



25CSCI111

SYSTEM ANALYSIS AND DESIGN
(GAME DESIGN AND DEVELOPMENT)

REMNANTS

GAME DESIGN DOCUMENT

TEAM 22

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1. TITLE PAGE

1.1 GAME NAME:

Remnants

2. GAME OVERVIEW

2.1 GENRE:

2D, Action/Adventure, Platformer

2.2 TARGET AUDIENCE:

Players aged 13 plus who enjoy games in the genres of 2D, Action/Adventure, and Platformer.

3. DRAMATIC ELEMENTS OF THE GAME

3.1 CHARACTERS:

PLAYER:



Aldric Valerian, King of Solaris:

- Personality: Soft spoken, a man with not many words, patient, and wise
- Backstory: The last royal of the Valerian bloodline. The Valerian bloodline was magical, and their powers cemented their reign on the throne of Solaris for eons.
- Role: Serves as the protagonist of the story and will be the main vehicle in the driving of the plot of the game.
- Appearance: Old, bearded, white hair
- Abilities:
 - Basic sword attacks
 - Jump: The King can jump to overcome obstacles and reach higher platforms.
 - Double Jump: While mid-air, the King can jump again to reach greater heights.

- Dash: The King leaps forwards swiftly to dodge and avoid damage.
- Lvl1: Life siphon: The King heals when defeating an enemy (has a cooldown).
- Lvl2: Liquid Shield: The king is surrounded by a water bubble that can tank one attack
- Lvl3: Fire ball: The king casts a ball of fire from his hands and shoots it towards his target

VILLAIN:

The Keeper (Luminas):

Personality & Backstory:

Known for being very faithful, and absolute loyalty to his master. Luminas was the king's voice- his mouthpiece, addressing the crowds and Solaris's people with a level of grace few could mimic. He was very well mannered and knew all matters of etiquette. However, deep down beneath all this lies something Luminas tries to bury... envy. Though he tried to the best of his ability to keep it under control through his loyalty, one of his biggest fears is to one day succumb to it.

Role:

Protector and Guard of the King. Main Antagonist of the story, Final Boss of the game.

Appearance: No one has ever seen the Keeper's face apart from Aldric. He wears a black suit of armor, with red highlights and wields a sword and magic staff.



Abilities:

- Basic sword attack
- Magical spells
- Life Steal ability (permanently steals a heart from the player, unhealable)
- Phase 2: Rains down purple lightning strikes.

NON-PLAYABLE CHARACTERS (NPCs):

The Oracle of the Village:



Personality:

Wise and speaks cryptic words that leave the interpretation to the listener.

Backstory:

The Oracle of the Village the Keeper leaves the King in. Lives in a hut that is isolated from the rest of the village. Reasons unknown.

Role:

Helps the King by pointing him in the right direction and tells him the origin of his pains and how he can alleviate the pain.

Appearance:

Old lady, wears dated clothes, grey hair, and holds a crystal ball that she uses to know the state of the world.

Forest Dryad:



Personality: Timid, Introverted, not good with conversation.

Role: Acts as the gatekeeper for the forest level. Gives player vague clues to where they should be going and what they should be seeking to start off.

Appearance: manifestation of the forest and its greenery, green hair and leaves for clothing.

Volcano inflammable miner:



Personality: straight to the point, dry, don't like wasting time, sarcastic jokes, probably won't be of any help.

Role: Excavation dug most of the tunnels in the lava level, quite proud of his work. Dug the crater that the player goes through to get to the tree.

Appearance: rugged, wears mining helmet, has a pickaxe and is quite short.

4. FORMAL ELEMENTS

4.1 MECHANICS

4.1.1 PLAYER INTERACTION PATTERN:

Single player

4.1.2 GOALS:

Primary Objectives:

- Recover the Memories: The King must locate the Memory Trees and reclaim the memory fragments within.
- Reclaim the Throne: After recovering the memories, the King must return to the Castle and enter the Throne Room.
- Defeat the Keeper: The goal is to defeat Luminas, the traitor (The Keeper) in a two-phase boss fight, and the player can choose how they end his reign.

Secondary Objectives:

- Unlock Abilities: The player aims to acquire magical abilities (Life Siphon, Liquid Shield, and Fire Ball), which are unlocked after claiming specific Memory Shards.
- Determine the Keeper's Fate: Upon defeating the Keeper, the player can choose his fate by either Sparing or Killing him.

4.1.3 RULES:

Gravity and Momentum: Player will have to utilize jump and double jump to traverse higher grounds, falling into any of the pits (vines, lava) will lead to death, player respawns.

Environmental Physics: The floor is slippery in the ice realm thus player have to adapt to the lack of footing. In the forest level players must use bouncing mushrooms to get to higher ground and jump over vines.

Health and Combat:

Damage States: The player takes damage from enemy collisions (e.g., Bush Creep, Pingo), projectiles (Gushvine), and traps (spikes, saw blades).

Permanent Damage: During the final boss fight, the "Life Steal" ability can permanently remove a heart from the player's health for the duration of the fight.

World Restrictions: To force the player to interact in a certain way vital to story progression, levels such as the prologue put player in a continuous loop until they interact with the tree.

Level Progression:

Transition Mechanics: Completing a level requires interacting with a Memory Tree (or crater/crown), which causes the King to lose consciousness and wake up in the next area or state.

Gated Areas: Certain areas, such as the Castle Doors, are sealed by magic and require solving a puzzle to enter.

4.1.4 ACTIONS AND INTERACTIONS:

- Movement:
 - Walk/Run: standard movement left and right.
 - Jump/Double Jump: Used to jump gaps or acid pools and go on higher platforms.
 - Dash: Used to dodge attacks and avoid hazards.
- Combat:
 - Sword attack: Basic melee strikes against enemies.
 - Magic Abilities:
 - Life Siphon: Passive heal upon defeating enemies (with a cooldown)
 - Liquid Shield: Tank one incoming attack
 - Fire Ball: Ranged projectile attack
- Object Interaction:
 - Memory Trees/Shards: The primary interaction key initiates cutscenes and level transitions.
 - Pressure Plates: Triggers environmental traps like The Boulder.

4.1.5 CHALLENGES:

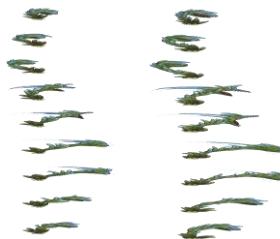
ENEMIES:

Level 1:

- **Bush Creep:** Blends into the background as a bush. When the player draws near, rushes player bumping into them dealing damage.



- **Snapper:** Disguises itself in the background similar to the Bush Creep. However, it grows in size and bites the player at high speeds.
- **Snapmaw:** A bigger version of the snapper with slower snapping speeds but double the damage and knockback. (no small form)



- **Gushvine:** Shoots green projectile at player leaving a pool of acid that deals damage if stood on.



Level 2:



Frost Waddler: A small enemy that walks back and forth on icy platforms and blocks the player's path.

Abilities:

Body Bump: Damages the player on contact.

Platform Patrol: Moves side to side, acting as an obstacle.



Snow Soldier: A snowman that looks harmless at first but attacks when the player gets close or passes underneath it.

Abilities:

Drop Attack: Falls or strikes when the player is beneath it.

Contact Damage: Hurts the player if touched.



Ice golem: A big creature made of ice and rock. It moves slowly but hits very hard. The player meets it in the lower area after falling through the broken ice.

Abilities:

Sword Swing: Uses a heavy sword with rocks and ice on it. Slow attack but deals high damage

Heavy Pushback: Any hit from him knocks the player far away.



ICE WITCH: A fast enemy that jumps a lot and attacks with her hands.

Abilities:

Attack: The witch attacks with her hands and gain a decent damage for the player character and also can jump and attack suddenly.

