The Healing Crusade

Design by Titania's fairies
For PC
Rating: T
Ship Date: June 2023
Early access at the EXPO, South Korea

Gameplay

Enjoy a single-player RogueLite and Beat Them All hybrid game in 2.5D.

Embark yourself on a crusade to heal every person on your journey by fighting their evil diseases at its core.

Tend to as many patients as possible
From the start of the game, the player will know how many patients they will have to treat. The question is more, how many will he be able to save? Each patient comes with his own illness and challenges.
Furthermore, the more patients are cured, the more difficult the next ones will be.

Choose your own healing method
The player can choose from a variety of weapons that play the role of a class. Each weapon has its own unique abilities, benefits, and drawbacks. They offer a new way to experience the game and can be improved throughout the game in order to suit the needs of the player.

Build up your toolkit
The first part of a level is filled with exploration and activities. During this period, the player will enjoy all the features of any Beat Them All game.
The objective here is to prepare yourself as much as possible for the second part: a boss battle.
In every corner of the map, the player will be able to find activities that will give objects or skills to help them. While a few will only be usable during one level, some can stay with the player until the end.

Unique Selling Points

Hybrid Genre
RogueLite and Beat Them All.
With a RogueLite system, the game has ease and value in being replayed, each new experience having a fresh feel.
Whereas with the "Beat Them All" identity, the player is made to overcome a continuous challenge leading to a feeling of power.

Medical topics in a fighting game
The best way to be cured of an illness is to destroy the source at its core.
Thanks to its originality, a fighting-style spiritual doctor game is unique.

Fighting style choice
The player has two ways to cure a patient. Complete all activities on the map to be as prepared as possible or rush to the boss immediately.
Both ways have their own drawbacks and benefits.

Nemesis System
Punish the player for receiving too much damage, making the choice of fighting style even more important.

Design Goals

Simple to understand
We do not want the player to be overwhelmed by the game mechanics. To prevent this, we will implement a tutorial and an area where the player can experiment with the mechanics one by one as he wants.

Enjoyable for everyone
We want our game to be fun for everyone, from one who beat every boss without a single damage to another who just wishes to have a pleasant experience.
The class system will take into consideration this variety by implementing different types of weapons. Some will be easy to grasp, others difficult to master.

Easy replayability
By bringing some randomness to the game, we hope to create a slightly different experience without making the randomness annoying.

High-risk, high-reward system
When we engage in an ambitious challenge, it can take a lot of time and resources to successfully complete it. This is why we want to reward the player appropriately. Thus he will not feel like he wastes his time.

Game Flow

Drop System

The player will acquire different resources such as money and objects by killing enemies or completing different activities.

Activities

An activity is basically a goal the player has to reach to receive some rewards that will help him during its run.
Here are some examples:
- An enigma.
- Protect an area/NPC.
- Mini Boss battle.
- Complete an objective within a limited time.
- Collect objects.

By exploring, the player can also found hidden coins.

Enemies Drops

During a run, the player will be able to collect resources by killing enemies and bosses:
- Red Blood Cells:
    - Give 1 Drop of Blood
    - Can be sold at the shop for 1 coin
- White Blood Cells:
    - Give 1 Tissue
    - Can be sold at the shop for 3 coins
- Bacteria:
    - Give 1 Dead Bacteria
    - Can be sold at the shop for 15 coins
- Virus:
    - Give 1 Dead Virus
    - Can be sold at the shop for 50 coins

Shops

There is two differents shops available in the game:
- Only Between Runs Shop: The Cabinet and Gajyeoga
- Available In-Run Shop: The Purple Constellation

The Purple Constellation

Call for help through a little purple stone to call Sosucre, the manager of Purple Constellation. This shop is available between each patient. It allows the user to sell the resources gathered during the previous patient to obtain coins.
Moreover, it can also obtain some consommables, for a price

Gajyeoga

The player has access to weapon, abilities and gear to help him in its journey. It is at Gejyeoga that he can improve each of them in exchange for coins and resources.

The Cabinet

This shop is only available between two runs, it is a special shop that allow the player to buy permanent bonuses that will help the player to navigate the game further.
Examples of bonuses:
- Increase damage by 10%.
- Increase life by 5%.
- Decrease damage taken.
- Permanently increase a weapon.

Characters

The Player

Back-story

In *The Healing Crusade*, you play a very unique type of doctor. Few of them still exist and for good reason, judged too dangerous, too extreme. The way you heal your patient is not by using treatment and medical solution, but by entering the body of your patient, purging the problem at the source, literally. The power to act on the body of another is quite frightening for many people. Only thus who are desperately need of a cure come seeking your aide. Hence, your presence is tolerated in you do not cause ANY. KIND. OF. TROUBLE. Conceding that a person will not come back after inquire your abilities, you will be consider as a treat and quickly put to rest.

