

# RUNES OF RUIN





# RUNES OF RUINS

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**STORY**

## Synopsis

Runes of Ruin follows Ataraxia, a young woman haunted by strange visions and recurring dreams of her late mother warning her of a curse tied to her bloodline. On her birthday, she discovers a mysterious book that triggers a series of supernatural events—her spirit begins separating from her body, revealing a hidden world filled with lost souls and spectral creatures. Guided by a mysterious Wandering Spirit, Ataraxia learns that the curse originates from her family's past and the book itself, which binds their souls to the realm of Limbo. Her journey leads her to uncover fragments of her father's secrets, each revelation drawing her closer to the truth about her family and the power that connects them to the runes of ruin.

As she ventures deeper, Ataraxia encounters powerful entities such as Silver-Face, a tormented specter guarding her father's diary, and Elias Ward, her father's old friend who holds the key to entering Limbo. With the help of Elias and the Wandering Spirit, she battles through cursed worlds, including a showdown with the Scrap-Titan, a monstrous construct guarding the energy core needed to open the Gate to Limbo. As the final passage opens, Ataraxia prepares to face the heart of the curse, determined to end her family's torment and reclaim her destiny. The story intertwines mystery, emotional discovery, and word-based magic, blending narrative depth with interactive combat as Ataraxia's choices shape the fate of her world.



## STORYBOARD



Here in our first scene where Ataraxia is working on her novel and is being introduced to the players. Here we will find out about details on how the curse activated. The mood that is set on this scene is a negative space where it is shown that ataraxia is quite an introverted person and prefers to be alone.



In this panel while working on her novel Ataraxia started to feel dizzy thinking that fatigue is finally getting to her and decided to step away from her computer and head to the kitchen. The mood set is pretty much the same as the 1<sup>st</sup> panel as to Ataraxia lives alone in her apartment. This basically shows the beginning of the curse taking effect.

In this panel while working on her novel Ataraxia started to feel dizzy thinking that fatigue is finally getting to her and decided to step away from her computer and head to the kitchen. The mood set is pretty much the same as the 1<sup>st</sup> panel as to Ataraxia lives alone in her apartment. This basically shows the beginning of the curse taking effect.





In this panel Ataraxia is already in her bed sleeping trying to regain her energy unknowingly that tomorrow everything in her life will change in drastic way.



In this panel Ataraxia starts dreaming about her late mother, Clara a previous victim of the curse . In this scene her mother was trying to explain the curse to her but unfortunately Ataraxia woke up even before hearing the full explanation.



In this panel we can see Ataraxia waking up from her dream feeling haggard and decided to go and brew herself a cup coffee in the kitchen.

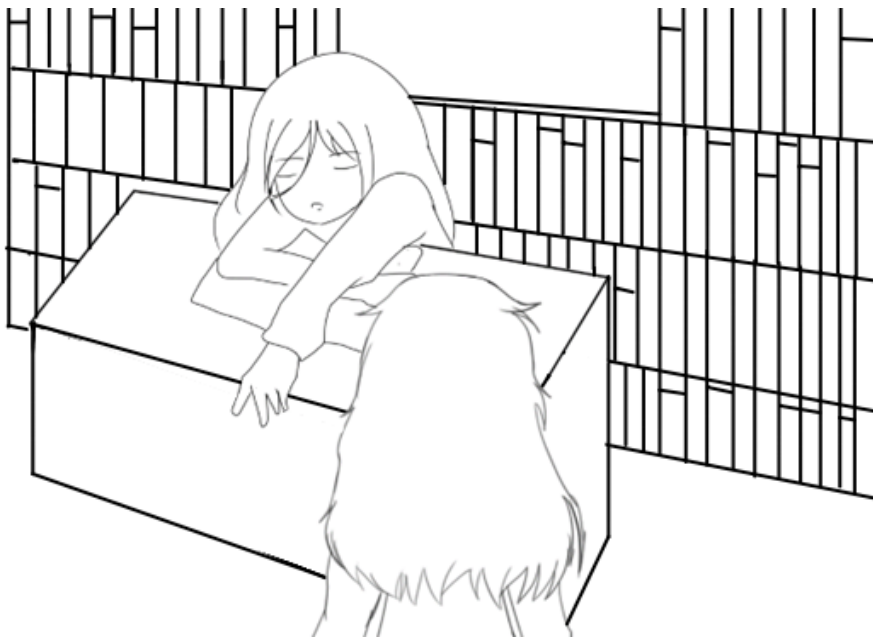


In this panel Ataraxia on her way to the convinience store to buy some coffee and treat herself to some cake met her neighbor Zoe who greeted her and wished her a happy a birthday.

In this panel Ataraxia found a weathered leather bound book with cracked spine and pages yellowed with age. In this scene after picking up the book she will then learn that there are much more to things than she thought she knew.







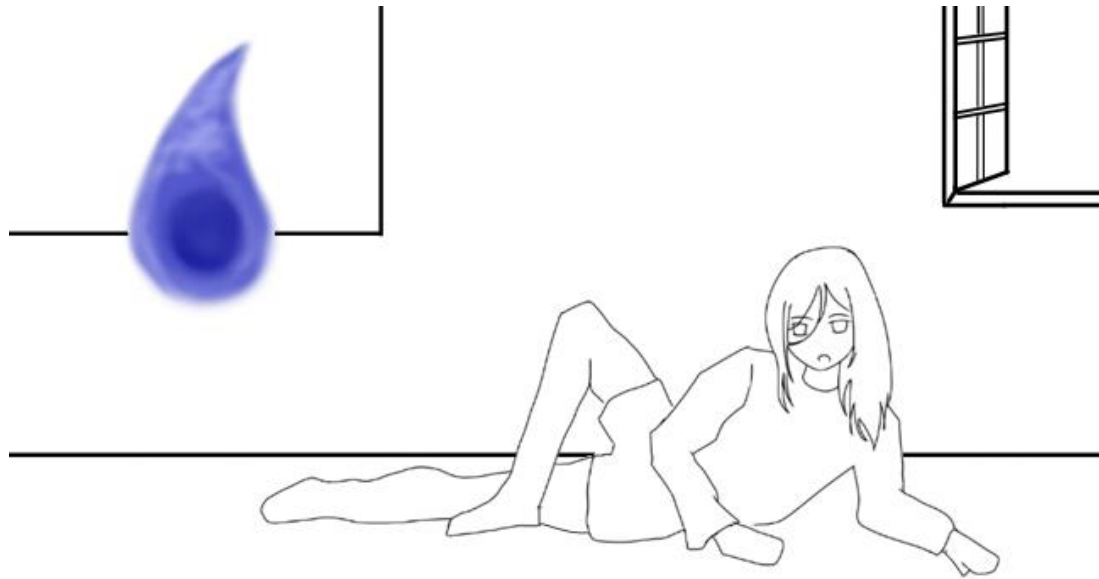
In this panel we see two versions of Ataraxia her physical body and her soul. After Ataraxia picked up the book Ataraxia unknowingly slipped out of her physical form making her a wandering soul and be able to see her own like from the eyes of the others.



