**GDD Shifting Tides**

**Backstory:**

The great Yang dynasty decides to invade an ancient civilization who controls the power the Source itself. After hundreds years of war. The dynasty slaughtered nearly three quart of the Ain people. King of Ain can no longer bare the lost of his people and finally gave in to the grief. He used the Source to bring judgement upon the dynasty .And so a nightmarish curse was placed in on every citizen of the Yang dynasty. Slowing turning everyone into a mindless walking corpse or reconstructing them into hideous monsters. The king of Yang dynasty suffering from the same curse, ordered his last capable troop to march into the last sanctum of Ain in hope to retrieve the Source on time and end the Ain’s for good in order to bring salvation to his people.

**Character :** You play as one of the Yang’s soldiers. Knocked out during the invasion of the Ain’s beach. Waking up wounded you must fulfil your kings will.

**Civilizations:**

Yang dynasty (humans):Similar to Qin Dynasty. The most encountered enemy uses Chinese weapons but the highly cursed ones might different.

Ain tribe(humans && guardians ) : Similar to Hunter && gatherers society. Most of the enemy can use the source to an extend

**Gameplay**

Third-person action game with story telling elements. Most of the backstories can be found as collectable through the game. There will be cut scenes to enhance the cinematic experience.

**Level building**

Levels are reusable. There will be no hard restriction in which way you can take. But going against the desired design route will be significant more difficult(almost impossible).

Current goals for level: 4

1 tutorial.

2 different areas the player can continue to explore until they gain enough strength to enter the boss chamber

1 boss chamber

**Shifting tides:**

The main idea of this concept: Because of the violate use the source by Ain’s King. The world is now unstable and everywhere it is now possible that a shifting tide might occur. These tides can change the current form of a source, Shape shifting objects , deconstruct objects into source or vice versa.

**Source:**

The main idea of this concept : Particles that form everything. Manipulating this means you can shape shifting things, create a new thing by dismantle another object with the same amount of source.

Current implementation of this concept: You can pick up different sources and regain resources.

Another approach to replace this implementation : You can pick up different sources and when you have enough of them collected you can do something powerful.

**The Curse**

Besides the context it serves as an graphical feedback of player progression. As the further the player adventures the enemy will more and more deformed by the Curse.