You're a responsible person, nice and carrying. You want to show to your patients that you only have the best intention at heart, and you believe way to avoid to restore faith in your kind.

When working, you appear like any doctor at an hospital. It's always better to not draw too much attention.

Point of View

The player is only aware of what he and his potential allies saw. He will have to explore and remember his way in order to carry out the healing process.

Controls

As a game for pc, the controllers will be a keyboard and a mouse.
The shortcuts are imagined using a QWERTY keyboard, but can be switch to **AZERTY** if needed.

Movement
Moving around the map by using either the arrows(left, right, up, and down) or WASD(**ZQSD**).

Pause Menu
Press Escape key.

Abilities
Each ability will be respectively on 1(**&**), 2(**é**), 3(**"**), 4(**'**), and 5(**(**).

Interaction
Press F key for any type of interactions: talk to someone, resume a dialogue, etc.

Titania 🎵Falalala🎵

(They to represent the fairy is intended)

Back-story

Each doctor such as you is escort by a fairy. They are helping you make a bridge between your body and another. Moreover, they are even more supporting by playing the role of merchants.

The one's accompanying you is name Titania 🎵Falalala🎵. That unique nickname is due to the multiple personalities they adopt according to the role they play. Without forgetting an annoying song that seems to follow them everywhere they go.

Roles

Antonia the Storyteller
He's the voice-over of the game.

Sixela Navi
He's here to help you leaning the game mechanics by using tutorials and convenient explanations.

Daniela the Fairy King
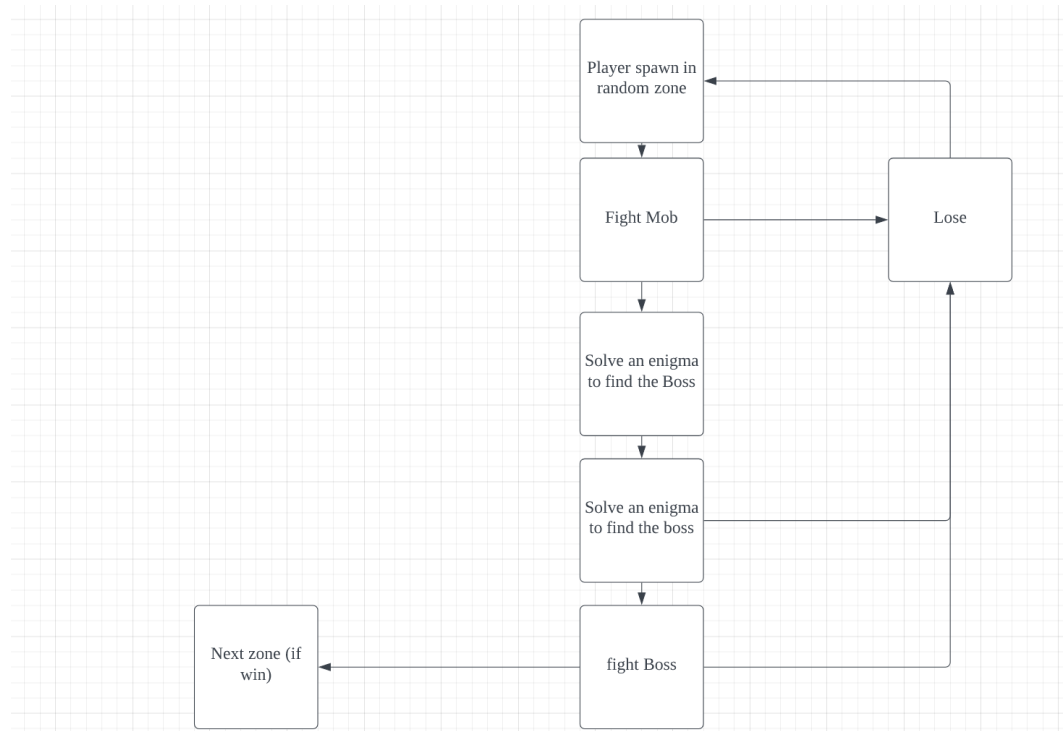Manager of The Cabinet.

Sosucre the Merchant
Manager of The Purple Constellation.

Hantoine the Blacksmith
Manager of Gajyeoga.

