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# 

# Logo Description automatically generated

# Kurat Overview

Kurat is a tabletop co-op action game inspired by Estonian mythology.

In Kurat you play as a cursed family who must play a game with the devil to escape with your souls. The game is the devils favorite boardgame, Kurat. The game takes place on a table inside your family’s cabin in the middle of the wilderness.

The primary goal of Kurat is to work together as a team of 1-4 to get to the ending without a single player dying. To do so the players must draw cards, each card has a unique scenario involving combat encounters or decisions.

Each player can choose a character when they begin, each character has different stats and starting weapons. Each character will have their own playstyle and role within the team.

Combat consists of enemies appearing in waves, players must eliminate all enemies to succeed. Players must keep an eye on their health and stamina, if they run out of health, they will lose the game and if they run out of stamina they can no longer attack. When combat is finished, items will appear for the players to take. Items can be used in combat for various effects.

Decision encounters involve the players being presented with two choices. The players must stand in the corresponding location of their choice to choose an outcome. The outcomes can be good or bad.

Kurat will emphasize cooperation and storytelling and the gameplay should reflect this

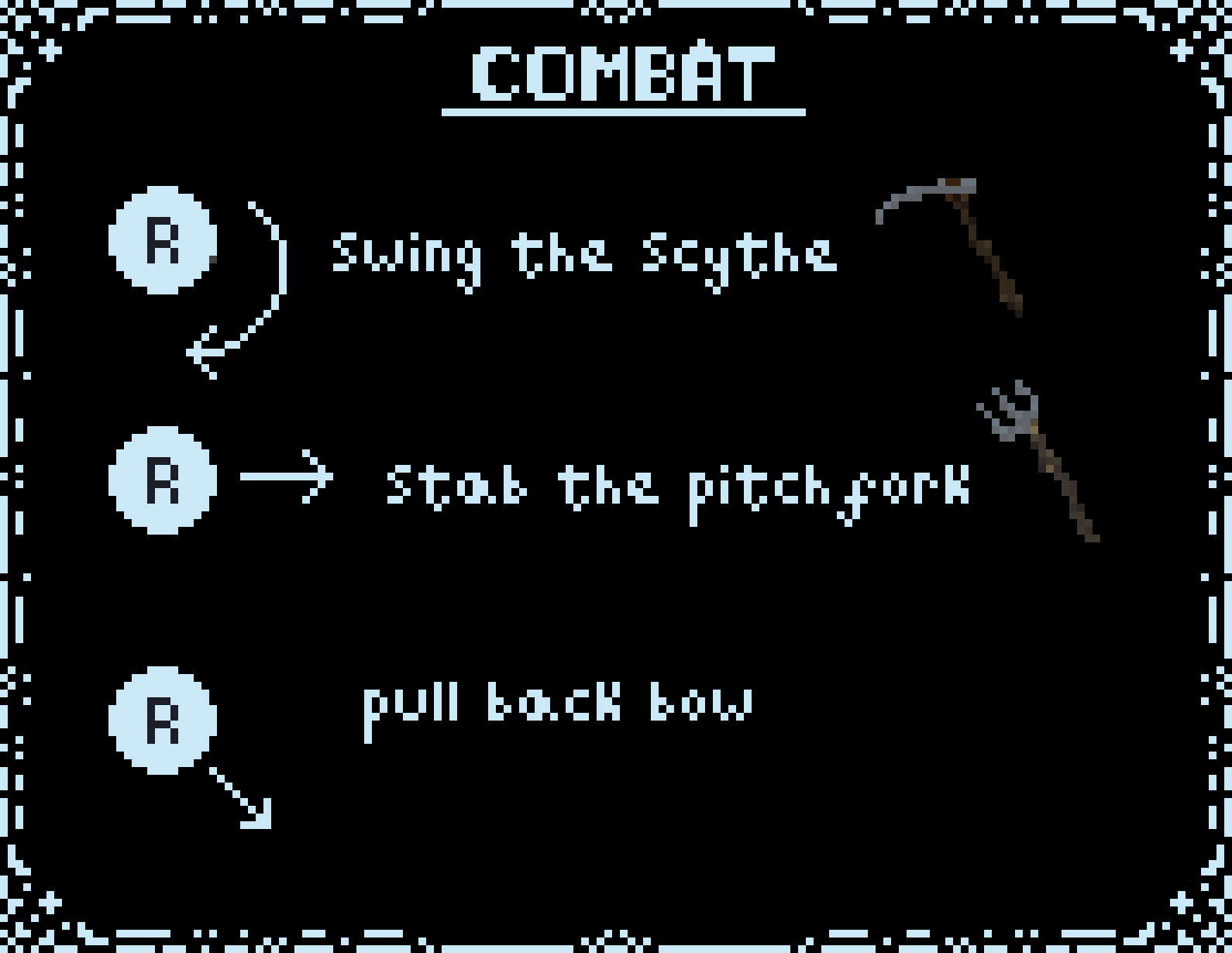
## User Guide

To play the game an Xbox or PlayStation Controller is *highly* recommended.

Menus can be navigated using the DPad or Left Thumb Stick, and A (Xbox) or X (PlayStation) can be used to navigate the menus.

Upon entering the game, you should select 'Begin Trial', and you will be taken to the Character Selection Screen. Press (Xbox) or X (PlayStation) to join the game and then Left Thumb Stick to select your character. After all players have selected characters press 'Start' (or Options on PS) to enter the game.

From this point, all controls for weapons/items are explained by the game in the loading screens.



# Game Flowchart

# Diagram Description automatically generated

# Arena Locations

Environments where combat will take place, inspired by Estonian landscapes. Each area should reflect the story of the card.