In this panel Ataraxia met up with a wandering spirit who will then guide her through out her whole journey in the other side and other challenges she will face through.

In this scene Ataraxia got attacked by the Spectre and after a grueling battle Ataraxia managed to come out as the victor and managed to vanquish the Spectre making it turn to dust. This will be the first battle encounter and will be showing the ropes on how to play the game.





In this panel after Ataraxia's battle with the Spectre Ataraxia's soul returned to her physical form and to be greeted by the wandering spirit.



In this panel the wandering spirit told ataraxia that she has to search for her late father's diary which will help her break the curse and end the nightmare reality that she is living.



In this panel ataraxia went to the library to search for her father's diary or some clues or anything related to what she is experiencing right now. After searching for hours Ataraxia grew tired and decided to rest on a table nearby.

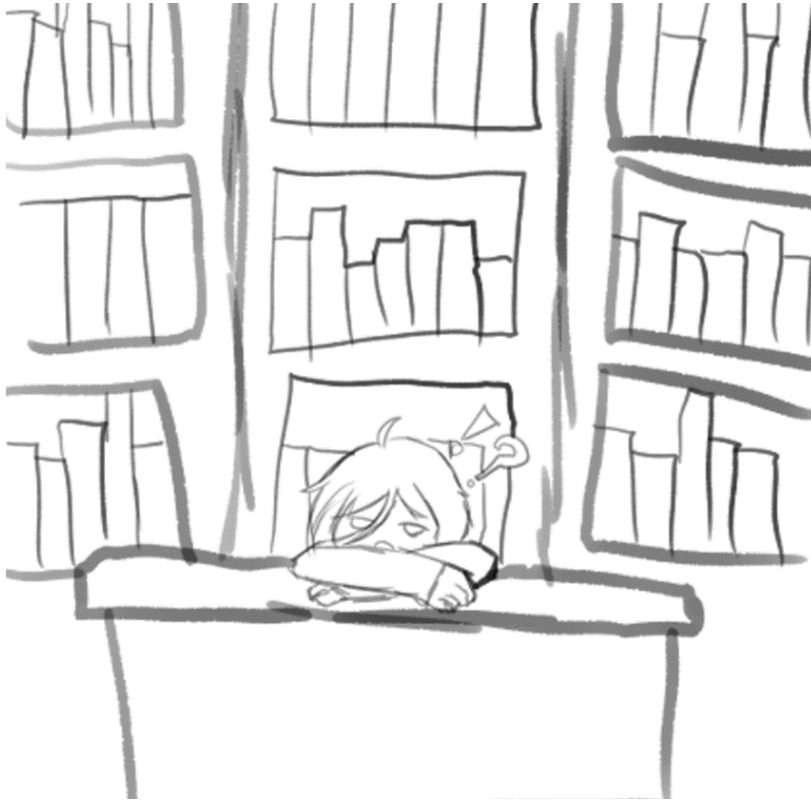


In this panel Ataraxia is greeted by the Silver Mask holding her late father's diary mocking her for looking the book when he had it in his hands the whole time. In this scene this will be the second enemy Ataraxia will encounter for the Silver Mask has challenged Ataraxia that if she beat him she can have her late father's diary.



In this panel Ataraxia has won her battle against the Silver Mask splitting his mask in half causing him to perish in front of

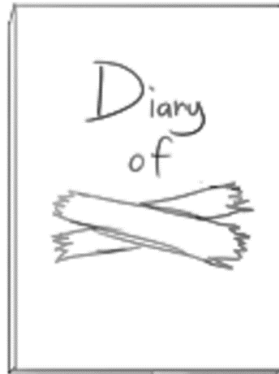




In this panel Ataraxia woke up from her sleep in the library with the diary next to her. After tidying her things, she went and head back to her apartment so that she can check her late father's diary contents on how it can help her break the curse.

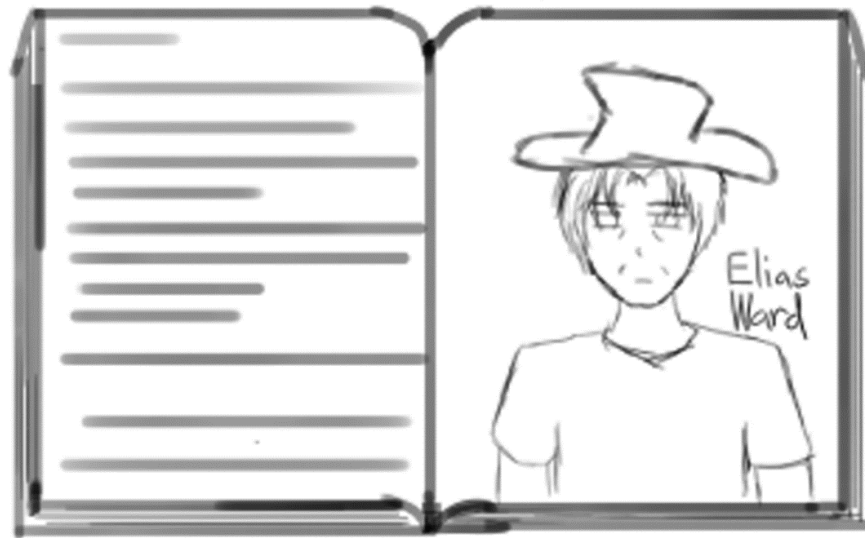
In this panel Ataraxia is at her own apartment about to open her late father's diary and find out what can help her solve the dilemma she is currently facing.

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In this panel the wandering spirit showed itself again to Ataraxia and apologizes that it can't be with her always for the wandering spirit itself cannot linger in the human world and can only appear when the moon is present.

