

Game Design Document - Avoid

Notes for the Reader

Contents

Contents

Game Design Document – Avoid.....	1
Notes for the Reader	1
Contents	1
GAME CONCEPT.....	3
Introduction.....	3
Background.....	3
Description	3
Key Features	4
Genre.....	5
Platform.....	5
Concept Art.....	5
GAME MECHANICS	13
Core Gameplay	13
Game Flow.....	14
Main Characters	14
Enemies	16
Bosses.....	19
Gameplay Elements.....	39
Weapon Properties.....	40
Game Physics.....	46

Player Controls	46
INTERFACE	48
Mind Map	48
Flow Charts	49
Functional Requirements	50
Mock-Up Screens	53
ARTISTIC STYLE	55
Overall Goals	55
2D Sprites	56
Animation	56
2D Backgrounds	56
SOUND AND MUSIC	57
Overall Goals	57
Sound Effects	58
Music	58
STORY	58
Story Overview	58
The Endings	61
LEVEL OVERVIEW	62
Main Locations	62
Level Flowchart	65
MARKET ANALYSIS	69
Target Market	69
Top Performers	70
Achievement List	70
Glossary	70
Bibliography	70

GAME CONCEPT

Introduction

Avoid is a 2D adventure / action game in 3rd person with a large focus on fighting large unknown beasts known as 'Desprites' in a boss rush type fashion. The game follows around the customisable main character (throughout text referred to as MC) as they choose the style and way in which they would like to fight their opponents. Inspired by games like Hollow Knight, Ori and the Blind Forest and Dead Cells, in hopes to create a stylistic environment with a unique spin on the genre.

Background

Since the beginning of college when I found game design to be a strong passion of mine, I have been developing and fine tuning this idea. The goal has always been to create a unique game concept that hasn't been seen before whilst making it somewhere in between easy enough to make as a solo developer and difficult enough to truly show what I can manage.

Description

Like many other games the MC is sent on a mission to 'save the day' however this is never really said in plain text and is left for the player to interpret this way as it is set up like so many games before it. Unbeknownst to them however, by playing this game with this type of mindset it will very easily lead to the bad ending. This is by using the main mechanic which sets my game apart – Desperation. All the bosses which you fight along the way have become desperate for freedom on their journey and as a result have become a Desprite and the same can happen to the player. If you die so many times on the same boss you will be given a prompt to press the buttons to activate Desperation, making you more powerful however playing the game this way generally leads to the bad ending. Through investigating thoroughly or by back tracking the true story is made much clearer. A way this differs as well is there has never been a select chosen one, every person in the village is sent on the same quest in an effort to expand the realm of safety beyond the village. Ideally, this game will range in play time depending on how skilled the player is as well as how

many bosses they decide to beat. I feel like an average of 20-30 hours would be a good target with completionists look at something like 50-70 hours.

Key Features

Multiple Endings

- Decided by how the player wants to experience and tackle the game, there are a variety of endings with some having additional content but each providing a uniquely tailored finish.
- Each ending provides something new for the player to experience, whether it is a game mode or a new weapon pathway. This is discussed in the Endings heading in further detail.
- An incentive to play for more endings is that it allows for access to a new weapon branch as well as the use of any weapons used in a complete run of the game.

Difficulty

- Avoid will only have one difficulty making it easier to perfectly create bosses which will be challenging for all. Of course, they will still all be achievable but with this being in place, victories will feel even more gratifying.
- Cosmo (the Observer) is an NPC which will give tips and strategies for fighting undefeated bosses if given items from the areas' common enemies.
- Parries will give the player a temporary shield in addition to their health. This will make it more rewarding. It will only stay for a bit and then will drain slowly or will stop being gained after reaching its capped amount.

Twisted World

- Comprised of many different creatures and beings and amalgamations, a strange, handcrafted world where everything has a meaning behind it. Tying together mythology, imagination and reality all into one.

Sound

- An immersive soundtrack which can be both calming and eerie at times whenever it is necessary.

- Music will switch between exploration and combat whenever an enemy is encountered.
- Each boss will have its own track.

Customisable

- Though not super in-depth, each player can choose their name, gender and their favourite colour which will be the main colour used on their character.
- There is also a random aspect where each player will randomly be borne as a different being consisting of Human-Borne, Cat-Borne, Dragon-Borne, Owl-Borne and Plant-Borne which will have slightly different purely cosmetic differences.

Lehenia Side Quest

- This is a side character in the game who will be a secret. The option to do her quest is up to the player and it will consist of 4 additional bosses throughout the playthrough as well as additional story.

Genre

The game splits its focus on the exploration as well as the combat encounters making it an action / adventure game.

Platform

The primary platform in mind when creating this game is PC but control mappings for both keyboard users as well as controllers will be planned out. This has been done with the possibility of expanding to consoles but more importantly controllers are often more fit for these types of games leading to having a smoother experience.

Concept Art



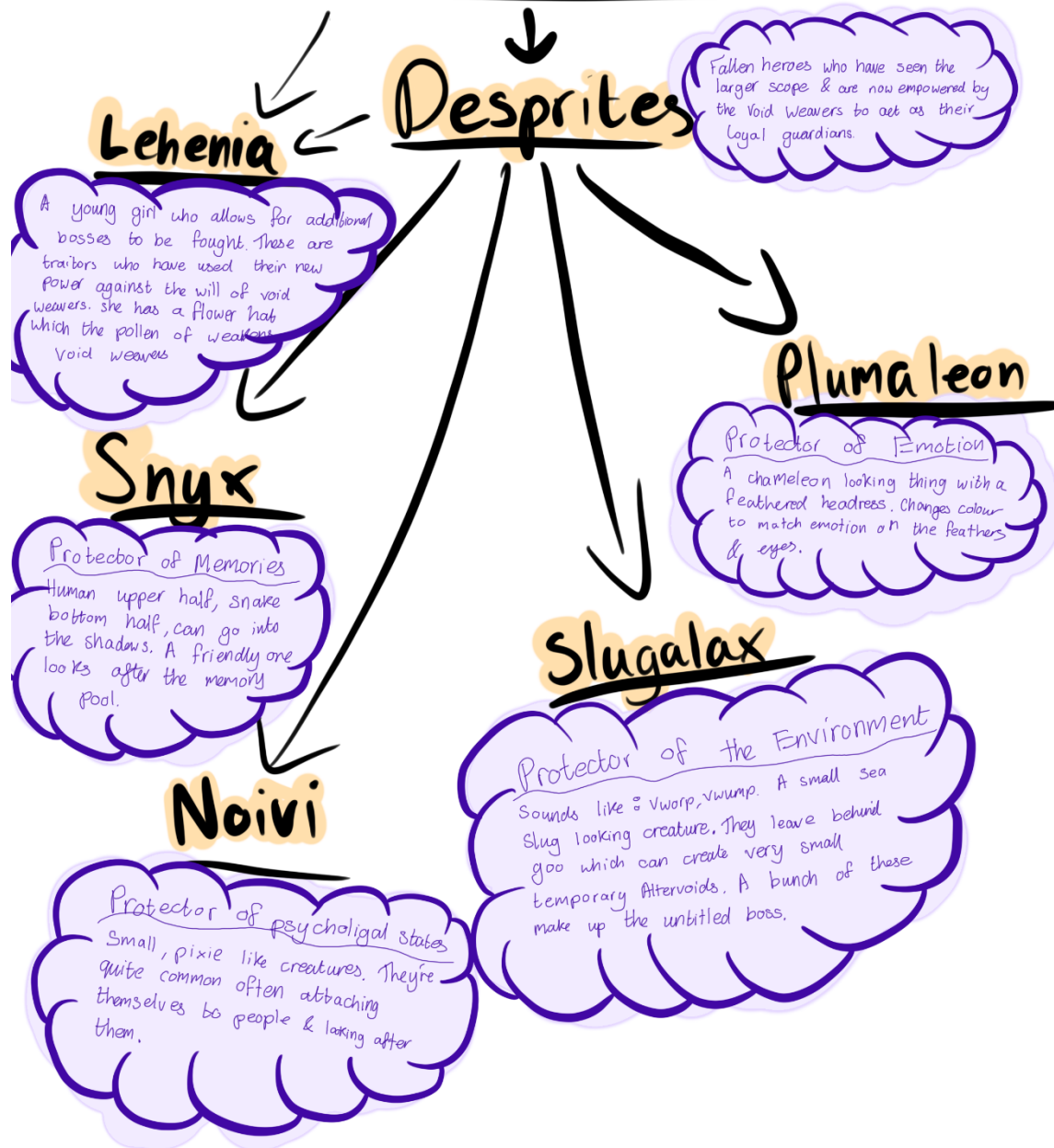
Weapon Pathway Art



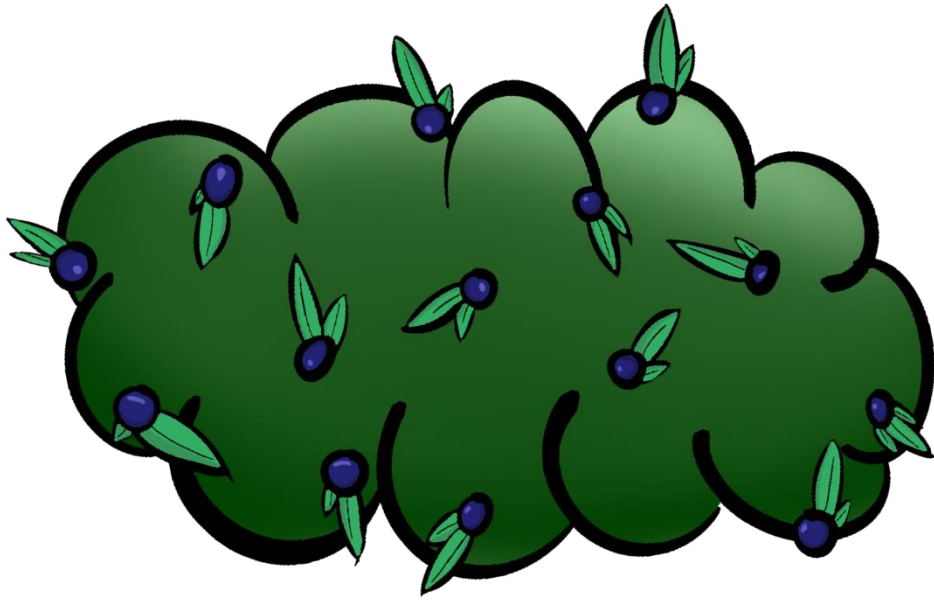
Poster Art

Void Weavers

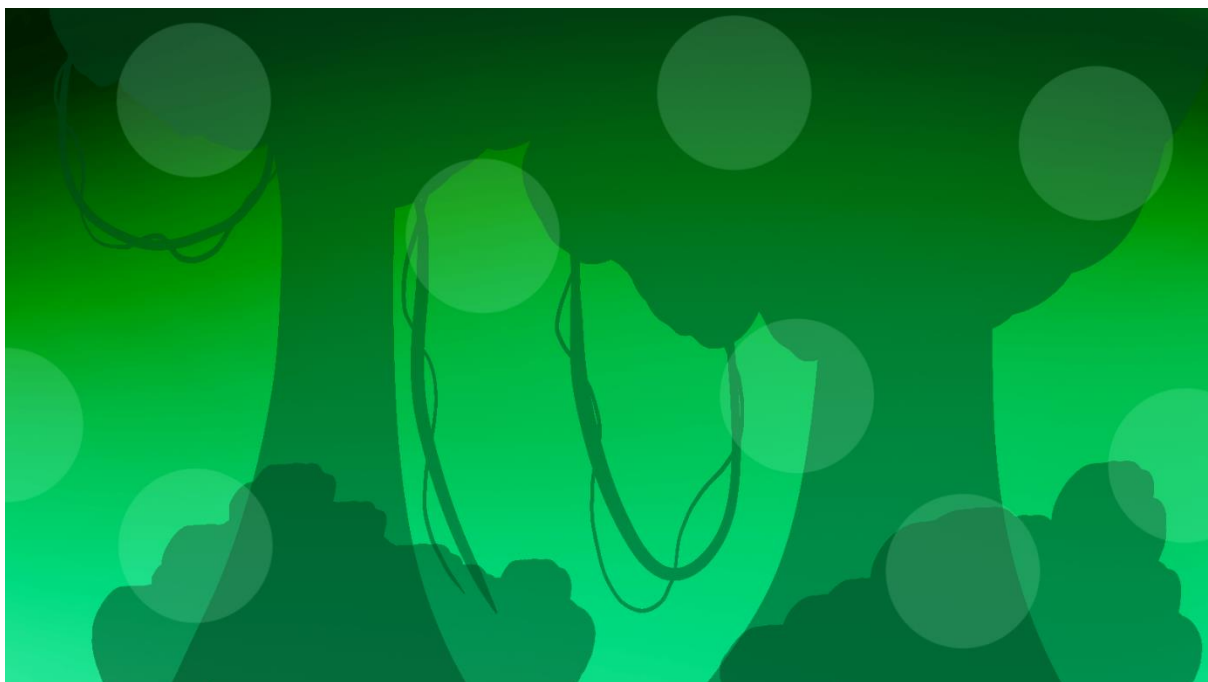
God-like hands with control through marionette like powers over people. As well as this they can control space & time and the creation of Altervoids.



