunement
Famine Damage	Famine	Starvation	When hitting enemies during **Famine** attunement - Deal bonus damage
Famine Potency	Famine	Salted Earths	Increases the effectiveness of **Decay** stacks
Death Frequency	Death	The End Is Nigh	Increases how often enemies **Reaped** during **Death** attunement
Death Damage	Death	Honed Scythe	When hitting enemies during **Death** attunement - Deal bonus damage & status damage increase
Death Delay	Death	Wound Clock	Decrease time before **Reap** stacks trigger
Pest Frequency	Pestilence	Virus Mutation	Increases how often enemies become **Infected** during **Pestilence** attunement
Pest Damage	Pestilence	Vile Of Pox	When hitting enemies during **Pestilence** attunement - Deal bonus damage & status damage increase
Pest Radius	Pestilence	Infection Zone	Increase radius of **Infected** status effect

Modified Stats

When collecting items from a chest:

- Gain stacks of the chosen types (Strength + Famine OR Speed + Pestilence)
- Each stack adds a flat amount to their respective total
    - Strength stacks = +3(PH) damage per stack
    - Speed stacks = +10% speed per stack
    - Proc chance = +15% chance to proc per stack
- For each element
    - Element stack = +2 additional damage during respective soul burst
      Element proficiency pacing: (Needs looking at if proficiency item pool increases)

Objectives

Each area will have an encounter that the player has to clear before moving on to the next area. For example, the player might be caged in and the door will not unlock until the enemies are cleared.

"Ambush" (Defend themself for a time)

"Sabotage" (Destroy a tanky object while defending yourself)

"Capture the souls" (Kill within a radius to absorb souls) [Could nullify healing for the duration]

"Laser lockpick" (Guide a slow moving laser into its own power sources to neutralize it)

"Search and destroy" (Explore the environment and smash all crystals tied to the door)

Level design per objective and level will dictate whether the player is free to leave during the event or not.

Enemies

The game will have three different enemy types:

- Basic: a melee enemy that swings their weapon at you.
  - 50 hp
  - 10 damage
  - Average movement speed
  - Low likelihood of being attuned
- Heavy: Slow hitting enemy, but more punishing when you are hit.
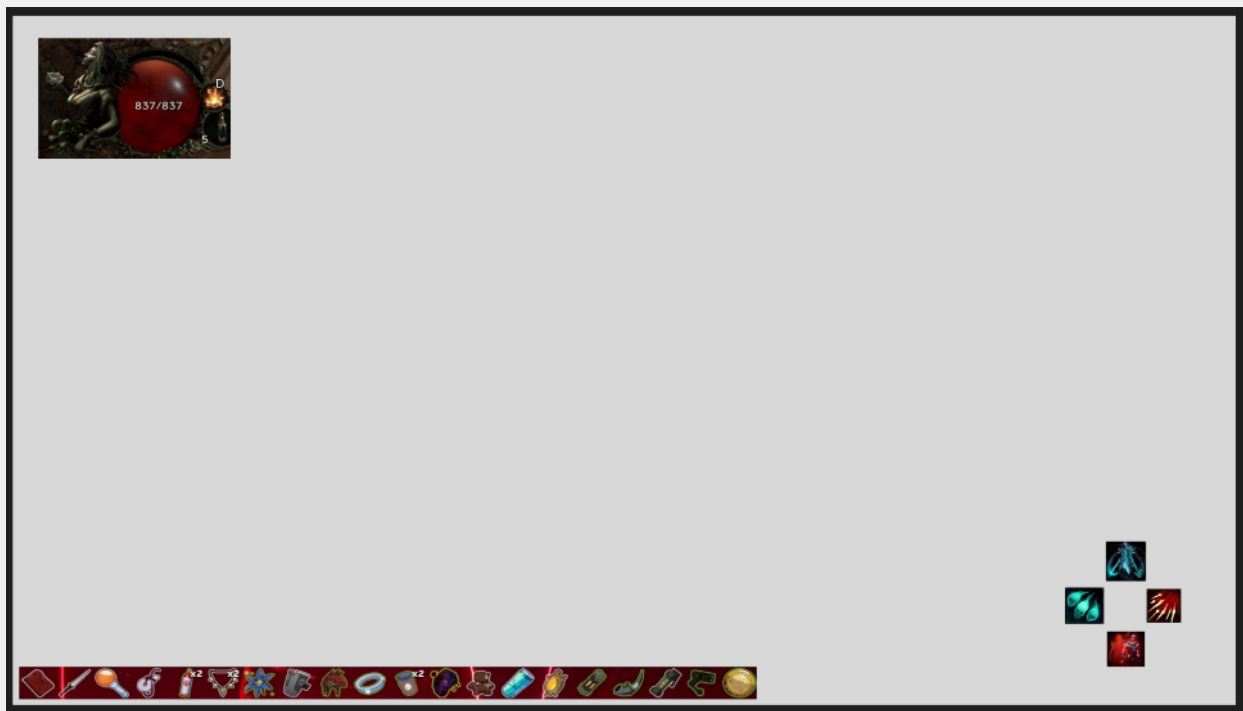
- 250 hp
  - 20, 30, 15 damage
  - Slow movement speed
  - High likelihood of being attuned
- Ranged: Shoots projectiles at the player.
  - 125 hp
  - 5 damage
  - High movement speed
  - Highest likelihood of being attuned

