



Decree Of The Lich King

GAME DESIGN
DOCUMENT

Decree Of The Lich King - Game Treatment

The Price on Kael is a dark fantasy action game set in an abandoned and decrepit cathedral. The experience offers a turn based combat system where the player has to find the best options to defeat Kael The Lich King and uncover the truth hidden in that cathedral.

Design Pillars

Grim Tabletop fantasy atmosphere
The atmosphere has an eerie feeling brought by an old forgotten cathedral, house of a Lich

Assess multiple combat options
The player is making consequential choices, hoping to find the balance between risk and reward.

Core Engagement Loops

Primary

What will the player be accomplishing each second?

The player is using both playable characters with different abilities to damage Kael the Lich King

Secondary

What will the player be accomplishing each minute?

As the Lich King grows stronger, the player has to master quick time events to increase damage and gain additional mana power

Tertiary

What will the player be accomplishing each hour?

Defeating the Lich King to free the region of Moria

Valeria

Overview

A high-ranking enforcer of the Saint Voxel guild, Valeria was dispatched to Moria to serve as the Tracker's primary blade. She is a specialized Status-Executioner who bridges the gap between physical dominance and elemental magic. In the field, Valeria is a conditional fighter, she is most lethal when she can exploit the debuffs and curses left behind by her allies, regaining her own energy as she punishes the wicked.

Abilities

Health: 100 HP
Mana Power: 10 MP
Armor Points: 4 AP



Fulgur Strike



Lightning attack.

4-7 DMG
-2 MP

If enemy is "Weak":
+ 2MP

Sundering Blow



Heavy sword attack.

11-20 DMG
-4 MP

Afflicts "Weak" for 2 turns

Vanguard Slash



Light sword attack.

7-13 DMG
-3 MP

If enemy is "HolyCurse":
+ 1MP

ChainBind



Immobilising attack.

18-33 DMG
-7 MP

Makes enemy "Grounded"
for
1 turn

Rest



Skip Valeria's turn

+2 MP
+1 AP

Lucien

Overview

Where Valeria is the blade, Lucien is the light that guides it. As the guild's High Mendicant, he is the only line of defense between the party and the butchers of Moria. Lucien doesn't just heal; he manipulates the elemental state of the battlefield. His role is to weave holy curses, creating the specific conditions Valeria needs to regain her MP and execute her final strikes.

Abilities

Health: 100 HP
Mana Power: 5 MP



Prayer Of Mending



Healing ability.

Party Heal : +11-20 HP
Individual Heal: +22-40 HP
-2 MP

Applies 'Heavenly Blessing' for 2 turns if individual target chosen, 1 turn if Party is chosen.

Rite Of Cinders



Fireball attack.

13-17 DMG
-1 MP

Afflicts "Scorch" for 2 turns

Ichor Rain



Holy water attack.

4-7 DMG
-1 MP
-5 HP

Afflicts "HolyCurse" for 3 turns

Glacial Tomb



Ice attack.

11-20 DMG
-2 MP

If Kael is Grounded:
+10 DMG

If Kael is "HolyCursed":
"Ground" for 1 turn,
removes "HolyCurse".

Rest



Skip Lucien's turn

+2 MP

Kael

Overview

High atop the desecrated peaks of Moria, Kael, the Lich King, reigns from a crumbling Cathedral that has become a monument to his wickedness. Bathed in the eerie, eternal glow of a red moon, he orchestrates the butchery of the land below. Kael is a master of spectral manipulation, utilizing the atmospheric pressure of his throne room to crush intruders. His combat style is designed for total oppression, using the blood-red moonlight to empower his magic while siphoning the life from those who dare enter his sanctuary.