Enemy Hierarchy



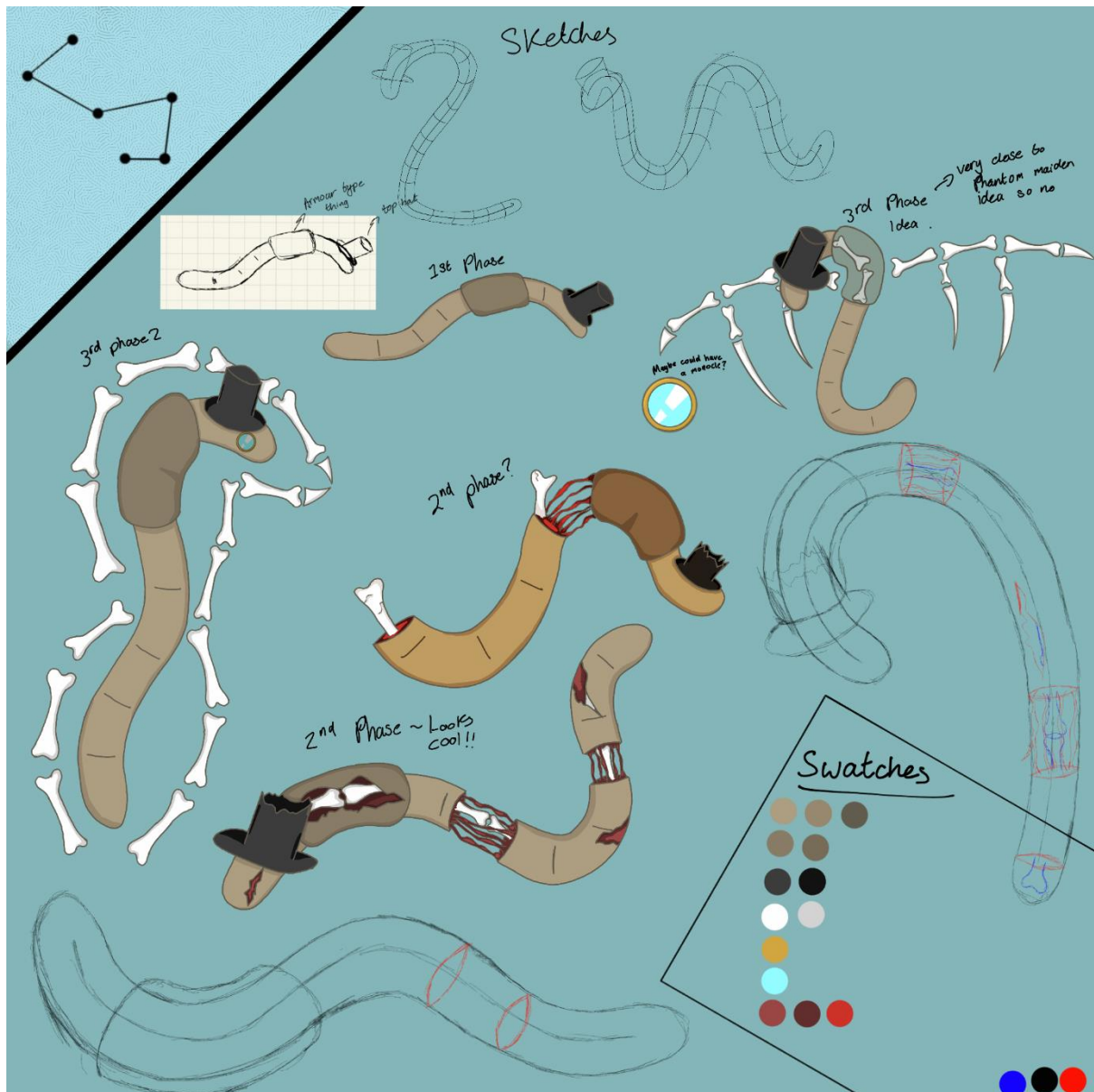
Potential Bush Artwork







Potential Backgrounds



Worm Concept Art

More art should be added as progress is made.

GAME MECHANICS

Core Gameplay

Exploration – With beautiful 2D environments encased in mystery there will be a large selection of levels which blend seamlessly into each other. From forests and swamps to above and beyond the clouds to create both vibrant and mesmerising areas. Jump, dive and dash through each place whilst unravelling hidden extras along the way.

Combat – An in-depth combat system lies within Avoid that allows for anyone to enjoy. Beginners can easily pick up the basics and still find them enjoyable whilst those who pour in the time can master combos and perfectly utilised imbuelements. Of course, with the main goal being a boss rush type of battle, it allows for everyone to have a good try and encourages competition. Who can beat the boss the fastest or whilst losing minimal health allows for a space for the speed running community to enjoy and make use of. There are so many ways each battle can take place with 5 different weapons the player can choose from, over 30 imbuelements to alter these weapons and over 15 bosses for you to take on and attempt to master.

Being good at using your weapon isn't the only requirement for beating a boss. Each one has multiple different moves and some with more than 1 phase which need to be avoided through cues which will indicate what is being used and when. By learning as much as you can, it will make even the most difficult bosses become easy.

Game Flow

The beginning of the game is very basic in the sense that it is the set up for the new player: showing them the controls, allowing for them to customise and welcoming to the beginning village which is like the hub in this game. Some parts will be left veiled in mystery for further on in the game but once the player chooses their weapon path this is when the gameplay loop ensues:

- Explore level.
- Fight the boss.
- (Optional) Go back and see the flashback.

This is the very basic loop which will be followed. First the level is explored, some players might choose to just go straight to the bosses, but secrets will be hidden around each level for those who are aiming to be completionists. Then there are the challenging boss fights which may take multiple attempts to conquer. Finally, if the player decides to, they can go back to the village and watch the memory of the boss and how they became this way adding more to the story.

Main Characters

Main Character (Player Named)

This is who you play as and they will have a customisable name and some aspects of how they look will be changeable. The main thing which will remain the same is the cloak like thing that they wear. It is white with a gold trim; it doesn't really have any special qualities, but it gives the player a unique piece of clothing that none of the other villagers have. In this game I want to reiterate as much as possible that you are just another common villager who is sent along the same path as everyone else. Just another cog in the machine.

Comet

An astrophysicist who resides within the observatory. They act as a guide who you can go back to whenever you need too to receive hints about where to go next or what you should do for a price. He will also tell you more about previous bosses you have fought for certain prices like their health and attacks as well as strategies to beat them. Finally, he also allows you to replay any boss fight which is the main way that the player can perfect them or speedrun them for example.

Lehenia

Lehenia is a young girl with a purple flower on her head like a hat covering her hair, but you can still see her face. She is a product of the Void Weavers still being technically a Desprite but one who left her role. This is true to the bosses she allows you access too. Though the led astray Desprites aren't loyal protectors they're still indebted to them, so they try and stop Lehenia from helping to take them down. If you can defeat all the extra bosses in the final boss fight Lehenia and the pollen of the Lehenium can make the fight a little bit easier. This last boss fight should be hard regardless, however.

Snyx

They aren't given any unique name to separate them from each other, but this is referencing the one residing in the village. They are kind of absorbed into the ground in the centre of the village next to the memory pool. They can be talked too to use the memory pool and by using the imbuelements you are able to see the flashbacks / memories of the Desprites you have conquered.

Noivi

They aren't given any unique names to separate them from the rest and this is referencing the one that follows the player. Just before the first boss, after receiving your weapon of choice is when you will meet the Noivi that accompanies you on your journey. Every villager who gets a weapon also gains one, but their purpose is mostly unknown to them. In a way they act as surveillance for the void weavers, but they also look after each person's psychological state. They will generally keep each person from becoming too desperate to defeat a boss but a few times after your player dying your personal Noivi begins to malfunction in a way.

Enemies

Each sub area will have its own group of common enemies which can be encountered with their own silly names and descriptions. These aren't as much of a focus as the actual bosses which will be the main gameplay element focused on. I'd like to aim for about 5-15 common enemies for each area and they will all have only 1 or 2 attacks and be fairly easy to kill.

The Village – Outskirts

Lupin ~ This is a gnome like creature that has an axe it will use to damage the player.

Peluda ~It means literally hairy or shaggy beast and is a mix and match of a bunch of creatures. It has, porcupine stingers it will use to attack, a snake head, tortoise feet and a serpent tail.

Feu Follet ~ Known as a will-o-wisp in other cultures. They can have a wide array of tints to them but are like a floating orb. They are known to be supernatural creatures which lead people to their deaths.

Trexagone – A creature that looks almost pixelated and can re-arrange itself into either a gun or a sword or a shield. It is quite slow in changing form.

Ruined Treetops

Crimape – A very short, squashed monkey like thing with two long arms. It climbs around and up the trees and will throw the native fruit of the ruined treetops at the player. Fruit thrown at you will give you the SLOPPY debuff (makes your attacks less accurate and slower).

Twipper – Any low-down branches from trees has a chance of coming to life and sweeping towards the player. The ones that don't come to life can still trip you up. This will stand out so that the player is aware of its existence.

Dart Frog – A small, kind of difficult to see frog which will perch onto things nearby. It will stay quite still shooting reasonably fast darts but when approached will quickly run away.

Ancient Pest – Looks sort of like a gecko but made out of stone and things. Some parts on its body can camouflage to help it blend in. It can shoot individual lasers out of each of its eyes.

Lily Pad Row

Feu Follet

Pad Trap – Some of the lily pads will have a sharp trim around the edges and they will shut like a mouth if the player steps on them.

Mosquito – If you're recently injured these will fly towards you in a group with them all doing small but continuous damage. Either heal, run or eventually these will leave you alone.

Splitter Spitter – A column of water rises and will split into two hollow hand type things. It has two attacks it can do with these. Either use it as a hose or slam down and absorb the player. It will then shake them before returning them.

Dart Frog

Peluda

Palace of Growth

Monkshood – This would be a purple flower which appears like a bush which if the player steps into will deal heavy poison damage but can also shoot from a distance.

Angel Trumpet – A pink cone like flower which will appear from the sky and toot sending out a wave which will damage the player.

Jessamine – Acts as a minefield. A slight discolouration / different look on the floor where if you stand on it vines will come up and strangle / wrap you. It will stop you in your tracks and do damage until you kill it.

Spinaroo – These flowers sort of float about, looks like dandelion fluff. When you get close to it, the petal bits will extend and spin around doing damage.

Venus Wheel – These show themselves when they're within the same screen as the player and will rise upwards before leaving its stem shooting at the player then going back like a boomerang.

Scaryo-yo – These flower buds will fling themselves about using their stems like a yo-yo string.

Misty Graves

Feu Follet

Tearrify – A rain drop from the sky that will form arms and large eyes which will bear into your soul. They're a murky blue and will summon little clouds above you.

Duppy – A friendly ghost who has an umbrella type hat which has fabric hanging around the edges. Unless the player either hits it or interacts with them they won't attack. If they do, they will charge about going invisible to hide every so often.

Tumblestone – A gravestone that can come to life and hop towards the player. One of the attacks is just slamming down. If enough damage is done to it, it will crumble into pieces and re-arrange itself if each part isn't destroyed.

The Risen – From some of the grave's half a body will emerge. Some will have a bow to shoot at from a distance, others will have axes.

The Final Altar

Quivel and Quake – Quake is a bigger enemy and quiver is skinny but tall and acts like an arrow. He can dive under the ground and grab the player from underneath. Is attached to Quake though and so is limited in how far it can go as Quake is rooted to the ground. The player can't get too close to quake as he has a strong close-range weapon, becomes significantly weaker when Quivel is killed.

Dire Fly – Like a fly equivalent they are usually in groups of 2 or 3 and will be flying on the top half of the screen. These will fly down either in a pattern or randomly attacking the player.