## Hiis

A sacred natural site, often a tree covered hilltop. Sacrifices were made here. Could never cut trees there or pick any berries. An incredibly fast and strong moose was believed to live there. Some also had springs in them, and the water was believed to have healing powers.

## Woods

Thick dangerous wood covered in brambles. Here the player fights the possessed wild animals. First level in the game.

## Graveyard

Spooky graveyard with dilapidated fences and tombstones. This is where the player faces the final enemy in the demo - the ancestors.

## Abandoned Village

Old buildings with no roofs, cobblestone paths and a dilapidated church in the middle

## River

The northernmost part of the world but is sectioned apart from the world of the living by a great divide. In the divide flows the dark river of Toonela. The river is wild, and the dead can be seen trying to swim across it. The dead must cross the river, either by a thread bridge, swimming, or taking a boat piloted by the daughter of Tooni. The river is guarded by a black swan that sings death spells.

Used in the future for the water enemies such as the Necks (read more under enemies).

## Bridge

Table splits in two, joined by a rope bridge. The level will be two open areas divided by a split in the middle.

## Well

A local well surrounded by a field.

## Cabin

The level will take place just outside the Cabin the game takes place in. The player faces the Frog of the North here.

# Playable Characters

Players must pick a character when they begin the game. No two players can choose the same character.

Each player will have a unique set of stats to differentiate playstyles. Stats are one of the various forms of progression, they can be increased by certain items picked up.

### DEX (Dexterity)

Dexterity determines how fast stamina regenerates and how fast the ranged cooldown is. Dex can also influence critical hits, allowing for a low chance of dealing increased damage on a hit.

### DMG (Damage)

Damage will control the amount of HP the enemy loses on player attack. Higher DMG can affect knockback.

### SPD (Speed)

Speed will control how fast the player can move. High speed can also influence dodge, a low chance not to take damage entirely

### RNG (range)

Range will determine how long the melee weapon is and how far the player can fire ranged attacks.

### Health

HP will determine how much health the player has, if depleted to zero the game will end.

