# Synopsis

Cataclysm has struck the city of Rochester. The ground has shattered, the canals running red. Earth, as you know it, is destroyed, but you find the aid of a scholar who transports you to a new reality, eager to learn of the secrets of your world. Eschewing the trappings of modernity, you aid the scholar in their exploration and unification of several disparate worlds. Learning new skills and facing the challenges and threat of the local inhabitants and monstrosities, aid the scholar in uncovering the secrets of these new realities, and find out why your home, Earth, was forsaken to its fate.

# Game Objectives

Collect the unifying Crystals of the Zenith, each heralded by a powerful lord, deity, or monstrosity of a new reality. Bring them to the Scholar so that he can piece together the threat that destroyed Earth, and to find you a new place in the expansive cosmos.

# Game Rules

The game takes place in an expansive 2D environment with continuous worlds you can explore by walking, jumping, or flying. The player can defend themselves by equipping up to 2 weapons, as well as defensive accessories, and by learning secrets of mystical powers sourced from the other realities. By defeating foes, the player can collect Memories, which they can bring to the Scholar to increase their stats to better face challenges in the different realms they will travel.

# Game Structure



(Tentative and will likely not be fully realized at the end of the Jam. Hoping to get the top line completed.)

# Gameplay

## Control Schemes

|  |  |  |
| --- | --- | --- |
| Action | Controller (360) | M+KB |
| Walking/Running | Left Analog Stick or D-Pad Horizontal | A and D keys |
| Crouch | Down on D-Pad or Analog | S key |
| Attack Aiming | Left Analog Stick or D-Pad | Mouse move |
| Camera shift | Right Analog | RMB + Mouse move |
| Interact (converse, rest, etc.) | D-Pad/Analog Up with prompt | W key with prompt |
| Jump | A | Space |
| Weapon Attack | X | LMB |
| Switch Stance | Y | R |
| Use Skills | B | Hold Ctrl while using LMB |
| Cycle through items | L/R Shoulder | 1-0 number keys, or Left/Right Arrow Keys |
| Blocking | L Trigger | Shift |
| Use consumable | R Trigger | X |
| Menu | Start | Tab |
| Emote??? | Back | Enter |

* If only one of two control schemes can be emphasized, it’s preferred to use a controller.
* Attack Aiming inputs apply to Weapon usage and Skill usage.
* Jumping while crouching allows the player to drop through thin platforms.

## HUD Layout

**Player Status –** Shows the current Health and Stamina of the player character.

**Memory Count** – Shows the number of memories the player is currently holding, which can be used to increase stats or purchase items and skills.

**Item Cycle** – These cards show the current item that is selected for use. The frontmost card shows the current item, while the background, darkened ones show the neighboring items up for use.

**Temporary Status Effect** – If the player is currently under the effect of a status effect, a colored bar shows up above their character indicating how long the effect will remain.

**Enemy Health** – A health bar that shows up over the head of a specific, non-boss enemy, whenever the target takes damage. Numbers will show up above the bar to indicate amount of damage dealt.

**Boss Health Bar** – In situations where the player is up against major enemies, this bar will appear at the bottom of the screen to indicate the boss’ amount of health. As with enemy health, damage amounts are shown on the bar.

# Character Properties

## Damage Types

Almost all attacks or sources of damage are assigned damage types, which allow the damage dealt to be applied against a target’s resistances.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Damage Type | Signature Color | Associated Stat | Resisting Stat | Effective Against? |
| Physical - Crushing | *n/a* | Str | Agi | Brittle Targets, Rock |
| Physical - Slashing | *n/a* | Agi | Agi | Fleshy Targets |
| Physical - Piercing | *n/a* | Agi | Agi | Metal Targets |
| Mystical | Teal | Int | Int | Supernatural Creatures |
| Fire | Orange | Wil | Str | Fleshy Targets |
| Electric | Violet | Int | End | People and Constructs, Metal |
| Frost | Blue | Wil | Vig | Living Creatures and Beings |
| Dark | Black | None | Wil | Blessed Creatures and Beings |

## Status Effects

Characters can be affected by status effects that impair them in some way.

