

# GAME DESIGN DOCUMENT: Medieval Ninja

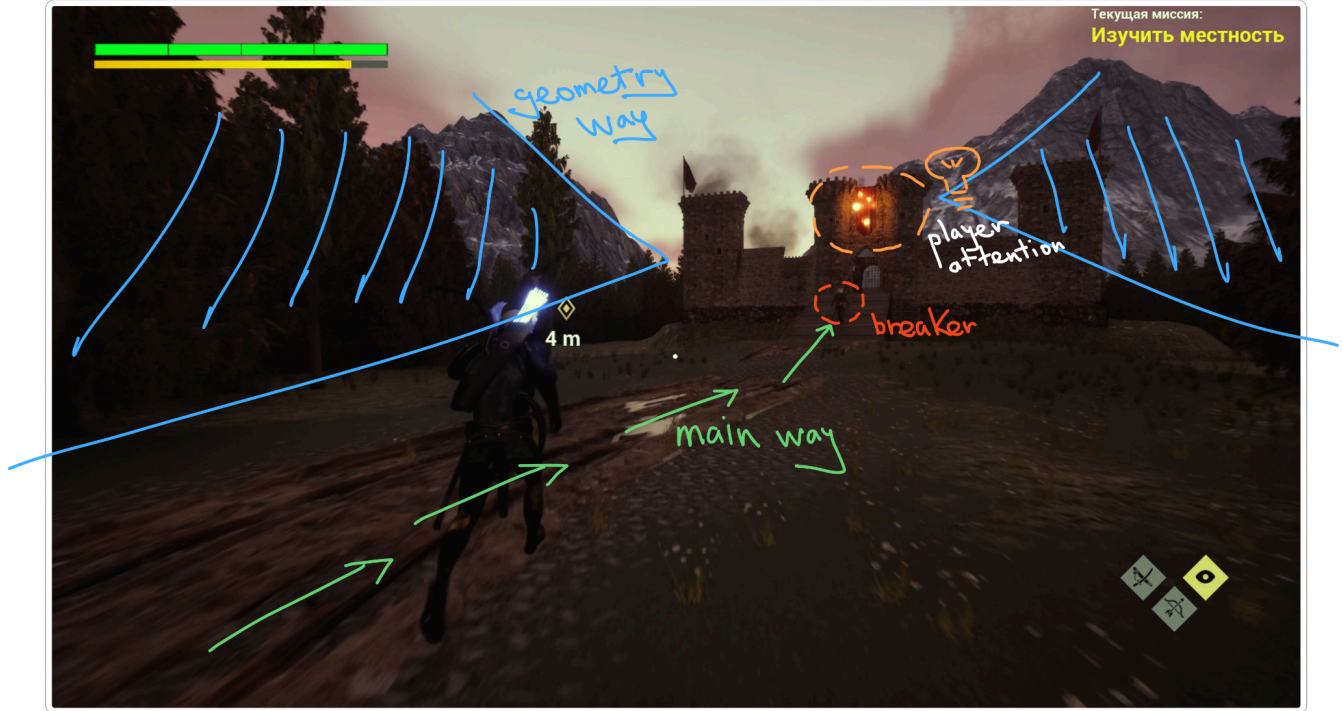


Figure 1. Annotated layout of the infiltration scene. Key visual directions, movement paths, and tactical angles are highlighted.

## 1. Game Title

Medieval Ninja

## 2. Platforms

PC (Windows)

## 3. Genre

- Singleplayer
- Stealth
- Action
- Third-Person Adventure

## 4. Short Description

Medieval Ninja is a single-player story-driven third-person action game. The player controls a character who has lost everything. To reclaim his ancestral castle and restore his family's honor, he must infiltrate enemy territory, eliminate guards, and take back control. The gameplay blends stealth, parkour, close-quarters combat, and ranged mechanics.

## 5. Story Summary

After betrayal and the sudden fall of the castle, the protagonist's family was exiled, and their lands were taken. The main character survived but was left without a home or a name.

Hiding in the shadows and preparing to return, he studies the enemy's patrols and the castle's defenses. His goal is to get inside, neutralize resistance, and reclaim what is rightfully his. Not out of revenge — but to restore justice.

Direct confrontation is not his style — only silence, precision, and quick reaction will lead to success.

## 6. Core Mechanics



Figure 2. **Combat engagement example.**

The player approaches the enemy frontally, with clearly readable silhouettes and lighting contrast guiding focus. Visual elements like torch placement and castle geometry are used to shape the encounter space, control attention, and emphasize key threats.

- Third-person movement (running, jumping, crouching)
- Parkour and ledge traversal
- Melee combat using a katana
- Ranged combat with bow and arrows (with precision aiming)
- Stealth kills from behind & quick kills from the front
- Two enemy types: standard and boss
- Distraction using sound or arrows
- Target system (enemy lock-on)

## 6a. Level Layout & Blockout

The layout of the infiltration area was planned in an early blockout stage using a modular greybox approach. The goal was to ensure a logical flow of gameplay, distinct spatial beats, and balanced encounter pacing.