### Stamina

Stamina is a bar that drains when the player uses their weapon. This will balance the combat by stopping the players spamming attacks and creating a situation where the player will need to stop and recharge

## Character: Cat

Qr code

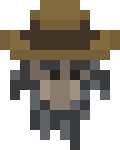
Description automatically generated“Not just any cat, this cat walks and acts just like you or me”

The Cat has high speed countered by low damage.

Ranged: bow (Will be rocks)

ATK: 1  
SPD: 9  
DEX: 7  
RNG: 3

## Character: Farmer

“A hard day’s work is a hard day’s work regardless of if your planting seeds or fighting the devil”

The Farmer is a precision-based melee character.

Melee: Pitchfork

ATK: 3  
SPD: 8  
DEX: 7  
RNG: 2

## Character: Huntsman (Lumberjack)

“He spends all his time in the woods, we don’t even know his name!”

The Huntsman is a powerful melee character who specializes in crow control

Melee: Scythe

ATK: 3  
SPD: 6  
DEX: 7  
RNG: 4

## Qr code Description automatically generatedCharacter: Shaman

“She seems right at home with the current situation”

The Shaman is a strong ranged who’s low damage is outweighed by her impressive attack speed.

Ranged: Bow

ATK: 2  
SPD: 6  
DEX: 8  
RNG: 4

## 

## Enemies

Enemies are based around Estonian folklore, and each have varying unique abilities.

### Plague Personified

A plague could take the form of a human, an object, or an animal. If it’s a person, it’s usually a man or a boy dressed in black or gray. A stick or a spear can be used to defeat it if in human form. If it is an object it’s usually a ball of yarn. A goat, cat, or a dog could be its animal form.

Ranged Enemy - Throw out balls of rats.  
When killed it splits into two smaller enemies, little black animals

The smaller rat-like animals run around the level chasing players, they run fast but take

### Kratt

Kratt is a common type of enemy.

They are said to be made from household items enchanted with the soul of the devil. They are used to do chores around the house, but if the owner didn't give it work, they would become dangerous and kill the owner.

Slow, high damage.

If there are enemies on the screen it attacks other enemies, if there are no enemies it will attack players.

Kratt's are **ONLY** spawned from decision cards and last for one round

Melee attacks when close to player

### Kodukäija (undead)

Kodukäija is a dead relative who is cursed and returns home to haunt the family. If you do something wrong or disrespect the dead by not making a sacrifice, they come home and wander around the house and your crops die.

Only present at the end of the game (late-stage).

They are the final 'bosses' of the game.

There are four different types, each mirroring one of the characters:

Farmer:  
Melee  
He can displace and pull players toward them

Shaman:  
Ranged  
Possesses player, giving them friendly fire

Huntsman:  
Melee  
throws arcing axe that returns to them

Cat:  
ranged  
Splits up into four cats

All ghosts teleport at random moments

### Põhja konn (frog of the north)

A frog of the north is a monster that no one has seen. It is supposed to be a lizardy-looking creature who sleeps in a cave far in the north.

Fast hopping enemy.

Jump AOE attack, tongue range attack.

### Neck

Evil water spirit that only spawns in levels with water.  
Has a very long neck.

Spawns out of the ground.

Slaps player with its head which does a shock wave when it hits the ground, dealing damage to players within a small area

### Storm monster

According to the legend during a thunderstorm, all windows and doors had to be closed so the devil couldn’t get in. Additionally, throwing a hatchet into it made it go away. In the storm level, the players need to keep the windows and the door of the cabin closed when they reopen.

If killed with a hatchet an extra item is dropped at the end of the level.  
Deals an aurora of damage and pulls player towards it.

### Possessed Animals (Devils Minions)

Wild animals from the forest who have been possessed by the devil.  
Slow, Dangerous in Numbers  
Zombie AI

Different Animal Types have different properties

* Deers
* Rabbits
* Bears
* Birds (Owls and/or Ravens)

## Weapons

### Melee:

The weapon will be controlled by the right anolog stick being turned. The weapon will swing around the player, cutting anything in range.

