RETURN TO ORIGINS

START

GAME DESIGN DOCUMENT

GAME OVERVIEW

Title: Return to Origins
Genre: Casual Arcade / Puzzle
Target Audience: Ages 8+
 Platform: Android

GAME SUMMARY

Return to Origins is an adventure puzzle-platformer inspired by Chinese mythology. Players guide the protagonist through a mystical forest to find nine legendary animal treasure boxes, solving puzzles and overcoming platforming challenges. As they progress, the protagonist seeks to reconnect with his primal instincts and embrace a freer life. The game features exploration, puzzle-solving, and platforming, with future updates planned to introduce enemy encounters and additional gameplay elements.

IDEATION
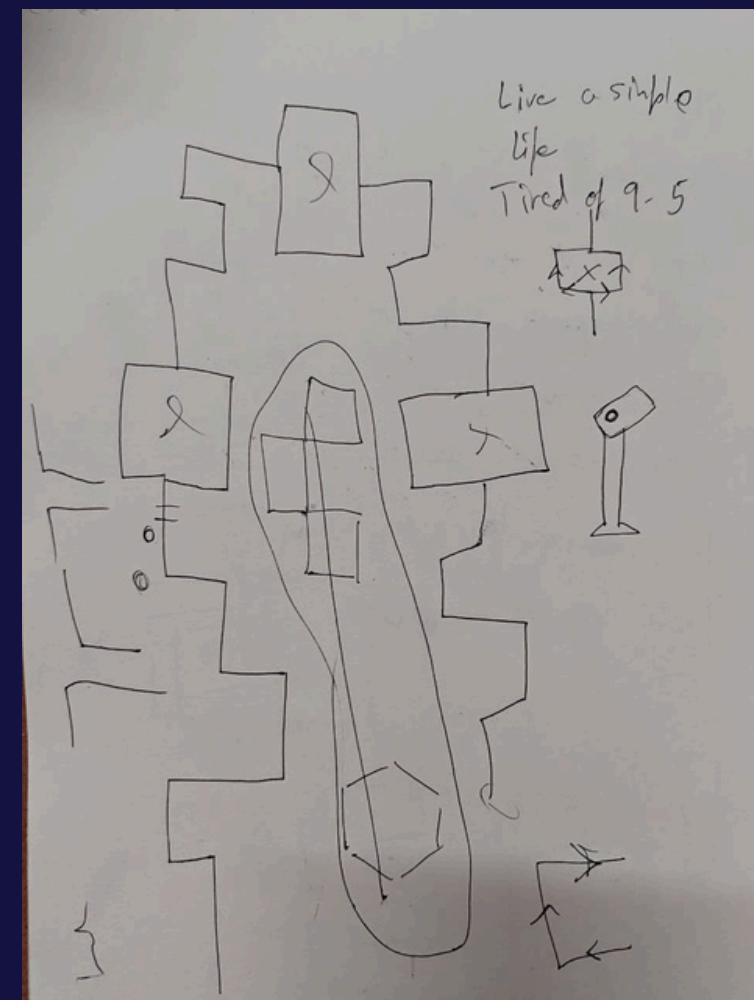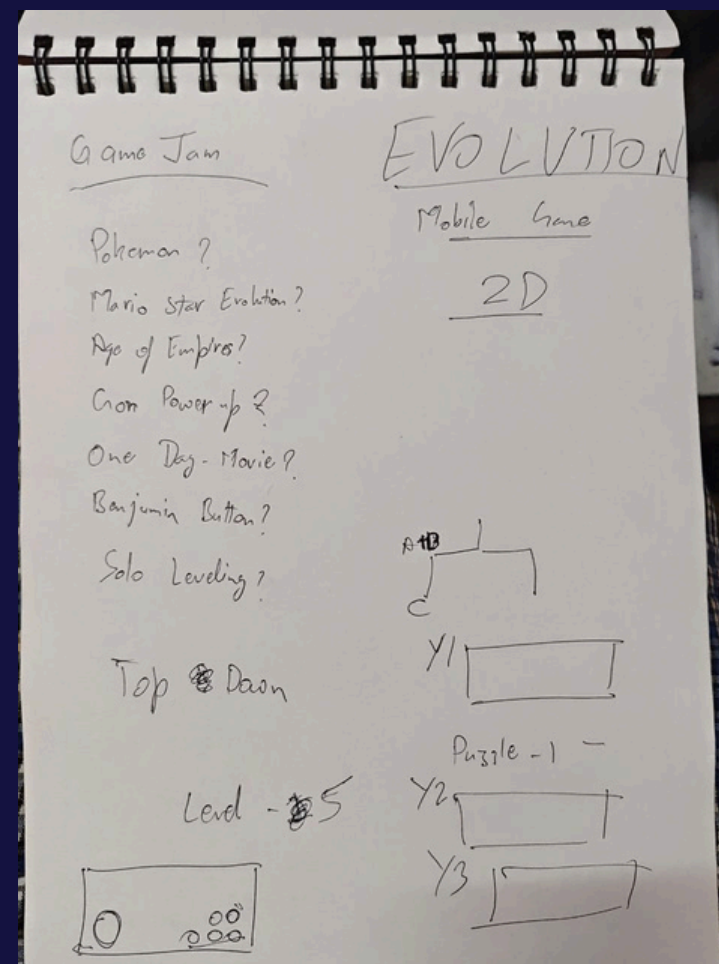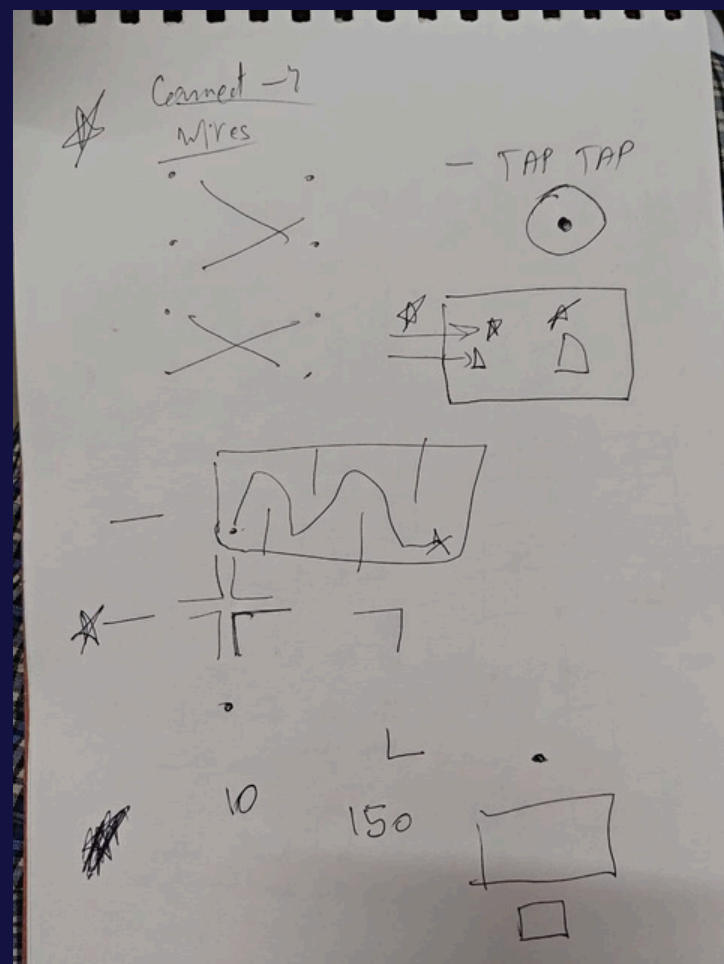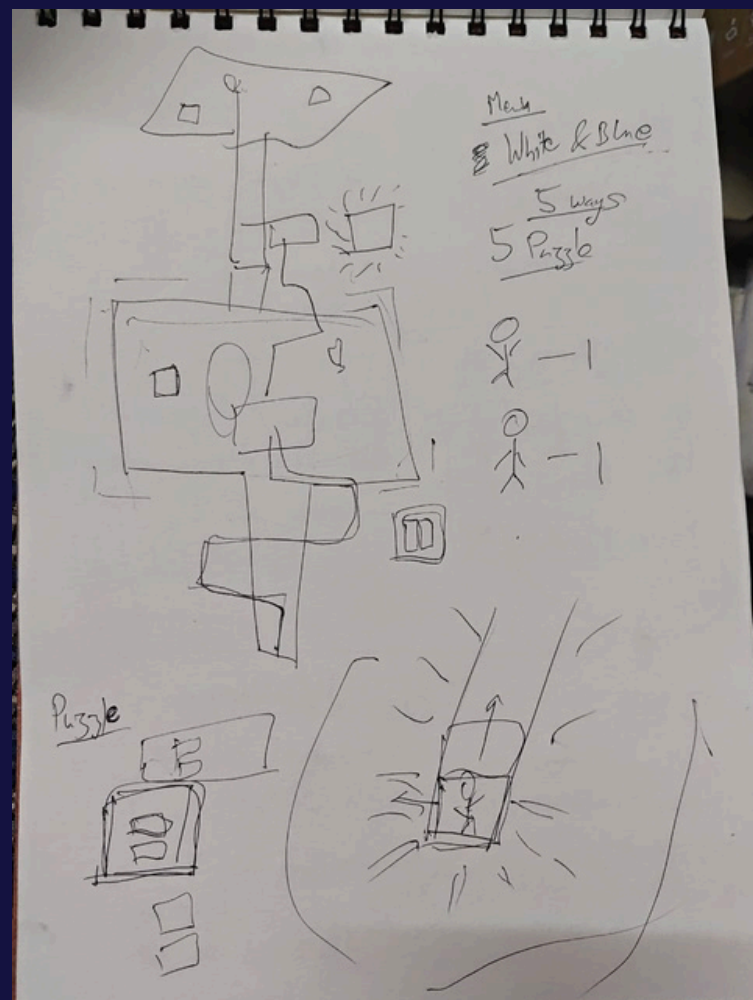
GAME OBJECTIVE

