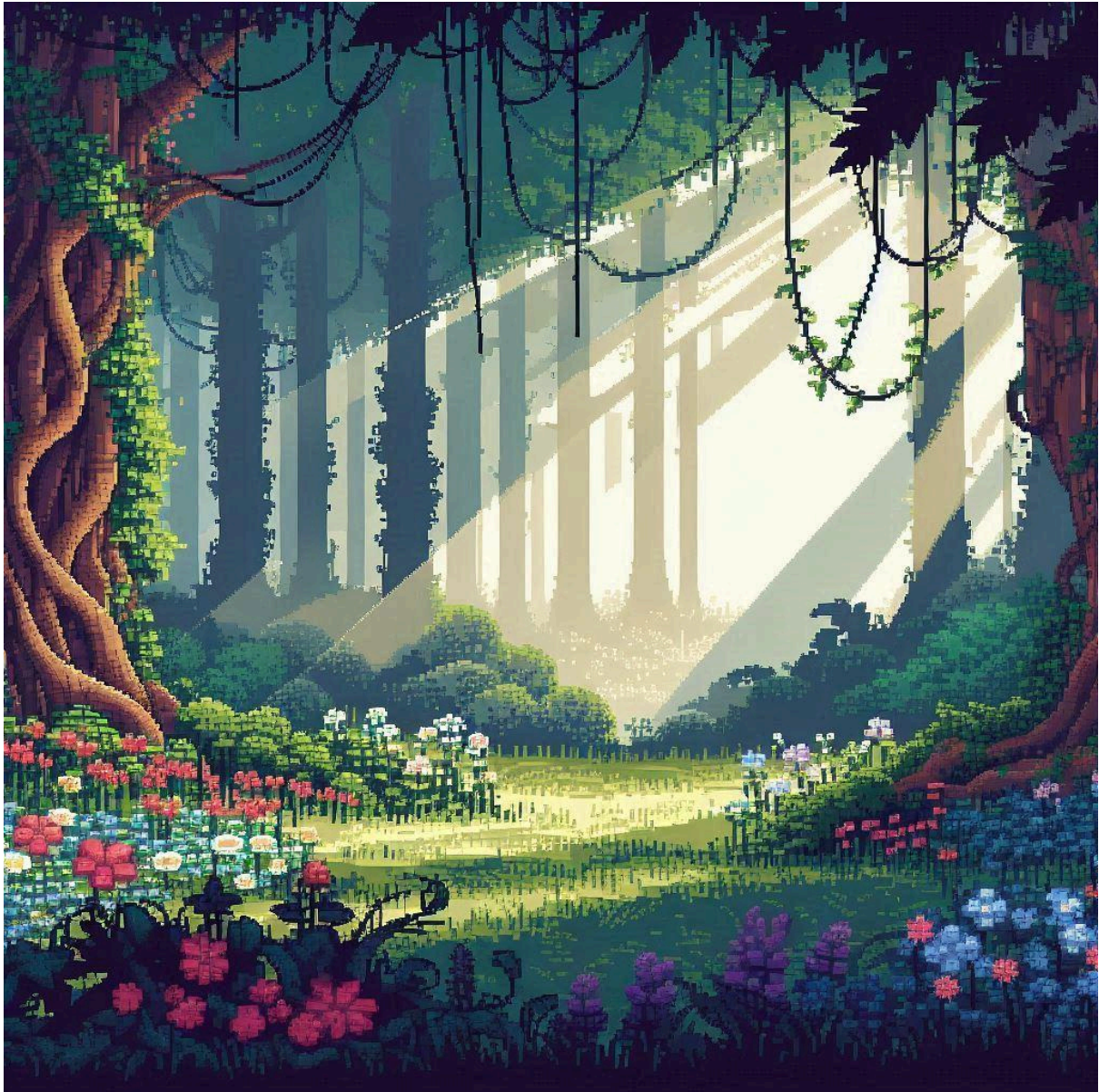


Spirit of Forest

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Spirit of Forest's Game Design Document

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What is the Game Gender?