#### Scythe

The scythe is a melee weapon that you can swing with the right stick.  
The scythe will deal bonus damage when the bladed side strikes.

#### Stick

The stick can be swung to whack enemies, the stick deals extra knockback but deals lower damage

#### Sword

Rare sword, not common during games time period (will probably be removed for final game)

The sword is a powerful swinging weapon, it can cleave through multiple enemies dealing large damage with he right stick).

#### Pitchfork

The pitchfork is a swinging weapon that deals bonus damage if you stab enemies with it. you can also swing to knock enemies away.

### Ranged:

Ranged combat will be a charge and cooldown

#### Bow

The bow and arrow is a ranged weapon.  
The player must flick back and hold the right stick to aim it and release to shoot it.

the arrow when shot can hit enemies and cause knockback from a distance.

The cat and shaman currently start with this weapon

#### Bola

the bola is a sling that the player must spin with the right stick to gain momentum and release.  
The rocks will deal high damage although they are inaccurate.

#### Throwing Hatchet

A throwing hatchet that returns to you.

### Weapon System

Players can be rewarded a weapon after combat.

The strength of a weapon/item is calculated in comparison to all other weapons in the game and put on a scale of 0 (worst) - 1 (best). The same is done for the game progression 0 (start of the game) - 1 (end of the game).

These values are then subtracted, such that a value of 0 is achieved if the weapon score matches the current progression of the game exactly. The value is negated so that value of 1 is used when we have a perfect match.

The values are put through a weighted randomness function to produce a weapon for the player.

There is the option to add culling for values that are too far from the current game progress

## Items

Items are rewarded to players after combat. They will appear on the pedestal and only give a vague description of what it does.

### Sacred Stone

Pray to it to permanently increase 1 random stat.

Sacred stones - the last ice age has left a lot of great stones in Estonia. Many of them were considered sacred and people came to them to sacrifice silver, blood, red ribbons, and coins and ask for welfare and prosperity. Often, the stones have little holes in them.

### Hat of Nails

Temporary invisibility for the player who uses it.  
The hat of fingernails turns the wearer invisible. According to the legend all fingernails needed to be collected to hide them from the devil so the devil couldn't make a hat and become invisible.

### Estonian Cuisine

Restore a small amount of health to all players.

Cooked moose leg.

### Mittens

Provides extreme knockback

Mittens (kirikindad) – were believed to have protective or magic powers, especially church mittens and the ones that sailors wore. Mittens were (are) decorated with special geometric patterns and narrow red stripes; they have many whispers and spells in them because the crafter used to sing while making, dyeing, and knitting yarn.

### Belt (kirivöö)

Tie the belt around your waist to increase running and attack speed

Belt (kirivöö) - the belt had the most ancient and magical patterns of all the craft items, red woven belts and laces were common items to sacrifice (they were tied to the branches of holy trees). A belt was tied around parts of the body that were sick and, pulled tightly around the waist, had to protect and give strength to the bearer.

### Magic Water branch

Spurt water in a line with infinite range briefly.

Magic water branch was used to find or create water.

### Coal Lumps

Act as small grenades that explode into a ball of fire.

In the legends, the devil sometimes gives you coal or leaves that turn into gold if you take them home and won't throw them away.

If kept in inventory for 3 cards it will heal the player.

### Black Swan Song

Damage all enemies on screen.

From the legend - The northernmost part of the world is sectioned apart from the world of the living by a great divide. In the divide flows the dark river of Toonela. The river is wild, and the dead can be seen trying to swim across it. The dead must cross the river, either by a thread bridge, swimming, or taking a boat piloted by the daughter of Tooni. The river is guarded by a black swan that sings death spells.

### Berries

Restore low amount of health to the user

### Silver Coin

Can be 50/50 chance to heal yourself or damage other players.

Punishment for greed.

### Black egg

Magic egg from a black chicken - could get a soul for Kratt from it. The egg could also just be a gift, they were also left on graves to make the dead satisfied. The spirit of the enemy was kept inside an egg sometimes.