User Interface

Main Menu

Main gameplay UI

Comprising of attack types, health, and a portion of the players total items

Narrative

Player is a spirit in a sword that can project a physical form of themselves to wield the sword, this apparition is also the spirit/player character, this would explain the dashing and the strength to use such a large sword as it is weightless to them

The Soul of player was summoned by the NPC in a ritual type of area using the sword as a catalyst. Player's soul descends into the sword from above and materialises a body around the sword pulling it from the centre of the ritual circle

The NPC explains why the player was summoned to eliminate the undead and their leader.

The player, after being summoned and materialising, is taught the basics of the game's mechanics by the NPC who also explains that the player is the spirit/soul of a long dead hero/warrior and this is why they were summoned, as they're the best chance to defeat the monsters.

The castle and its surroundings are slowly being enveloped by the spread of the corruption that has so far decimated the kingdom and its people, but seemingly, it has no effect on the player, most likely since they are a spirit and not flesh and bone.
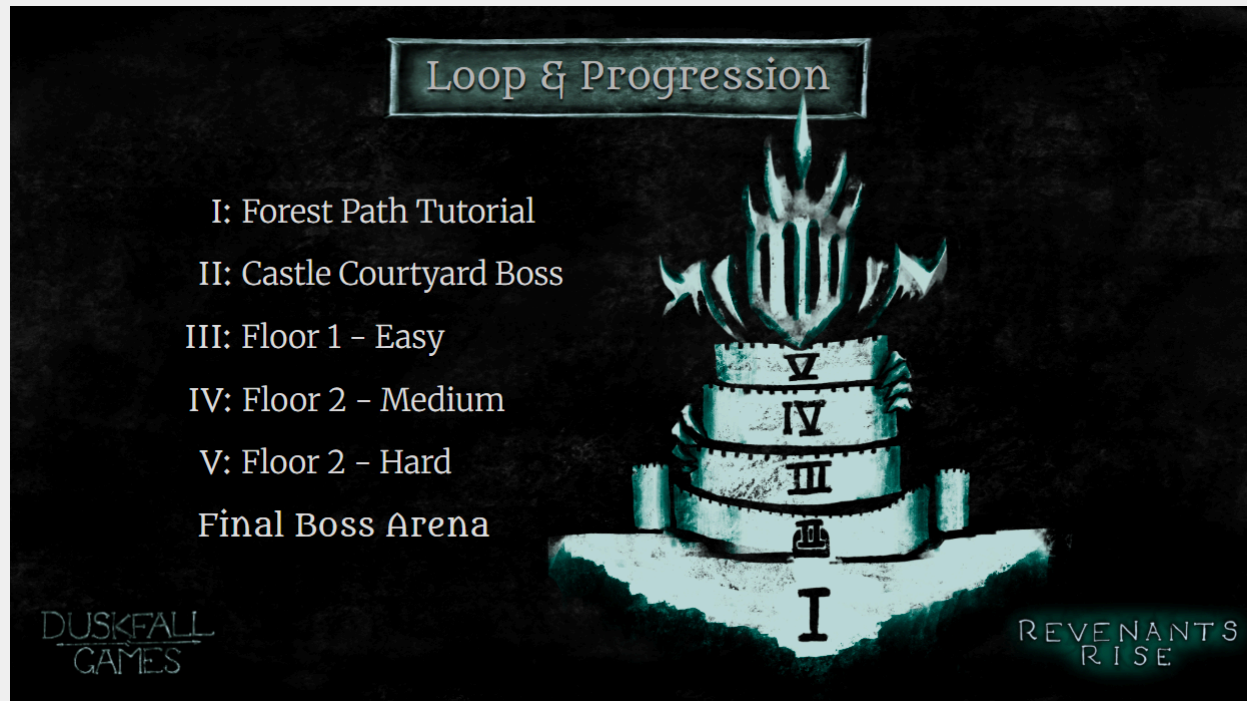
The castle is overrun and has been captured by the leader of the corruption who must be defeated to save the kingdom.

For full information, read the NDD

https://docs.google.com/document/d/1VleGGbP7SFSHg_02WTHmfSh0VG2UPLFcf7nqh82Btlw/edit?tab=t.0#heading=h.fwhi8des1b00

Level Design

Level Overview

Players will go through five levels:

1. Forest Path (Tutorial Area)
2. Castle Courtyard Boss
3. Floor 1 - Easy
4. Floor 2 Part 1 - Medium
5. Floor 2 Part 2 - Hard
6. Final Boss Arena

Maps will be placed in separate levels

For more info: RR-LDD

https://docs.google.com/document/d/1vBUaji_qcNoALK41KMvhBk8DL97nUvGJc_skn77c1zk/edit?tab=t.0

Camera Angle

We chose a 45 degree angle and we made the camera closer to the player.