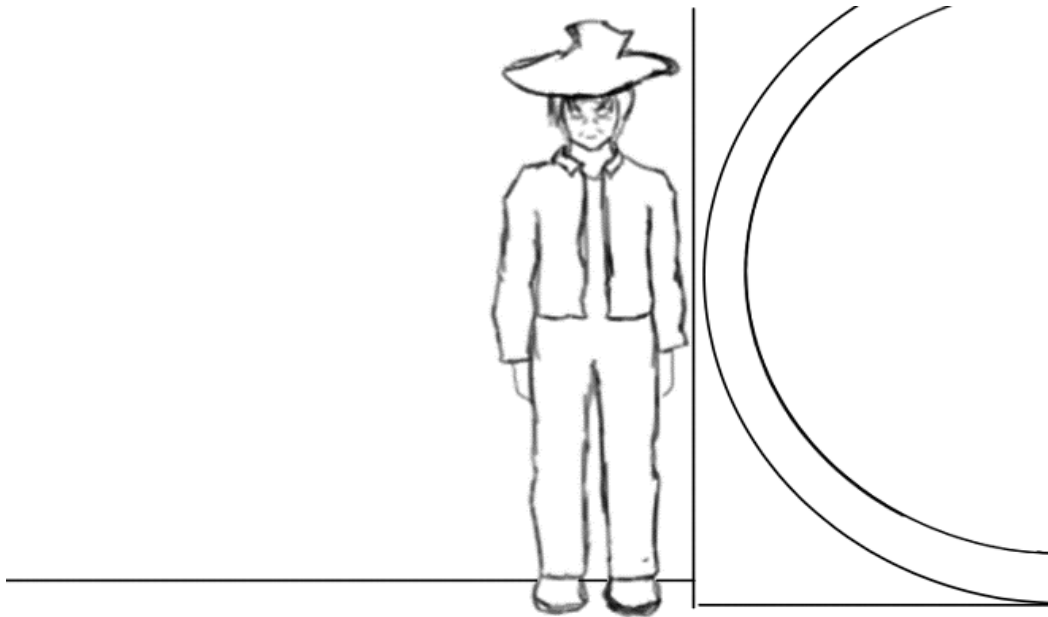


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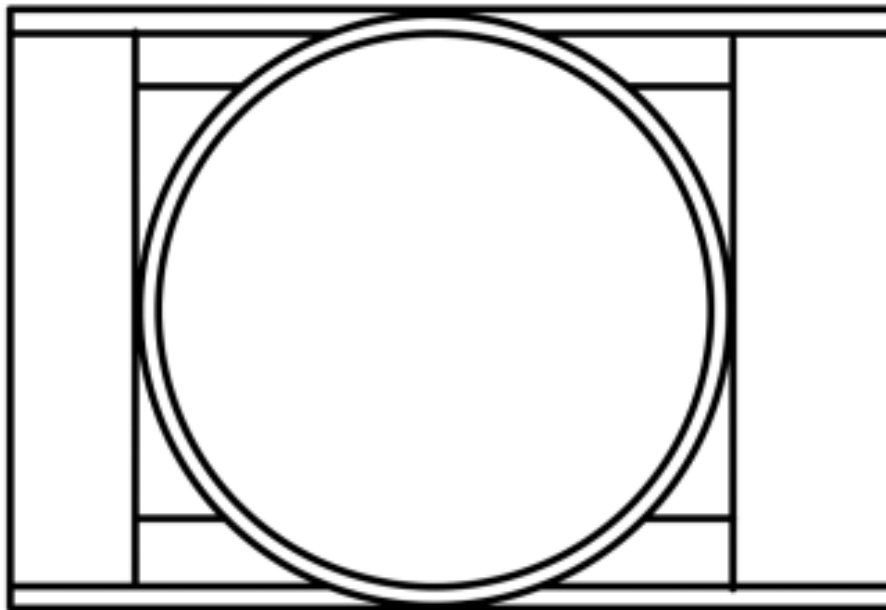
In this panel we can see Ataraxia's late father's diary's contents and it led them to search for Ataraxia's late father's old friend, Elias Ward who was currently staying in the junkyard saying that finding Elias will help Ataraxia lift her curse.



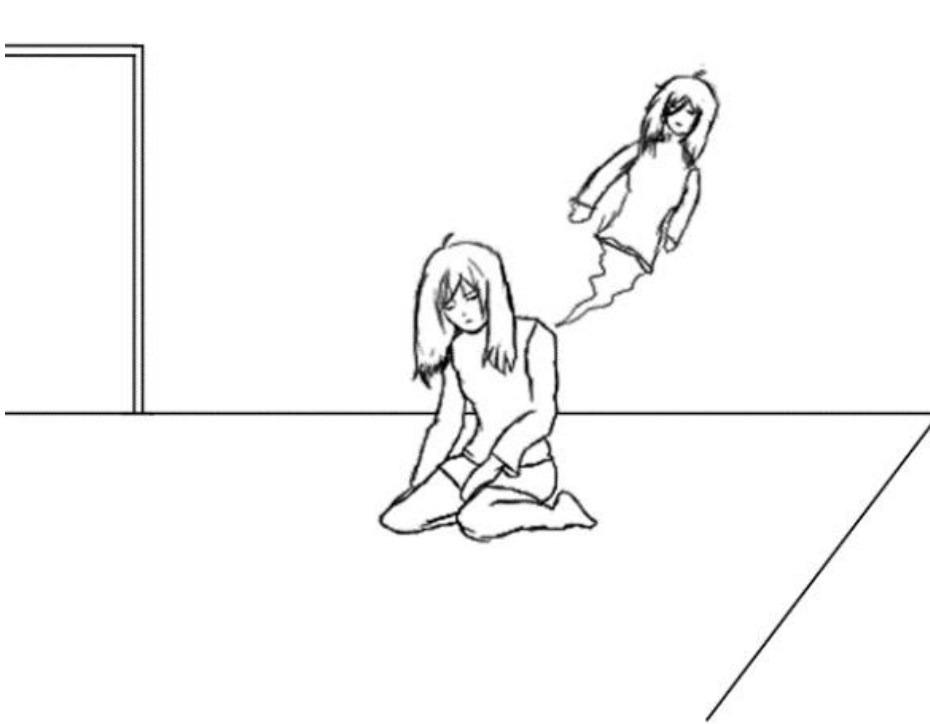
In this panel we can see Ataraxia heading towards to junkyard to meet Elias Ward to seek help in finding more about the curse and how to break free from the curse she is facing with.



In this panel Ataraxia has now met up with Elias Ward and has a lot of questions for him mainly about what he knows about her father but decided not to and focused on the problem at hand.