The top-down view below shows the main entry path, optional exploration zone, enemy patrol areas, and the boss fight arena. Key points of interest and routes were validated through movement tests and visual composition.

This structure informed later decisions about lighting, enemy placement, and player navigation.

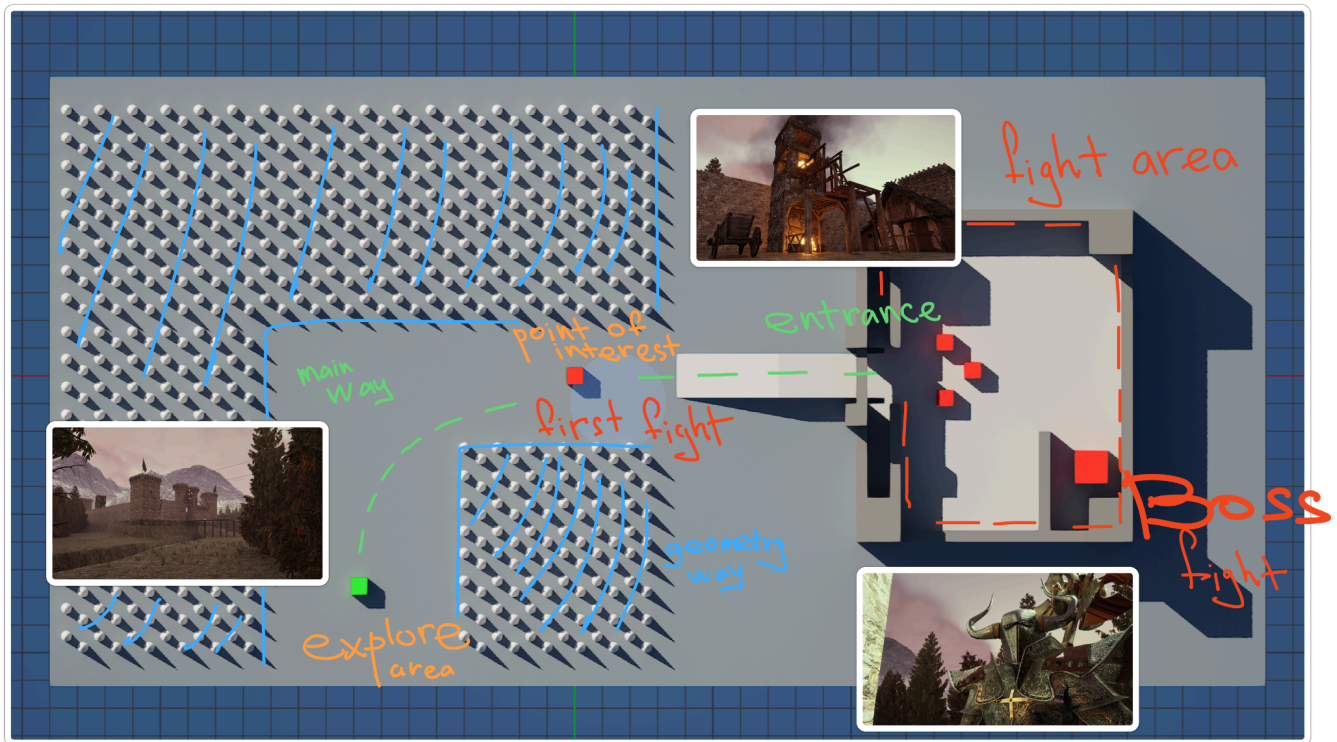


Figure 3. Blockout overview – infiltration and encounter layout.

## 7. Plugins Used

- Target System
- Quixel Bridge
- Motion Warping
- Water System

## 8. Programming Language

Blueprints (Visual Scripting)

## 9. Game Objectives and Tasks

### Main Objective:

Reclaim the ancestral castle and restore family honor using stealth and tactical combat.

### Tasks:

- Infiltrate the guarded area
- Eliminate enemies silently without raising alarms
- Defeat the commander holding the castle
- Secure the castle and establish control

## 10. Graphics and References

- Style: Realistic 3D visuals, medieval architecture
- Lighting: Dynamic with Lumen
- Visual References: Tenchu, Ghost of Tsushima, Sekiro, Assassin's Creed Chronicles: China

## 11. Optimization

The project is designed to run on mid-range PC configurations.

## 12. Contact Information

- Email: seeoowcg@gmail.com
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## 13. Release Date

2025 (estimated)

## 14. Version

1.0

## 15. Engine

Unreal Engine 5.3

## 16. Role

- Level design
- Enemy behavior logic
- Scene setup
- Combat and stealth system setup
- Lighting and environment