Game idea:

Project Prismatic Heretic

# Settings

The game take place in the medieval era, where MC lives in a country with 3 major religions. The magic schools he enrolled in have 3 departments based on these 3 religions which is The Way of Blue, The Crimson Court and the Sunlight Council. Each religion has faith in the stories of a legendary warrior that wielded a sacred sword.

# Story

The premise of the game is that you are a mage dressed in a purple ripped cloak that has been expelled from the magic schools because your personal beliefs do not match with the ones of the school. The school is structured on 3 religions which are The Way of Blue, The Crimson Court and the Sunlight Council. Each religion has faith in the stories of a legendary warrior that wielded a sacred sword. They keep them in a safe in the school itself. The Way of Blue are blue cloaked mages that believe that being mobile is the way for victory. The Crimson Court are red cloaked mages that believe pure strength is the way. And the Sunlight Council wear yellow cloaks, believe that keeping your distance and being strategic is the way for absolute victory. The player, the colorless robed mage that has been expelled from the school because he believes these religions don’t matter decided to steal the holy weapons of each religion and get revenge on the principal of the institution. He weapons he stole are the, **D Blade** from Way of Blue**, Baton Saber** from Crimson Court and **Hexcalibur** from Sunlight Council

**A slightly modified version**

MC told his teacher that his own personal beliefs do not align with what the school believes in. He wished that current separation would stop and change so that Everyone could learn the advantages and disadvantages of their fighting style from each other and further improve on it. However, all the teachers do not believe in his cause , MC did not give up on trying to persuade the administration; however, all he receives is just an expulsion letter. MC decides to prove them wrong through stealing the three swords from each religion. Due to his talent in fighting and his lessons from three religion, the plan was a success. The administration decides to execute MC for stealing such important symbols for the religion. MC continue proving them wrong in this journey of revolution

# Mechanics

## Fighting Mechanics

The weapons floats around the player and he swings it using telekinesis. He can only use one of them at a time and he switches what weapon he uses by warping the other weapon out of existence and making the other weapon appear. The player waves his hand around to perform an attack and snaps his fingers to activate special abilities of weapons.

### D Blade

The D Blade (Way of Blue) which is a sword that defies dimensional laws and allows the player to warp. It can be thrown and dropped to accomplish this.

### Baton Saber

The Baton Saber (Crimson Court) is a sword where the blade is blunt (the blade is more like a baseball bat). It is a bloodthirsty weapon that eternally hungers for blood, but it can’t cut its enemies. Using the weapon hurts the player but it has extraordinary power and damage. The weapon has the property of pushing enemies back and damaging them. Its special ability is to do AOE attacks at the cost of HP but they are very powerful.

### Hexcalibur

Hexcalibur (Sunlight Council) is a bladeless sword that when swung, fires a slash of light that deals very little damage to enemies. Its special property is that enemies hit by the sword will heal the players HP when the player hits them with another weapon.

## Enemy Mechanics

The enemies are immune to the weapon of their religion, blue cloaked enemies cannot be damaged by the D Blade, red enemies are immune to the Baton Saber BUT they still get pushed away and yellow enemies cannot be hit by Hexcalibur and the player cannot heal from them.

# Player Controls

Controls: The game is meant to be played with an Xbox controller but it can also be played with mouse and keyboard  


X button/1/Left Click for swinging: If the D Blade is currently not in use, pressing the button switches to the D blade. If it is equipped, it will perform a swing.  
  
B button/2/Left Click for swinging: If the Baton Saber is currently not in use, pressing the button switches to the Baton Saber. If it is equipped, it will perform a swing.

Y button/3/ Left Click for swinging: If the Hexcalibur is currently not in use, pressing the button switches to the Hexcalibur. If it is equipped, it will perform a swing.

A button/Space bar: Makes player dash in the direction he is going. (Makes him immune to be hit but it has a decent cooldown)

Left Stick/WASD: Moves player around.

Left bumper/Right Click: Drops and leaves current weapon equip in a levitated state where the player was standing to be used later. Term I will be using to describe this are that the weapons are Prepped. When sword is Prepped, the player cannot swing that weapon until it comes back to the player. Multiple weapons can be Prepped at the same time

Right bumper/E: Performs the special ability of all weapons on the field (at the same time) with these qualities for each weapon:

1. D Blade:

* If floating next to character, weapon is thrown in the direction the player is currently facing and teleports him on contact with terrain or enemy.
* If prepped, the player instantly teleports to that location.

1. Baton Saber:

* If floating next to character, does a large AOE in front of the player that pushes enemies away from player and damages the player.
* If prepped, does a 360-degree large AOE around the weapon that damages and pushes enemies away from the sword. (Ground Slam) This can also be used to push the player, slightly damaging him.

1. Hexcalibur:

* If floating next to you, fires a barrage of normal attacks. (OR places a trap that stuns enemies if they step on it. There are a maximum of 3 traps that can be on the field)
* If prepped, enemies around the bladed Hexes the enemies in an AOE, stunning them all.

Right Stick/Mouse position: Controls where the sword will swing by changing the position of the sword around the player (rotates around the player)

Right Stick click: Return all weapons to player without performing anything.