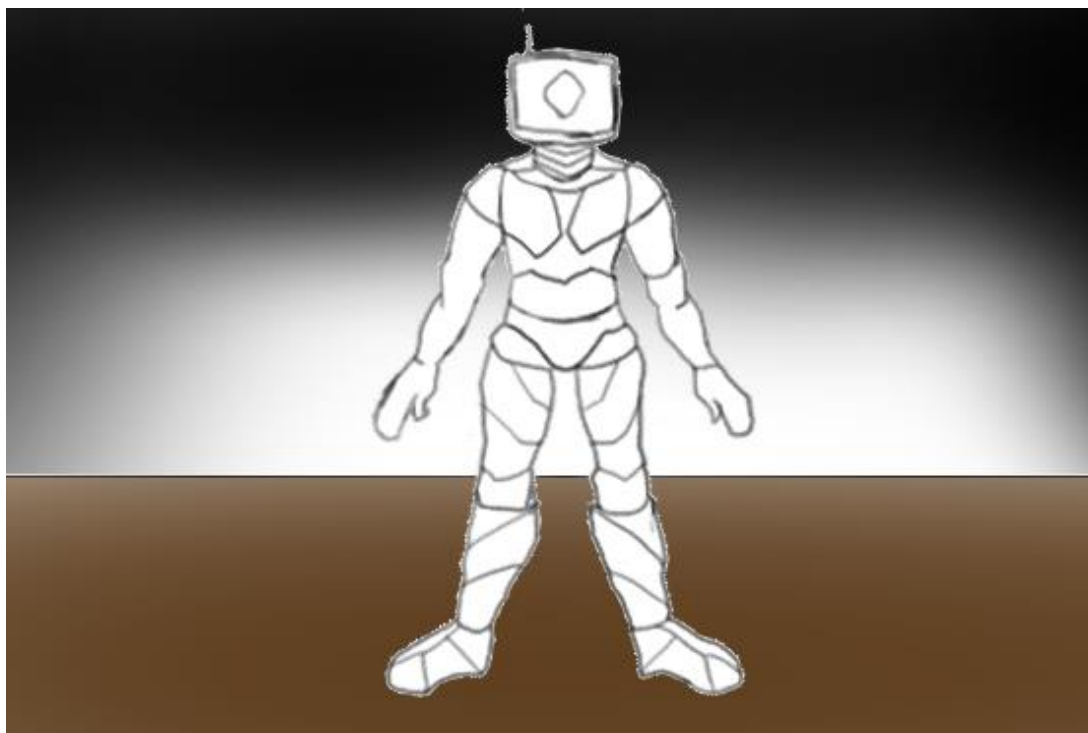


In this panel Elias explained to Ataraxia on how the Gate Engine works and how it can help her break the curse but unfortunately the device is missing an energy source an item that holds tremendous power that can power up the device than will

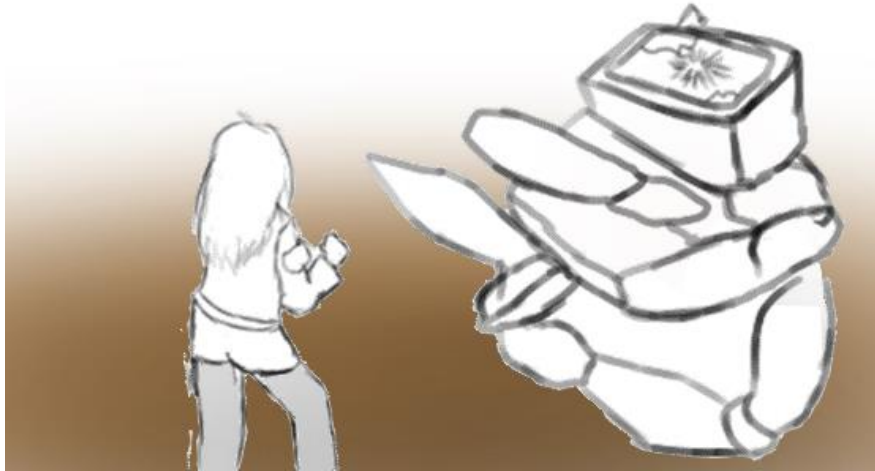


In this panel Ataraxia has managed to separate her soul to her physical body safely with the help of Elias after knowing that she has to go search for the Scrap titan and obtain it's heart for it is the missing part for the Gate engine to make it work.





In this panel Atarxia met the scrap titan and is preparing herself for battle against the Scrap titan, the strongest enemy she has to face.



In this panel Atarxia met the scrap titan and is preparing herself for battle against the Scrap titan, the strongest enemy she has to face.



In this panel Ataraxia now has the Scrap titan's heart that will be used to power the Gate Engine and now has to make her way back to her physical body to hand it to Elias so that she can break her curse.



In this panel Ataraxia now has returned to her physical body with the Scrap titan's heart to power up the Gate Engine. At this point the current story is at its end point and will be continued in the near future.

# CHARACTERS

## ATARAXIA

The main protagonist, Ataraxia, is depicted with long pink hair, a light gray sweater, and casual black shorts symbolizing her ordinary life as a novelist before being drawn into the supernatural events surrounding the cursed book.

We designed Ataraxia to always wear long sleeved clothing with a gradient color from red to pink, blue gray turtleneck sweater and red eyes.



## IN-GAME VERSION (ATARAXIA)



## SPECTRE



This is Spectre the first major antagonist. A shadowy figure that appeared in Ataraxia's apartment when she first slipped out of her body. He has the ability to become anyone's shadow.

Our first design of the Spectre was supposed to be a mist like figure but eventually after trying multiple designs we ended up with a dark monster like figure who lurks in the shadows.



## IN GAME VERSION



## SILVER-FACE



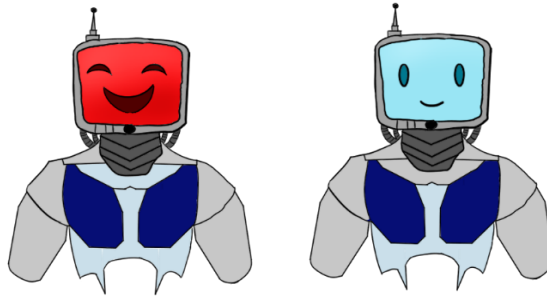
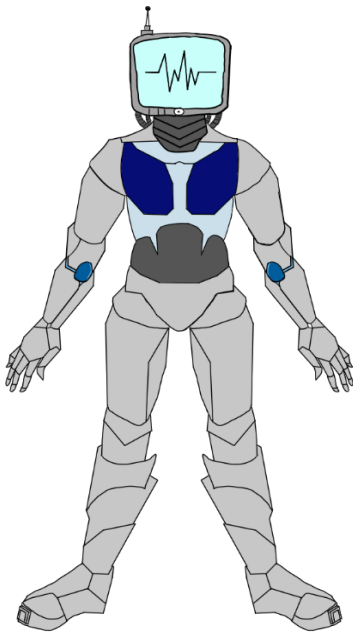
Silver-Face, the second antagonist, is characterized by his ragged clothing and haunting white mask. His unsettling, slender design and inhuman proportions emphasize his role as both a tragic victim and a terrifying figure.

We designed the Silver mask as a tall skinny humanoid creature with purple skin as to mimic an undead like creature. As for the mask we made it as to show that the Silver mask was previously a tortured person with a battered up face making him wear the mask and getting the name Silver mask