Tuver – A turret which will stand in place / it can't move but is reasonably fast firing however it has a second thing it can do and to do this it needs to briefly stop firing. It will suck in nearby enemies including the player and dire flies to the deal closer damage. Sucked in enemies are spat at the player with only some of their health remaining (25%).

Bosses

Layout = Everything is colour coded corresponding to the different phases. THESE ARE ALL NOT FINAL, ESPECIALLY THE HEALTH. Bosses with hyphens around are hidden bosses.

Wormington

Phases = 1 // 2 // 3

Health = 500hp // 500hp // 4000hp – Only need to get it down to half

Description = An ordinary looking worm for the most part with a black top hat. // Skin will break off and it will have bone showing in some places. // It remains segmented with its bone showing and appears to be trapped in a sort of bone cage structure with 2 drill teeth on its front and back left and right. It also mainly stays underground and so can only really be hit when it is also attacking.

Attacks =

Burrow ~ Goes underground and will telegraph by mound of ground moving like an earthquake where it will re appear. // Less of a warning and more damage.

Charge ~ This is simply it charging from one side of the arena to the other side. // Only deals slightly more damage but the worm can bounce off of walls (or the player) up to 3 times.

(Phase 2) Buried Bones ~ Similar to burrow, the worm goes underground but there are multiple shaking mounds. Each will extrude bone spikes and then the worm will come out of one.

(Phase 3) Double Drill ~ The worm will burrow underground and will pop out its 2 drill bits with little warning. When you first become caught however you

are given the opportunity to escape if you complete the QTE quick enough (will be a string of button presses).

(Phase 3) Split & Under ~ It will come out of the ground in the middle and will separate in half and charge to both sides of the arena before going back underground to reconnect.

(Phase 3) The Worm ~ It will go above and underground in a wiggly line, the speed it does this at is random and difficult to predict to avoid.

Magnemesis

Phases = 1 // 2

Health = 3000hp // 3000hp or 4500hp

Description = A large, tank of a boss which is a large flying whale made out of dark cracking rocks with magma showing through. It has a sort of mini volcano where its typical spout would be. // The cracks will split open, and it will become just a fiery whale flopping around on the ground that will deal contact damage. In its place, amusement rides will remain in the area acting as the phase 2. These will either have 1000hp each or a bubble of blood around them making it 1500hp each. All of the rides need to be destroyed and then the whale hit once to beat this boss.

Attacks =

Magma Barrage ~ Massive magma balls will be summoned up in the air (between 1 - 3) and they will fall at a decent pace dealing large damage on impact. If timed correctly these can be deflected back at the boss. If it is the last damage dealt to the boss before phase change it will have lower health. Can inflict the player with the ON FIRE debuff.

(Phase 2) Drop Tower ~ This will follow above the player leaving a shadow which will slightly lift up before slamming down.

(Phase 2) Ferris Wheel ~ The Ferris wheel ride will go off to one of the sides of the arena where it will then throw pods from that direction that the player has to with jump or duck under. These can also be deflected away.

(Phase 2) Bumper Cars ~ These will go into the background and for their attack they will show up in the distance and charge forward into the foreground

damaging the player on contact. It will also linger there for a bit to give the opportunity to damage it.

Queen Bee

Phases = 1 // 2

Health = 1750hp // 3 hits each

Description = A massive bee that takes up most of one side of the screen vertically and it wears a crown/ honey pot that's full. Its stinger can fold outwards to give the lower half of its body a strip of spikes that deal contact damage. // You kill multiple worker bees each taking 3 hits to be killed. Each worker bee death will take a portion of the queen bee health off. 100 total with 5-7 appearing on the screen at a time. No more and no less than 5-7 should be on screen until the numbers dwindle out.

Attacks =

Unfold ~ It unfolds its stinger and lines the bottom of its body with a layer of spikes.

Quick Thrust ~ The Queen Bee will burst forward and back dealing contact damage.

Crown Drop ~ It will either fall off the queen's head or will be carried by one of the worker bees and spilt on / near the player. The honey from this will lower the players jump and slow them down.

Stinger Rain ~ A barrage of stingers either from above or one of the sides will launch at the player. There will be a lot of them but only dealing a small amount of damage.

(Phase 2) Mini Charge ~ A quick charge at the player dealing very small damage.

(Phase 2) Charged Sting ~ The same as above but it charges with its stinger and will do more damage to the player but will also sacrifice itself. This does not count towards the Queen Bee's health.

Diamond Constrictor (Cobra / Rattlesnake hybrid)

Phases = 1 // 2 // 3

Health = 2000hp // 5 hits // 3000hp

Description = It has the upper half of a cobra where the face area looks fatter and, on its tail, it has the rings that rattlesnakes have. Each of its attacks are telegraphed by a different hiss with its tongue. // Platforming segment focused on platforming upwards, snake will periodically appear have to hit it five times to move on. If you fall off the player will take some damage but will respawn on a platform to continue until one of them dies. // Same looking as the first phase.

Attacks =

Tail Slam ~ It will slam its ringed tail down onto the ground a certain number of times. Also has this in phase 3.

Bite ~ It will come down and bite the player which will also poison them. Also has this in phase 3.

Tail Stab ~ It will try and stab the player with the end of its tail (pointed), and if it misses it will get stuck in the ground for a bit. Also has this in phase 3.

(Phase 2) Tail Wave ~ It will wave its tail from the bottom or the top or the sides giving an opportunity to be attacked.

(Phase 3) Acid Spray ~ It will spray two jets of acid out of its fangs.

(Phase 3) Rattle Shake ~ It will shake its rattle tail which will create a background noise preventing you from being able to hear any of the auditory queues at half health.

Living Elements

Phases = 1 // 2 // 3

Health = 1000hp // 1500hp // 2000hp

Description = The elements are woven together with vines: earth for the torso, water for the hair, air for the legs and fire for the hands and arms. Can jump high and fall fast or slow. // The elements fall apart and are then fought in pairs. For this phase it becomes a monkey made out of earth / mud, with 3 water hose tails. It can fly / hover with these. // Next is fire and air, which will form a lion with fire for the main and sort of mini condensed tornadoes for the

rest of the body. It can dissipate and reform in places and double jump using a wind platform.

Attacks =

Hair Flick ~ The boss flicks its hair to create a wave that goes towards the player.

Pirouette ~ The boss does a pirouette sticking one of its legs out and will create a tornado in place where it was.

Cross Claws ~ With its hands it does an X shape which will create a crosshatch claw at where the player is for them to avoid.

(Phase 2) Slam ~ After flying or hovering it will slam down. Sometimes this will create brief earth spikes on the floor.

(Phase 2) Water Hose ~ Using its tail/s it will shoot 1-3 streams of water with one always aiming at the player. If it hits the ground, it becomes muddy which slows the player.

(Phase 2) Rock Throw ~ It can regurgitate boulders either to throw at the player or drop down on them if it's in the air.

(Phase 3) Fire Whip ~ It uses its mane as a whip to deal long ranged damage.

(Phase 3) Breeze Dash ~ A super-fast dash forward pushing with the wind sometimes will stop and emit an air cutting barrier in front of it.

(Phase 3) Dissipate ~ Occasionally when it dissipates it will leave behind a tornado. This will stay in place for a bit and then set on fire before disappearing.

-Arachnakid-

Phases = 1

Health = 2000hp

Description = Its face has eyes covering most of it apart from where other features are. One side has a normal human arm, other side has 4 spider legs. Pale, red eyes wearing a black mini dress with skirt bit curled inwards like spider legs. Hair is matted cobwebs. With its 4 spider legs it can parry attacks until they're broken by the player, they periodically grow back.

Attacks =

Combo ~ Only available if it has its spider legs, does a 3 hit combo with these arms.

Webbed ~ If it doesn't have any spider arms it will jump up and create a web platform above the player. From here it will drop wrapped up fly bombs. The web platform can be broken, or it will jump back down when its arms regrow.

Cocoon ~ It will grab a cocoon of cobwebs from its hair and throw it from long range at the player. This can be escaped by a QTE.

Spin Claw ~ It will jump and spin diagonally and if it has its spider legs it will try and claw the player with them.

Dragon Fly

Phases = 1 // 2

Health = 1500hp // 2000hp

Description = To begin with it starts off at the right side of the screen. It's a cross between a dragon and a dragonfly and will have 6 thickish legs. Its body is mostly white with a lot of down fan like luminescent feathers that gradient from white to blue. Has dragonfly eye and mandibles. A tail that has a trident like point. It will start off with one pair of feathered wings. // The feathered fans raise as well as an additional pair of wings. In this phase it only flies it will either be zooming across the sky or hovering.

Attacks =

Wing Flap ~ It will flap its wings 1-3 times the first time will just push the player back, but any consecutive (more than 1 flap) will also shoot out sharp feathers. // Goes off screen first. It becomes 1-5 times in this phase and the feathers can come from any direction.

Tail Thrust ~ If the player gets too close it will stab them with its trident tail. // This time it will strike with its tail from above. The player doesn't have to be that close for it.

Bite ~ It will try and bite the player with its mandibles. // It will fly down and try and bite the player. If it misses it will try and pick the player up with their legs to drop them from the sky.

Charged Beam ~ It will part its mandibles and begin charging to either shoot 3 consecutive short beams or one long lasting one. // It keeps this in phase 2 but it is a lot quicker.

Amphithere

Phases = 1 // 2 // 3

Health = 1500hp // Reach the boss // 2500hp

Description = It has no legs but a long scaley pale green snake like body. Merged into this it also has a pair of pale pink feathered wings. The end of its tail is feathered like a fan. For the first phase it will mostly just fly at the top half of the screen. // The screen follows the boss up and right to a tower which it will spiral to the top of. The camera will then go back to the player, and they will have to platform up. // Becomes larger taking up most of the screen. Occasionally it will bite its own wings or tail to give them a poison affect it can pass onto the player.

Attacks =

Fan Stab ~ It will try and stab the player with its tail and when this strikes the ground the feathers will spike outwards like a pufferfish.

Swoop ~ It will fly down and try to bite the player.

Poison Cloud ~ It will breathe a cloud of damaging poison clouds out of its nose.

(Phase 2) Rain of Spears ~ It will launch spears similar looking to its tail which deal large damage as well as feathers which deal small damage but are in a larger quantity. // It will stretch out its wings to take up the upper half and feathers will fall down damaging the player. To end the attack, it brings its wings back by sweeping them, sometimes damaging the player.

(Phase 3) Wing Sweep ~ It will sweep about $\frac{3}{4}$'s of the arena with either of its wings.

(Phase 3) Tail Sweep ~ It will sweep across about a $\frac{1}{2}$ of the arena then it will bring its tail up and attempt to stab the player.

(Phase 3) Tail Thrash ~ The tail will spike out from underground and will thrash / wave about before corkscrewing back into the ground.

Ant Colony

Phases = 1 // 2 // 3 // 4

Health = 3500hp // 2500hp // 1000hp // 2500hp

Description = This is a fight mostly against the ant colony however there is a king ant which is the main way the battle progresses. The king wears a crown and a cape and won't attack in the first phase. Soldier ants in colony. // Worker ants in colony + all previous. No changes appearance wise. // Normal ants in colony + all previous. No other changes. // The king ant stands on its two back legs with its cape turning into wings. It will gain a polearm with mandibles on either end.

Attacks =

(All) Soldier Ants ~ Small ants with swords instead of antennas will deal melee damage to the player. Take 3 hits to kill. Can't attack king until these are dead.

(Phase 2+) Worker Ants ~ Summoned in waves of 6. As long as there are 3, they can throw the king up so it can't be attacked at less than 3, they will just throw mud at the player.

(Phase 3+) Normal Ants ~ These come very frequently and will nibble the player doing small but continuous damage. Will die in 1 hit.

(Phase 4) Thrust Bite ~ The polearm will be jabbed towards the player and if there's a connection the mandibles will also bite doing additional damage.

(Phase 4) Spear Spin ~ It will spin the polearm in front of it stopping the player from dealing melee damage.

(Phase 4) Gem Shot ~ Every so often gem projectiles will come out of the crow and have a slight homing on the player.

(Phase 4) Scissor Snap ~ If the player goes behind the king ant its wings will cut the player, dealing a large amount of damage.

(Phase 4) Ant Mound ~ Occasionally mounds of ants will pop up letting out some of the previous lesser enemies.

Prigil / Prigileviathon

Phases = 1 // 2

Health = 1500hp // 4000hp

Description = A small shark / fish looking thing which is very quick. There's water at the bottom and top separated by a bit of air with bubbles traversing from either side. It will quickly jump from either side. Whenever it speeds in a direction it deals damage either by contact or through popping nearby bubbles. // The cute previous creature becomes a leviathan class boss. It keeps the blue colour but becomes viler and gnarly looking. Its face is dinosaur esc with drool and sharp teeth. Large flappy ears. Massive vertical fin and its mouth has a tendril type thing. Stage is all underwater, so it becomes harder for the player to move.

