

# Zelda Clone

*Design Document*

## Development Team

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## Genre

Action Adventure in a bird's eye view

## Platform

Microsoft XNA / C#

## Overview

The game idea is inspired by “The Legend of Zelda – A Link to the Past” on SNES. We want to transform the main concepts of this game to a different environment and refine it with some funny gimmicks from different game genres and epoches.

## Game objects

There will be one player object and various objects for the environment, e.g. trees, stones, walls etc. and some enemy objects with moderate intelligence. The environment objects do nothing but are just boundaries. The player object can move in all four directions with fixed speed and changes its image according to the direction it is currently moving. It can grab items and keeps them in its inventory. The items can be used for various purposes, e.g. a sword for close combat, an arc for shooting an arrow or an axe for cutting a tree. The player object has a health level which decreases when getting hit by an enemy and which can be increased by eating health objects.

## Sounds

We will use various background sounds and different sound when using the various tools or when fighting an enemy.

## Controls

The player object is controled by the cursor keys and some keys for selecting and using the items.

## Game flow

At the start of the game the health level is full and the player has no items yet.

The game immediatly begins. When the player presses the <Esc> key the game ends. The game can be paused by pressing the <P> key.

## Levels

There is one large map where the player can move around. There are buildings which can be entered. They consist of one or more rooms which are connected by doors. There will be one or more final enemies. The game ends when the last final enemy is defeated.

## Milestones

- 21.5. beginning of game architecture and design
- 25.5. beginning of the basic implementation of the game logic
- 31.5. refinement and adding graphics
- 10.6. final tests and deployment