## IN-GAME VERSION (SILVER-FACE)



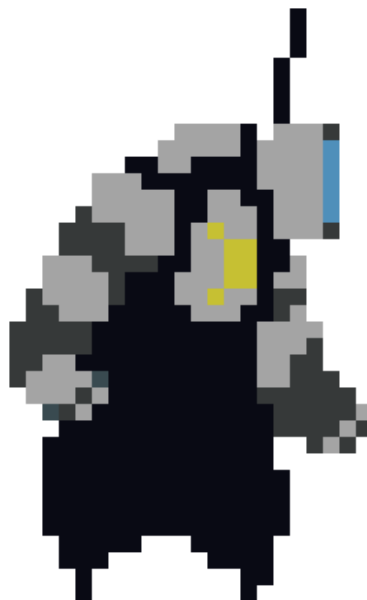
## SCRAP-TITAN



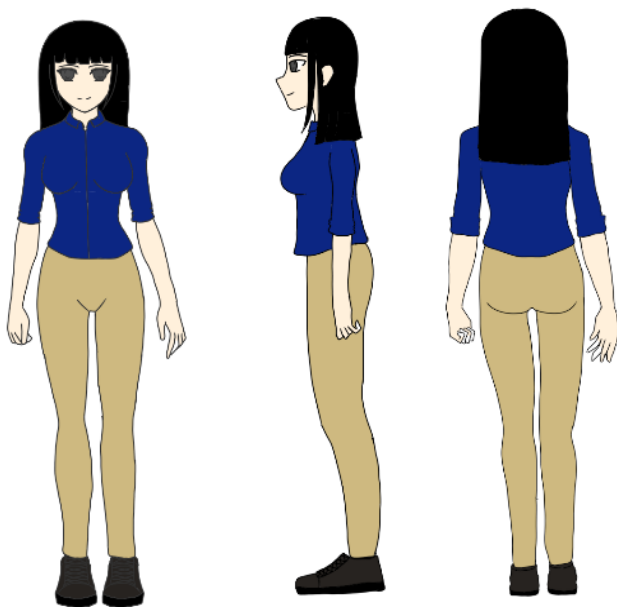
Scrap-Titan emerges as a massive construct of broken machinery and discarded metal. Its hulking body, pieced together from various junkyard parts. This is the final boss of our game demo named

We designed the Scrap Titan as robotic enemy who has a monitor for its head. His mood depends on what is being shown from the monitor whether it's angry, happy or neutral.

## IN-GAMER VERSION (SCRAP-TITAN)



## ZOE DEMACIA



Zoe Demacia Ataraxia's neighbor a cheerful easy-going person who sometimes hang out with Ataraxia whenever she is not busy.

Zoe's design is a simple person who wears a blue long sleeved polo and yellow pants with a doll cut

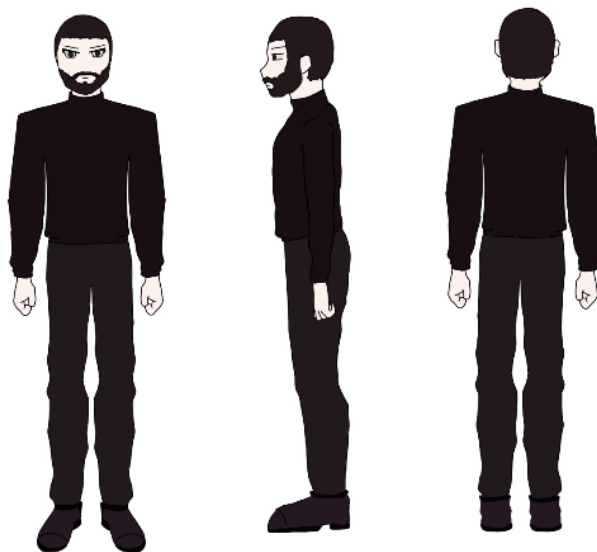
## IN-GAME VERSION (ZOE)



## ELIAS WARD

Elias Ward a supporting character in our game. Elias is a good friend of Ataraxia's late father who will soon help Ataraxia break the curse of her bloodline by building the portal that will lead Ataraxia to Limbo

Elias' design is simple an adult man who prefers to wear all black who has a buzz cut as a hairstyle and full beard





## IN-GAME VERSION (ELIAS WARD)



# ENVIRONMENT

## ATARAXIA'S APARTMENT



The design features key elements such as a study desk, where Ataraxia writes her novels, a bookshelf filled with manuscripts and books, a sofa, and a kitchen area that reflect her daily life. The apartment's muted color palette of gray showing her simple and minimalist nature.

## IN-GAME VERSION (ATARAXIA'S APARTMENT)

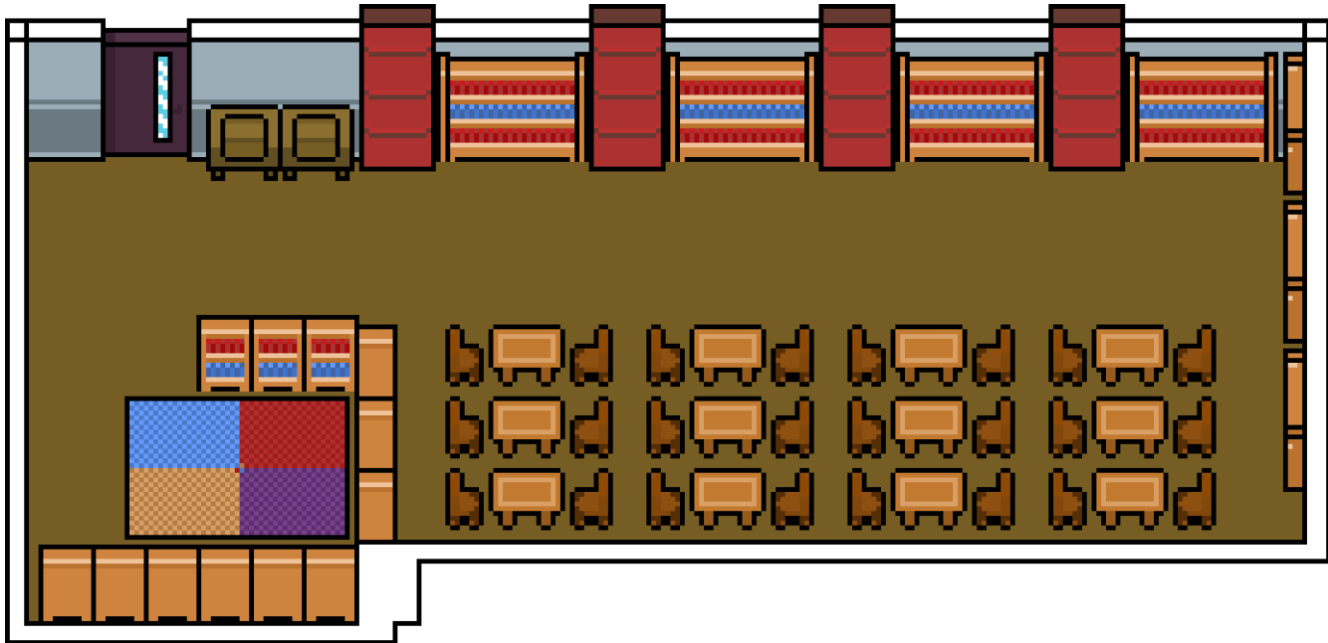


## TOWN LIBRARY



The library in Runes of Ruin serves as one of the game's key narrative and exploration environments. Designed with a minimalist yet immersive aesthetic, the library features long rows of bookshelves and neatly arranged study tables that the player can explore and interact.

## IN-GAME VERSION (TOWN LIBRARY)



## TOWN SCRAPYARD



It plays a key role in the story as the location where the player encounters a mechanical enemy and discovers crucial device tied to other world. The confined space, dim lighting, and cluttered layout heighten tension during exploration and combat, reinforcing the game's narrative theme of mystery.