Main Gameplay Concepts and Platform Specific Features

The game focuses on a RogueLite and Beat them all gameplay. The ennemies get stronger as the game advances, and the player as to adapt in order to survive and successfully heal the patients.

```
┌──────────────┐
│Player spawn in│◄─────────────┐
│ random zone   │              │
└──────┬───────┘              │
       │                      │
       ▼                      │
┌──────────────┐      ┌──────────────┐
│  Fight Mob    │─────►│    Lose      │
└──────┬───────┘      └──────────────┘
       │                      ▲
       ▼                      │
┌──────────────┐              │
│Solve an enigma│              │
│to find the Boss│             │
└──────┬───────┘              │
       │                      │
       ▼                      │
┌──────────────┐              │
│Solve an enigma│─────────────┘
│to find the boss│
└──────┬───────┘
       │
       ▼
┌──────────────┐      ┌──────────────┐
│Next zone (if │◄─────│  fight Boss  │
│    win)      │      └──────────────┘
└──────────────┘
```

Limited intervention
To cure all his patients, the player will have to enter directly in their body through an avatar. He cannot take too long to heal a patient or the illness will consume its life.
If a patient die, you will follow shortly after.

As the game turns out to be more and more challenging, the player will have to make decisions on what to do, and what he will be forced to neglect. A poor decision can be the difference between success, and a patient's last breath.

This entire body must be purged
Each body has one disease affecting different zones. All bodies don't necessarily have the same illness. The player will explore each zone to fight the cause and heal the patient by purging it. Throughout his exploration, he must be careful, as he will encounter bacterias. If your avatar is overwhelmed by them, death is never far behind.

Explore and Conquer
Moreover during his exploration, the player can help himself with weapons and the abilities he will unlock along his way. He can also get bonuses by trading others resources that he will have to collect in his path. The player can build his toolkit with them, but cannot use all of them when facing the boss.

The Healing Crusade

Activities are also spread everywhere in the body, the player will have to find them. Solving activities gives you some bonuses for the final bosses. He can do them, but he must beware of the time.

Life-and-death struggle

Only after that, the player will have to face a boss. Even with all the activities completed, a fight against a boss is very challenging and can put an end to the player's journey really quickly.

Each boss has his own unique abilities, and will usually combine them together to become even more dangerous.

The Healing Crusade

Game World

The game will take place in a body that looks like a human body, but where the rules is not the same.
In this body we will have 5 zones to explore: stomach, chest, legs, head, and arms.

Enjoy a new adventure every time
When the player arrives at the source of the illness, he is unaware of what he will face in advance. While the maps may look similar, every event will be randomly generated. Thus, the player has to always be on the lookup and adapt accordingly.
Likewise, the boss at the end of a level is selected from a boss's pool. However, a boss can only appear once. The player can then adapt his strategy and tools accordingly.

Interface

Menu Screen
- Play game
    - Difficulty selection (Easy/Medium/Hard/Pain)
    - Tutorial
    - Return
- Options
    - Sound
        - Master volume
        - Music
        - Sound effects
    - Language
        - French/English
    - Graphics
        - Resolution selecter
- Controls
    - Single image showing what key does what action
- Compendium (updates based on what you have seen)
    - Weapons
        - Spells
        - Damage
    - Enemies
    - Bosses
    - Interactable NPCs
- Custom Game
- Exit

In Game
- HUD: Current/Max HP bar on the bottom left
- Cooldown of respective spells on the bottom middle
- Current weapon and it's stance (if applicable) on the left of the spells
- Boss HP on the top of the screen (if currently fighting boss)
- Counter for the remaining time for the level on the top right

Mechanics and Power-ups

Unique mechanic: Class and Abilities

Not every ability will be available at the beginning. The player will have to unlock them at Gajyeoga.

### Jaljada

Double Melee weapon
Manipulate the blood of your enemy into their doom.

[Main Passif] Defibrillate
First activation: Use your own blood in exchange of an attack boost. For every abilities used, you are given the possibility to use a combo and do it twice in exchange of your health. The health consumed is not completely lost, and will appear white instead of red for the player. Can kill the player if not careful.
Second activation: Regen your lost health by absorbing the blood of your enemy. Impossible to move while casting. Regen slowly. If the lost health is not entirely regen, it will be forever lost.
Note: The health you give in exchange of power will not count in the total damage received.
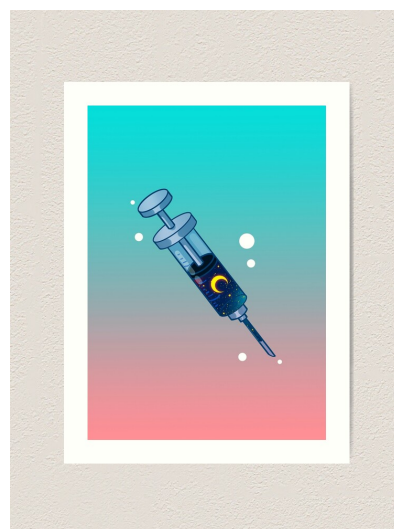
Basic Attack
Very swift auto attacks, possibility to move while hitting, though slightly slowed movement.

