Void World - Synopsis

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| Setting and Story | The world of Void. It is a plane of existence beyond our own, yet another reality completely. It is where the different spirits and entities of all the realms exist as equals in harmony. It is the crossroads to all other realms. A place of power and serenity for all its inhabitants.Until The Whole of Darkness and his evil companion Dexi-Demitria, invade Void World with his army of dreamless warrior monsters. All seems lost until a mere human by the name of Drageuxn, falls through the void in his sleep and meets “Sprite” The realm watcher. With no other choice to protect the realms, Sprite merges himself with Drageuxn’s spirit and becomes one force. With these new abilities, they must work together as one to save the Spirit of Dreams, Hera Zoe, before she is captured by the Whole of Darkness and her own sister Dexi-Demitria, who wish to use her energy to convert all dreams to darkness. Together they must save her, and save all of the realms and realities before it is too late. |
| Genre | First Person, Fantasy RPG |
| Platform | PC, Xbox, Playstation, Nintendo Switch |
| Player | Drageuxn.He is from Earth World, but is not a normal human. His high levels of empathic ability, have allowed him to see through the veils of reality since childhood.In void world, he is able to manifest this power into great amounts of energy. |
| Main Characters  (Cont.) | Sprite - The Spirit of the Draco Constillation. Forever tasked to watch over the realms.  Hera Zoe - The Spirit of Dreams. She is keeper of peace in all dreams. Forever battling the darkness that tries to overtake the dreams of the innocent.  The Whole of Darkness - A dark spirit that preys on innocent dreams. He plans to overtake all realms by amassing an army of dreamless warriors.  Dexi-Demitria - Hera Zoes twin sister. She has aligned herself with TWoD, and wishes nothing more than to harbor chaos. She is wild, and unpredictable. Crazy and demented. She is bitter that she was not tasked with great power as her sister was. |
| Enemies | The !Unloved - Deformed spirits of the dreamless. They float with a tail like a ghost, but have large pincers for arms that protrude from thier sides.  The ?Unknown - Deformed spirits of the dreamless. They walk around on large arms and bellow a giant scream that knocks the player back.  The >Eschewed - Deformed spirits of the dreamless.They are large and roll around like a ball, often able to produce large spikes and expell them from the body. |
| Mechanics | Portal Plateaus - They house portals.  Portals - End of level/ maneuvers between areas.  Special attacks  Weapons and armor inventory. |
| Powers, Abilities and Attacks. | Melee - Hand to hand combat, or with weapon found  Empath blast - makes an enemy kind for a split second.  Energy wave - Blast target with light for 2-5 damage.  Ability - heal by letting sprite take over the player for a moment.  Flying and Gliding - When jumping from high places, Drageuxn can materialize wings that allow him to fly and glide to safety. |