Abilities

Spectral Aegis

→ Magic

Shield

-2 MP

Immune to any attack for 1 turn

Withered Impact

→ Melee

Does heavy melee damage

20 DMG
-3 MP

Afflicts "LifeSteal"

Spectral Spear

→ Projectile

Ranged attack

15 DMG
-1 MP

Afflicts "Frightened" for 1 turn

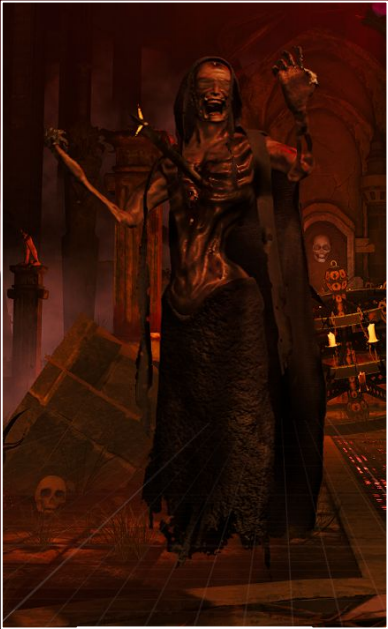
Gale Of Banishment

→ Magic

Launch a tornado towards the player

25 DMG
-3 MP

If Lucien is targeted, afflicts "Windswept" for 2 turns
If Valeria is targeted, "Ground" for 1 turn



Health: 200 HP
Mana Power: 6 MP
Passive recovery : 2 MP

Status Effects

Some attacks and abilities can afflict characters with Status Effects. Status effects can be Buffs or Debuffs, and will affect how much damage a player can do or how much damage they take, whether they can take a turn or not.

General Status Effects		
Name	Type	General Effect
Weak	Debuff	Attacks deal 5 less damage.
Grounded	Debuff	Character becomes unable to take action.

Valeria & Lucien Status Effects		
Name	Type	General Effect
Holy Curse	Debuff	Lose 5 HP at the start of turn.
Scorched	Debuff	Receive extra 5 damage from attacks.
Heavenly Blessing	Buff	Receive 30% less damage from attacks.

Kael Status Effects			
Name	Type	General Effect	Player-Specific Effect
Life Steal	Debuff	Received damage heals the attacker for the same amount.	
Frightened	Debuff	Receive 20% more damage from attacks.	<i>If Valeria is frightened, she gains 50% less MP</i>
Windswept	Debuff	Attacks deal 50% less damage.	
Spectral Aegis	Buff	Shield that nullifies the next incoming attack, then breaks.	

Valeria - Fulgur Strike

Valeria channels a bolt of pure judgment through her blade.



This ability bridges the gap between physical and elemental combat. It serves as a sustain tool; when targeting enemies afflicted with "Weak," it facilitates an MP-neutral rotation, allowing Valeria to stay aggressive without immediately depleting her resources.

Base Damage is 4, but can go up to 7 on perfect combo.

Cost is 2 MP

Additional bonus:

- If Kael is "Weak", Valeria gains 2 MP

Valeria - Vanguard Slash

A swift, precise cut aimed at exposed vulnerabilities.



A resource-management strike intended to reward party coordination. By capitalizing on Lucien's "HolyCurse," Valeria can mitigate the cost of her sword techniques, reinforcing the "Tracker and Blade" relationship.

Base Damage is 7, but can go up to 13 on perfect combo.

Cost is 3 MP

Additional bonus:

- If Kael is "HolyCurse", Valeria gains 1 MP

Valeria - Sundering Blow

A bone-shattering overhead strike designed to break the enemy's spirit.



This is Valeria's primary setup tool. By sacrificing a larger portion of MP to inflict the "Weak" status, she creates the necessary window for her other abilities to trigger their bonus effects, establishing her own combat rhythm.

Base Damage is 11, but can go up to 20 on perfect combo.

