

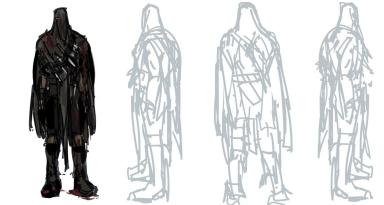
Character Design Models



<^enemy ideas



main characters:



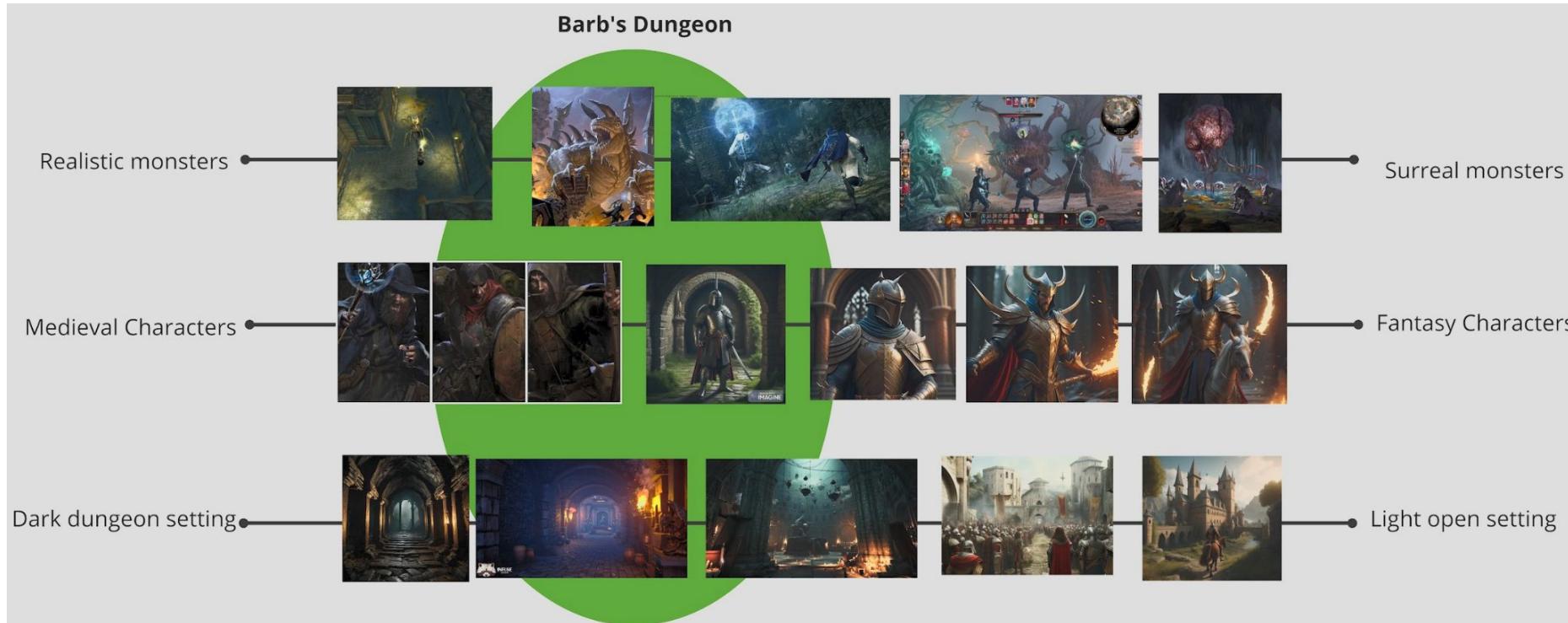
^initial idea of 1:1 proportion sprites
con: too time consuming vs simple
sprites



Implementation - Sprites



Art Spectrum



Keyboard Layout

All Keys are reprogrammable/mappable for User preference, these are the defaults



M1 - Use Primary hand/right by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed show with bow/spell cast

