

Hellenic Runner Design Document

Movement

WASD Keys

E for using powerups

The player is always running. They use D or Left Click to dash through objects or make longer jumps.

During the boss battle, the player can dash backward, which will actually just make them decrease velocity for a moment. This will be to help dodge obstacles.

Health and Dash System

Player has 40 lives. All damage, including falling down, does 1 life in damage.



Athena has 3 lives.

Dash Meter:



The player has a dash meter that slowly regenerates over time. It is depleted based on how long the dash keys are held. Dashing can kill all enemies except Athena.

Obstacles

Name	Properties	Graphic
Jar	Immobile barricade that kills on contact. Player can jump over them or dash through them to break them.	
Special Jar	Like a normal jar, but grants a spear when dashed through.	






Sparti Moving enemies that throw spears at the player occasionally. Can be jumped over or dashed through.



Athena Chases the player and will always be slightly faster to encourage dashing. During the final level, Athena will move in front of the player and attack them directly. This is the only way the player can attack Athena. She has 3 HP.



Powerup Types

Name	Effect	Duration	Graphic
Achilles' Armor	Immune to all damage. Press E to use.	4s	 Green Glow
Goddess Leap	Double jump. Press Space twice to use.	3.5s	 Yellow Glow
Hermes' Boots	Infinite dash/meter never runs out. Press E to use.	4.5s	 Blue Glow
Gorgon Eye	Zooms the camera out 30%. Used immediately	5s	 White Glow
Spears	Shoot to kill an enemy; obtainable by breaking special pots marked in yellow Press E to throw.	1 use	

Boss Battle:

Athena will move in front of the player and face them. Music changes to epic boss music. She has 3 HP, and the player must fire 3 spears at her to kill her. The player can take hits 9 times before dying.

Numbers can change during playtesting, also need to find sound effects.

Opening Animation

Athena's chase sprite swoops in front of the screen to the right, out of view. Then the new boss sprite flies into view, in front of the player.

Athena's Attack Cycles

One attack cycle will be chosen randomly every 8 seconds.

1. Athena throws 2 - 4 pots in close proximity to the player, which will hit the ground and roll for 2.5 seconds. After the time is up, they will break and drop nothing. The trajectory will be indicated by red lines. If the player dashes into the last one before it hits the floor, they gain a spear that can be shot at Athena.
 - a. At 3 HP, she throws 2 pots
 - b. At 2 HP, she throws 3 pots
 - c. At 1 HP, she throws 4 pots
2. Athena zaps a horizontal third of the screen with a lightning smite. The screen region will turn red for 3 - 2 seconds before she deals damage to the player.
 - a. At 3 HP, the indicator lasts for 3 seconds
 - b. At 2 HP, the indicator lasts for 2.5 seconds
 - c. At 1 HP, the indicator lasts for 2 seconds
3. Athena summons 3 - 5 Sparti which will act as normal enemies except they fire two spears in a random V. They can be killed by Athena's smite.
 - a. At 3 HP, she summons 3 enemies
 - b. At 3 HP, she summons 4 enemies
 - c. At 3 HP, she summons 5 enemies