Hand Strike: Quick close-range hit.

Movement : The witch can float and jump smoothly which make her hard to defeat and attack.



Frost King: The final boss of Ice Realm level, He is tall, fast, and uses a sword.

Abilities:

Attacks: attacks with his sword, and kicking with powerful strikes.

Running while attacking: he could run and kick with his legs or attack with the sword.

High damage : he is so powerful and can give a very high damage for the player character.

Level 3:

- **Fire spirit:** Follows the player and explodes; must be killed quickly or dodged.
- **Fire golem:** Large enemy that attacks the player with punches if they draw near, slow movement, big damage.
- **Charbone (skeleton):** enemies waiting on platforms that must be defeated to progress without being knocked into lava.
- **Volcarion (dragon):** Breathes flames that the player must dodge.

Level 4:

- **Garden Skeleton:** Guards located in the Royal Gardens.



- **Bats:** Dungeon enemies clinging to walls that fly down to hit the player.



- **Rats:** Dungeon enemies that move one set path and rush the player on sight.



- Royal Suits: Two suits of armor in the Hall of Whispers that trap the player between gates and slowly approach from both sides.



- The Keeper (Final Boss):
 - Phase 1: uses sword slashes, magic spells, and permanent Life Steal attack.
 - Phase 2: Unleashes purple lightning strikes that rain down on the arena.

OBSTACLES:

Level 1:

- Acid floor: instantly kills player



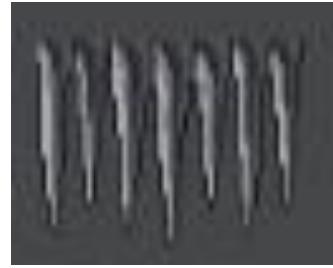
- Prickly vines: damages player if touched



- Boulder: follow player when triggered

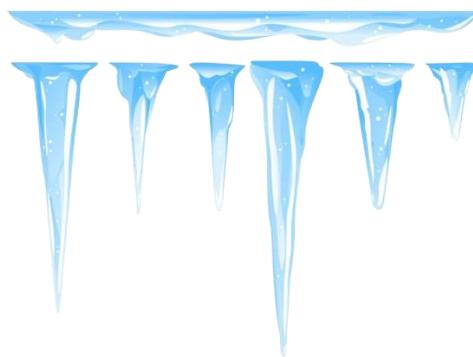


- Rock Spikes: spikes drop from ceiling



Level 2:

- **Ice spikes: spikes drop from ceiling**



- **Fragile ice platforms: platform breaks if stood on for exceeded time**
- **Slippery ice: reduces friction**

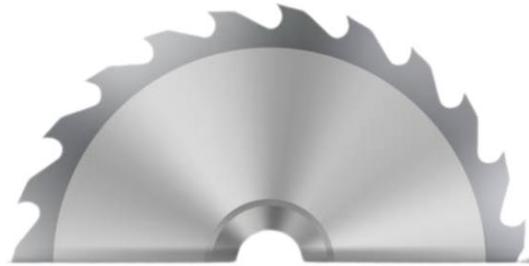
Level 3:

- **Rocky Spikes: spikes drop from ceiling**
- **Magma chambers: squirt lava and deals damage**
- **Rising lava: lava rises from beneath the ground if touched instant death**
- **Collapsing bridge: platform breaks if stood on for exceeded time**

Level 4:

- **Castle Door Gate Puzzle: puzzle must be solved for gate to open**

- Falling Iron Gates in the Hall of Whispers: gates fall until knights defeated
- Trapdoor in the hallway leading to the Throne Room: Trap door opens and player falls can't be dodged.
- Saw Blades: Blades moving in a linear motion dealing damage to the player.

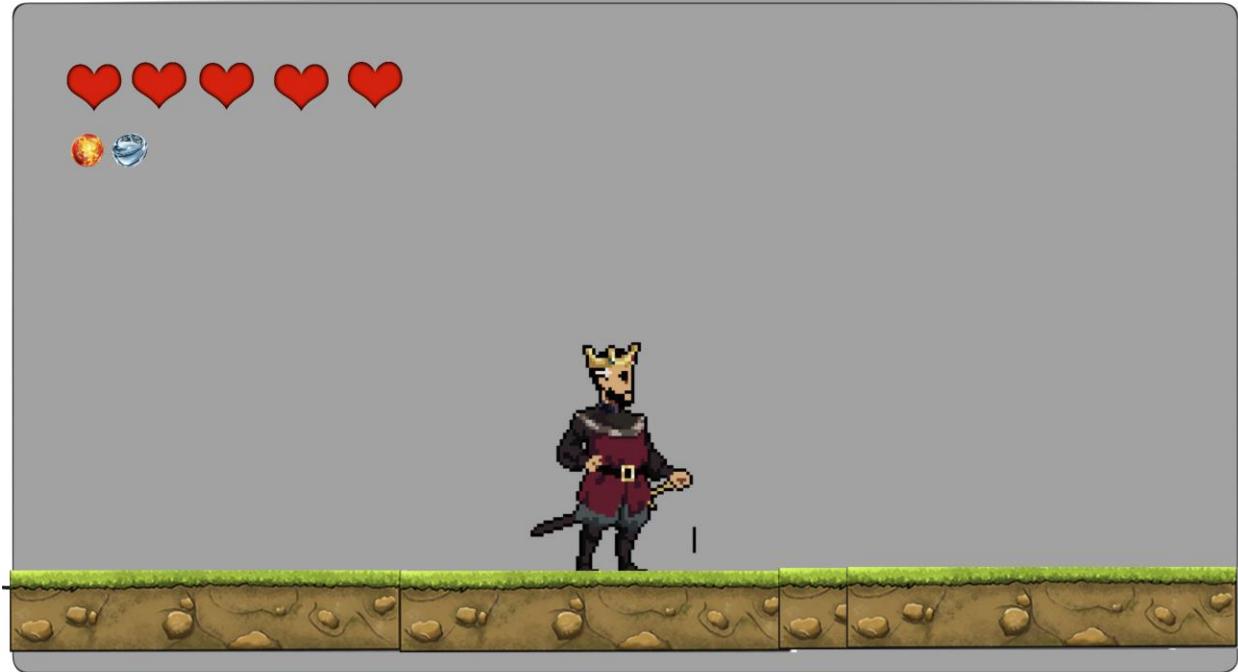


4.1.6 RESOURCES:

- Memory Shards: unlocks at the end of every level; player gains a new ability after claiming it.
- Health: The player's vitality resource. It can be replenished via "Life Siphon".

4.1.7 PLAYER MODE SKETCHES:

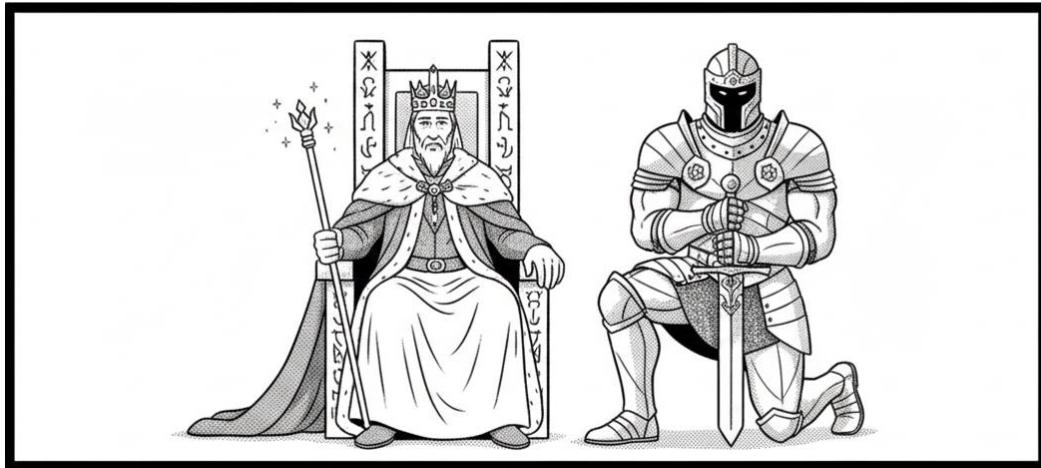
Standard Game Mode



5. DYNAMIC ELEMENTS

THE OPENING CUTSCENE:

The game starts off with a cutscene explaining the backstory behind the game. There was a King named Aldric Valerian, last of his bloodline with Luminas, an oath-sworn loyal guard that served him for ages.