Attacks =

Freeze Charge ~ It will jump out of the water and freeze in the upper part tracking the players movements before charging at them.

Tripwire ~ When charging between the bubbles it will leave a trail of smaller bubbles which act as a tripwire dealing damage when gone over.

Bubble Spin ~ Only usable when boss is within a bubble. It will spin, popping the bubble resulting in a bunch of droplets coming off of it.

Bubble Beam ~ Only usable when boss is within a bubble. Will shoot a beam of water out of its mouth. // Fires a much larger thicker beam of water at the player.

(Phase 2) Tongue Tendril ~ It will wrap you up in its tendril, throw you upwards then down (damage on floor hurts) or eat / bite you.

(Phase 2) Charge ~ It will charge on and off the screen gnawing haphazardly in all directions.

(Phase 2) Volley ~ It will hit a bubble with its tail either directly at the player or diagonally, so it bounces off a wall.

-Umbracidus-

Phases = 1 // 2

Health = 3000hp // 2500hp

Description = A young child who carries around a parasol. Colour scheme is murky purple, pink and black. They wear a poncho which has a large hood casting shadow over their face and goes into a skirt at the bottom which looks

similar to the parasol they have. They can jump relatively high and glide down.
// Acid rain starts coming down and it will stop and start for segments. The floor will become covered in acidic puddles and some of the bosses' outfit will burn, and their parasol will become larger. When the rain comes down the parasol will open, and the player can stand under it to not take rain damage but as soon as the rain stops the umbrella will snap shut.

Attacks =

Slash ~ With the parasol down it will swing at the player once when within melee range.

3-Hit Combo ~ With the parasol down it will swing three times in succession when within melee range.

Acid Spin ~ From far away the boss will spin its open parasol and it will release a spiral of acid water at the player.

Acid Wave ~ From far way the boss will open and shut the parasol and this will send waves of acid at the player.

(Phase 2) Snap Shut ~ If the player is standing under the umbrella after some rainfall, it will quickly shut damaging them a lot.

(Phase 2) Surf n' Splash ~ The boss will go to one of the ends of the stage and then surf on its parasol to the middle creating a splash forcing the player to the other side.

(Phase 2) Charge ~ The parasol will pull away from the boss and charge at the player before returning to them.

(Phase 2) Spinning Thrust ~ The boss will hold the umbrella out and spin it really quickly and then the top part will come off and fly at the player across the screen.

Knight

Phases = 1 // 2

Health = 4000hp // 4000hp

Description = Not completely sure on what I want the body to look like but they're a male fully armoured knight with a mostly human outline. It has

massive horn shaped ears on its head which has Venus flytraps clasped onto them like headphones. It carries around a chain and ball flail. // The chain connecting the weapon falls and disintegrates. Knight falls to the ground and one of its legs breaks as well as one of the flytraps. The other flytrap will let go of its other ear and will engulf half of its face with its horns piercing through. A vine will replace the broken leg and will replace the chain to fix the flail.

Attacks =

Step Wave ~ Every time it steps it creates a small shockwave which can easily be jumped over. // When it steps with its vine leg it also makes the ball bounce making 2 additional shockwaves to dodge.

Flail Spin ~ It will swing its ball and chain either over its head or on the ground and this can also be jumped over. // The ball and chain can now be swung diagonally and will go much faster than in the 1st phase.

Ball Throw ~ It will throw the ball overhead at the player. // When its thrown upwards the ball and vine will separate. The vines will fall down first and try coil around the player trapping them and then the ball will fall down.

(Phase 2) Flytrap ~ The flytrap around the head will scream and more will come from the bottom to try and eat you.

Crystraglomine

Phases = 1 // 2 // 3

Health = 2000hp // 3000hp // 2000hp

Description = It's eyes and heart are crystallised, and its legs are fully crystal with heels and stuff. // The boss goes to the far right of the stage and combines with the Earth making about up to its thighs turn into obsidian. // The base of its body thickens creating spikes on the ground around it. It extends upwards turning into a sort of crystallised tree.

Attacks =

Crystal Ball ~ It will go around the stage spawning crystal balls which will inflate with spikes to look like an urchin, and these will extend and shrink.

Crystal Heart ~ This can appear either near the top or the other side. The heart will beat in time with the bosses' which will send out shockwaves the player

has to dodge. // The heart can only appear at the sides in this phase and will pulsate a lot quicker (matching with bosses' heartrate) and will instead send off a wave of diamond shaped projectiles to dodge in different patterns 2-5 times. // The same as phase 2 but they can also appear from above and will go slightly quicker.

(Phase 2) Stalagmites ~ It will create constant stalagmites from the ground with only a slight delay in-between each one. These can also be damaged to hurt the boss. // It can use stalagmites, stalactites either on their own or together.

(Phase 3) Crystal Rain ~ It will sometimes rain tear shaped bombs which will explode on impact with something.

The Burr Trio

Phases = 1 // 2 // 3 // 4 // 5

Health = 500hp // 500hp // 500hp // 2100hp // 3000hp

Description = The arena has a singular thorned rose in the middle, the player will go up to it and interact with it to start the boss battle. All the creatures are fluffy cat/bear creatures with 6 stubby legs, a brown stomach and cone like ears. BURROSE has the thorned rose as a tail with roots tangled around its back legs. They will all float lightly through the sky. All deal contact damage. // BURROSE hides underground and BURRFLAIR becomes the focal point. In its paws it holds knuckle dusters with a piece of flowing fabric attached to them. It moves very dance like doing a lot of spins. // BURRFLAIR will disappear behind its fabrics and BURRETTE which is a smaller version of the other two with 4 legs that holds a massive hammer that can be materialised and de-materialised. This is the fastest of the three. // This is just all of them at once. // It becomes a large combination. Its face takes up most of the screen as it hoists itself with its paws above the ground. It has roses in its ears and fabric on its paws.

Attacks =

Prickle ~ It will burrow under the ground so that it is only showing its tail which will quickly grow. Then the thorns will quickly extend out, back in and it will come back up.

Disorienting Aroma ~ Whilst flying it will shake its tail expelling a damaging mist which will deal damage and also make the screen very wavy.

(Phase 2) Surprise Attack ~ It will do a windmill or a corkscrew spin covering itself with the fabrics which it will then disappear behind and reappear behind the player. It will then punch them 3-6 times.

(Phase 2) Blinding Fabric ~ It will go up to the actual screen and cover it with fabric which is translucent restricting their vision. This won't last too long.

(Phase 3) Hammer Toss ~ When at a distance it will summon the hammer and either just throw it or throw it, catch it before it hits the ground charge at the player and try to slap them.

(Phase 3) Loop d' Smash ~ It will fly up quickly do a loop then summon the hammer but pole first. It will then fly back down slam the pole into the ground swing around it and pull the top part down.

(Phase 4) Chaos ~ All of the above attacks (maybe less damage so that its fair).

(Phase 5) Thorn Shoot ~ It can shoot the thorns from the roses in its ears.

(Phase 5) Poison Smog ~ It will shake the roses in its ears making a cloud of smog come down.

(Phase 5) Swat ~ It will try and swat the player with either of its paws.

(Phase 5) Hidden Clash ~ A curtain falls adding a rent tint briefly and it will clap the spikey ends of the knuckle dusters together.

(Phase 5) Hammer Head ~ The hammer will grow out of its head, and it will headbutt the ground with a large area of impact.

Eye-Spider

Phases = 1 // 2

Health = 6000hp

Description = The boss doesn't have phases, they're just different forms... The 1st form is its 'normal form' where it is a spider which will skitter around. It can climb on the walls or the ceiling. // Occasionally the spider will invert itself

either randomly or after its slam down attack. This form has a massive eye on its back which is also where it will grab weapons from. The weapon it uses depends on its health.

Attacks =

Slam Down ~ If it's on the ceiling it can try and slam down on the player. If it hits them, it will absorb your weapon into the eye where it will use in the inverse form.

Acid Spit ~ This will spray acid out of its mouth towards the player which will also linger on the floor for a bit.

(Phase 2) Bow ~ At the beginning it will use a bow and 3 arrows at a time it can use on the walls and ceilings as well.

(Phase 2) Pliers ~ (1/2)<3000hp It will use these pliers maniacally snapping in the direction of the player.

(Phase 2) Tomahawks ~ (1/4)<1500hp It will stand on two legs and the rest of its arms will be throwing tomahawks.

(Phase 2) Rocket Launcher ~ <500hp It will pull out the rocket launcher and where it shoots at will result in a massive explosion with a large AOE.

QTE ~ As previously stated it can steal the players weapons. When it uses the weapon there will be a quick time event periodically to attempt to get it back.

-Flowrish-

Phases = 1 // 2 // 3

Health = 2000hp // 3000hp // 4500hp

Description = The area before this stage you will see the boss jump into water. They have red hair like amaryllis or poinsettia. It has fin like ears made out of petal and in this phase, it has a mermaid tail like fuchsia flower. // It will grab the player and spin them out of the water to an on-land bit. Its tail will become a dress that's quite skintight with massive wings that are white with red edges using carnation petals. It can flap its wings to jump high into the air. // Its wings will fold down creating a large ballgown dress. Each petal has a certain amount of health and will fall on the player if they get too close.

Attacks =

Razor Charge ~ It will swim horizontally cutting things with its razor-sharp tail.

Donut ~ When swimming sometimes will do donuts which leave behind like a bubble tube which deals damage, it can also draw the player in and trap them.

(Phase 2) Spore Drift ~ Occasionally after doing its jump, it can flap its wings again causing spores to go in the direction of the player and explode.

(Phase 2) Wing Slash ~ It will go closer to the player and swipe at them with each of its wings.

(Phase 2) Flower Beam ~ It will hold its wings connecting them into a half flower absorbing the sun and then shoot a laser type beam at the player.

(Phase 3) Petal Ring ~ It will stick a layer of its petals out and they will spin doing damage.

(Phase 3) Pollination ~ A swarm of butterflies will come in from the side or above and hover around the dress before retreating. These deal small damage if in contact with the player.

(Phase 3) Lily Bomb ~ Lilies will sprout out of the dress and shoot spore bombs which have a slight lock-on.

Wormington V2

Phases = 1 // 2

Health = 4000hp // 4500hp

Description = The same as how phase 3 looks the first time it is encountered. // The worm falls to the ground and the bone cage disintegrates. The worm takes on a new look with a wide circular mouth lined with sharp teeth, its body also has rings of spikes.

Attacks =

Double Drill ~ The worm will burrow underground and will pop out its 2 drill bits with little warning.

Split & Under ~ It will come out of the ground in the middle and will separate in half and charge to both sides of the arena before going back underground to reconnect.

The Worm ~ It will go above and underground in a wiggly line, the speed it does this at is random and difficult to predict to avoid.

(Phase 2) Crunch ~ Very haphazardly and randomly it will come out from the ground and the sides and try to eat the player.

(Phase 2) Acidic Drool ~ It will tower above the player and will drool a pool of acid on the ground which will damage the player if they step into it.

(Phase 2) Mini Worms ~ It will go under the ground and spit up mini death worms which will charge at the player trying to bite them. They will only have a small pool of health.

(Phase 2) Charge ~ The main attack... It's very difficult to dodge because of the randomness.

Phantom Maiden

Phases = 1 // 2 // 3

Health = 1500hp // 3000hp // 4000hp

Description = The boss is a pale young lady who is a demon esc creature. She has black hair in a messy bun and wears blue / purple with a flower hairband. Her veins are black, and she has 3 horns, 2 on her temples on the side of her hair and a larger one in the middle of her forehead. Her walking leaves a misty trail which damages the player. // The horns will gain a golden hoop on each of them with a scarf threaded through the holes. This is her main weapon. // Grows large skeletal / claw like wings which have a black mist around them.

Attacks =

Phase ~ Will occasionally phase forward or backward and deal contact damage with the player. Has in all phases. Will become more difficult to track in final phase.

(Phase 2) Strangle ~ They will phase behind the player and attempt to strangle them.

(Phase 2) Lasso ~ When the player jumps or if they are far away the boss will use their scarf as a lasso to grab the player in.

(Phase 2) 3-Hit Combo ~ They will stretch their scarf and then do 3 consecutive hits.

(Phase 3) ~ Previous attacks are kept.

(Phase 3) Crush ~ They will use their wings and grab the player if they are close enough and crush them.

(Phase 3) Shield ~ They will use their wings to shield them from damage for a little bit.

