



SPITE: ORDER OF THE ROSES

GAME DESIGN DOCUMENT



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THE WORLD

History & Prologue



NARRATIVE HISTORY

- Peaceful place for a whole society
- Order of the Roses center of protection since beginning
- Crusaders abilities stems from holy magic and divine crystals, granting them power
- High priestess the leader of the society

- Ambrosia found as a child with strong Divinity
- Taken in by the Order
- Trained sense childhood, becoming the greatest Crusader of the order
- Rumors of a new demonic foe, Ambrosia sent out to investigate by Leader

PROLOGUE

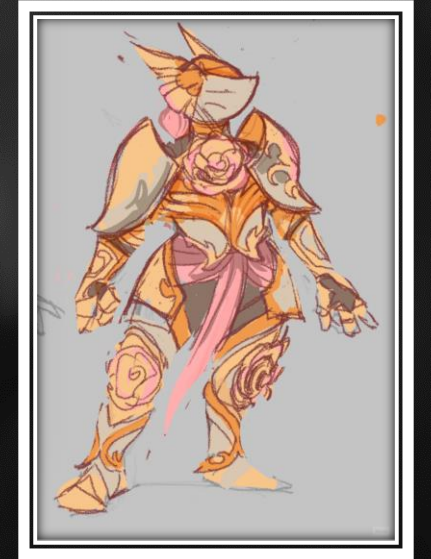
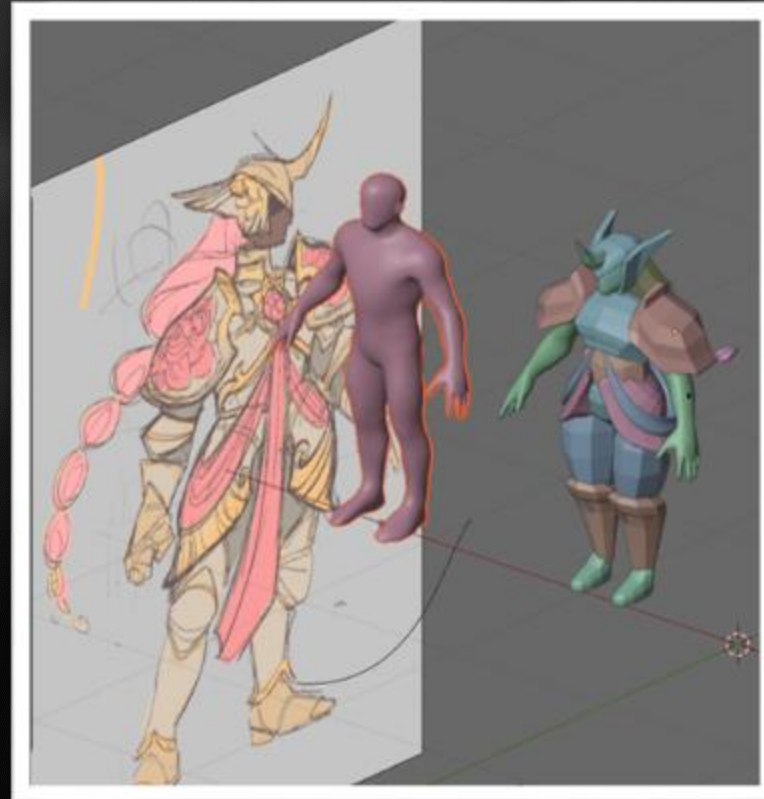
- During the travels learning that this demonic foe moves as a Plague
- Other village Priest Elder tells of past demons that corrupts and infests
- Thrives in dense cities, and spreads like wildfire
- Returning to home to report to the high priestess in the Cathedral, hoping to get answers of how to defeat this demon.

THE CHARACTERS

Player Character & Features, Enemies & BOSS

PLAYER CHARACTER

- **Ambroisa** – Greatest Paladin of *The Order of the Roses*
- Represents *the hero archetype*, specifically the divine champion or chosen one
- Designed to convey **divine authority** and **inner strength**
- Both **sacred** and **battle-hardened**, with a sense of light and purity contrasting the dark, plague-infested
- Symbolizing hope amidst despair