In Return to Origins, players help the protagonist uncover Nine animal treasure boxes hidden in a mystical, 2D isometric forest. Each box unlocks new powers while solving puzzles, avoiding traps, and overcoming platforming challenges. The goal is to help the protagonist rediscover his primal self and escape his mundane life.

KEY FEATURES

01 **Mythology-Inspired Storyline**
Based on Chinese mythology, focusing on the fact that Monkey is the ninth chinese zodiac sign.

02 **Dynamic Forest Environment**
 A rich, 2D isometric forest setting with hidden paths and obstacles

03 **Challenging Puzzles**
Each box is protected by a unique puzzle.

04 **Platforming Challenges**
Overcome dangerous platforms and spike traps.

05 **Enemies (Future Update)**
Combat and enemy encounters to enhance gameplay.

06 **Power Unlocking(Future)**
Each box unlocks new abilities to aid in progression.

GAME MECHANICS

Platforming
01
Navigate challenging isometric platforms, avoiding spikes and gaps.

Power Unlocking (Future)
04
Gain new abilities like increased speed and jump height

Puzzle Solving
02
Solve environmental puzzles to open the treasure boxes

Combat (Future)
05
Fight enemies as new powers are unlocked.

Spike Traps (Future)
03
Avoid deadly spikes in hazardous areas.

GAMEPLAY FLOW

01 **Introduction**
Begin the journey by discovering an ancient myth and learning basic gameplay.

02 **Exploration & Puzzles**
Solve puzzles and explore the forest to find treasure boxes.

03 **Unlocking Powers (Future)**
Each treasure box unlocks new abilities, improving movement and puzzle-solving.

04 **Enemies (Future)**
Combat elements are introduced in later levels.

05 **Endgame**
Unlock all boxes and experience the protagonist's final transformation.

EVOLUTIONARY STAGES

01 **Discovery**
Learn basic movement and solve initial puzzles.

02 **New Powers (Future)**
Solve more complex puzzles and gain abilities..

03 **Expansion**
Explore new areas and face tougher puzzles..

04 **Final Transformation**
Collect all boxes and complete the protagonist's journey.