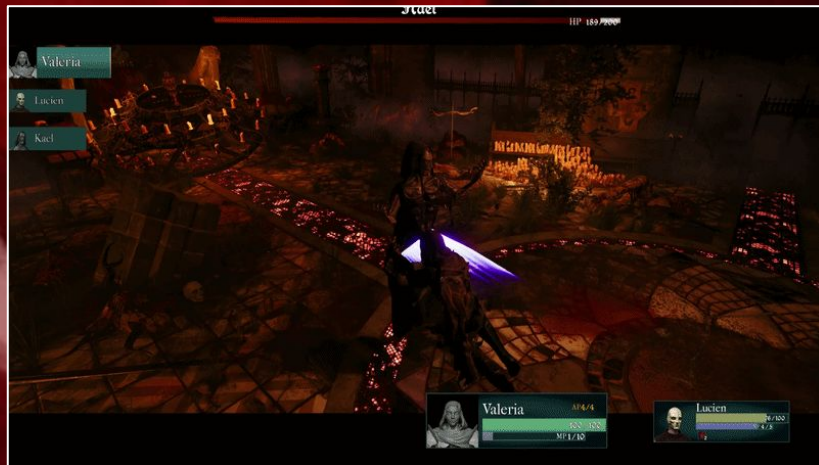
Cost is 4 MP

Additional bonus:

- Afflicts "Weak" for 2 turns

Valeria - Chain Bind

Spectral shackles erupt from the ground, locking the target in place.



A high-cost, high-impact finisher. This ability represents Valeria's immobilizing peak, providing a "Grounded" status that creates a direct mechanical setup for Lucien's specialized ice magic.

Base Damage is 18, but can go up to 33 on perfect combo.

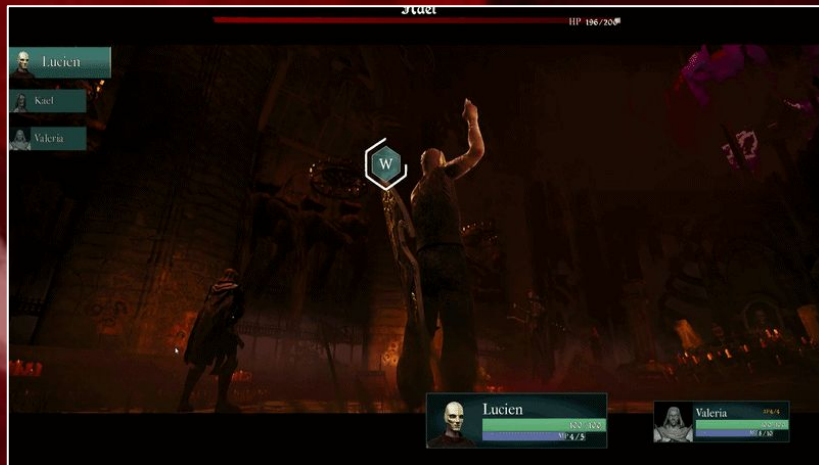
Cost is 7 MP

Additional bonus:

- Makes Kael "Grounded" for 1 turn

Lucien - Rite Of Cinders

A localized burst of holy fire to purge the land's corruption.



An affordable elemental pressure tool. "Scorch" serves as a consistent damage over time pressure, ensuring the boss's health is ticking down even during defensive cycles.

Base Damage is 13, but can go up to 17 on perfect combo.

Cost is 1 MP

Additional bonus:

- Afflicts "Scorch" for 2 turns

Lucien - Glacial Tomb

A flash-freeze spell that punishes those already burdened by fate.



The cornerstone of the party's elemental synergy. It rewards the player for successfully grounding a target (via Valeria's ChainBind) with massive damage, or transforms a "HolyCurse" into a "Ground" to keep the boss controlled.

Base Damage is 11, but can go up to 20 on perfect combo.

Cost is 2 MP

Additional bonus:

- If Kael is "Grounded", +10 Damage
- If Kael is "HolyCursed": "Ground" him for 1 turn, removes "HolyCurse".

Lucien - Ichor Rain

Lucien shatters vials of holy water over the enemy ranks.



A health for status trade-off. By sacrificing his own HP to apply "HolyCurse," Lucien sets up Valeria's "Vanguard Slash" MP regain, emphasizing his role as a selfless guide for the party.

Base Damage is 4, but can go up to 7 on perfect combo.

Cost is 1 MP and 5 HP

Additional bonus:

- Afflicts “HolyCurse” for 3 turns

Lucien - Prayer Of Mending

A channeled hymn that stitches wounds with celestial light.