|  |  |  |  |
| --- | --- | --- | --- |
| Status | Effects | Duration | Who can be affected |
| Injury | * 70% of total HP, or 6000 damage inflicted at time of application (whichever is lower) * -10% movement speed * -50% jump height * -25% Stamina regeneration | 5 seconds | Living beings or creatures, Celestial beings, and Undead. |
| Exhaustion | * -100% Stamina regeneration | 5 seconds | Living beings or creatures |
| Poison | * Lose -10 HP per second * -5% Stamina regeneration * -5% Damage dealt by all attacks and skills. | 2 minutes | Living beings or creatures |
| Venom | * Lose -1.5% HP per second * -10% Stamina regeneration * -25% Healing from all sources | 1 minute | Living beings, creatures, undead |
| Curse | * Reduces all damage resistances by 33% * Reduce healing from all sources by 50% | 20 seconds | Living beings, creatures, constructs, and undead |
| Chill | * -33% stamina regeneration * -50% damage dealt * -10% movement speed * -5% jump height | 15 seconds | Living beings, creatures, undead |
| Petrify | * Target is unable to move or attack   + Player characters can mash inputs to break free. * Target stops flying if they were doing so * -50% resistance to all Physical | 30 seconds (-2 seconds for each hit landed) | Living beings, creatures, celestials, constructs, undead |
| Banish | * Instant death when inflicted | 0 | Celestials and Constructs, Player Character (while outside of Earth or the Scholar’s Study) |

## Metrics

All characters (player and non-player) have integral metrics that are determined to indicate how the characters interact with the game world, and with other characters in combat.

### Health

Amount of damage the character can take before dying.

Players who die will be revived at the Monolith they rested at last, with their Memories lost either to the enemy that defeated them, or placed at the last stable platform or piece of ground the player was at before dying (when against weaker enemies, or if they fell into a death pit).

Enemies who die will grant their Memories to the player, regardless of whether the player was the one to kill them or not. Most enemies will respawn when the player visits a Monolith, though specific large enemies, and bosses, will remain dead permanently.

### Stamina

Amount of attacks, skills, and other actions that a character can perform.

Stamina is depleted by the following actions:

* Dashing
* Using basic attacks
* Using skills
* Blocking attacks
* Using dodges

Stamina also has a regeneration rate, which is usually constant. Specific factors can modify stamina regeneration rate based on what equipment the character has, or their current state. Notably, stamina regeneration is reduced when in states such as:

* Climbing a ladder
* Hanging off a ledge
* Blocking without taking hits
* Preparing a charged skill

### Weight

Current weight of equipment the character is carrying. This has negative effects against a character’s Equip Load (described below), but has other effects:

Weight will globally reduce the distance a character is knocked back by attacks. Weight is also factored in slightly when determining who will move who if two characters are walking into one-another.

Extremely large monsters tend to have extremely high weights, meaning they will not be knocked back, and when moving normally will freely be able to push other characters.

### Equipment Load

Amount of weight the character can carry. The more equipment load is filled, the worse a character’s mobility becomes.

Equipment Load can produce four different states based on the character’s current Weight:

|  |  |  |
| --- | --- | --- |
| Weight Category | Percent Equipment Load in Weight Range | Effects |
| Light | 0-30% | * +10% Stamina Recovery Speed * +5 Balance * -5 Base Fall Speed * +3 Invulnerability Frames on dodge maneuvers. * +5% speed when rising off ground and climbing onto ledge. |
| Unencumbered | 30-69% | *Baseline, no effects.* |
| Encumbered | 70-100% | * -5% Stamina Recovery Speed * -5 Balance * +5 Fall Speed * -2 Dash speed * -1 Jump height * Extra vulnerability frames on dodge maneuvers. |
| Overloaded | 101%+ | * -15% Stamina Recovery Speed * -10 balance * +15 Fall Speed * Cannot Dash * -80% Jump Height * Cannot Dodge, dodge attempts trigger Counterattack Frames. |

### Footing

Footing is a metric that can recover and deplete over time on all characters. Its capacity indicates how many hits or how much damage a target can take before becoming staggered.  
On players, it’s increased by equipping heavy armor, and its effects improve if the character is hit in the middle of an attack. It’s a natural trait on most enemies, especially large ones.

### Balance

Measurement of the character’s ability to recover **from** becoming staggered or grounded. Balance reduces the amount of time characters are vulnerable and in a ‘countered’ state.  
Note that some large enemies can have excellent footing, but terrible balance, resulting in them immediately entering a counter-state once their footing has been depleted by enough damage.

### Damage Resistances

All characters have multipliers indicating how much or how little damage they take from different damage types. For enemies these are pre-coded, while for players these are modified by skills and armor the character is wearing.