It's a 2D Pixel Platform game with puzzles and time challenges.

Game Experience:

Strategic, as it sets a direction for the player with challenges to overcome along the way, and evocative, as it conveys a sense of urgency, given that the player is eager to complete the level on time. We will discuss how to manage your limited time and available resources to solve the puzzles and complete the level.

What is this Game About?

In a forest collapsing under the threat of abyssal creatures, you, a forest spirit, must carry the Gaia Stone to the Tree of Life. To achieve this, you need to progress through stages that feature a main puzzle as well as several secondary puzzles to obtain extra coins.

What People Do?

1. They move across the map;
2. They perform a simple jump without absorbing abilities and a double jump when absorbing abilities;
3. They swim for a few seconds without absorbing abilities and swim for a few additional seconds with abilities;
4. They glide for a few seconds with abilities;
5. They push small objects without absorbing abilities and push both small and large objects with abilities;
6. They open doors with keys;
7. They climb up and down vines;
8. They activate platforms that require the player (or some object) to be on them in order to activate;

Why they do this?

Because the mechanics drive the player to complete the level.

How Can We Reward Players?

1. **Visual (juiciness):**
 - 1.1. The items shine and emit a sound effect along with some particles when collected.
 - 1.2. The doors shine and emit a victory sound effect with some particles when opened.
2. **Achievements:**
 - 2.1. The player is able to compete against themselves by breaking level completion time records. By replaying the level multiple times, they can challenge themselves to complete it in less time.

- 2.2. The player earns achievements by collecting certain items, performing specific interactions, or completing certain levels.
- 3. **Logic:**
 - 3.1. The player is able to solve additional puzzles and obtain certain rewards and achievements.
- 4. **Emotional:**
 - 4.1. The player is captivated by the main character's gentle personality;
 - 4.2. The player is led to a certain sadness by the increasingly destroyed surroundings.

Punishment

- 1. If the player is hit by an enemy, they will be defeated.
- 2. If the player does not complete the level on time, they will lose the stage;
- 3. If the player remains underwater for too long, they will drown;
- 4. If the player comes into contact with fire, they will be burned to death;

What are Our Game Rules?

The player needs to solve a series of time-limited puzzles to progress through the level. Additionally, the player will require an item (Magic Wood Key) that can only be obtained after completing the main puzzle of the level. In the levels, there will be some spirits that will assist the player in completing both the main and optional puzzles. Certain game mechanics can only be used if the player acquires the spirit of specific animals.

What will be the mechanics of your game? Will there be more than one?

The Player Can:

- 1. Move across the map;
- 2. Collect Items;



Try it: [Collect Items](#)

3. Perform unique jumps in its normal form;
4. Perform double jumps with a Lynx Spirit;
5. Activate heavy platforms with a Grizzly-Bear Spirit;
6. Soar with a Athene-Noctua-Owl Spirit;
7. Dive for an extended period with a Monk-Seal Spirit;
8. Interact With Doors
9. Push Rocks;
10. Activate platforms with strength;
11. Collect Souls Coins;

The Player Can be Defeated in the following ways:

1. Staying under water for an extended period;
2. Being struck by enemies; (Ex: Mario Bros Collision System);
3. Being Burned by Fire.

How Will Our Game Systems Work?

When you enter the level and the map shows up, a timer will start (Chaos Timer);
As time goes by, certain parts of the map change (collapse) and some optional puzzles become impossible to complete;

The player needs to solve the main puzzle within the time limit to grab the Magic Wood Key and get through the Door to the next level (Gaia's Door).

There will be mechanics and enemies that, if they hit the player, will make the player lose a life.

If the player's lives drop to zero, the level ends and he will be defeated.

How is your game's progression going to work?