Untitled

Phases = 1

Health = 7500hp

Description = This is a tanky hard hitting boss. It's an amalgamation of black goo which doesn't really have a specific form it's just a dripping mess. They're also very slow. If it moves too close to the player, it can trap and slowly damage them in they're mass. A void will sometime appear before the boss and on the ceiling make its goo drop down which won't damage but will slow down and eventually stop the player. Though this is a very hard hitting boss because of how slow it is to wind up its attacks there will be space in between for the player to attack.

Attacks =

Slow Melee ~ Its arm will slowly form into a large weapon which will slam down on the player which is an instant-kill unless dodged or perfectly parried. The possible weapons consist of a great sword, hammer or club.

Slow Ranged ~ When it reaches the end of one side it can slowly form into a cannon which will shoot a one shot hit unless dodges or perfectly parried.

Invistellar

Phases = 1 // 2

Health = 3000hp // 4000hp

Description = The stage is very dark but there will be a pair of white glowing eyes which will travel around the stage. It will also sometimes blink making it harder to see. When it opens its eyes sometimes, they will be other colours

indicating a specific incoming attack. // The stage is even darker, but the eyes stop appearing now and the focus shifts to constellations. For each of these, they will be sort of drawn in the sky with the stars expanding when they are connected.

Attacks =

Icicle ~ Its eyes will go blue, and a block of ice will appear above the player and fall down on them.

Pumpkin Launcher ~ Its eyes will go orange and trigger jack-o-lanterns coming from all 4 directions which will slowly follow the player.

Twisted Vines ~ Its eyes will go green, and vines will spawn on the stage and spiral outwards.

(Phase 2) Draco Constellation ~ It will become a dragon once fully complete and go off of the screen before coming back on the screen and doing a wavy pattern.

(Phase 2) Lyra Constellation ~ This will show the instrument once complete and will strum releasing stars which will shoot at the player.

(Phase 2) Crux Constellation ~ It has a point at the bottom, and it will raise and slam down on the player. Sometimes it will get stuck and wiggle out of the ground having a larger damage area.

(Phase 2) Big Dipper Constellation ~ This will act as a net and try to scoop up the player and throw them up and away.

Angel

Phases = 1 // 2 // 3 // 4

Health = 2000hp // 2000hp // 3000hp // 1500hp

Description = There are two golden rings interlocked to make a sphere, the rings are lined with eyes. It will roll around, can fly as well, following the player trying to deal contact damage. // The rings separate becoming two separate entities. // The rings turn horizontal and smaller acting as halos, and two gold statue things appear holding them. They are sat in a sort of meditating position at the top half of the screen. They each have one huge eye. // The two guys

will dissipate into the background and the backing will become vertical strips of eyes.

Attacks =

Lasers ~ It will shoot lasers out of the rings' eyes.

(Phase 2) Keeps previous attacks.

(Phase 2) Flick ~ It will flick itself like an elastic band.

(Phase 3) It will keep the laser attack.

(Phase 3) Shock Prayer ~ The 2 demigod things will clap their hands together in a prayer like way which will send out shockwaves.

(Phase 3) Bomb ~ The pupils will get a loading symbol and when it is complete it will become a bomb and fall out exploding on the player. This becomes a much quicker load in phase 4.

(Phase 4) Trapping Stare ~ If they blink, they will trap the player for a little bit.

(Phase 4) Halorang ~ The eyes on the far ends will also have a quick load attack which will throw the iris like a boomerang at the player.

-Feathered Follower-

Phases = 1 // 2 // 3

Health = 3000hp // 3000hp // 3000hp

Description = This boss mostly looks like a person, but they are topless male with some sort of baggy trouser bottoms. They wear a hooded feathered cloak resembling a plumaleon. It carries a feather which acts as a sword. Only the stem part is hard. // The guy will jump back and shake his sword and put his hood down. The sword feathers will all sharpen when its shook, but the attacks stay mostly the same but will deal more damage as there are more points. // The feather sword becomes extendable, and he takes off his cloak revealing a bunch of injuries. It extends really fast, and this can be combined into other combos. The feather glints when it's about to extend.

Attacks =

Lunge ~ They will hold out their sword forward then lunge suddenly; this can be a short or long lunge. In phase 2. In phase 3.

Parry ~ They will hold the sword diagonally in front of them, minimising the damage they will take from the player. In phase 2. In phase 3.

Submit ~ A QTE where they attempt to take your weapon off you / make you drop it. Becomes more difficult in phase 2. Becomes really difficult in phase 3.

Double – Hit ~ This consists of 2 consecutive quick attacks. Will become quicker in phase 2. Becomes a bit slower again in phase 3 but will be 2 double hits as for each attack it will extend then return.

Triple – Hit ~ This consists of 2 consecutive quick attacks and then a longer one with a large AOE. Becomes quicker in phase 2. In phase 3, it will be 2 really quick attacks then a very large AOE attack with the extended sword.

Rainbow ~ It waves its sword over its head forward and back (twice). This becomes quicker and is done 4 times in phase 2. In phase 3, it swings 4 times still but it's a mixture of extended attacks as well.

Void Weavers

Finish this boss.

Phases = 1 // 2 // 3 // 4

Health =

Description = This boss consists of 2 giant marble hands with vines dangling from them / wrapped to loop through the fingers. They are able to control these vines and hover in the air. // In Phase 2 one of the hands will extend its vines and create a replica of the boss Living Elements and the other hand will fly to a side (can still be attacked). // In Phase 3, Living Element will dissipate, and the hand will instead marionette the Knight boss. The other hand will also come down and marionette the Untitled boss. // Both marionettes will disappear, and the hands will be the focus again. They will create animal silhouettes which have powerful attacks.

Attacks =

Gameplay Elements

Imbuements

- These are the rounded test tube looking things which will have their own tab in the inventory as it is an extremely important attribute in the game. Depending on how the player plays the game will depend on whether or not they get the blood (killed normally) or the spirit (killed with desperation).
- Only one imbuelement can be applied at a time and blood will not last as long as the spirit effect.
- Weapons will change appearance when imbued. Only a slight change when imbued with blood but a bigger change when imbued with spirit.

Desperation

- What is desperation?
- This is what the previous Desprites have succumbed too.
- Essentially, if you lose too many times in a boss fight, you will see a prompt to offer you a higher power however this is an offer from the void weavers. Though it does allow you to gain new attacks and become more powerful to defeat these bosses, it does lead towards the bad ending.

Keys

- Hidden in between levels will be keys for the player to find in more hidden and harder to get spots which will allow you to get to the secret bosses.

Health Drops

- There will be an imbuelement that allows for regeneration / sudden health gain.
- There will be a nurse NPC in Grandeux for the player to go back to.
- Parries will cause temporary health gain (which will stay) or temporary shield gain (which will drain over time).
- At the end of each boss, health will be fully regenerated and maybe an increase to max player health.

Currency

- Used for unlocking tips and strategies alongside mob drops.
- Needed to unlock boss constellations alongside the boss and mob drops. (Once unlocked, infinitely replay able).
- Used for unlocking the bosses' flashback alongside imbuelement.
- Can unlock vanity items.

Weapon Properties

Only one weapon can be used in the first run however if you choose to do a second run in New Game +, you will be able to select a new weapon for that run as well as having access to any weapons used in previously complete runs.

The Imprisoned – Spear

Short Ranged Attack: The single attack is a jab straight forward. There's also a 3 hit combo where they hold the spear with one hand and slash both diagonals then they'll hold it with both hands, pull it back, spin it and jab forward before withdrawing it.

Long Ranged Attack: The player can launch the spear; it can go pretty much anywhere on screen, but it's attached to a chain which limits it slightly, but it allows for it to be pulled back quickly.

Special Attack: You can charge this attack to release a spin attack where the longer you charge it the larger the area of effect. It extends the range by allowing more chain loose so the spear can reach further.

Parry: Can parry up to 25% of damage, holds spear across their body.

Appearance: It's a normal polearm type thing which has a trident shaped W at the top. The pole arm itself is wrapped in a chain which is then attached to the players cufflink so it can easily be pulled back.

Description to User: The standard weapons for most player with a mixture of both being easy to pick up and learn as well as dealing medium damage both long ranged and short ranged.

The Imprisoned – Chains

Short Ranged Attack: Slightly behind the player a void will appear and from this chain like tentacles will attack in front depending on how many times the attack button is pressed.

Long Ranged Attack: In the direction being aimed at a chain will shoot from near the player to the cursor, sometimes will knockback the enemy slightly.

Special Attack: You can press the special button to attach chains to the enemy up to 5 times which will slow them down for each one whilst also dealing a little impact damage.

Parry: 10-40%, 10% for every chain (up to 4) it will defend this much. The player has to time it well to use all 4 to block.

Appearance: They're all linked by chains and vary in size some being as small as the one attached to the spear and sometimes, they will be as big as the player.

The Elegant – Blade Fan

Short Ranged Attack: 1-hit / 2-hit attack where the fans are swiped at enemy and close as they hurt them. 3-hit attack where they swipe outwards with each of the fans and then bring them both back in at the same time.

Long Ranged Attack: When you're holding down the button to aim the player will be ready to flick one of the blades. When they let go it will go in the direction that the player chose.

Special Attack: The fan has a loop at the bottom where for the special the player hooks their finger through it and spins it. Holding down the special button makes it go faster. Direction of attack can also be inputted.

Parry: 10-20% depending on whether one of the fans is used or both.

Appearance: Two fans made up of kunai like knives all razor sharp, at the bottom of them all there is a loop where the player can put their finger through.

Description to User: A speedy weapon with focus on long range precision having a higher critical chance rate than usual made for those who have fast, accurate aim.

The Elegant – Steel Wings

Short Ranged Attack: Either a quick 1 or 2 claw attacks from either side or a 3-hit attack when the enemy is hit upwards at the end of the combo or a 4-hit combo where the enemy is then hit downwards.

Long Ranged Attack: Very similar to the blade fan but the player will aim the feathers of the wings and they will rapid fire until the player lets go of the fire button. It won't be infinite but will have a large capacity.

Special Attack: The longer the special attack button is held the longer a flurry of attacks from the feathers of the wings will attack (obviously this will have a limit). Damage done during this attack will be reduced slightly.

Parry: 20-40% for each wing used to cover the player, 20% of damage is parried.

Appearance: The player gains a void on their back and from this, two medium sized steel wings sprout as if from their back which then becomes their weapon.

The Leech – Leech Gun

Short Ranged Attack: When the enemy is close by, a siphon attack can be used which is like a beam of electricity which will deal small but continuous damage and will lock on quite well.

Long Ranged Attack: This uses energy which has been siphoned if the button to send it off was held down. A ball is sent out in the direction of the cursor, kind of slow moving. The longer held down the bigger the energy ball and the more damage it will do.

Special Attack: For however much energy the ball has it will raise up out of its containment type bit and will siphon onto any nearby enemy. This will also let it gain energy (but not a lot) so if it's gaining enough energy, it can be used infinitely.

Parry: 0-90% based on how full the absorbed bar is. The fuller it is, the more damage can be blocked, this is done by holding down the parry button for longer. Will project a shield = opaquer if larger energy used.

Appearance: A gun looking thing which has an energy ball on top which culminated siphoned energy from its short-range attack.

Description to User: Though this weapon is difficult to master those who can, can choose their playstyle. Whether this is prioritising dishing out large damage or a focus on defending themselves.

The Leech – Cogs

Short Ranged Attack: It will become about 3 cogs long and will swing like an arm turning at the same time so also doing crushing damage.

Long Ranged Attack: Does a lot of damage but button needs to be held down and then cogs will be made connecting to each other and will turn each other. When it reaches the enemy it will do a lot of damage.

Special Attack: Hold down the button to show all enemies on screens cog anatomy which is just them but made out of cogs. Then you will be prompted to let go and mash the button which will inflict all of these enemies with a grinding status effect. This does damage to them continuously and how long it last depends on how many times you button mashed.

Parry: 35% a cog will be projected outwards and used as a shield.

Appearance: Instead of the energy ball that is used there will be a few cogs all turning each other and the mouth of the gun will become more horizontally wider than vertical.

The Reaper – Scythe (Secret Pathway)

This weapon is gained from completing the Alternative Ending “A Hidden Bud”.

Short Ranged Attack: 1- hit will be swinging over the shoulder. A 3 and a 4-hit combo which can both also be moving forward combos.

Long Ranged Attack: Will still deal damage to anything in short range but will be swiped and project a blade projectile in the direction aimed at.

Special Attack: The longer it's held down the scythe will be spun in a circle with the blade point facing inwards. Depending on how long it's held down will create a moon shape which will then shoot a projectile. (???? Not sure about this one).