The King was the descendant of a powerful royal bloodline called the Valerians with magical abilities, and the crown of the Kingdom of Solaris was held by the Valerian family for eons.



King Aldric's personal guard, Luminas was given the name "The Keeper" due to his faithful service to the crown. Throughout his rule, King Aldric and his Keeper held great power over the kingdom, and people told legends of their reign.



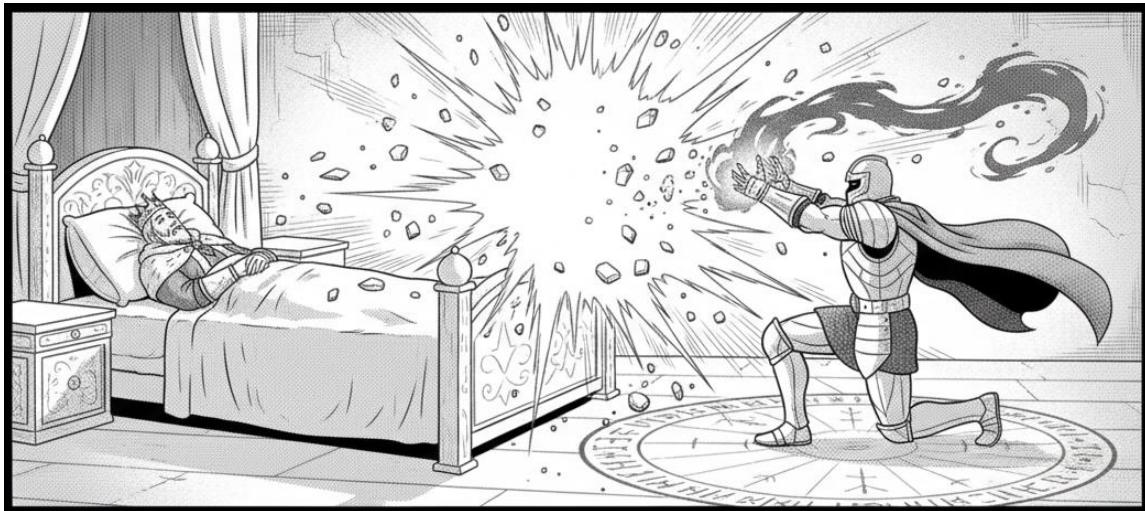
However, as years went on, The Keeper grew envious of the King's powers and status and driven by greed. The misguided guard set his sights on the crown and decided that he would make it his mission to usurp the King.



To achieve this, the foolish guard resorted to dark magic seeking a forbidden spell to alter the King's memories convincing him to give up the crown to The Keeper.



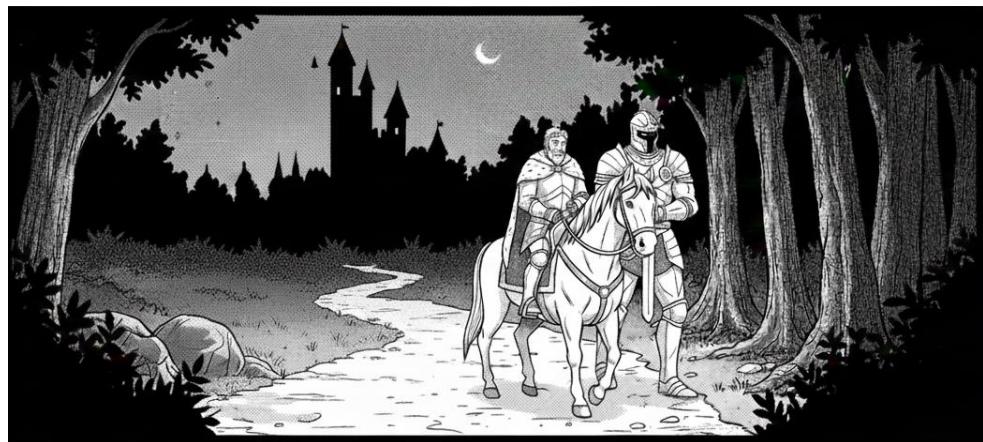
One night, while the King was sleeping; The Keeper snuck into his bedchambers and started casting the forbidden spell on him. However, during the casting process, The Keeper started losing control and the ritual backfired.



A sudden great flash of light appeared, and the fragments of The King's memories scattered across the lands. The King woke up but had no recollection of who he was nor who was standing in front of him.



In a desperate and confused state, The Keeper, accompanied by The King, fled into the night towards a remote village.



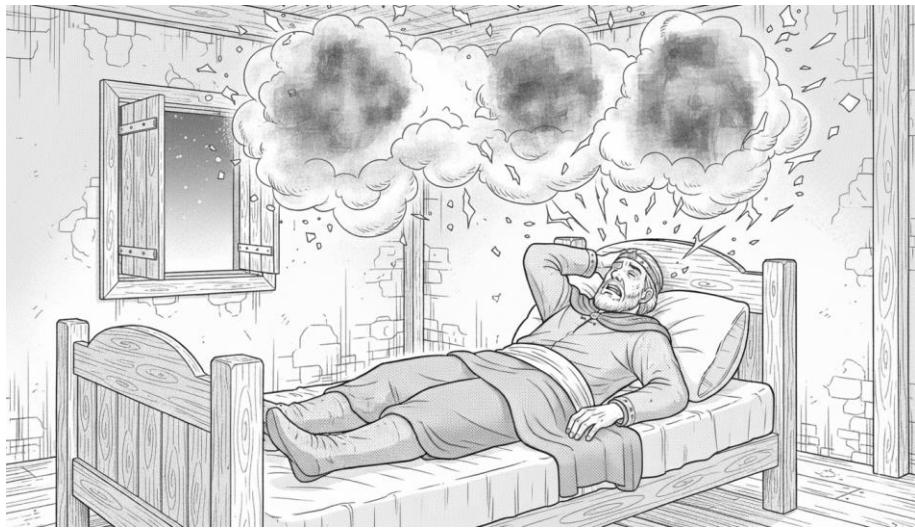
Due to the King's state, the Keeper easily persuaded him to stay in that village.



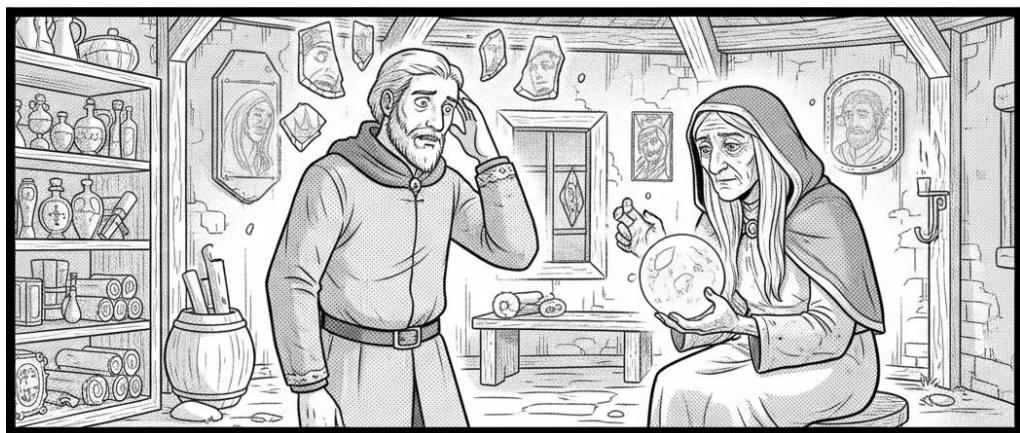
The next day, news hit the village that The Keeper had announced that the King is ill and he will be acting in his stead.