Dash
Straight line dash with fixed range that deals damage to all targets you pass through.

Toxic Exposure
Dips the syringes in a toxic solution adding temporary damage to any of your attacks.

Carnage
Create a blood circle below you that stay a few seconds. Every enemy in it takes damage and slowly regenerates your health.
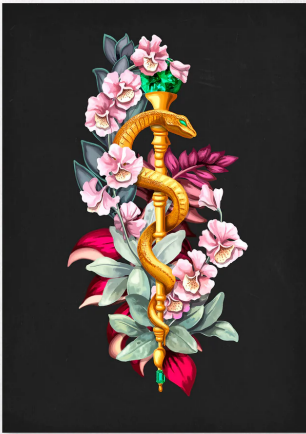
Bloodbath
Activate Defibrillate.

Heleumeseu

Ranged weapon
Depiction of the medecine, the staff is equal in healing abilities as poisoning abilities.

[Main Passif] Two sides of the same staff.
The wings of the serpent indicate the current phase of the staff.
Grey/Purple for poisoning, and Light/Blue for healing.
Healing Phase: Small healing over time when out of combat.
Damage dealt increase the amount of it.
Poisoning Phase: Each attack have a chance to poison the
ennemie, damage over time.

Basic Attack
Healing Phase: Cast two lights waves in a cone, dealing damage
and repelling slighty the enemies.
Poisoning Phase: A poisonous liquid snake move left and right,
dealing damage to the enemies in its wake.

Hermetica
Healing Phase: Tornade that deals damage to every ennemie in it for a small period of time.
Heal any friendly entity over time.
Poisoning Phase: Four poisonous liquid snake goes in every cardinal direction, inflicting
poisoning on each enemy on their way.

Miracle
Healing Phase: The serpent lends you its wing to quickly move backward.
Poisoning Phase: A poisonous liquid serpent eject you backward, letting a small poison area
of poison behind him.

Eikon
You summon an massive snake to help you on the battlefield, attacking any enemy near him
by using your basic attack.

Caduceus
Switch between poisoning and healing magic.

Power-ups

Gear

Each piece of gear will boost a player's stat, helping him in the long run.

Pieces available
- Head
- Body
- Hands
- Legs
- Feet

Stats that can be influenced

- HP
- Attack
- Defence

Consommables

Each consommables can be found in chest, drop by certain enemies or buy from your fairy.

Americano
Immediately heal the player of a specific amount of HP.

Kimchi
Increase the damage dealt for a particul period of time.

Bibimbap
Reduce the damage received by the player for a particul period of time.

The Healing Crusade

Enemies and Bosses

The enemies are elements of the human body that can be lacking or can cause the disease, for example an enemy can be a compromised red blood cell, an infected white blood cell or a bacteria (mini boss), some of the blood cells can be an elite version which means bigger, stronger, and global better stats.

The compromised red blood cells are passive enemies who will not attack the player if the player didn't attack them, they are just walking in the body and can counter attack by doing contact damage. They are slow and just walk in groups.

The infected white blood cells are aggressives enemies, they attack the player when they see him, they have melee attacks, they are slower than the player but faster than red blood cells and do more damage.

Les bactéries sont des ennemis agressifs qui sont aussi rapide que le joueur, ils ont des meilleures stats comparées aux ennemis classiques et ont une capacité en plus comme par exemple une attaque chargée plus forte ou un supplément d'armure.

The bacterias are aggressives enemies, they are faster than the player, they have better stats compared to classical enemies and they get special capacity like the bosses for example they get a charged attack more stronger or a boost of armor.

The bosses are the cause of the disease, they are represented as a virus. Each patient can suffer from a different disease so each boss is different depending on the disease he has. Each boss gets many different skills which will be melee attacks or AoE (Area of Effect) attacks. The boss is the winning condition of the level and it will be an important test for the player.

Cutscenes, Bonus Material, and Comps

They're cutscenes in the game when we launch the game to introduce us to the history of the game and another one when we complete the game. The cutscenes will be simple cutscenes with our characters in the game who will be moving and talking.

In bonus we can add that the player can charge his main attack to deal more damage or make another move depending on the weapon, the possibility of using a controller and changing the inputs in the settings (keyboard mouse or controller).

We will be in competition with Hades, Risk of Rain 2, Vampyre Survivors and other rogue like games.