PLAYER FEATURES

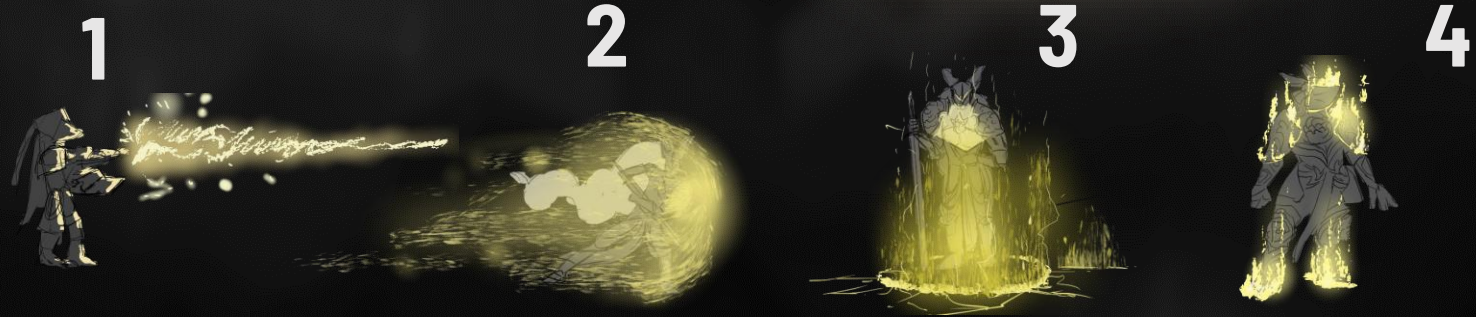
- Ability Statues – Grant the Player Abilities
- Holy Prayer to gain powers

"My might stands firm, my light shines bright, With courage strong, I face the fight. As my sword speaks truth, and serves the divine fate, I'll vanquish all evil, no matter the stakes."

ABILITY
STATUE



- 1: Divine Radiance Slash- *Beam attack*
- 2: Celestial Charge – *Tackle Attack*
- 3: Holy Nova – *Crowd Control*
- 4: Conviction – *Ability and resource buff*



- Health resource – *Red Crystal*
- Divinity resource – *Yellow Crystal*



HEALTH



DIVINITY

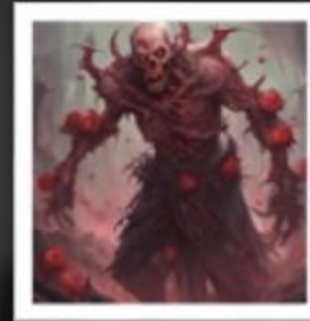
ENEMIES

- 1. THE CORRUPTED
 - *Small low health & Melee*
- 2. THE DARK CLERGY
 - *Middle health & Ranged*
- 3. THE FALLEN CRUSADER
 - *High Health and Melee*
- All have **Elite** Versions
 - *Higher in overall stats, different colors from original enemies*
- Followin Orthogonol Game Design
 - *Different obsticles for the player, for a more engaging and fun excperiance*