A versatile sustainability tool. By offering a choice between broad party stability and high-intensity individual saves, it forces players to prioritize healing based on Kael's current aggression level.

- Party Heal

Base HP Gain is 11, up to 20 on perfect combo

- Individual Heal

Base HP Gain is 22, up to 40 on perfect combo

Cost is 2 MP

Additional bonus:

- Applies "Heavenly Blessing"

Effective 1 turn if Party healed, 2 turns if Individual healed

Kael - Spectral Spear

Kael hurls a lance of pure terror at a distance.



A disruption tool. The "Frightened" status is intended to break the player's planned ability sequence, forcing them to react to a loss of control rather than executing their optimal rotation.

Base Damage is 15.

Cost is 1 MP

Additional bonus:

- Afflicts "Frightened" for 1 turn.

Kael - Withered Impact

A crushing physical blow that siphons the vitality of the living.



A survival check mechanic. By siphoning life through "LifeSteal," Kael punishes players who fail to maintain their distance, effectively healing himself.

Base Damage is 20.

Cost is 3 MP

Additional bonus:

- Afflicts "LifeSteal" for 1 turn

Kael - Spectral Aegis

Kael weaves a veil of ghost-light that renders him untouchable.



A hard-stop defensive phase. This forces the player to pause their offensive and manage their own resources/buffs while Kael is immune, preventing "boss-melting" through raw damage.

Immune to any attack for 1 turn

Cost is 2 MP

Kael - Gale Of Banishment

A localized vortex designed to displace and disable intruders.



Character-specific disruption. By targeting the party's specific roles (Stunning Valeria or applying Windswept to Lucien), Kael actively tries to decouple the synergy between his opponents.

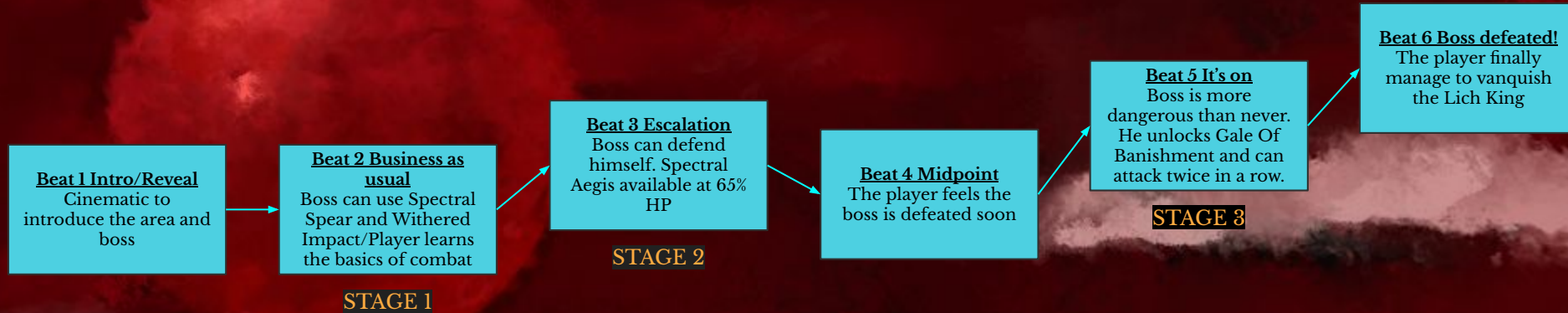
Base Damage is 25

Cost is 3 MP

Additional bonus:

- Lucien targeted: afflicts "Windswept" for 2 turns
- Valeria targeted: afflicts "Grounded" for 1 turn

Combat Dynamic



The emotional flow of the boss fight in Decree Of The Lich King relies on a succession of BEATS that include events in game. The beats structure the fight, aiming to drag the player through different emotions.