With Souls Coins, players can buy upgrades for the Spirits, extra lives, and a timer that gives them more time to finish levels. As you progress through each stage, the time window for making mistakes gets smaller, and enemies will have mechanics that require more skill to dodge.

Which platforms is it going to be made for?

Windows (Steam) and Nintendo Switch;

Storytelling

After Gaia's sacred forest is invaded by abyssal creatures and falls into collapse, a Forest Spirit is awakened with the purpose of carrying the Gaia Stone to the Tree of Life, an ancient tree capable of expelling the abyssal creatures and saving the forest from succumbing to the forces of darkness.

Amid the darkness that seeps into his home, the protagonist encounters Animal Spirits, who, despite having lost their lives to the abyssal cataclysm, offer their gifts and blessings to the young and frail hero, enabling him to venture into the heart of the forest with skill and safety, even if it means utilizing what remains of the souls of his beloved friends.

In the conclusion of the story, Sporus comes to understand throughout his journey that delivering the heart of the Gaia Stone to the Tree of Life is also to give his own heart and life to the Tree of Gaia. In the end, fully aware of the weight of his actions, Sporus surrenders the heart and prevents the rest of the Gaia Forest from withering completely, allowing it to heal—but at the cost of his own life. Ultimately, at the place where Sporus gave his life, a tree sapling grows, and as the game credits roll, the camera pans across a hill in the background, containing the same number of trees as the player's deaths throughout the game; after all, each defeat in the forest is seen as giving one's own life to Gaia.

Characters



Sporus:

(Σπόρος, do latim, Semente), It is a spirit born from the pain of the Sacred Forest. A fragile yet courageous spirit, with a pure and valiant soul. Its goal is to save the forest by carrying its heart from the Gaia Stone to the tree of life, in the hope of preserving its home.

Scenes

The Forest:

A setting composed of various trees, vines, and some rocks. It allows the player to explore the mechanics of gliding, climbing, and pushing.

1. Items and Objects of the Forest:
 - 1.1. Tree: passable object, contains branches that can be climbed, but break a few seconds after being stood on.
 - 1.2. Vine: climbable object, allows climbing up and down.
 - 1.3. Soul Coin: collectible object.
 - 1.4. Medium Stone: non-passable movable object, allows the player to climb and push it to the left and right. Enables weight-based mechanics.

The Ravine

Scenario composed of multiple stones and rockslides. It allows the player to explore pushing mechanics.

1. Items and Objects of the Ravine:
 - 1.1. Small stone: throwable. Causes damage to enemies.
 - 1.2. Medium stone: movable object that is not passable, allows the player to climb and push left and right. Enables weight-based mechanics.
 - 1.3. Soul Coin: collectible object
 - 1.4. Large stone: immovable and impassable object, allows the player to climb.

Art

Style

1. Flat;
2. Pixel;
3. Medieval.

Animation

1. Frame-by-Frame.

Soundtrack Music

Musical Mood

- Environment
- Mystery;
- Medieval;

Sound Effects Mood

- Forest;
- Whispers;
- A mix of WILTING and FIRE when present;

Interface/Control

Actions	Keyboard	XBOX JoyStick	Nintendo Joy Stick
To Walk	WASD	Left Analog	Left Stick
To Jump	Espaço	A	B
To Imbue Spirit	E	Y	X
To Soar	Press Space	Press A	Press B
To Swim	WASD	Left Analog	Left Stick
Propulsion while swimming	Espaço	A	B
To Push	CTRL + AD	Left Analog + X	Left Stick + Y
To Climb	WS	Left Analog Up / Left Analog Down	Left Stick Up/ Left Stick Down

Challenge

1. The abyssal creatures aim to prevent the player from progressing through the level. Upon approach, the creatures will detect the player and engage in pursuit, attack, or projectile attacks.
2. The treacherous terrain may make the completion of the phase more difficult, with potential risks of rockslides, fire, and/or drowning.