The players acquire Kratt from the egg in one of the scenarios if they choose to break the egg.

# Decision Cards

Decision cards are an event where the players must choose between two choices. The players must vote by standing in the circle with the choice they want above it. If the vote comes to the draw a random option will be chosen.

#### Kratt Decision

The players must choose whether to break a black egg or throw it in a river.

If the player breaks the egg, they will receive a Kratt as an item. If the player uses the item a Kratt will come and help the team out by attacking all enemies on screen. However, when there are no more enemies the Kratt will turn on the team attacking them as well.

If the player throws the egg in the river they will avoid the Kratt scenario.

According to the legend, Kratt is a creature that could be made out of household items and a soul could have been bought for it from the devil or acquired from a black egg. It was important to keep it working, otherwise, it would turn dangerous to its owner.

The players can choose not to take the egg, avoiding the risk.

#### Plague Decision

The players must choose to invite a sickly old man to join their late night meal.

If you allow the man to join you, you must fight the plague

If you don’t allow the man to join you, you finish your meal and regain health-

## 

## Mechanic: Combat Cards

Combat cards lead straight to a combat scenario

#### Animal Attack

Players must fight woodland critters

#### Frog of the north

players must fight frog of the north miniboss

#### Ancestor Battle

The players must battle their 4 cursed ancestors

#### Storm

The players must fight a storm personified

## Encounter Cards (not in demo)

### Miniboss

A single enemy with high attack and health

### Curse

A encounter where you get cursed  
Curses:  
-One random player takes double damage  
-Everyone loses health  
-Stamina is halved for next combat

### Loot

A bonus area where you can restock items

### Buff

Gain a buff that will effect a either all players or only one  
Buffs:  
-double damage  
-Super stamina recharge  
-Heal everybody

# Audio

**Player sounds:**

* Sword swish
* Sword hit
* Walking

**General:**

* Deck shuffling

**Soundtrack:**

* Title screen / main menu / character select
* Options menu
* Combat (2-5mins) variety - change on levels
* Decision (30 secs - 1 min)
* Event (quick - positive & negative) (30 secs)

### Items

Item Sound List:

* Eat food
* Coin flip
* Swan song
* Kratt spawn

### Dynamic Environment Audio

Dynamic ambient audio that can be customized for new ambience in each level.

* The 'Rain Intensity' slider causes rain particle FX to spawn depending on its range, with 0 being no rain.
* The 'Wind Intensity' slider causes the rain direction to change from directly down to angled.

# UI

### Character Selection Screen

The character select screen will be set inside the cabin in the main menu. There will be a table with 4 character cards to select from. Each character card will display a character portrait, a weapon and the characters base stats. When a player chooses the card it will be placed flat down on the table. Once all cards are selected players can press start to start the game.

In future the player will be able to take control of the selected character on the table to learn controls whilst they wait for everyone to choose character.

### Main Menu

The main menu screen will be the first thing the player sees when starting the game. The player will have the option to choose to begin the trial, options screen and exit the game.

The the screen will zoom into the cabin and the door will slam shut when the player chooses to begin the trial.

### Options Menu

The options menu includes settings for quality, resolution, v-sync, full screen and audio

### Tutorial

The tutorial screen will briefly show after the introduction story. This will briefly familiarise the players with the combat controls and general mechanics before starting the game.

## Combat UI

UI that appears in combat

### Health

Health is divided into 24 health nodes, each node counts as 2 points resulting in 48 HP. This way players can see exactly how many hits they have left, a single hit will feel more impactful and you can see exactly how much HP you heal.

### Stamina Bar

The stamina bar is below the health points and it is also a ring around the player characters. The player should be able to see exactly when they are running low by looking at either meter.

### Damage Numbers

Damage numbers appear when an enemy gets hit. This is to both add impact to hits and give an indicator to the player how much damage they have dealt.