## IN-GAME VERSION (TOWN SCRAPYARD)





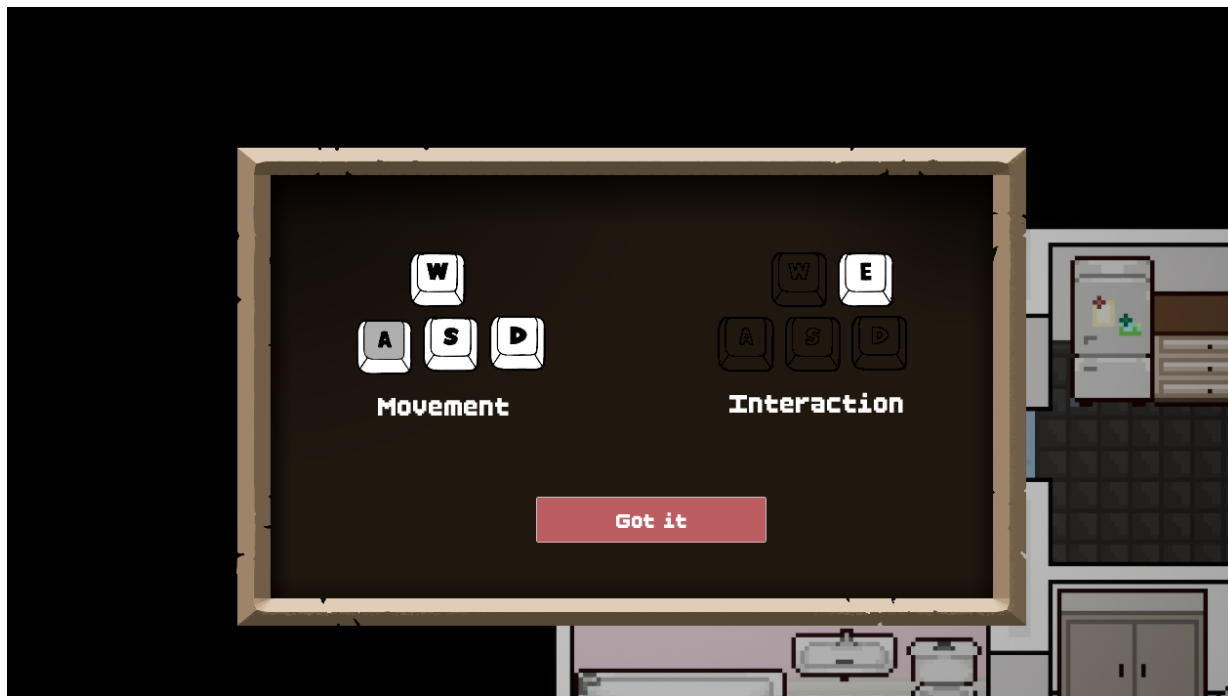
# THE GAME



# RUNES OF RUIN

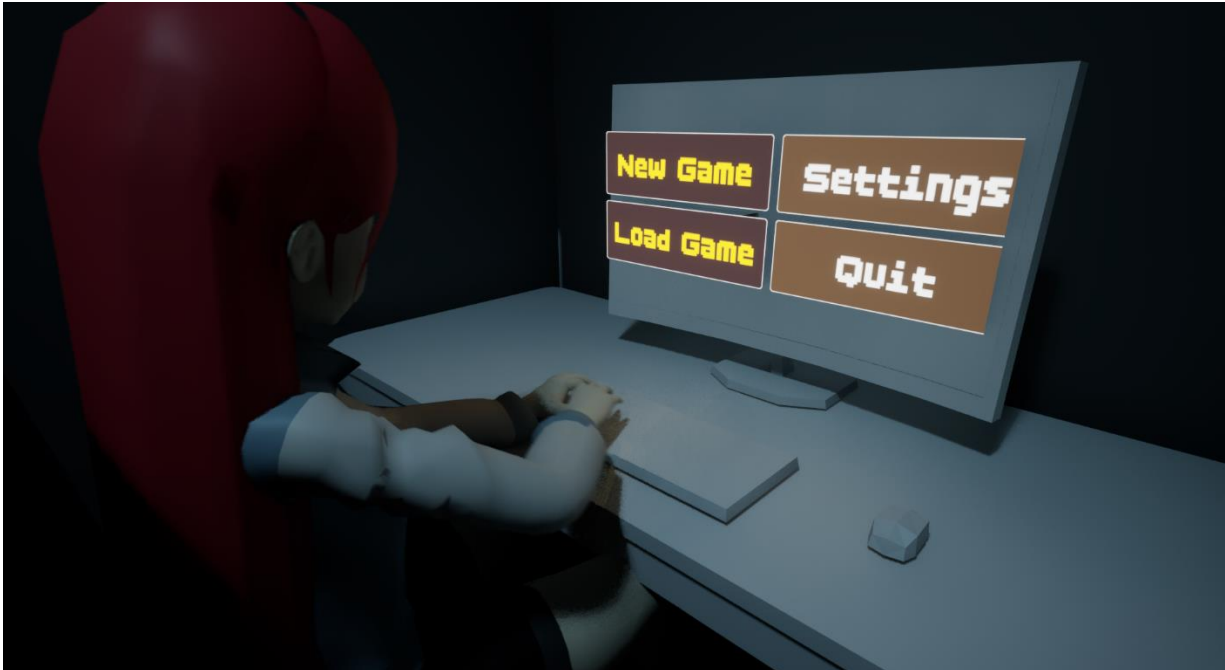
START

## CONTROLLERS



The control system was designed to be simple and intuitive, allowing players to focus on word formation and strategic decision-making rather than complex inputs. This approach ensured accessibility for new players.