Damage Resistances are displayed and tabulated purely as percentage mitigation: 50 Damage Resistance to Slashing, for example, cuts all slashing damage taken in half.

### Status Resistances

All characters also have status resistance rates, indicating how much of a specific effect type the target needs to be affected by given effects or attacks with the associated status.

Status Resistance works as a meter that fills up, and when it is full, the target will then suffer the effects of the ailment until its duration elapses. The duration of these effects, on the player character, is reflected on the status bar over their heads in these situations.

## Character States

* **Idle –** Default state of all characters. In this state the character is not actively in combat, and so non-players will not have attacks ready.  
  Has the highest possible stamina regeneration of all states.
* **Combat** – State of being prepared for combat. Players will assume this stance for a short while after performing an attack or skill (usually for visual flavor), while enemies enter this state when they become aware of the player, providing a flag for them to start pursuing them.  
  Does not usually have any stamina effects associated with it.
* **Moving –** State of moving along the ground, or floating. The character is not subject to the effects of gravity.
* **Dashing** – High-speed running or flying. While in this state, the character is exerting stamina and cannot recover it.   
  The dashing state cannot be entered if the character has no stamina.  
  In the dash state, the character is only capable of using a Dash-Specific weapon attack, though their skill abilities still work as normal.
* **Attacking** – Character is in the middle of executing an attack. Depending on the traits of their attack, their Footing gets multiplied, making it less likely that especially slow, powerful attacks are not interrupted.  
  Attacks usually are constructed out of two or three phases:
  + **Charge** - For heavy attacks, Charging is its own state that induces the stamina costs, regeneration pause, and movement restrictions of initiating an attack. The exception to this is the footing bonus, meaning that taking a hit while charging will still interrupt you.
  + **Windup** – Optimal phase of the attack for using slow attacks: the Footing bonus is strongest here. Usually occurs right before an attack lands.
  + **Recovery** – Phase after an attack is completed that must be completed before the character can regain full control. If missed, recovery period can actually impose defense penalties against specific attack types, though usually Footing still applies here.  
    The Recovery Phase is also usable to transition into a follow-up attack or skill. Specific movement states such as jumping can be used to cancel out of this phase early.
* **Airborne –** Target is in midair, and actively is being affected by gravity. Being airborne usually alters the types of attacks the target can use.
  + **Extra Jumps** – Targets can have a number of jumps they have in reserve, enabling maneuverable double jumps to gain extra height or reach. Using the Jump input again while already Airborne will use up extra jumps, until none remain. They are restored upon landing.
  + **Fast-Fall** – If the player presses the duck input, they will enter a fast-fall enabling them to make contact with the ground faster.
* **Blocking –** Target has their defenses up, and will take massively reduced damage from sources in front of them.  
  While blocking, the target cannot move normally, has reduced stamina regeneration, and will drain stamina whenever they absorb a hit by blocking. Being attacked around the block will stop the block as if the target was hit from the Idle state.   
  If an attack depletes the stamina of the character, they enter the Countered state.
* **Dodging** – Target is in mid-dodge, and will not take damage or register hits. While mid-dodge, the target cannot recover stamina.  
  Dodges can be used in midair, but they will set the number of extra jumps available to you to 0.
* **Dangling** – Target is hanging off the side of a ledge. When first entering this state, they have a 1 second grace period where they won’t be hit by attacks.  
  Dangling can transition into one of four states:
  + **Idle** – Simply tap upwards to climb directly onto the ledge.
  + **Airborne** – Jump to leap above and over the ledge.
  + **Dodging** – Use a side input to roll past the ledge and get around close threats.
  + **Attack** – You can execute a ledge attack upon rising up onto the ledge with the attack button.

These actions become slower if you have below 20% stamina.

* **Staggered** – The Staggered state is entered once a target has their Footing depleted by a damaging attack. Upon entering this state, they will enter a pain animation, and have their Stagger bar refilled.  
  Stagger has a high priority, and will usually interrupt most other states.
  + **Grounded** – The side-effect of either becoming staggered in midair, or being hit with a spectacularly powerful hit, grounded state knocks the target prone. When in this state, the target is invulnerable for 1 second before they can take one of three actions:
    - **Standing up** – Done if no input is given. The target will stand up over time back into the Idle or Combat stance. This state can be overridden if an input is done early enough, but otherwise does not grant any special invulnerability.
    - **Wakeup attack** – If pressing the attack button, a short-ranged attack is done upon rising from the ground for a stamina cost.
    - **Roll** – Pressing a directional input left or right will allow you to dodge roll out of the location to safety. This also can be followed up with a wakeup attack.