As the name of The Keeper rung the ears of the King, every few nights as he sleeps, he gets strange visions of a blurred, yet oddly familiar image that fills his head with pain.



In pursuit of finding out the cause of these visions, the King seeks the help of an isolated old lady called the Oracle of The Village.



She told the King that his memory was fragmented and spread across the lands and cautioned him that the power of the shards has fundamentally altered certain aspects

of this world in ways unbeknownst to us and told him to tread carefully as he attempts to reclaim what was once his.

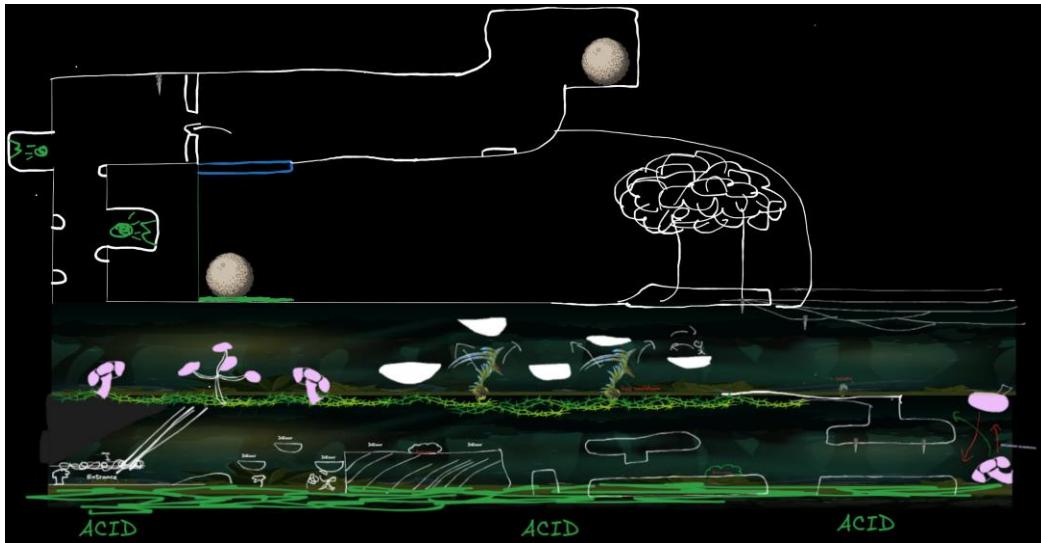


The King started off his journey to retrieve his memories [Cutscene Ends].

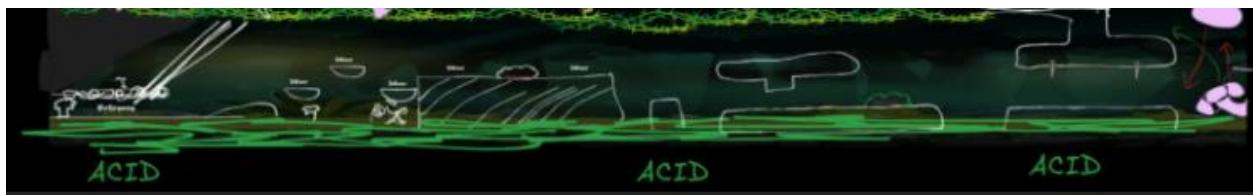
TUTORIAL/PROLOGUE:

The player spawns outside the Oracle's Hut, and the basic movement controls are displayed on the player's screen. The player then starts walking east and notices that the environment is becoming foggy, gloomy, and pessimistic. As the player advances through the level, they notice a peculiar looking tree that seems to have much more life compared to its surroundings. The player will then be presented with 2 options: they can either try to interact with the tree, or they can continue heading east. In the case that the player decides to keep moving east, they will be transported back to where the tree stands and will remain in a continuous loop until they interact with the tree. This loop portrays the king attempting to go past the tree, yet he feels a strange and inexplicable force luring him back to where the tree stands.

LEVEL 1 (THE WITHERING FOREST):



When the player interacts with the tree, a mysterious mist engulfs them, and The King loses consciousness. The player then awakens in a bright and luscious place covered with plants and greenery. As the player continues moving forward, they notice the ground is completely covered with acid with floating platforms with bushes on them. After climbing the platforms, the player walks through some trees to come across yet another bush, however this bush was different from the ones before. As soon as the player comes closer, they are attacked by Bushcreep. The bush rushes the player and collides with them. The player can either kill the Bushcreep or jump over it and ignore its presence all together. The player will then have to hop over more acid; they then can either jump on a platform above or keep moving beneath it. At the end of the platform lies another Bushcreep. After getting past it the player sees a strange looking mushroom at the end of the path, as he gets closer spikes will fall from the ceiling as they run beneath them. The player will then have to bounce off the mushroom to get to higher ground, however if the player doesn't jump with a certain angle, they will hit another mushroom conveniently placed above and most probably fall into the acid.



As the player keeps traversing, he will be met with a “harmless” looking plant Snapper. As soon as the player comes within range, the plant will turn into a monster that resembles a Venus fly trap and attack the player. The only way for the player to get past is to time a hit between the quick jaw clamping attacks. After defeating Snapper, the player will then notice more floating platforms with vines covering the ground beneath. As they get closer, they will witness enormous versions of Snapper known as Snapmaw. The player must jump forward and quickly jump back to bait Snapmaw into attacking so he can get past. There will be a small cooldown before the next attack to leave a window for the player to jump past. Nearing the final platform, the player must swiftly use the bouncing mushrooms to get across before the second Snapmaw has another chance to attack. The player must use the final mushroom to propel themselves upwards and rest on a small rock gathering on the side of the wall.



As the player proceeds climbing, there will be Gushvines that will shoot projectiles at the player which he has to dodge. When the player finally reaches the top, they will witness a great wall with a small gap. The player will go through the gap and walk down a long relatively empty tunnel (may have spikes). At the end of the tunnel the player will reach a room with a dead end, as soon as the player enters the room, they will step on a pressure plate and a giant boulder will come hurling down the side of the wall and follow the player. The player must outrun the boulder using his dashes and jump through the gap he came through before they are crushed. When the boulder hits the wall, it will cause the ground beneath it to shatter and open a path to the final room where the Witherbloom lies. The player will jump down, and approach it, as soon as the player interacts with the tree, the king will reclaim his first memory shard and a new ability known as life siphon is unlocked along with an extra heart, the king then once again fall unconscious .The player regains consciousness and finds his surroundings beating with life while the Witherbloom has decayed, it seems that the

power of the shard had enabled the Witherbloom to siphon the life out of its surroundings, and now without it all power has been lost.