REGULAR
VERSION

ELITE
VERSION

1



2



3

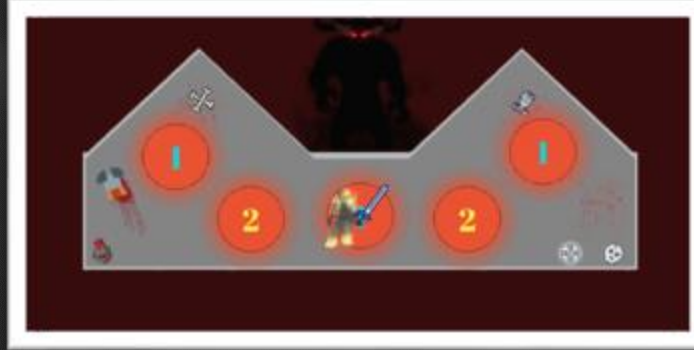


BOSS PLAGAROS

THE PLAGUE DEMON



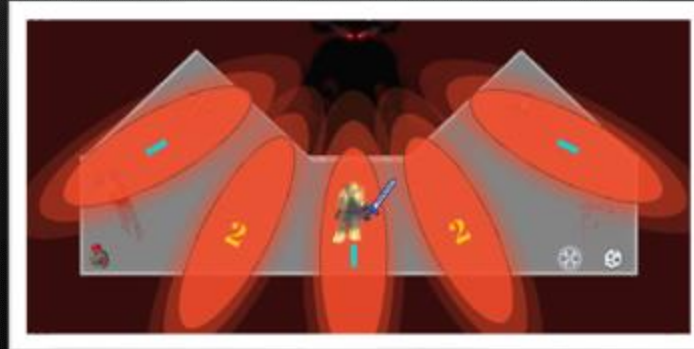
PHASE 1



PHASE 2



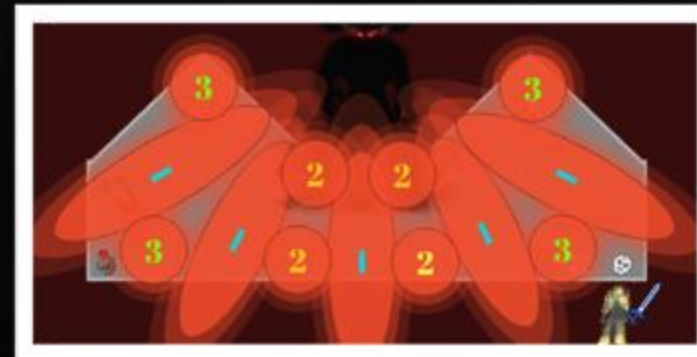
PHASE 3



PHASE 4



PHASE 5



- He will be a Fight in 5 Phases
- 3 Boss attack Phases, where he can be attacked
- 2 middle phases, spawning enemies high difficulty curve

GAME PROGRESSION

Levels & Narrative Acts

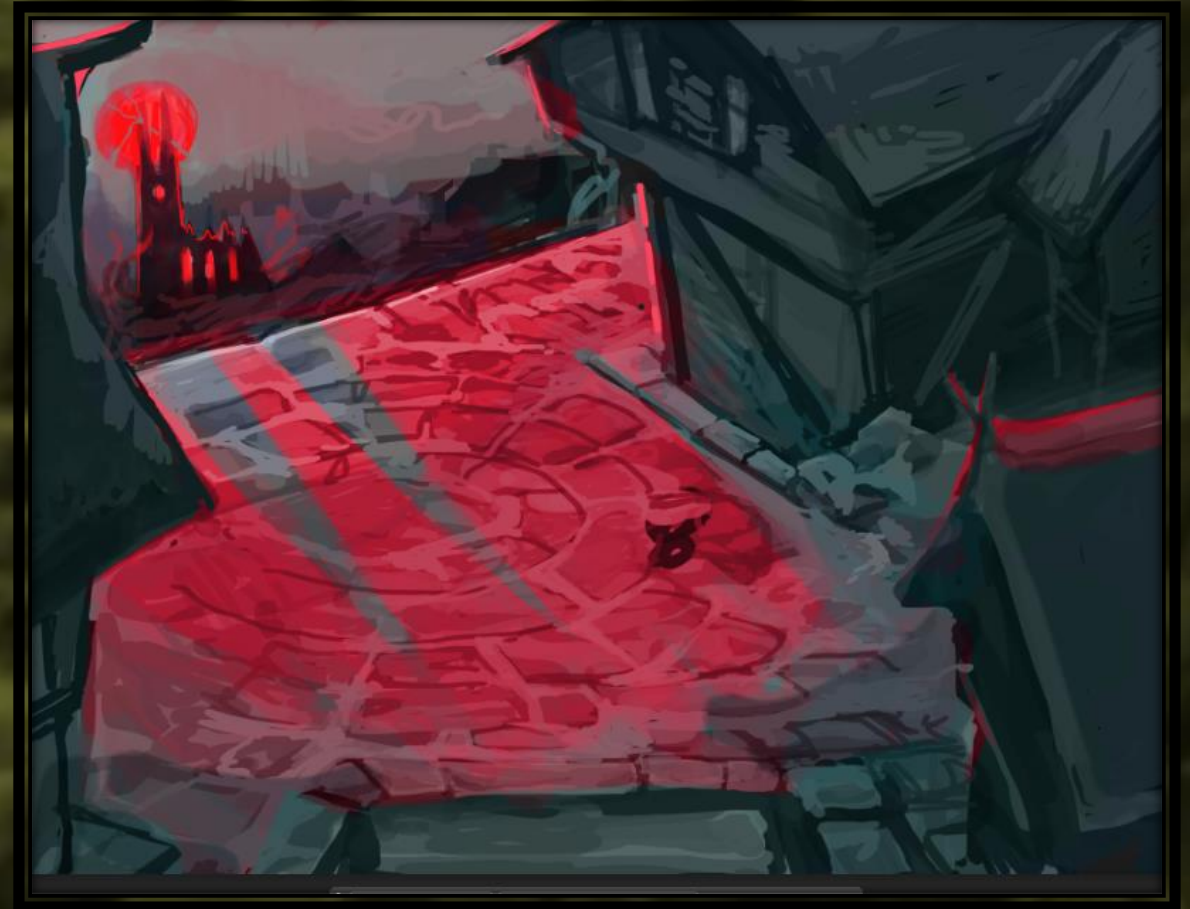
LEVEL #1 – ABANDONED HAMLET

Environment

- Medieval outskirts farm
- Plagued, cursed
- Deserted Houses, abandoned farms
- Scattered Corpses
- Scarecrow, Eerie & Empty