Most enemies will only stand upon exiting the Grounded state.

* + **Reeling** – Reeling occurs when stagger strikes in midair. When Reeling, the target begins tumbling with minor aerial control. They can use a jump or dodge to recover in midair and land safely, or else they will become Grounded upon hitting a surface.
* **Countered** – Upon being riposted or hit with especially powerful staggering attacks, a target can become Countered. In this state, they take 33% extra damage from all sources, and can be subject to a Lethal Strike: the Lethal Strike will set both the target and the attacker into a Grab Sequence state, and inflicts extreme damage on the target.
* **Grab Sequence** – Target is either initiating, or the victim of a grab. While this is occurring, damage hitboxes are temporarily disabled until the animation is completed.  
  The Grab Sequence that players usually will execute is the Lethal Strike.
* **Immobile** – Only caused by the Petrify condition, Immobile will pause the current animation/frame of the character.  
  Immobile targets are always subject to gravity, meaning targets that normally are flying while Idle no longer do so. Targets that are Immobile take a small degree of fall damage if they are airborne in these cases.
* **Dying** – Highest-priority of states, activated upon either being Banished or having HP reduced to 0. This plays a dying animation and causes the entity to either disappear or become a corpse.

# Player

## Player Characters

The player gets the option to make a customized character at the start of the game, which is initially a human that lives in Rochester NY, during a world-destroying cataclysm. The player can determine their character’s appearance and starting background, which affects initial equipment selection and starting stats.

## Stats

All characters have the following stats that determine how they interact with the world, and how effective certain weapons or skills can be.

### Vigor

A measure of the character’s total health. Higher vigor correlates with more damage taken before dying. Having vigor also improves resistances to cold damage, and poison effects slightly.

### Poise

Poise affects how quickly the character can move when holding heavy items or wearing heavy armor, improving the player’s maximum equip load.

### Endurance

Measure of a character’s stamina. High endurance grants characters more stamina with which to perform actions. It also provides small benefits to resisting electrical damage and resisting injury.

### Strength

A measurement of physical power. Specific weapons and skills scale off the value of this stat to increase damage done. Most things that scale well off of Strength emphasize heavy, powerful, and large attacks. Examples of this would include:

* Melee Weapon: Aluminum Baseball Bat, Greatsword, Warhammer
* Ranged Weapon: Javelin, Rocks
* Skills: Heavy Kick, Shoulder Check, Grapple

Side-benefits of Strength also include increasing resistance to fire slightly and boosting the character’s footing.

### Agility

Measure of the character’s deftness. Specific weapons and skills scale off Agility to increase damage done. Most things scaling off of Agility involve quick, responsive actions. Examples include:

* Melee Weapon: Rapier, Scalpel, Katana, Urumi
* Ranged Weapon: Crossbow, Longbow, Bolt-Action Rifle
* Skills: Trip, Feint, Judo Counter, Riposte, Somersault Lunge

Side-benefits of Agility also include slight benefits to resisting physical damage, and small improvement to balance.

### Intelligence

Measure of mental capacity. Intelligence is useful for weapons and skills scaling off the stat, to increase their damage. Most things scaling with Intelligence usually focus on doing Magic or Electrical damage, and otherwise involve interacting with complex, “high-tech” weapons. Examples would be:

* Melee Weapon: Drill, Warmage Staff, Electromagnetic Hammer
* Ranged Weapon: Wand, Railgun
* Skills: Throw Lightning, Eldritch Missile

The side-benefits of Intelligence include small bonuses against magical damage, and slight improvements to skill usage speed.

### Willpower

Measure of mental stability and conviction. Willpower is used to improve the scaling on corresponding skills and weapons, boosting the effects and damage. Things associated with Willpower scaling often deal Fire or Frost damage, and otherwise represent skills or implements requiring raw belief or courage to use. Examples include:

* Melee Weapon: Torch, Ice Spear, Sacred Mace
* Ranged Weapon: Flamethrower, Grenades
* Skills: Burning Hand, Blizzard

Willpower also provides slight benefits to resisting dark damage and curses.

### Luck

The luck stat plays a very small part in most everything the player does, indirectly, with extremely minor effects to:

* Amount of damage taken reduced
* Damage done on critical hits
* Size of the character’s ledge-grab hit area
* Duration of dodges

More directly, luck provides a large benefit to the number of items found when defeating enemies.