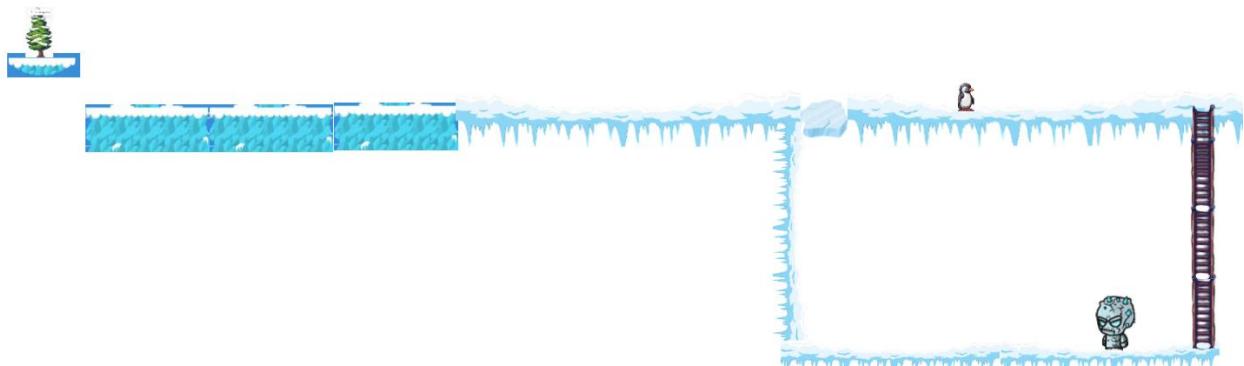
LEVEL 2 (ICE REALM):

The player interacts with the ice tree and once again falls unconscious. The king wakes up just outside an ice cave, on a slippery frozen platform. As he begins moving forward, the slippery ice makes it more difficult for the player to maintain his footing. The player then has to jump gaps to avoid falling into the freezing water below. After crossing a few platforms, he encounters a higher platform. The player will jump onto it and then continue the path while trying not to slip off the edge. After the high platform, he enters a narrow tunnel with ice spikes hanging from the ceiling in the tunnel. Timing is very important, as he has to maneuver cautiously under the spikes, plus there is another gap to jump to avoid falling into a pool of water. Further ahead, he sees another snowman, and it looks to be just like the same harmless snowmen he passed by before. He approaches thinking it's just a decoration; the Snow Soldier then suddenly surges back to life to attack him. The player has to fight back or jump over it quickly. With the threat defeated, he continues along the platforms, jumping over another gap, then onto a raised platform, and once again across one final jump to

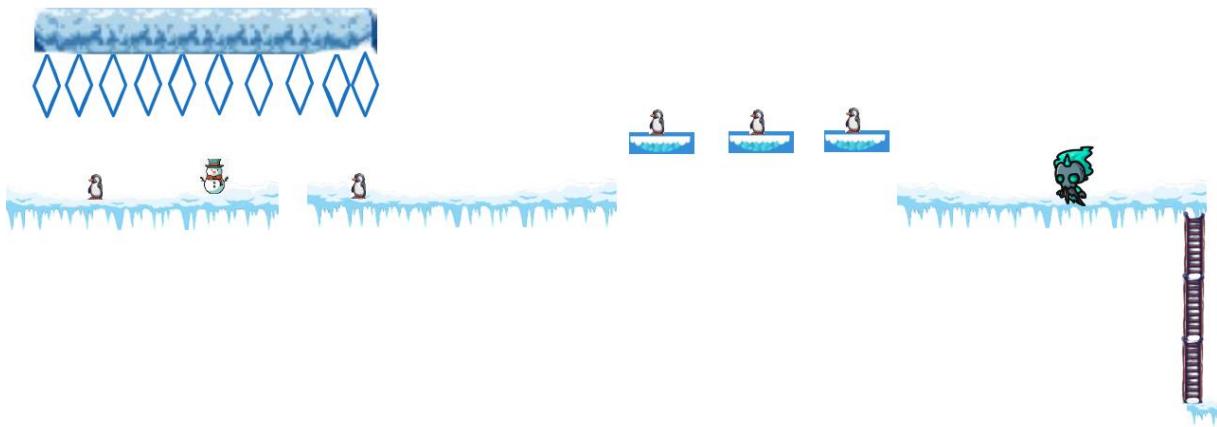
reach the safe end of the section.



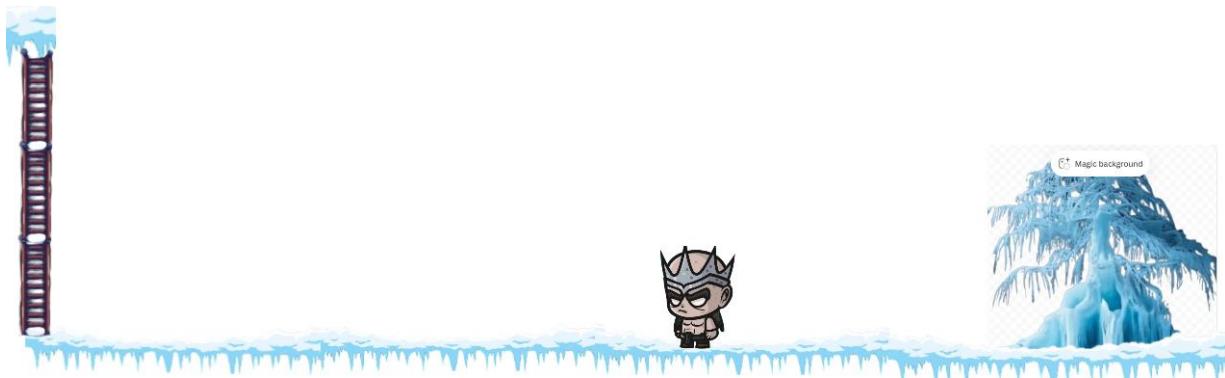
The player continues walking across the slippery ice ground. The ground looks stable at first, but suddenly one of the ice platforms cracks. Before they can react, the ground shatters beneath them, and the player falls on a lower section of the level. Down below, the player finds himself head on with an Ice Golem blocking the only path to the next area. The golem immediately becomes hostile, swinging a heavy sword made of frozen stone and packed with sharp ice crystals and rocks. Each attack does a lot of damage, so the player must stay alert, either by dodging its powerful swings or jumping over it to avoid taking hits. The player has to defeat the Ice Golem through combat otherwise the player would get launched off by the golem. After dealing with the golem, the player reaches a tall wooden ladder. The player must climb the ladder back up to the upper platforms to continue his journey through the level.



After climbing the ladder, the player immediately enters another dangerous tunnel that has a lot of hanging ice spikes. The player should be careful in this part as the spikes cover most of the ceiling. To make the challenge harder, several penguins walk through the tunnel, acting as moving obstacles that can push the player into danger. As the player continues forward, the player comes across another Snow Soldier that attacks when the player passes directly beneath it, suddenly dropping down or striking from above. The player must react quickly, either avoiding its attack or defeating it before moving on. After that, there is a gap that the player must jump across to avoid falling. More penguins appear on the other side, blocking the path and forcing the player to time his movements. Soon, the player reaches a series of small platforms. Then the player must jump from one platform to the other, and each one has a penguin standing on top of it, turning every jump into a battle. The player needs to jump onto each platform, defeat or avoid the penguin, and continue upward across a few more platforms. After clearing the last platform, the player jumps back down onto the main icy ground. There, the player encounters the Ice Witch enemy who jumps unpredictably and attacks with fast strikes from her hands. The player can choose to fight her directly or can dodge her jumps and quickly run past her. After dealing with the witch or avoiding her, the player heads to the nearby stairs and climbs down to proceed to the final part of the level.



After climbing down the ladder, the player faces Frost King who is the final boss of the level. The Frost King is fast and aggressive and incredibly powerful, capable of attacking while running, using his sword, and kicking with powerful strikes. The player must fight back, avoid the Frost King's attacks, and defeat him. Once the Frost King is defeated by the player, the player enters the room where the ice tree stands. As soon as the player interacts with the tree, the second memory fragment appears for the player to claim. After claiming the shard, the king unlocks a new abilities which is liquid shield and Extra Heart and once again loses consciousness and collapses. The king awakes beneath the same tree where he fainted at the very beginning of the level, However, all that remains is a puddle of water where the tall tree once stood.