## IN GAME SCREENSHOTS



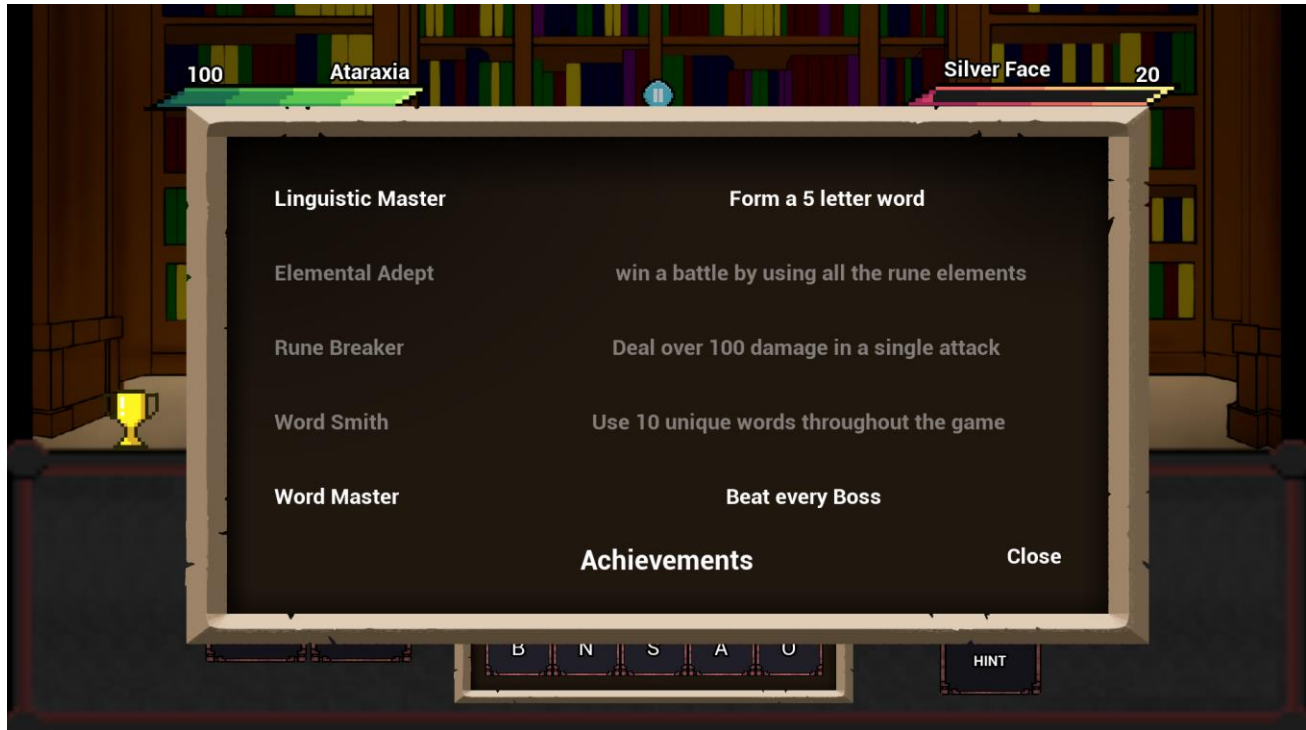
The **menu system** was designed for clarity and ease of navigation, allowing players to quickly access settings, progress, and gameplay options. Its layout prioritizes readability and minimal visual clutter to maintain immersion. This ensures that players can manage game functions without disrupting the overall experience.



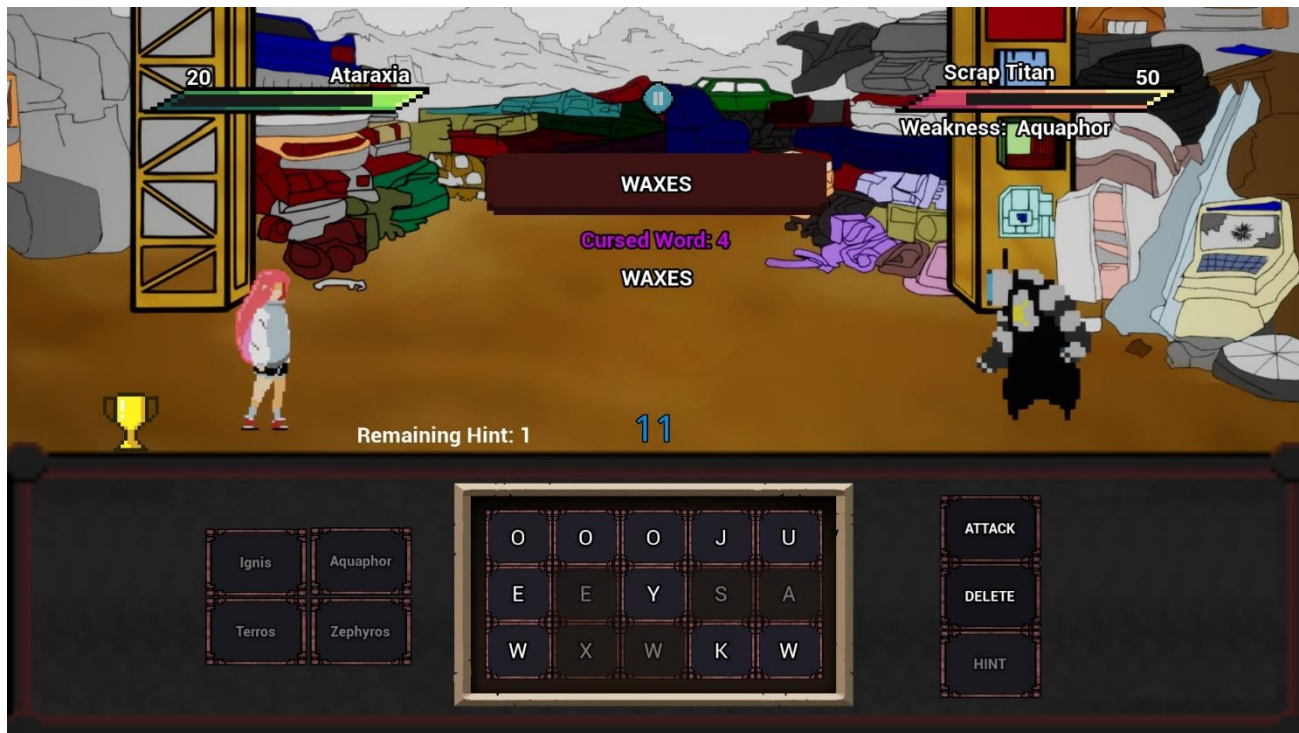
The **objective system** is designed to guide players through the story mode by clearly indicating what needs to be done next. Each objective is kept short and straightforward to avoid confusion.



The **Word Battle System** forms the core gameplay loop, requiring players to create valid words from a random set of letters to attack enemies. Longer and more complex words result in greater damage, directly linking vocabulary skill to combat success. This mechanic reinforces spelling accuracy while maintaining engaging, turn-based combat.



The **achievement system** was designed to reward player progress and mastery throughout the game. Achievements are unlocked through milestones such as forming complex words and creating unique words. This system encourages long-term engagement while reinforcing positive learning behaviors related to spelling and vocabulary development.