## Level

The player character’s level is the sum of all their stat scores, making it directly correlate to the overall power of the character. Level determines the following:

* Pairing with others in co-op games (if this feature ever gets created…)
* Resistances against all Status Effects
* Heavy Resistance against Banish

## Starting Loadouts

Starting background plays only a small role in the overall character’s nature: each only has one skill, a starting weapon, and a loadout of stats – of which the stats will likely have the largest implications. Equipment will quickly become phased out with items that are more common, and more performant, in the other realms you explore.

### Athlete

*A focus on fitness lets you contend better with challenges.*

General purpose melee-focused character.

|  |  |
| --- | --- |
| Vigor | 12 |
| Poise | 9 |
| Endurance | 14 |
| Strength | 13 |
| Agility | 15 |
| Intelligence | 8 |
| Willpower | 10 |
| Luck | 9 |
| Level | 11 |
| Weapon | Baseball Bat |
| Armor | Street Wear |
| Skill | Power Strike – Lunge forward a set distance and deal a melee attack. |

### Soldier

*Sent in to deal with the mess here, you’re well-equipped for a fight.*

Heavyweight mixed-range character.

|  |  |
| --- | --- |
| Vigor | 15 |
| Poise | 14 |
| Endurance | 12 |
| Strength | 11 |
| Agility | 13 |
| Intelligence | 14 |
| Willpower | 9 |
| Luck | 7 |
| Level | 15 |
| Weapon | Combat Knife |
| Armor | Fatigues |
| Skill | Pistol Shot – Draws out a sidearm for a precise ranged attack for minor damage. |

### Firefighter

*Tasked with braving intense heat and rescuing people. This is unlike anything you’ve seen before.*

Heavyweight, strength-centric melee character.

|  |  |
| --- | --- |
| Vigor | 17 |
| Poise | 16 |
| Endurance | 10 |
| Strength | 17 |
| Agility | 9 |
| Intelligence | 8 |
| Willpower | 10 |
| Luck | 6 |
| Level | 13 |
| Weapon | Fire Axe |
| Armor | Firefighting Suit |
| Skill | Kick – Heavy crushing damage with high damage dealt to Footing. |

### Student

*Affluent and bright, your survival can be attributed to your quick thinking and adaptability.*

Light-weight all-arounder with a bit of emphasis on casting rather than melee.

|  |  |
| --- | --- |
| Vigor | 10 |
| Poise | 7 |
| Endurance | 11 |
| Strength | 9 |
| Agility | 9 |
| Intelligence | 17 |
| Willpower | 12 |
| Luck | 10 |
| Level | 5 |
| Weapon | Pipe |
| Armor | University Wear |
| Skill | Feint – Deals an attack that slows an enemy down and lets you move through them, rather than damage. |

### Officer

*Your background is in enforcing law. But what can you do when society is crumbling around you?*

Heavy ranged build.

|  |  |
| --- | --- |
| Vigor | 13 |
| Poise | 12 |
| Endurance | 7 |
| Strength | 15 |
| Agility | 12 |
| Intelligence | 7 |
| Willpower | 15 |
| Luck | 12 |
| Level | 13 |
| Weapon | Baton |
| Armor | Bulletproof Vest |
| Skill | Pistol Shot |

### Fanatic

*This day had been foretold…*

Pure caster.

|  |  |
| --- | --- |
| Vigor | 8 |
| Poise | 9 |
| Endurance | 12 |
| Strength | 8 |
| Agility | 8 |
| Intelligence | 19 |
| Willpower | 19 |
| Luck | 7 |
| Level | 10 |
| Weapon | Knife |
| Armor | Strange Garb |
| Skill | Ensorcelled Pact – Use to obtain a temporary boost to your jump height, and add Magic damage to your weapon. |

### Survivor

*There isn’t anything that stands out about you – other than the fact that you managed to survive this mess.*

Completely balanced, generic start.

|  |  |
| --- | --- |
| Vigor | 10 |
| Poise | 10 |
| Endurance | 10 |
| Strength | 10 |
| Agility | 10 |
| Intelligence | 10 |
| Willpower | 10 |
| Luck | 10 |
| Level | 1 |
| Weapon | Pipe |
| Armor | Street Wear |
| Skill | Rubble Toss – Throws an arcing rock for minor crushing damage, with decent Footing damage. |