LEVEL 3 (VOLCANO/FIRE REALM):

The player sees a peaking mountain in the distance, with a shining light drawing them to it. As the player gets closer, they see a hole in the side of the mountain that seems to be an entrance. Inside, he finds a peculiar, flamboyant, and fiery tree. As the player interacts with the tree, history repeats itself, and the king faints once more. The player wakes up inside the level and notices that the color of the environment has shifted into a darkish red. After a short distance the player starts to notice rising temperatures and lava seeping from underneath the crust, realizing that this is in fact not a mountain but an unstable volcano. The first obstacle that will face him is mountain spikes that will fall on him from the ceiling, and he will try to dodge it. Straight after there are small magma chambers that will deal damage if stepped on, he will face a fire spirit that will start to follow him as he comes closer, the player can either kill the spirit before it explodes or dodge its radius of attack. The player will then attempt to cross a unstable bridge that is set to collapse if it's stood on for too long. The last thing that will face him on the first floor is a fire golem that will fight him.

The entrance and first floor



When the player enters the ground shakes and a Fire Golem appears and starts fighting the player. After the player defeats the golem, the player will climb a few platforms with a skeleton enemy waiting on the final one; the player must defeat the enemy to pass. The player will then land on the platform of the second floor. They must

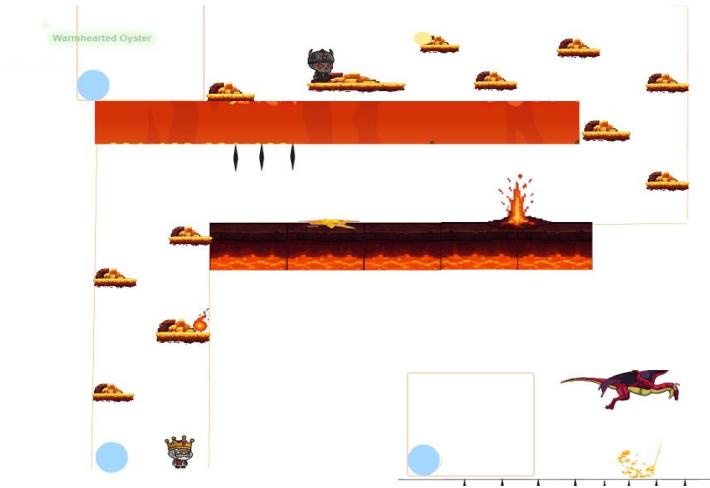
then dodge the magma chambers and are then met by a dragon. The player must dodge the dragon's flames and either defeat or attempt to evade it.

Second floor



The player will then make their way to the room where the Tree supposedly stands. To the player's surprise, the tree is nowhere to be found. Suddenly, the ground shakes with great magnitude, and the player notices the lava starting to rise beneath their feet.

Third floor and the room leading to the Memory Tree



The player swiftly climbs the platforms at the side of the tree room to get to higher ground. The player must dodge spikes, magma chambers, and fire spirits to traverse to the other end of the level. After that the player will climb more platforms to be met by a skeleton enemy waiting for them. The player must defeat the skeleton to get past,

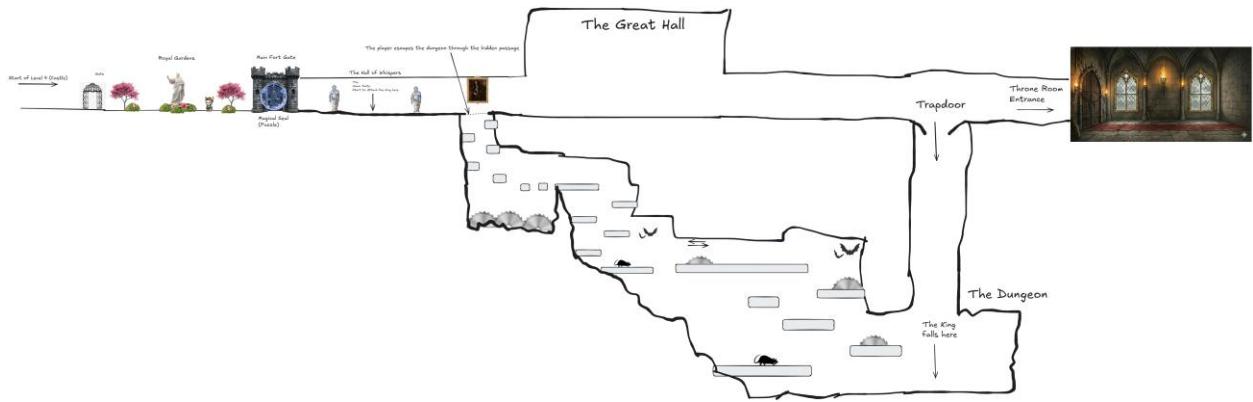
else they will be launched into the lava. After defeating the skeleton, the player finds themselves at a dead end. Thinking that it all ends here, the player notices a small crater in the walls of the room roughly his size. The player interacts with the crater; the screen goes black to symbolize him crawling through the hole.

After the player emerges from the hole, he finds himself in a tight room barely encompassing the size of the tree. The player touches the tree, gaining his final memory shard and gains the ability FIREBALL and the extra heart. Finally, the blurred image he's been seeing throughout his journey has been revealed. The king sees a knight standing next to a throne and low and behold it is none other than the king himself sat upon it. A wave of emotions surges through the King's body as he recalls all his memories. The king decides to return to the castle to reclaim his rightful place on the throne.

The Memory Tree Chamber

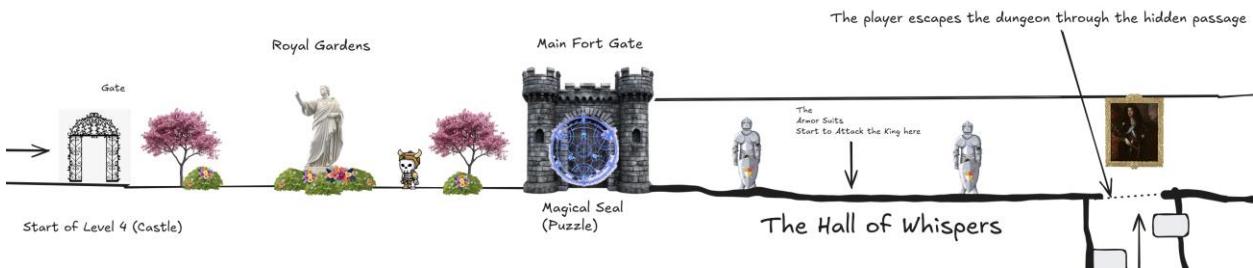


LEVEL 4: THE CASTLE (THE FINAL LEVEL):



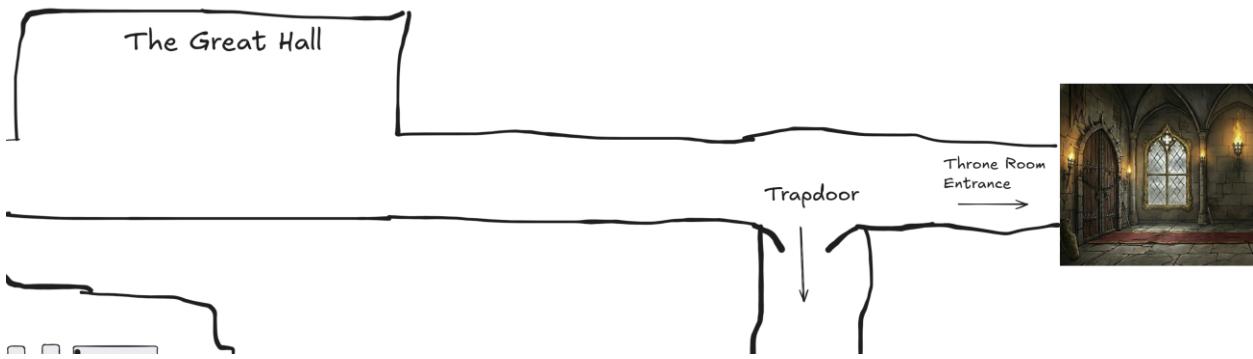
THE ROYAL GARDENS:

The player approaches the castle grounds and gets a glimpse of the Royal Gardens. By passing through the castle's gates, they enter the Royal Gardens, which are filled with exotic trees like cherry blossoms, bright flowers, and a statue in the middle of the garden. The player faces skeleton knights that guard the area, and the player must defeat them to proceed. After defeating them, the player reaches the castle doors only to find it sealed by powerful magic. A puzzle appears for the player to solve to let the king pass and unlock the castle's doors. The player enters the castle's main fort.