The current camera boom arm length:

700z from the player.

700z socket off set.

Bugs

10/11/2025

- When hitting an enemy with a heavy attack there is a chance the player will be frozen in place unable to do anything. The trigger could potentially be hitting more than 1 enemy at a time or taking damage during the attack which interrupts the animation causing the player to be stuck. {I think that I have resolved this issue, cause might have been the newer animations didn't flag the player as unstaggerable before hitting the cannot attack or move flags, and preventing them from getting to the flags that resets the player state }
- When spawning in or starting a level the chains on the basic enemies helmets will disconnect and fall through the floor endlessly. {this has been resolved, the abp node that was causing the issue has been left out for now til I can work on it more}
- The player is able to spam the hand ability even before the animation has finished allowing them to spam the start of the animation.
- When a potion spawns the player needs to walk away from it then back into it to pick it up, it isn't picked up by the player immediately after it spawns.

11/11/2025

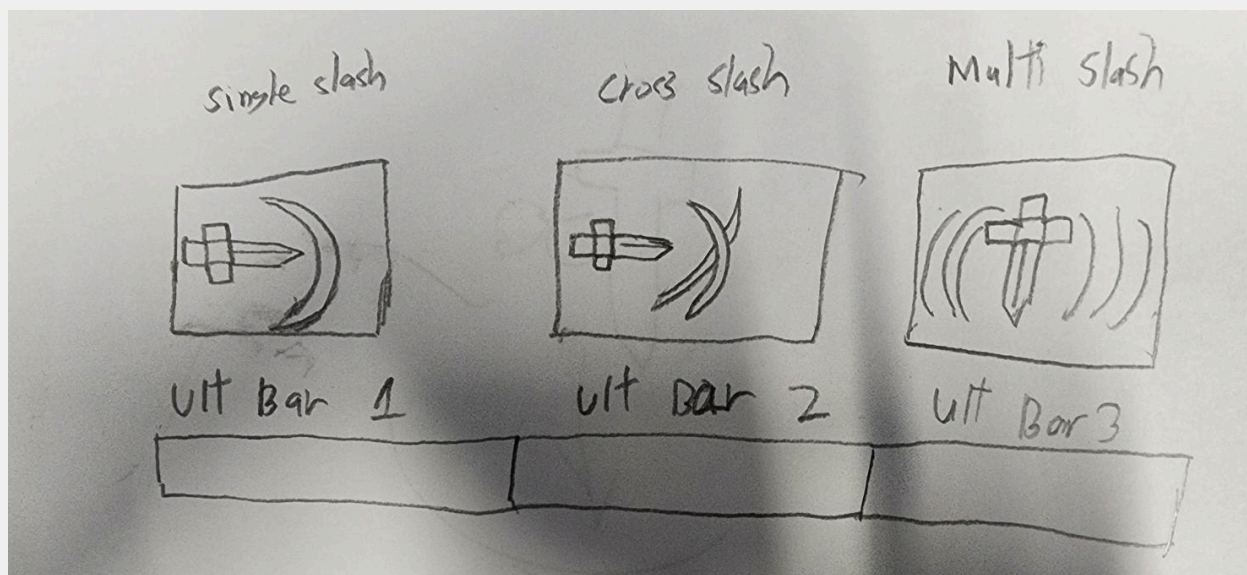- Health potions do not restore player HP.

2/12/2025

- The size of the heavy enemy is smaller than regular enemies so heavy enemy size should be increased.

Conventions

References

Stretch Goal

Multi-tiered Ultimate

- First threshold lets you spend it as slash forward
- Second threshold lets you do a cross slash
- Third threshold lets you do the first two moves, then a final ultimate slam that does a omni-directional slash

Depreciated content

Modifier Stats

When attuned to different elements, the player will notice they have a varied damage numbers based on the items they've collected.

For example:

The player has 3 items

- 15% Light Attack damage
- 10% Pestilence damage
- 10% Pestilence chance

Player attacks are modified following these formulae:

Ad = Light attack   **Lm**=Light modifier

Pt = Pest Item total **FD**= Final damage

When **NOT** pestilence in this example

$FD=Ad+(Ad*Lm)$ (eg) $FD=20+(20*0.15)$

                                                      $FD=20+(3)$

                                                      $FD=23$

When attuned to pestilence in this example

$FD=La+(La*Lm)(La+(La*Lm))*Pt$ (eg) $FD=20+(20*0.15)+(20+(20*0.15))*0.1$

                                                                  $FD=20+(3)+(23)*0.1$

                                                                  $FD=23+(2.3)$

                                                                  $FD=25.3$

Enemy scaling (Scrapped)

With each completed objective, the next floor's enemies are 'buffed' by varying amounts

Light enemies:

- Hp + 3 per objective

Light attuned:

- Hp + 5 per objective

Ranged enemies:

- Hp + 4 per objective

Ranged attuned

- Hp + 6 per objective

Heavy enemies:

- Hp + 5 per objective

Heavy Attuned:

- Hp + 8 per objective