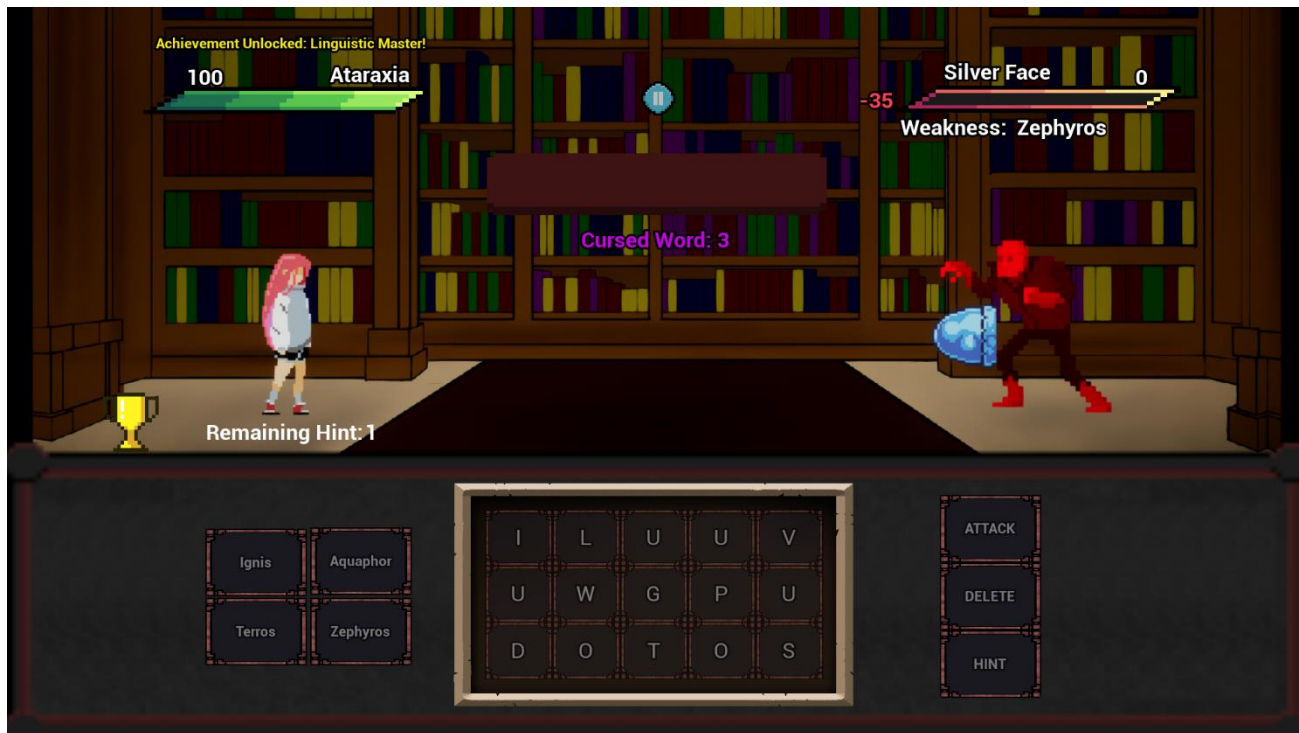


The **hint system** was implemented to support players who struggle with word formation without removing the challenge of the gameplay. Hints provide guidance by suggesting possible word from the given letter pool. This design encourages learning and problem-solving while preventing player frustration.

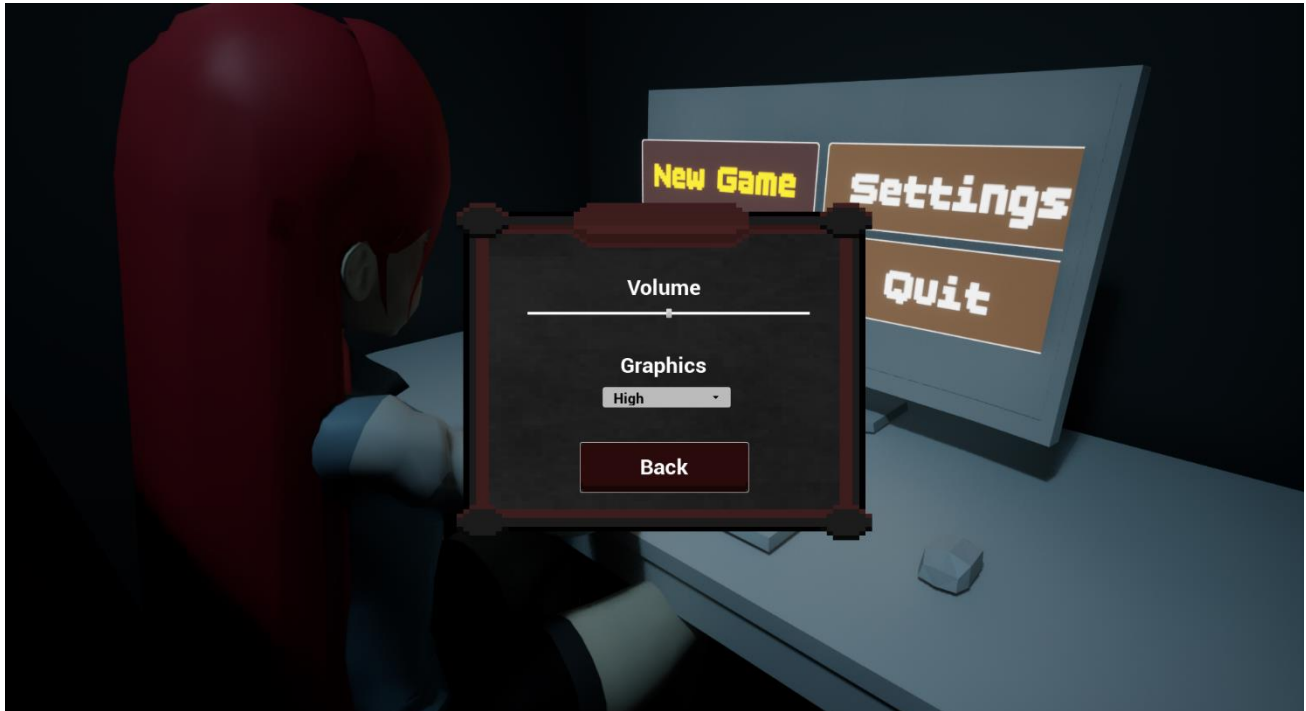




The **high score system** tracks player performance based on word length, accuracy, and combat efficiency. It was designed to motivate replayability by rewarding vocabulary knowledge than prolonged gameplay. This system reinforces skill improvement and progression for players.



The **rune system** adds strategic depth by allowing players to apply elemental effects to specific letters within a word. Each rune modifies combat outcomes, encouraging players to think critically about word composition. This system blends language mechanics with tactical decision-making.



The **settings system** is designed to be simple and focused, providing only the essential options required for the game. Currently, it allows players to adjust graphical settings and audio volume to suit their preferences and hardware capabilities.



The **interaction system** is intentionally simple and familiar, inspired by popular survival horror games such as Resident Evil and Silent Hill. When the player character approaches an interactive object, a small circle indicator appears. As the character moves closer, the indicator clearly signals that the object can be interacted with.

# Student Profile



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The game project allows me to learn new things and grow as a developer. Runes of Ruin shows that even with a small team they can create a game and bring a world to life when driven by imagination and purpose,



**Neil Allen De luna Casupanan**

Artist

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Overall, I had fun doing my part in this project and but I believe we could've made it better. All in all, it was an experience that I certainly enjoyed.



**Joshua Bueno. de Dios**

Lead Artist

Programmer

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[Portfolio.pdf](#)

The game was developed exactly as we intended. A word battle game combined with an interesting and engaging story.





**John Nichol M. Italia**

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