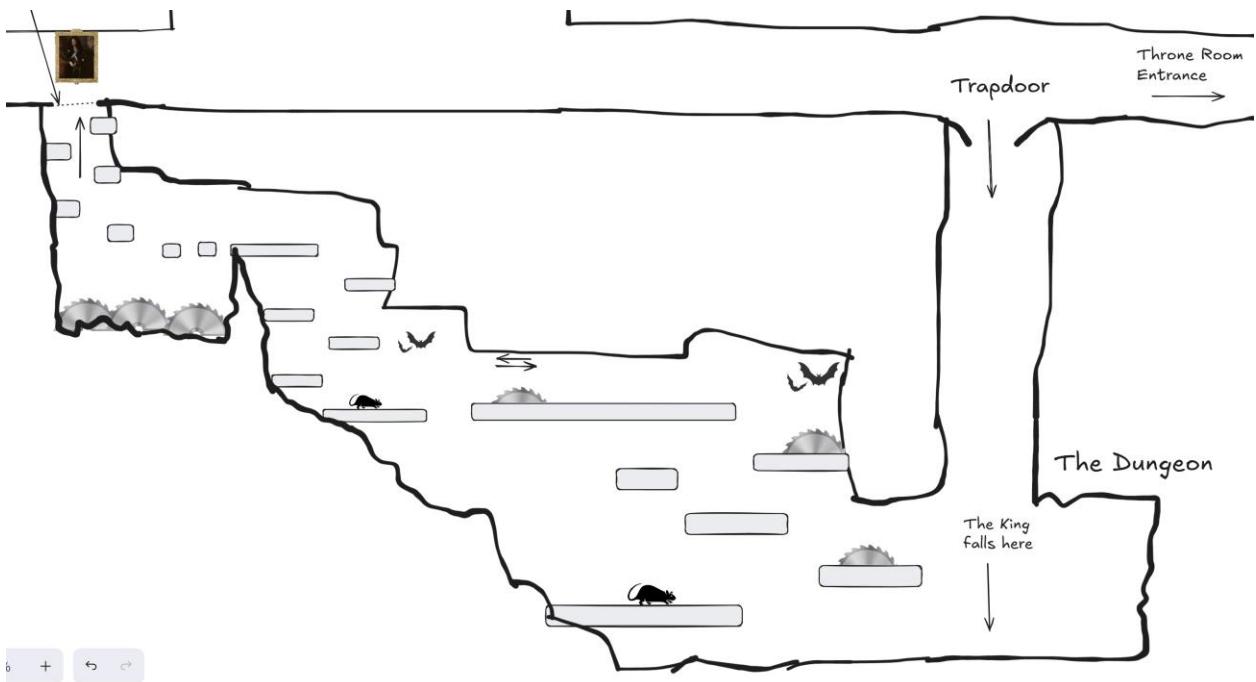
THE HALL OF WHISPERS:

As the King walks down the corridors, he hears sounds resembling whispers that leave him feeling alienated as if he's a stranger in his own home. The player keeps walking and reaches a suit of armor on display and walks past it. They continue walking and notice yet another one. When the player is between both suit armors, two iron gates fall behind both of the armor stands, trapping the player. Suddenly both suits are animated and start slowly approaching the player. If the player wishes to continue past the iron gates, they must first defeat both of them. After defeating both enemies, the player will continue down the corridor to enter the Great Hall and is now getting closer than ever to the Throne Room. The player now proceeds to the hall leading to the Throne Room. As the player approaches the throne room, torches light with every step. Inches away from their goal; the King meets yet another trap that would set him back. They witness the ground beneath them opening, and the earth opens forcing them down into the dungeon that awaits beneath. The King realizes that getting to the Keeper in the Throne Room won't be straightforward as the Keeper has set up a trapdoor for his arrival.



THE DUNGEON:

The player, no doubt fed up with everything by now, somehow decides to keep going. The player is met with platforming challenges, where he must climb and make their way out of the dungeon. On the platforms, they're met with rats that move in a set path and when it sees the player rushes them and hits them. On the dungeon's walls lie bats that fly down to hit the player when they're in proximity. Saw blade traps are present in the dungeon where the player must avoid them continuing on their way. The player eventually claws their way out of the dungeon depths to find themselves exiting from a passage that was hidden behind a painting in the Hall of Whispers. As the player makes their way back, the player notices that the floor where the trap once was, has gone back to normal. The player walks up to the throne room once more and opens its doors.

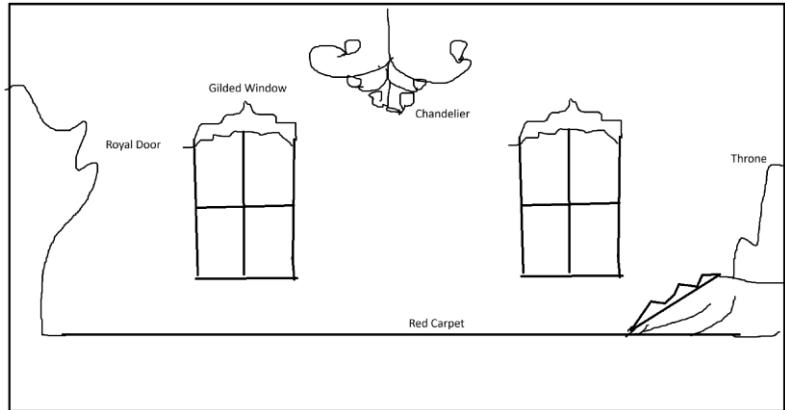


THRONE ROOM:

The player enters the throne room to find himself looking at his once loyal guard, the Keeper, sitting upon his throne and wearing his crown. The room is filled with silence for brief moments. The King lets out a sigh breaking the silence and asks the keeper the reason behind his betrayal. The Keeper slowly descends from the throne, unsheathes his blade, points it towards who was once his king, and gets ready to fight him. In phase one of the boss fight, the Keeper would have basic sword slashes, magic spell casts, and will have a life steal ability, where a special attack would make the player's maximum health lower for the rest of the fight, constraining the player.