Parry: 30%, it's a slightly larger weapon than the spear so it will parry slightly more. It will be moved to cover the players' body.

Appearance: A scythe with at one end the blade which is curved and on the other side has a thicker tube where the secret part will be used.

Description to User: By getting any ending this weapon is bestowed to the player. Though it has much slower attacks than the previous ones, the damage it can deal more than makes up for it.

The Reaper – Laser Gun (Secret Pathway)

This weapon is gained from completing the Alternative Ending “A Hidden Bud”.

Short Ranged Attack: The 1-hit is an upward slice with the bayonet. Then there's a 3 and a 4-hit combo which will use the bayonet for the first parts of the combo and the final attack for both will have the scythe unfold to deal massive damage before folding back in.

Long Ranged Attack: Fires a thinnish beam which will follow the cursor whilst being held down.

Special Attack: Hold down to charge a powerful ball projectile to shoot out. Once charged up special attack can be multi-clicked to split the ball up into more bits to make it spray in more directions. More cut up = smaller damage, longer charged for = more damage.

Parry: 25% + counter damage done to the attacking enemy from the bayonet.

Appearance: The previous scythe will fold up so that the end is like a small open cannon type thing and the blade becomes a bayonet facing upwards which can be jabbed into enemies.

The Traveller – Boomerang / Chakram (Secret Pathway)

This weapon is gained from completing the Good Ending “UnaVOIDable”.

Short Ranged Attack: These will be used like spiked claws to do damage in 1-4 hit combo. Ranging from a jab to more movements. Quite quick paced.

Long Ranged Attack: 1-2 of them can be thrown and will come back like boomerang. The feathers on them will glint, sharpening dealing contact damage to anything it hits.

Special Attack: Holding the special attack button down will make the chakrams circle around you intermittently producing sharp feathers. This deals damage to anything that gets too close to you and will also reduce incoming damage (??? Not sure, might make parrying useless).

Parry: 20-40% depending on how many of the chakrams

Appearance: Two chakrams with a handle to hold them and feathers on either side. The sides lead up to a point which can be used to jab.

Description to User: By helping Lehenia this weapon is bestowed to the player. For players who want to focus on precise dodging whilst being quick and agile. Fun to both play around with and use on the battlefield.

The Traveller – Teleportation (Secret Pathway)

This weapon is gained from completing the Good Ending “UnaVOIDable”.

Short Ranged Attack: There is a 1 hit jab attack. A 3-4 - hit combo where on the second half of attacks the player will teleport behind the enemy and attack them from there.

Long Ranged Attack: One of the chakrams will be teleported through the void of the other to wherever the cursor is pointing. It will the loosely stay around this location bumping into and doing damage to stuff it bumps into.

Special Attack: The player throws one chakram to the floor with the portal and it widens so the enemy falls into it and then they throw the other one into the air (press the button twice) and then for as long as it is held down, they will be trapped in a falling cycle until the player releases the button and they will fall to the ground.

Parry: 20-40% again, but if a perfect parry is done then it will be teleported through a void to attack the enemy back doing full damage.

Appearance: It will look the same as the base weapon but in the middle hole type thing it will have a void which is the main thing used in the desperation variant.

Game Physics

Movement – In this game the primary form of movement is a fastish sprint which means there's no point in adding different walking speeds. With this there is also the basic ability to jump, and these two things are shown from the beginning. By progressing through the game, more movement abilities will be unlocked. These will include but not be limited to a double jump, a dash and an air dash all with slight cooldowns so that they can't just be spammed.

Combat – The main goal for the combat since there is such a heavy focus on it, is for it to feel smooth and like you have full control of what you're doing. This is an important factor as so much of the game will consist of using this to the best of your ability. If it didn't feel comfortable then it might drive the player away from continuing. Each weapon which will have a short-range attack which can be combined into a combo (3-5 hits), a long-range attack which may have a couple parts to it, a special attack which can be charged and has a small cooldown (ranges for each weapon), as well as the ability to parry. Before the player chooses their weapon pathways, they are put into an arena where they are able to test the weapons available to them as well as get used to the controls.

Player Controls

Console



Left Analogue Stick = Movement
Attack

Right Analogue Stick = Look Around
Range Combo

D-Pad Left = Left

Square = Short Range

Square x3-5 = Short

Circle = Special Attack

D-Pad Right = Right

Charged Special

D-Pad Down = Down (only applicable in certain areas)

Inventory

D-Pad Up = Enter (only applicable in certain areas)

Long Attack

Cross = Jump

Attack

Cross, Cross = Double Jump

L1 + R1 + Circle = Activate Desperation

Menu

L1 = Map

Circle (hold) =

Triangle =

L2 + Analogue = Aim

R2 = Shoot Long

R1 = Dash

Start = Pause

Keyboard



W/A/S/D = Movement

F = Special Attack

Arrow Keys = Look Around

Space Bar = Jump

LMB = Short Range Attack

RMB (hold) = Aim Long Attack

RMB (release) = Shoot Long Attack

I = Inventory

Shift = Dash

Esc = Pause Menu

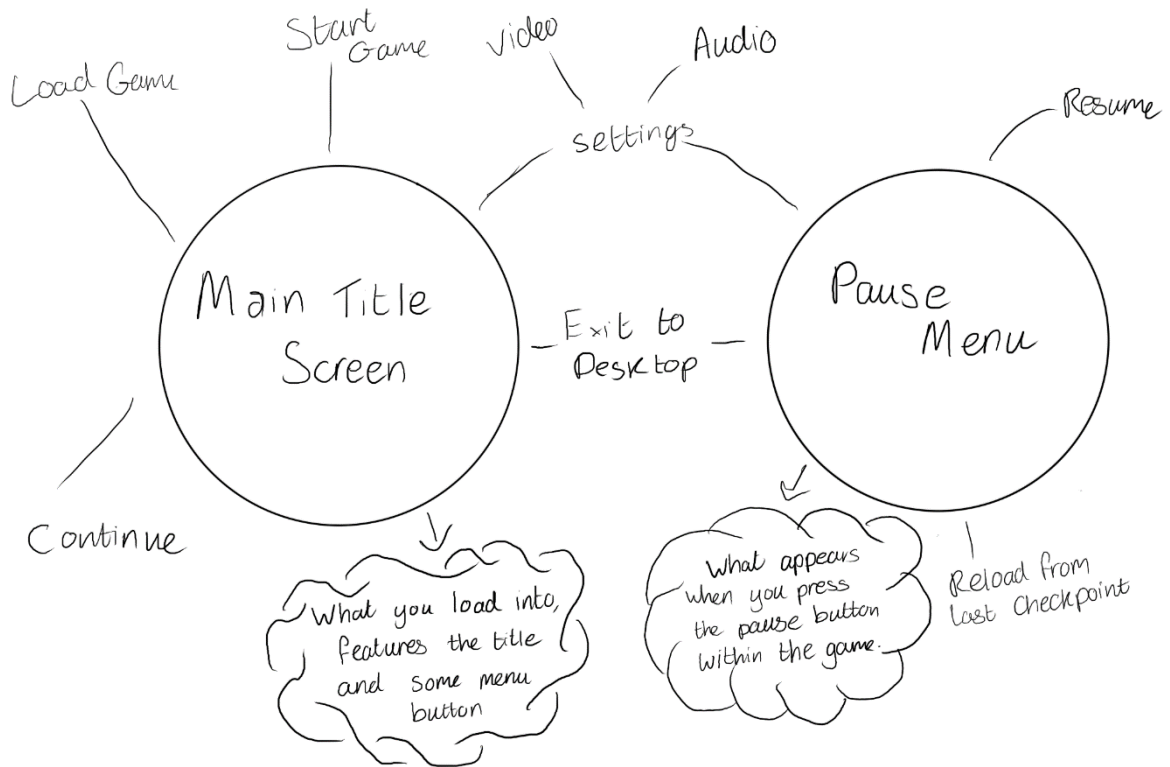
X = Desperation

M = Map

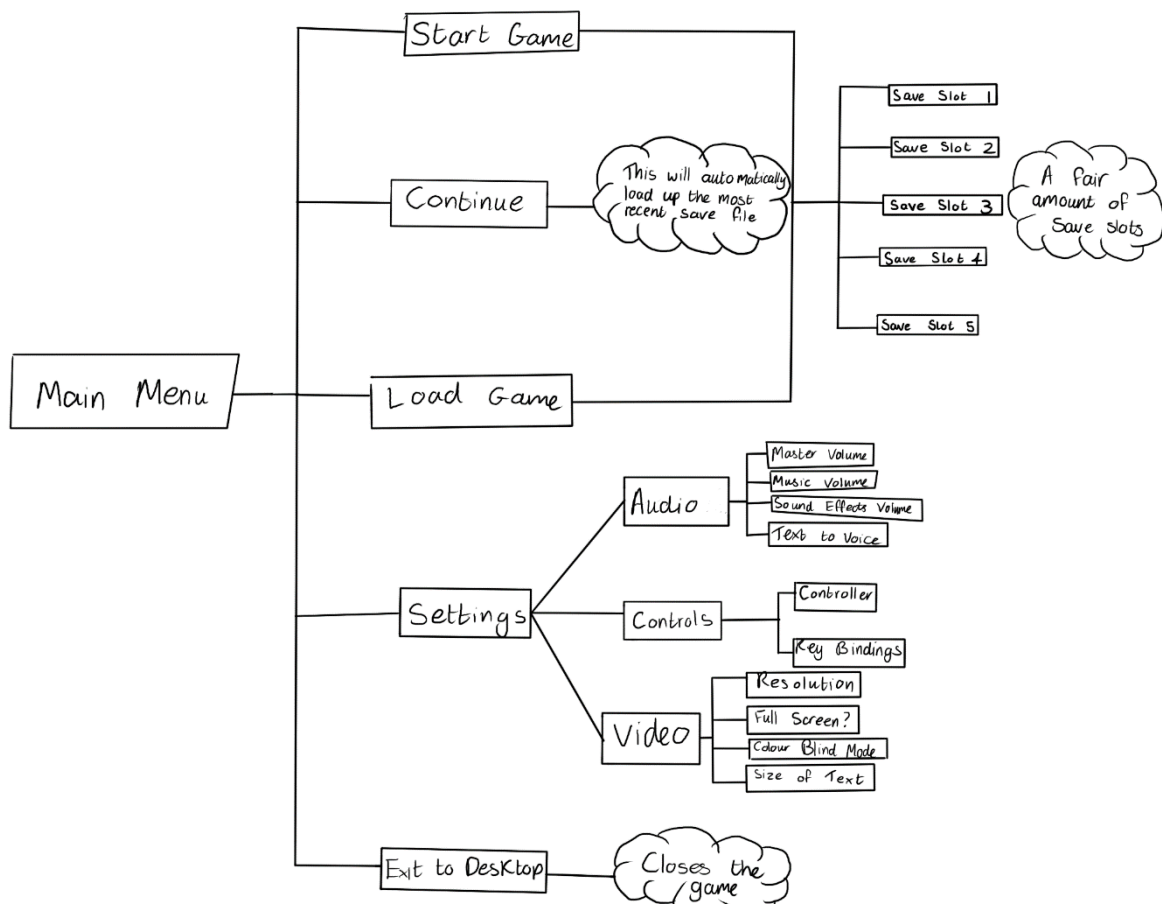
Keybinds can be changed on any device.