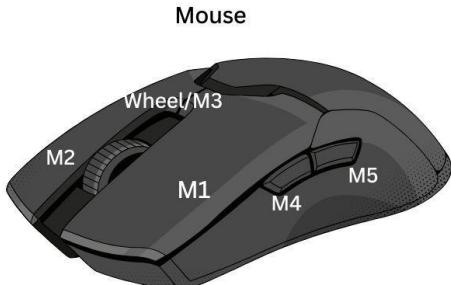
tap/hold - block with shield

M2 - Use off hand/left by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed/charge shotwith bow/spell cast

tap/hold - parry with shield

M3 - Mappable
M4 - mappable
M5 - mappable
Mouse - Camera Control



W - Move Forward
S - Move Backwards
A - Move Left
D - Move Right
Q - Skills Swap
E - Interact
R - Use Item
T - Parry
F - Two Hand Primary Hand (tap)
Two Hand Off Hand (Hold)

Holding any movement key (W,A,S,D and tapping space will result in a dodge

1 - Skill Slot 1
2 - Skill Slot 2
3 - Skill Slot 3
4 - Skill Slot 4

Tab - Inventory
Shift - Sprint (hold by default can be changed to a toggle)
Ctrl - Crouch (toggle by default can be changed to a hold)

Space Bar - Jump

Esc - Pause Menu

*Keys not mentioned or displayed are also free to be mappable to user delight

Controller Layout

*Mappable Buttons to user preference



RB - Use Primary hand/right by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed shot with bow/spell cast

tap/hold - block with shield

LB- Use Off hand/right by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed shot with bow/spell cast

RT - Use Primary hand/left by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed/charge shot with bow/spell cast

LT - Use Off hand/left by default
tap - light attack with melee weapon
hold - heavy attack with melee weapon

tap - quick fire with bow/spell cast
hold - focus/aimed/charge shot with bow/spell cast

- (tap) Dodge
- (tap x2) Swap skill slots
- Tapping will two hand to the default hand
 - Hold Triangle and click RB/LB to two hand either weapon