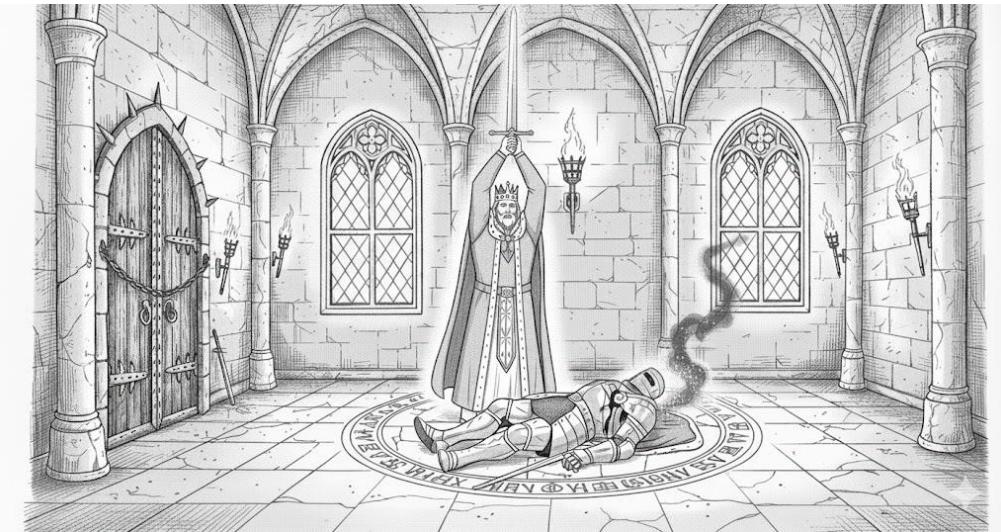
After the player "defeats" The Keeper, there will be a shimmering particle effect on the crown to signal the player to go interact with it. As soon as the player attempts to grab the crown, the Keeper will suddenly rise and attack the player; this will be the second and final phase. In the second phase, the Keeper will have a new ability where he unleashes lightning strikes, and the player must avoid them to not take damage.

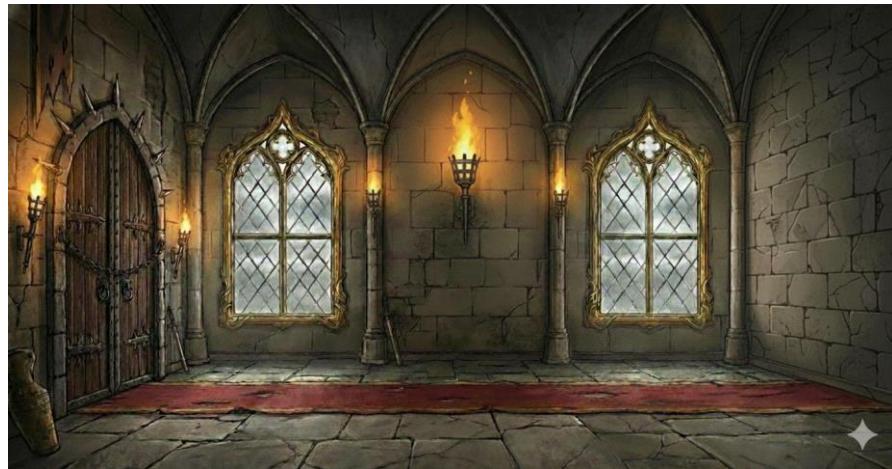
Concept Art of the Throne Room



FINAL CUTSCENE:

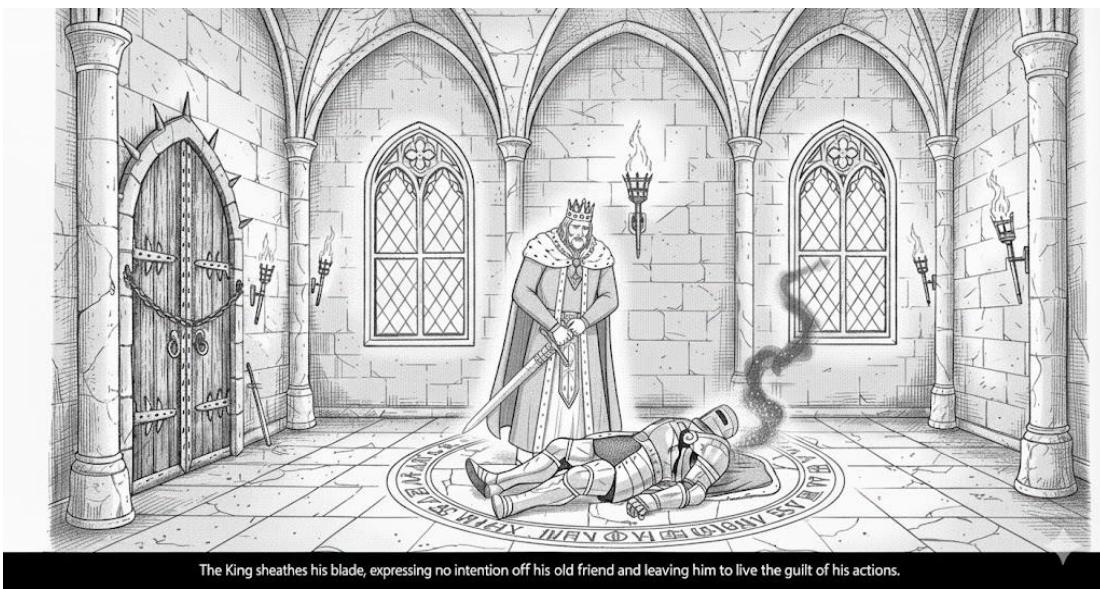
After finishing phase 2 and defeating The Keeper, the final cutscene plays, where the King looks down to The Keeper and draws his blade while expressing his sorrow it had to end this way, and the player is then presented with two choices: Spare the Keeper or Execute the Keeper.





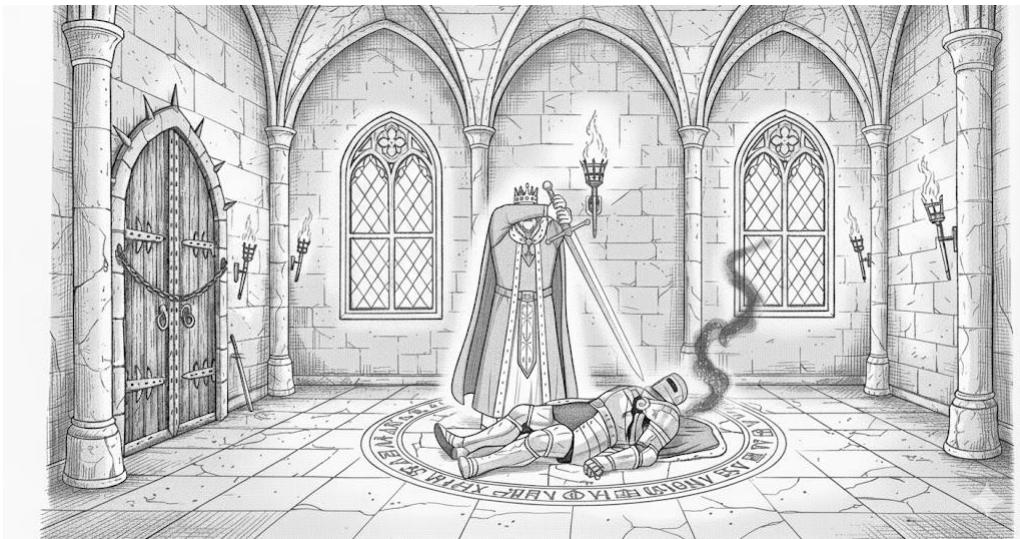
The ending of the game is dependent on the player's own discretion where:

- **Sparing the Keeper:** The King sheathes his blade and expresses no intention in finishing off his old friend and leaves him to live the rest of his days haunted by the guilt of his actions (A narration of events that happened later following this scene play on a black screen, where news of the Keeper's passing reaches the King).



- **Executing the Keeper:** With his blade held high, the King delivers a fatal slash to the Keeper and brings forth his demise. The room is filled with gloom as The

Keeper's draws his final breath, and his short reign is brought to a definitive end



CREDITS:

Most assets were obtained through craftrpix.com

Many assets were generated by AI (Gemini and ChatGPT)

Music in the Cutscenes is from Dark Souls III (Premonition), Hollow Knight (Resting Grounds), and Hollow Knight: Silksong (Greymoor). All rights are attributed to the original authors (Christopher Larkin and Yuka Kitamura). Music was used for educational purposes and in utter admiration

Bush Creep enemy is Mosscreep from Hollow Knight