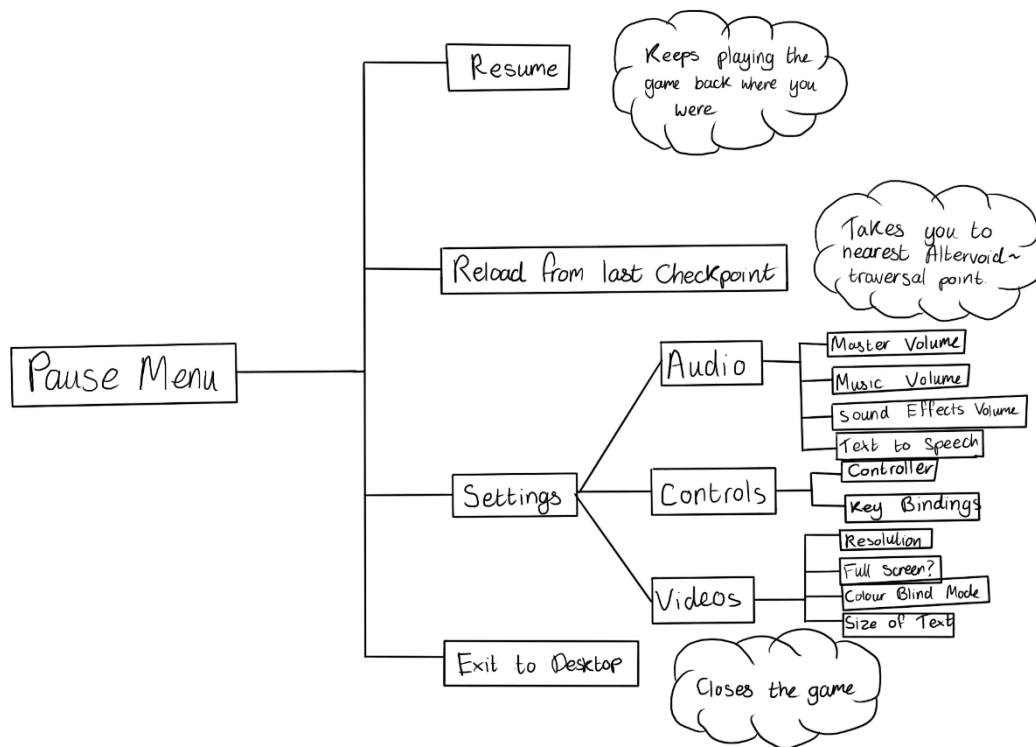
INTERFACE

Mind Map



Flow Charts





Functional Requirements .

These are all referred to as if using a controller to play...

1. Start Screen:

Otherwise known as the title screen, this is what you will first load into.

1.1 Start Game

Starts the game.

1.1.1 Save Slot 1

1.1.2 Save Slot 2

1.1.3 Save Slot 3

1.1.4 Save Slot 4

1.1.5 Save Slot 5

1.2 Continue

Loads from the last saved play file.

1.3 Load Game

The player can choose which save slot they want to load in.

1.3.1 Save Slot 1

1.3.2 Save Slot 2

1.3.3 Save Slot 3

1.3.4 Save Slot 4

1.3.5 Save Slot 5

1.4 Settings

This will Open up a bunch of settings to manipulate to the players digression.

1.4.1 Audio

1.4.1.1 Master Volume

1.4.1.2 Music Volume

1.4.1.3 Sound Effects Volume

1.4.1.4 Text to Speech?

1.4.2 Controls

1.4.2.1 Controller Type

1.4.2.2 Key Bindings

1.4.3 Video

1.4.3.1 Resolution

1.4.3.2 Full Screen?

1.4.3.3 Colour Blind Mode

1.4.3.4 Text Size

1.5 Exit to Desktop

This allows you to exit the game.

2. Pause Menu:

2.1 Resume

2.2 Reload from last Checkpoint

2.3 Settings

2.3.1 Audio

2.3.1.1 Master Volume

2.3.1.2 Music Volume

2.3.1.3 Sound Effects Volume

2.3.1.4 Text to Speech?

2.3.2 Controls

2.3.2.1 Controller Type

2.3.2.2 Key Bindings

2.3.3 Video

2.3.3.1 Resolution

2.3.3.2 Full Screen?

2.3.3.3 Colour Blind Mode

2.3.3.4 Text Size

2.4 Exit to Desktop

3. Inventory / Map:

M quick opens the map, I quick opens the inventory, R1 and L1 can used to move between the categories.

3.1 Map

Shows where the player is and the environment around them.

3.1.1 Quick Travel

Choose somewhere you want to travel to – has to be an Altervoid.

3.1.2 Pin

Place a waypoint to where you want to go next (Gain an arrow on screen telling you direction to go to get there.)

3.2 Inventory

This is where all of the items are stored for the player to have convenient and quick access.

3.2.1 Wallet

This shows where the money is kept and the amount the player has.

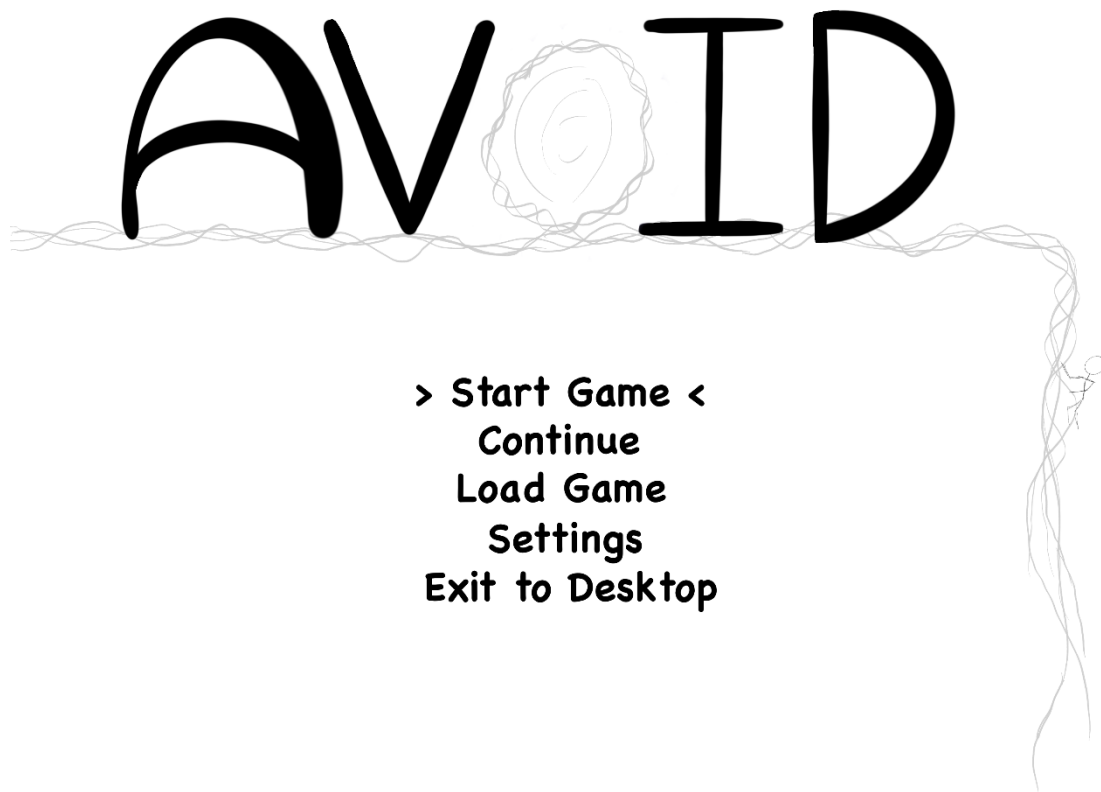
3.2.2 Key Items

This will show things like the number of keys a player has as well as their weapon of choice.

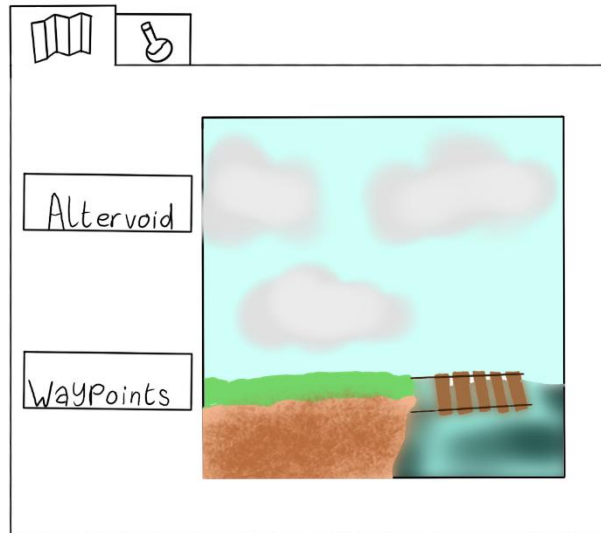
3.2.3 Imbuements

This is where the player will see their imbue ment flasks and will be able to use them at any point.

Mock-Up Screens

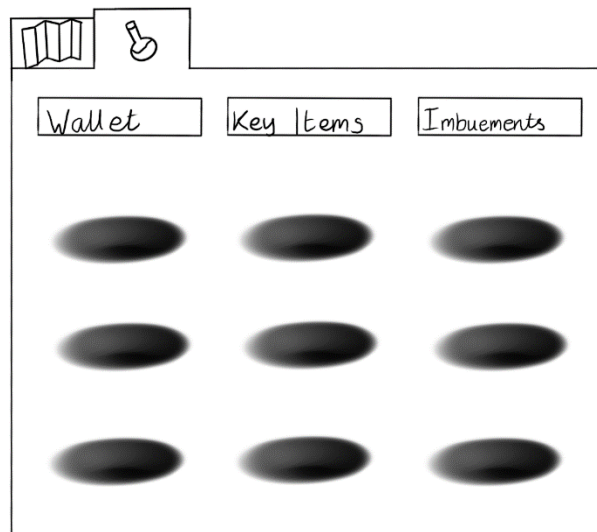






For undiscovered key areas a question mark symbol will be displayed.

For discovered but not yet beaten bosses, a skull symbol will be displayed in their location.



When hovering over an item a description will be displayed of its purpose.

ARTISTIC STYLE

Overall Goals

The art direction of this game is incredibly important to me and for how it will be shown to others. A lot can be done through colour palettes or even just how noisy an environment is. With this in mind the main goal is to portray to the player both a sense of wonder and a sense of recognition. The world should have both a common feel to it, drawing aspects from real life as well as

having a fictional / fantasy feel. I believe this can be achieved by mixing together both old and futuristic looking models and areas but without making it seem like they should be separate. An example of where this is done is with the village: though some areas will be like any normal village such as housing and shops, there's also an underground area, a pool with a portal inside of it and a very futuristic looking observatory. This out of place area is naturally where the player will be drawn too due to its difference in looks and is where they will get their weapons. Some of these weapons look very primitive and others look almost unrealistic, again creating the feeling that I want.

All of it will be 2D hand-drawn type visuals, with layering. Since the game has darker themes, areas where this stands out more will be set in darker, more sinister lighting in contrast to the usual lighter more colourful places.

For a general idea of what the art direction looks like in my mind, see examples like: Hollow Knight, Ori and the Blind Forest, Dead Cells, Spiritfarer.

2D Sprites

- Bosses
- Main Character
- Supporting Characters
- Weapons
- Items
- Buildings
- Imbuement Flasks (Blood and Spirit)

Animation

- Characters (idles + movement)
- Bosses
- Enemies
- Items (slight animations)
- Backgrounds

2D Backgrounds

There are a number of different backgrounds that will be needed, below I will list the areas where the bosses will be fought as well as any major locations. These will not be the only backgrounds included however, as there will be ones in between to make it blend from place to place.

- The Village
- Forest
- Cloudscape
- Beehive
- Sinkhole (sandy)
- Old Ruins
- Basement (wine cellar esc)
- Swamp
- Tower Bridge
- Muddy Ground
- Fishing Pier
- Underwater / Coral Reef
- Dark Rainy Night
- Palace Room
- Palace Courtyard
- Palace Garden
- Palace Exit
- Rocky Water Cove
- Graveyard Entrance
- Foggy Graveyard
- Underground Tomb
- Abandoned Tool Shed
- The Final Altar

SOUND AND MUSIC

Overall Goals

Though not as an important goal with this game, music and sound effects are vital to any game as it helps to create a mood and feeling. With a game of this genre (being adventure / action) what the player hears is important as it will help immerse them into the game and make them feel more a part of it.

The adventure portion should consist of calming and slower paced music so that it stays in the back of the mind. It should not be super in your face or distract the player from the goal of looking around and finding new areas acting more like white noise than music. More calming instruments like violins, flutes or those of the wind and percussion types will be the focus for this. Some of the more dangerous areas will have darker / even slower music. It will

be quieter if anything with less music filling the background to try and put the player on edge. The action side of it will be the polar opposite with more aggressive noises, sudden, quicker and taking up a lot more of the soundscape. Partially in an attempt to distract the player but also just to fit the more intense mood of battling. This type of music would be done during the boss fights.

Buildings on the other hand, will have the exploration music playing but more muffled so that it feels like it is more distant.

Sound Effects

The main unique sound effect that I want in this game is some sort of swooshing sound (absorbing) whenever an imbue is made as this is one of the parts which is supposed to make the player feel special and powerful. Another little extra could be little jingles as doors are entered and exited. Apart from these there's nothing else outside of the norm.

Sound effects for discovery will be added to provide a rewarding feeling.

Sound effects for weapons hitting should be included to make landing hits more satisfying. This should be much crisper when landing a critical hit.