Discovery

ART & AUDIO STYLE

01

Art
The game features 2D isometric art, with stylized, vibrant visuals that showcase the forest. The environments are carefully designed with intricate details to reflect the ancient, nature-filled world.
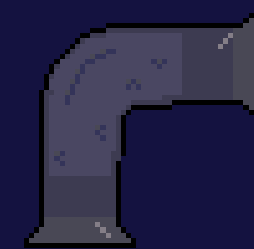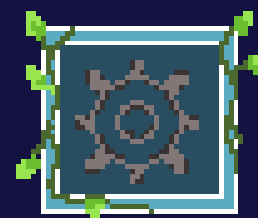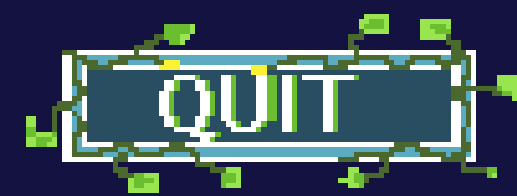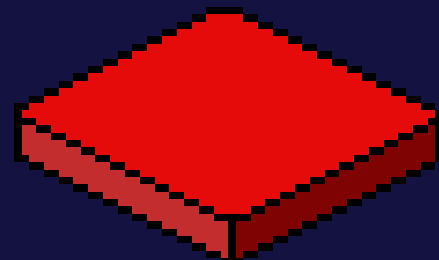
02

Audio
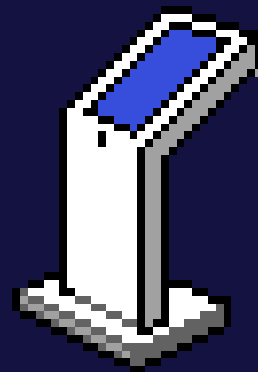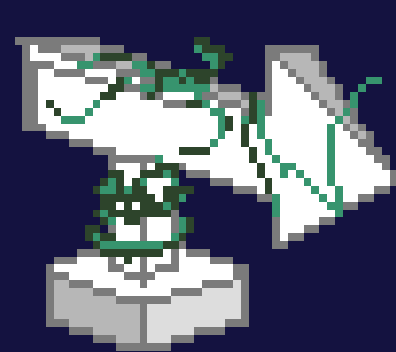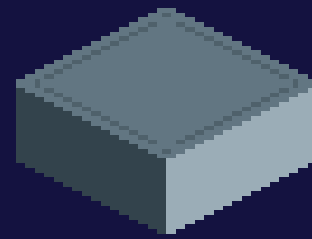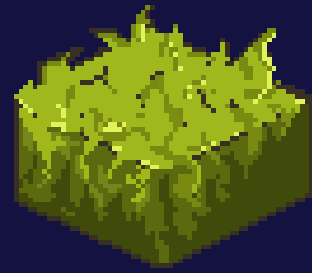The audio style consists of jungle, atmospheric sound effects and wild music that complements the forest environment. The sound design is aimed at enhancing the immersion while not overwhelming the player.

ASSETS

PLAY

QUIT

OUT
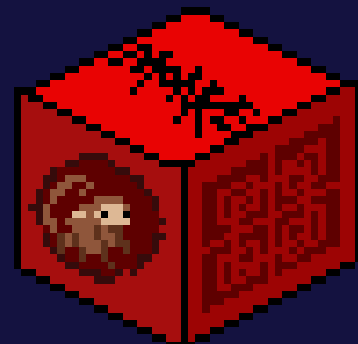
USER INTERFACE (UI)

The UI is designed to be smooth and intuitive, with easy-to-navigate menus and clear indicators for gameplay mechanics. Extensive testing has been conducted on mobile devices to ensure a seamless experience. The controls are simple and accessible, allowing players to focus on exploration and puzzle-solving.

MONETIZATION

The game will follow a premium model with a one-time purchase. Optional in-game purchases, such as cosmetic items or skins for the protagonist, may be available.

PROGRESSION & DIFFICULTY

The game follows a progressive difficulty curve, where challenges become increasingly difficult as players advance from one room or area to the next. New abilities unlocked through the treasure boxes are key to overcoming these challenges. The difficulty is designed to be challenging yet rewarding, with puzzles, platforming, and hazards intensifying as the player progresses.

FOR FUTURE

01

Environment Puzzles

Some additional environment puzzless will be implemented to enhance the atmosphere and gameplay experience. These will include interactive objects that players can use or manipulate, as well as decorative elements to create a more immersive world.

02

Level Expansion

There are many things that can still be added to the level and game progression like collectibles and power ups. Level itself can also be expanded making room for more puzzles and areas.

THANK YOU