

Azure Reverie

Game Design Document

IGDC Game Connect Kolkata

Team members:

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Themes:

- Forget me not.
- Time Travel/Reversal
- Upside down

Engine:

- ☒ Unity
- ☐ Unreal Engine

Genre:

- 2D Platformer
- Pixel Art
- Singleplayer
- Time & Gravity Manipulation

Story:

Synopsis:

The story begins with a young lad witnessing his grandmother's funeral. The young lad is too young to grasp the concept of death. On the coffin of the grandmother, there is a bouquet of blue flowers.

The boy witnesses the funeral and questions the concept of death and the significance of the flowers.

He learns that these blue flowers are called myosotis otherwise also known as "forget me not".

"Throughout history, forget-me-nots have been laden with meaning. In Victorian times, these flowers were emblematic of true love and remembrance, often given as tokens to signify faithful and enduring love. During World War I, they were linked to fallen soldiers and were used as a symbol to remember the dead."

No one told him the true meaning of death as the knowledge of death would be too cruel for the naive young one. The young lad believed that the grandma had gone to heaven to meet with Grandpa and they would return.

Later on that night, still curious about the concept of loss, the boy has a lucid dream in which he explores the ideas of loss, time, and many more.....

General Timeline:

Introduction:

- **Setting:** The story begins with the boy at his grandmother's funeral, questioning death and the significance of the forget-me-not flowers.
- **Conflict:** The boy believes his grandmother will return from heaven with his grandfather.

Discovery:

- **Magic Flowers:** The boy discovers that the forget-me-not flowers have the power to transport him to different times and places connected to his grandparents' lives.
- **First Time Travel:** He travels back to his grandmother's youth and sees moments that shaped her life, including the moment she gave the bouquet to his grandfather before he went to war.

Exploration:

- **Upside-Down World:** The boy enters an upside-down version of his world, representing his grandmother's memories and the afterlife.
- **Challenges:** He faces challenges and puzzles that reflect the themes of memory, loss, and love, navigating through inverted realities and time anomalies.

Resolution:

- **Understanding:** Through his journey, the boy learns about the true meaning of remembrance and the inevitability of death. He understands that his grandparents are together in spirit, even if not in the physical world.
- **Closure:** The boy returns to the present with a deeper understanding of life, death, and the enduring power of memory, accepting his grandmother's passing and cherishing the memories.

Time Travel/Reversal and Upside-Down Themes:

Time Travel/Reversal:

- **Memory Lane:** The boy finds a way to travel back in time to different key moments in his grandmother's life, especially those involving his grandfather. This can be through a magical element tied to the forget-me-not flowers.
- **Reversing Events:** The boy attempts to alter past events to prevent his grandmother's death or reunite his grandparents, leading to lessons about the inevitability of death and the importance of memories.
- **Temporal Anomalies:** Introduce anomalies where the boy witnesses events happening out of sequence, creating a sense of confusion and wonder about the nature of time and life.

Upside Down:

- **Dual Worlds:** Create two parallel worlds, one resembling the real world and the other an upside-down version representing the afterlife or a dream state. The boy can traverse between these worlds to uncover truths about his family.
- **Inverted Reality:** As the boy delves deeper into his memories and the past, his perception of reality becomes increasingly inverted, symbolizing his struggle to grasp the concept of death and memory.
- **Visual Representation:** Use visual cues like changing gravity, flipped environments, and disorienting landscapes to illustrate the upside-down theme and the boy's emotional journey.

Level design / Environment:

- **Special Platforms:**

- **Switchable On/Off Platforms:** Platforms that can be toggled by hitting switches, enabling or disabling access to certain areas.
- **Destroyable Platforms:** Platforms that break upon contact or after sustaining damage, requiring the player to find alternate routes.
- **One-Way Platforms:** Platforms that can only be passed through from a specific direction, adding a layer of complexity to navigation.
- **Moving Platforms:** Platforms that travel along predetermined paths, requiring timing and precision to traverse.
- **Triggered Moving Platforms:** Platforms that start moving when a certain condition is met, such as stepping on a trigger or hitting a switch.

- **Openable Doors:**

- **Timed Buttons:** Buttons that, when pressed, open doors for a limited period, challenging the player to pass through quickly.
- **On/Off Switches:** Switches that permanently open or close doors, altering the level layout.
- **On-Hold Buttons:** Buttons that require continuous pressure to keep doors open, often needing objects or multiple players to hold them down.

- **Pushable/Carriable Items:** Objects that players can move or carry to solve puzzles, hold down buttons, or create platforms to reach higher areas.

- **Invisible Platforms:** Platforms that are hidden until a specific condition is met, like using a revealing power-up or item, encouraging exploration and discovery.

- **Bouncing Springs/Objects:** Elements that propel the player character into the air or in specific directions when interacted with, facilitating high jumps or quick movement across gaps.
- **Destructible Walls/Grounds:** Environmental elements that can be broken with specific abilities or items, revealing new paths, secrets, or shortcuts.
- **Icy Grounds/Different Friction:** Surfaces with altered friction levels, such as slippery ice or sticky mud, affecting the player's movement and requiring adjusted strategies for navigation.
- **Wind:** Environmental effect that pushes the player character in a certain direction, adding an extra layer of difficulty and requiring careful movement adjustments.
- **Toxic Area:** Hazardous zones where the player can only stay for a limited time before taking damage, necessitating quick traversal or protective measures.
- **Light/Dark:** Areas with varying visibility that can affect navigation and combat, requiring the player to use light sources or abilities to proceed safely.
- **Water/Lava that Raises and Lowers:** Dynamic hazards that change levels over time, creating timed challenges and requiring the player to plan their movements carefully to avoid damage or drowning.