Narrative Beats

- **Narrative Beat #1**
NPC: " I don't know what happened, they just started attacking, help us!! Please !! "
- **Narrative Beat #2**
Player: *What in god's name.. What cursed thing has happened..?*
- **Narrative Beat #3**
Player: "What happened here? "
NPC: "They came from.."
Player: "Where? TELL ME!"
NPC: The Rose.. Follow the Rose.. (dies)
- Big Text of Title on Screen [Press to Play]



LEVEL #2 - PLAUGED RIDDEN CITY

Environment

- Medieval city
- Plagued, cursed
- Decaying wonky architecture larger houses
- Illuminated windows, no life left
- Corpse Piles, Flies, Rats, enemies roaming
- Hell on earth with no sigh of divine light

Narrative Beats

- **Narrative Beat #1**
NPC: " Everyone... all of them... they just... starting killing each other... dear god...!! Please, get to the Cathedral, and find the high priestess, the order is still holding it strong! QUICKLY, THEY NEED YOU!!!"
- **Narrative Beat #2**
Player: "Ive never seen this comrad before, that armor, its not from this time, who are you ?!"
Fallen Crusador:
- Big Cathedral walls [Press to Push]



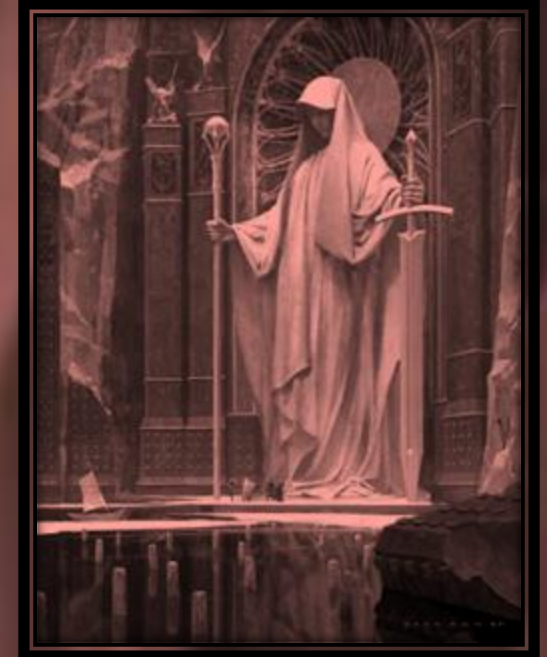
LEVEL #3 – CATHEDRAL OF DECAY

Environment

- Sinister Gothic Cathedral
- Gothic Spires
- Religious symbolism (Statues, Crosses)
- More regal but has a more sinister dark

Narrative

- Narrative Beat #1
Player: "Where is everyone?"
- Narrative Beat #2
Player: "Where is she... What was that?"



BOSS LEVEL

Environment

- Catacomb like room
- Massive gothic pillars.
- Gigantic boss at the end of the room. Stuck in a big hellpit ground, pool of blood
- Lots of dead crusaders around the area, bones and skeletons

Narrative

- Narrative Beat #1 (*Illustrerad Cinematic*)
- Narrative Beat #2
- Narrative Beat #3 (*Illustrerad Cinematic*)
- Sacrifice Event [*Press to Sacrifice*]
- *Flash Forward – Ambriosa Statue*



NARRATIVE PROGRESSION

Level 1 – FIRST ACT

- Presenter Narrativ start efter Prologue information (*Illustrerad Cinematic*)

Level 3 – THIRD ACT

- Presenter Narrativ progression till mål att gå mot katedralen, med hopp om att få hjälp från sin mästare

Level 3 – THIRD ACT

- Presenteras med frustration och hopplöshet, men finner styrkan och söker för att hitta och rädda sin mentor

Level 4 – FINAL ACT

- Finner hopp i att ha funnit sin mästare
- Blir förådd av sin mästare i en plottwist
- Offerar sig själv i den dramatiska climax (*Illustrerad Cinematic*)

MOCKUP