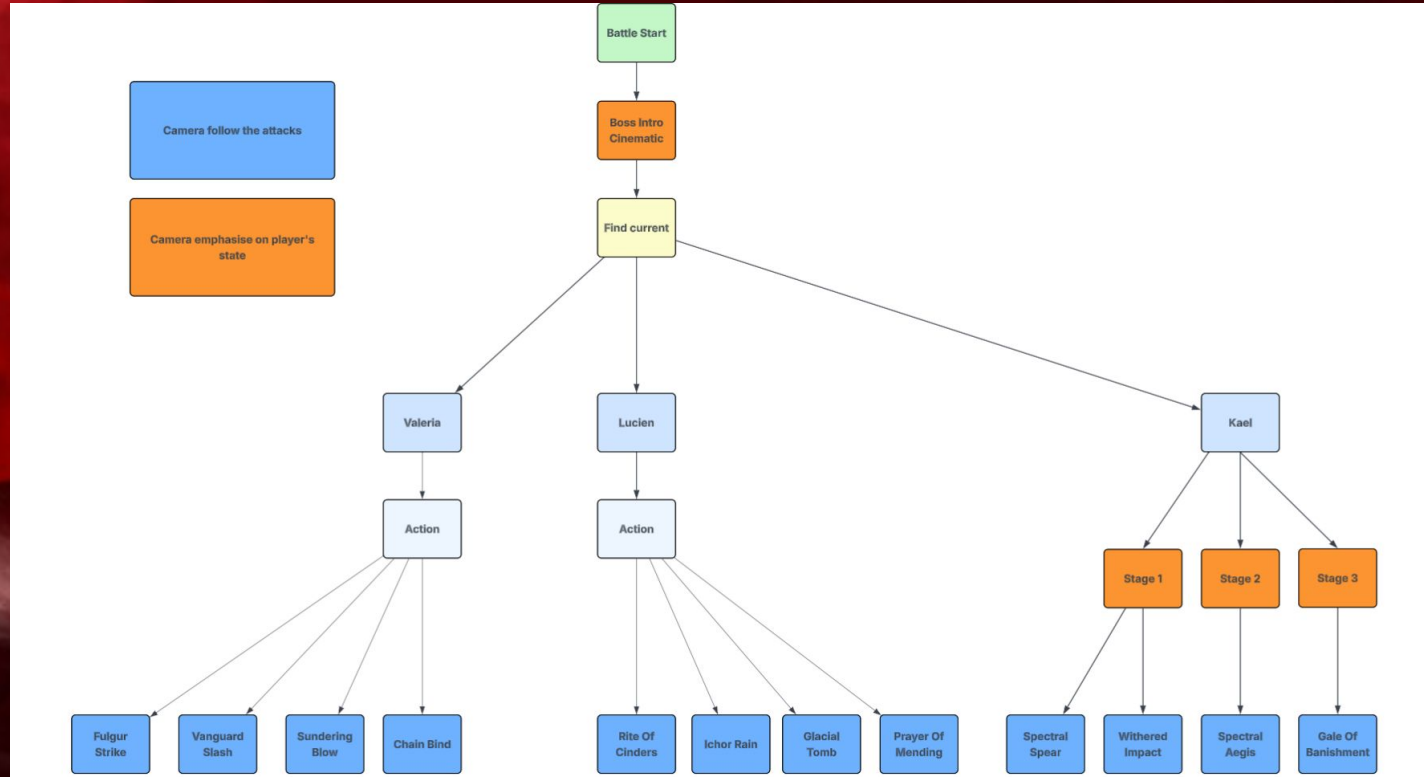
Kael's behaviours rely on 3 different stages, defined by the amount of abilities or attacks he can use. By increasing his range of moves, we surprise the player along the fight and increase the intensity of the experience. From being able to use 2 attacks when the game start to 4 different moves in STAGE 3, plus the ability of attacking twice in a row, the combat feels more diverse, challenging and entertaining.

Cinematics

Cinematics and camera movements have different goals in Decree Of the Lich King.

Cinematics highlight the main phases of the game, introducing Kael to the player but also letting him know when he is entering a new stage.

Camera movements during attacks brings punch, outline specific attacks and give an action-like feeling to the player.