X- Interact (if around interactable)
(hold) jump

UP - Spell Slot

Down - Spell Slot 2

Left Spell Slot 3

Right - Spell Slot 4

L3 - Movement (Left,Right, Forward,Backward)
L3 - tap to toggle sprint

R3- Camera Control
(tap) crouch
Menu- Inventory

Home - Pause Menu

- Spell Menu
- Spell mapping
- Switching out 'Quick cast' spells



Wizard Concept Art



- Wizard with conjured sword
- Conjunction magic

Ranger Concept Art



- Ranger
 - Archery combat
 - Thievery combat

Knight Concept Art

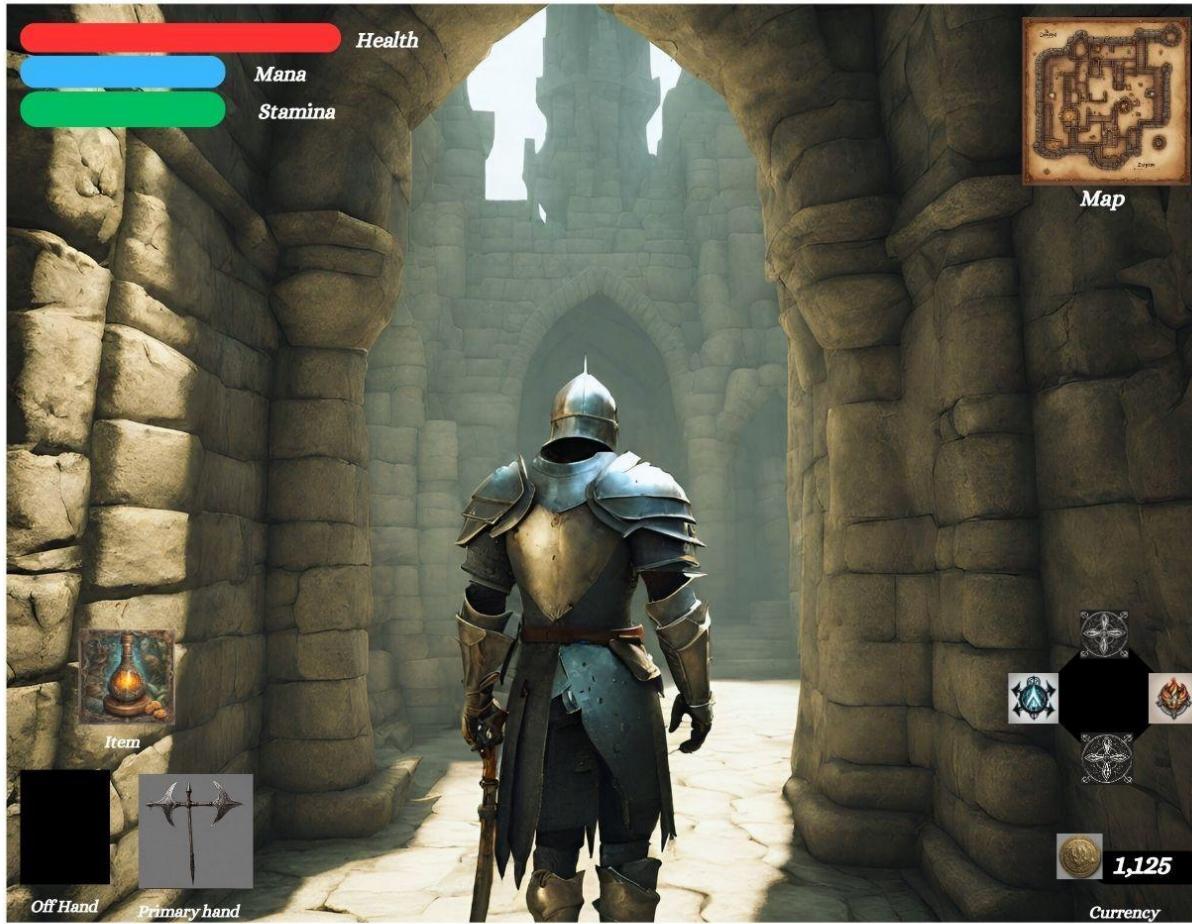


Knight

- Holy Knight playstyle
- “Dumb tanky” knight playstyle



Concept Art for different armor sets/character designs



Inventory

Chest/Treasure Box

Weight: 15/45



Primary Hand

Off Hand

Player Character Stats

HP: 8

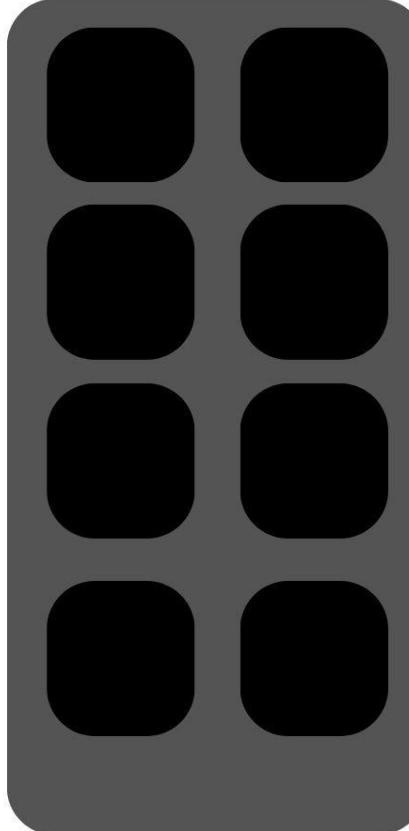
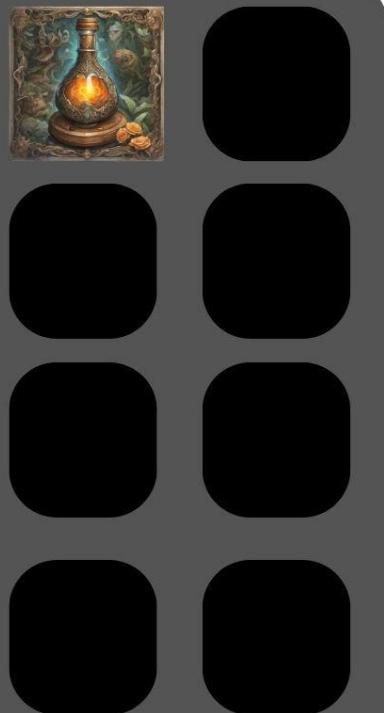
Str: 12

Dex: 14

Agi: 8

Int: 10

Fai: 12





- General safe room layout
- Fast Travel system