Quick Time Events

Ability QTE

- The player can perform quick time events for any moves he decides to use, and this applies to both Valeria and Lucien.
- There is variety in the patterns, so the player has to remain vigilant on the keys icons sent on the screen.

On SUCCESS  Damage applied is the base Damage

On PERFECT SUCCESS  Increased the base Damage and reward the player with MP.

On FAIL  Base damage is altered and the status effect are not applied

Parry QTE

- Withered Impact can be parried by both Valeria and Lucien
- Gale of Banishment and Spectral Spear can only be parried by Valeria.

On SUCCESS  Reduce the damage taken

On PERFECT SUCCESS  Doesn't apply status effects

On FAIL  Damage applied is the base Damage

UI - HUD



UI - Status Effects



Lifesteal



Frightened



Windswept

Number of turn the status is applied



Heavenly Blessing



Grounded



Scorched



Weak

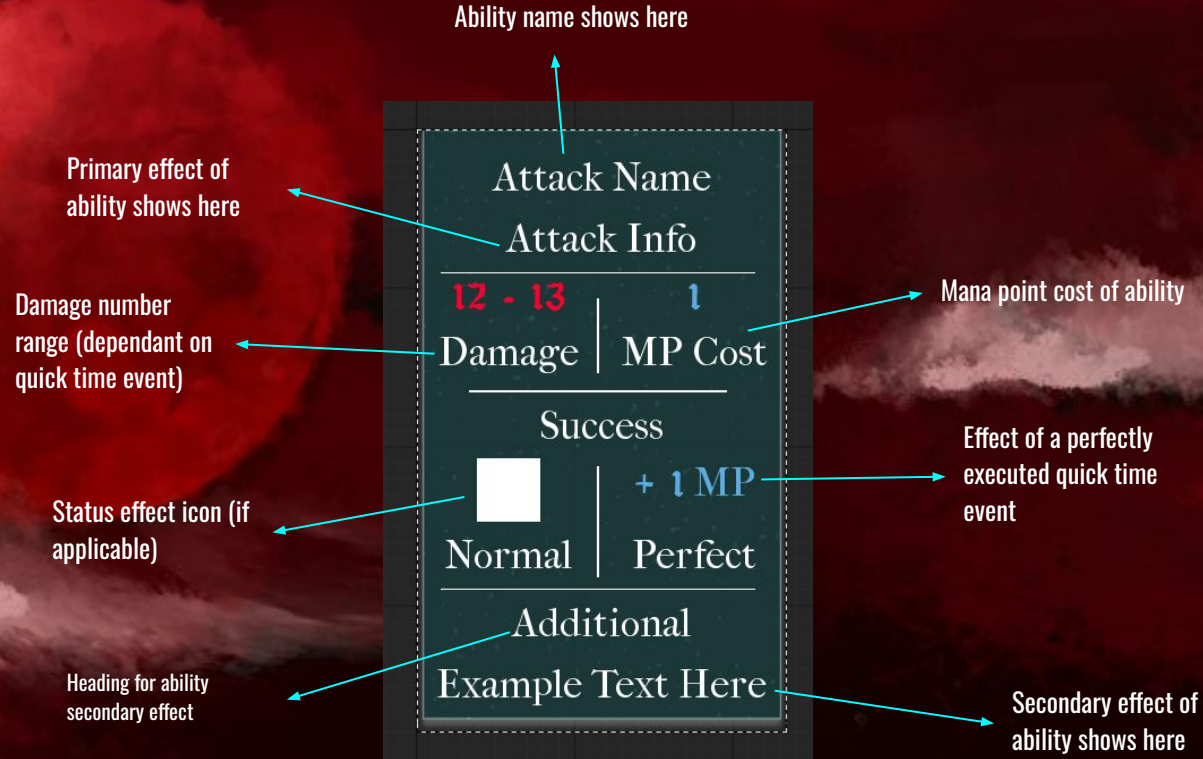


Holy Curse



Shield

UI - Description Box



Game credits

Gridded layout of team members



Main Menu

Dynamic main menu



Loading Screen

Async loading screen