Music

The music will be switching between intense and calming to suit whatever type of thing that the player is currently doing. Ideally the goal would be to create a theme unique to each boss to try and go along with their type of battle style and intensity. This could be turned into some sort of remix of all the previous ones for the final and most difficult boss fight. I also feel like this will help make the game a lot more enjoyable as there will be so many different sounds for the player to experience if they want to and if not it's there in the back in case. Another thing could be the inside of buildings will have whatever music was playing outside but muted down to a lower level and overlaid with spaced out soft beats to create a homely feeling.

STORY

Story Overview

You start off in the village known as Grandeux where there are a range of different people, some are anamorphic, others are just human. Many of the different residents here are often sent off on a quest to explore the further

world. By this I mean they are given a weapon and sent off to defeat the different Desprites of the world. The main reason why people go on this journey is because the village doesn't have a whole lot of things to do and so when you get older you start to want more freedom. It is assumed that the way to break free of the monotony is by defeating the Desprites as not only are they hostile on arrival, but the Noivi also allow for exiting the village boundaries and each villager is given one.

On the outskirts of the village there will be a few enemies which can spawn but they aren't supposed to pose too much of a threat to the player and will provide an insight on how each area will go like and a way to practice. Then the first boss won't be too far from the village and the Worm has an easy first two phases allowing for additional practice and will allow for the early introduction to imbuelements as well as void travel (when each boss dies, they leave a portal which can be travelled too by others of the same type). This sort of pattern will repeat for the most part. Unbeknownst to the player until they attempt to do so, there is an alter void you can teleport to the village which will lead to underground the village, and then unlocking it for the player to access from then on. In this underground is also where Lehenia can be found, and her side quest will begin through interacting with her.

The area that comes after the village outskirts is the ruined treetops which has quite a lot of focus on platforming vertically to reach many of the sub-areas. Despite each boss has their own flashback story which can be experienced, through exploring not much of the story will be told. The main point which needs to be conveyed through the environment is that it is mismatched, almost like it was put together by someone / something else (because it was).

There are some small nods towards the final boss in some of the earlier to mid game bosses such as living elements who is quite literally weaved together by vines. Within their flashback no spoilers are made to the last boss, but this Desprite is actually 4 previous challengers who excelled with these elements weaved together to hopefully eliminate weakness. It's sort of like a patchwork boss. The next nod is in the knight battle where in the second phase it becomes badly damaged needing vines to patch up its wounds. In its flashback it is shown to have progressed relatively far into escaping the world it lives in and so when the main character fights it the void weavers favour it by trying to give it a second chance.

After this and towards the latter half of the game the story will really start to pick up from the untitled boss. Not only do they seem very distinct from the get-go, but the fact that it can instant-kill you shows the strength of some of the Desprites implying just how strong the leader is. At the end of the fight, it will dissolve into an Altervoid which if the player follows through will lead to a very disorientating place. They will very quickly fall through a second one however returning to their world.

Investellar is another boss towards the end and although it is avoidable it will also display just how strong the leader is. This boss has no physical form and attacks very hard whilst being quite difficult to track. Finally, there is an angel boss, which creates the sense that there is something much stronger than even a celestial being out there.

By the time the player gets to the final alter I want them to feel the sense of dread as they are fully aware that there is something much stronger out there. To sum up the lore however, the world that is explored is one universe of any that was created by the Void Weavers as what can only be interpreted as a source of entertainment. I want to make it so that the end sequence is a question of what exactly they experienced was real and what was just a theatrical show for the controllers.

Most of the people and their experiences that the player encounters, specifically the Desprites and any other fellow travellers are real otherwise you might feel like it was a waste of time playing otherwise. The idea is to make it feel like it's a cruel joke, all the people are real but what they must go through for freedom are all objects created by something else.

Lehenia's Story Overview

Lehenia is technically part of the void hierarchy making her on the same team as the beings who set up the world and run it. Despite this she will end up being a potentially powerful ally. Her quest begins when you talk to her for the first time in the underground area of Grandeux which can be accessed by using an Altervoid for the first time back to the starting village. She has a unique looking flower kind of ingrained into her skull and so she will stand out to the player.

What exactly is her quest? There are some Desprites who don't fully follow the Void Weavers and since you are already on a quest where you are slaying these creatures, Lehenia asks if you will specifically seek out these ones. There are a total of 4 of these bosses with each being hidden behind a locked door which you will have to find the key for. This should naturally imply that these Desprites don't really want to fight as this is exactly what the void weavers would want from them, so they purposefully hide away. They will all still have their own imbuelements and have their own flashbacks.

The bosses which are part of her story are as followed: Arachnakid, Umbracidus, Flowrish and the Feathered Follower all of which retain some of their human like appearances compared to many of the other bosses. Each of them don't crave power like the other Desprites who act as guardians however they still have strength which will make it difficult to beat them.

Each time you beat one as well as receiving the corresponding imbuelement for how you defeated it, you will also grow the Lehenium a bit more. After defeating the final of the four the flower will start having an aura of a smell around it which is the things which eliminates the void weavers. It's essentially a culmination of all their hatred.

Desprite Flashbacks

This is still very much to be decided. With a lot of the bosses potentially not being final yet I feel as though back stories shouldn't be made yet.

The Endings

Desperate for Greatness (Bad Ending): This is the ending you get by using the spirits of the Desprites, even if it's just one. It results in no final fight with the Void Weavers and will disrupt the cycle that will usually ensue. To start resolving what you have ruined you are made into a Desprite to act and serve under the Void Weavers. What you become will in some way relate to the desperation version of the weapon you chose.

Obviously not a priority but eventually I would like to make an unlockable game mode where you play as this Desprite and have to defeat other villagers. Maybe could be some sort of endless run.

The Cycle Repeats (Normal Ending): This is the ending you get either from a mixture of spirits and blood or you get all the spirits but don't use any. You still don't get to fight the Void Weavers, but this isn't the worst ending. All the

spirits and Desprites you left will return to their prior positions and the player gets sent back to the village. You lose all your spirit imbuelements but keep the blood ones meaning you can choose if you want to redo them bosses.

UnaVOIDable (Good Ending): Only choosing to kill the bosses without desperation and so imbuelements of blood. You will fight the final boss the Void Weavers at full strength and see how they control the world around you. You are free from the cycle and gain the power of using the void, being able to travel instantly at any point. Again, you are sent back to the begin free to choose to do another run or whatever else. You gain the boomerang / chakram weapon from this ending.

A Hidden Bud (Alternate Ending): Only imbuelements of blood (no desperation used) and Lehenia and her side quest have been completed. The same as the good ending happens but the Void Weavers are slightly weakened. This is because of the pollen from the flower she holds. It makes all voids temporary and so the Void Weavers also no longer have control over the village. You will still get the reaper weapon from this ending. Maybe the final boss gains a hidden final phase as well so it's not too easy.

LEVEL OVERVIEW

Main Locations

The Village – Grandeux

Area will consist of around 10-15 houses with about 5 having very uniquely decorated houses and the others being plainer in nature. That's because these 5 belong to characters who are more emotional and alive, and the others belong to puppets. To the far left is an inaccessible area with a secret boss for later in the game. There is the observatory with the scientist guy – Comet who allows you to replay bosses and will also give you your weapon of choice. Then there will also be an underground cave which is locked off however when you find your first Altervoid within the levels it takes you here making it a quick travel method. There's also the Snyx and its memory pool allowing you to see flashbacks.

Ruined Treetops

Being the main area after the village where the player will go, it acts as an area where there isn't much complication. It should also help give show how the different places are set up and what they will go like. Some of the main parts of

this / sub areas are a sinkhole where the cobra boss is fought as well as a beehive. A lot of the exploration is vertically with you going both underground and into the sky to highlight the boundaries of both directions. There's a lot of scaling to reach these additional areas to help the player get used to platforming mechanics without an overbearing tutorial on it. At the end of the area there are also some ruins to explore.

Lily Pad Row

The area this time is much larger with bigger gaps between where the bosses can be found and fought to allow for some freedom. On either side of the swamp land there are much cleaner looking areas known as the swamp lake and the fishing pier sub areas. Up above / off to the side there is a sort of witch hut esc tower where another boss resides.

Palace of Growth

This area goes in a different direction to the first as there is a much clearer split between explorable areas vs boss fights. The arenas will be more thought out with additional details that make them unique whereas the palace itself is mostly open and free of bosses completely for the player to find secrets. The entrance is guarded and so is the exit making two required fights but apart from this you are allowed to choose which direction you would like to take and the order of which you will participate. Sub areas consist of the entrance, the courtyard, the palace gardens, the exit bridge and the mossy grotto.

Misty Graves

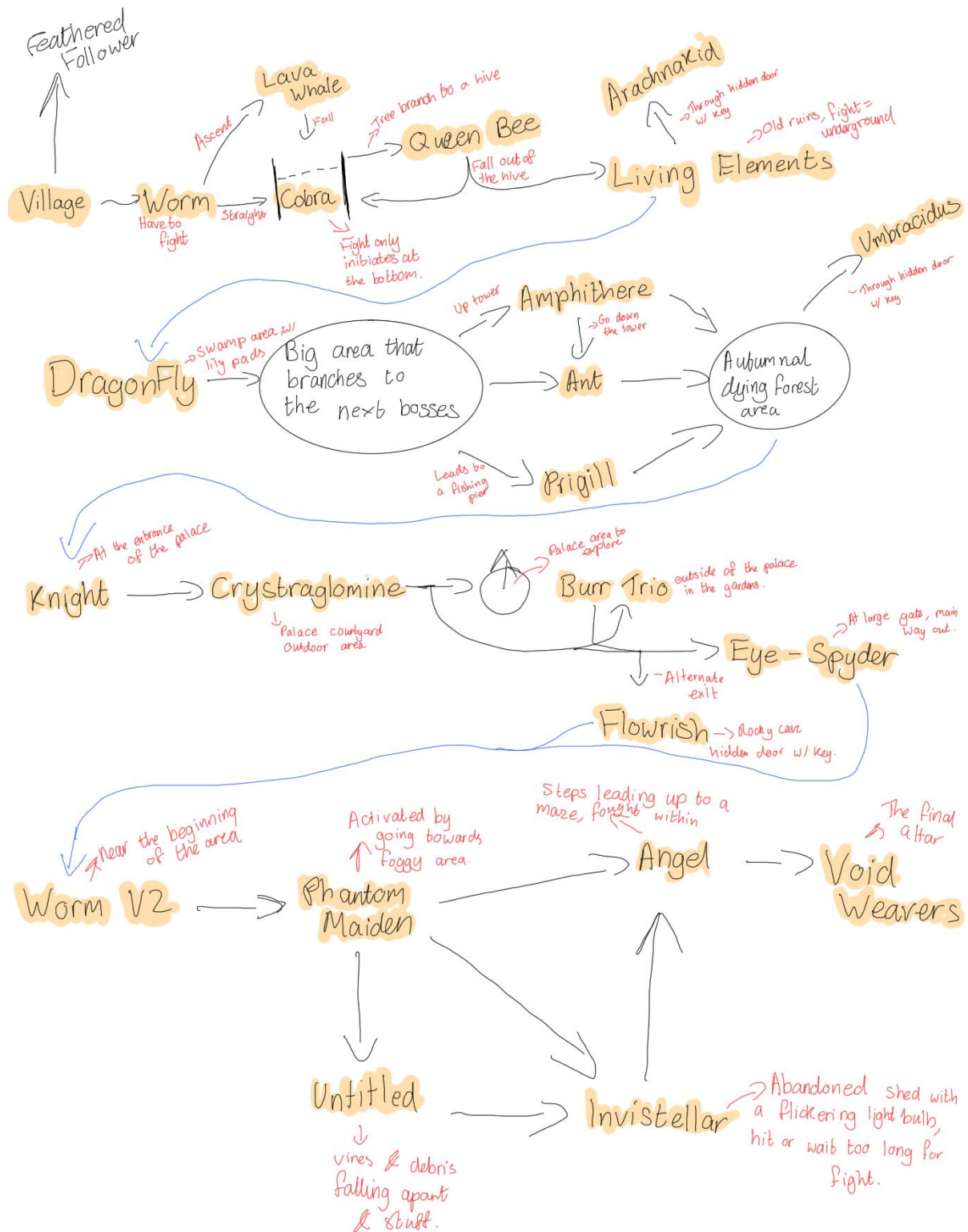
Taking what the prior two did, there is a large space with massive gaps between the bosses allowing for exploration however in this case it creates a sense of emptiness. Of course, the game is not horror, but it should still make the player feel uneasy. Most of the areas are fog filled making it difficult and sometimes impossible to see making a feeling of being trapped. Sub areas include the underground tomb and the abandoned tool cabin.

The Final Altar

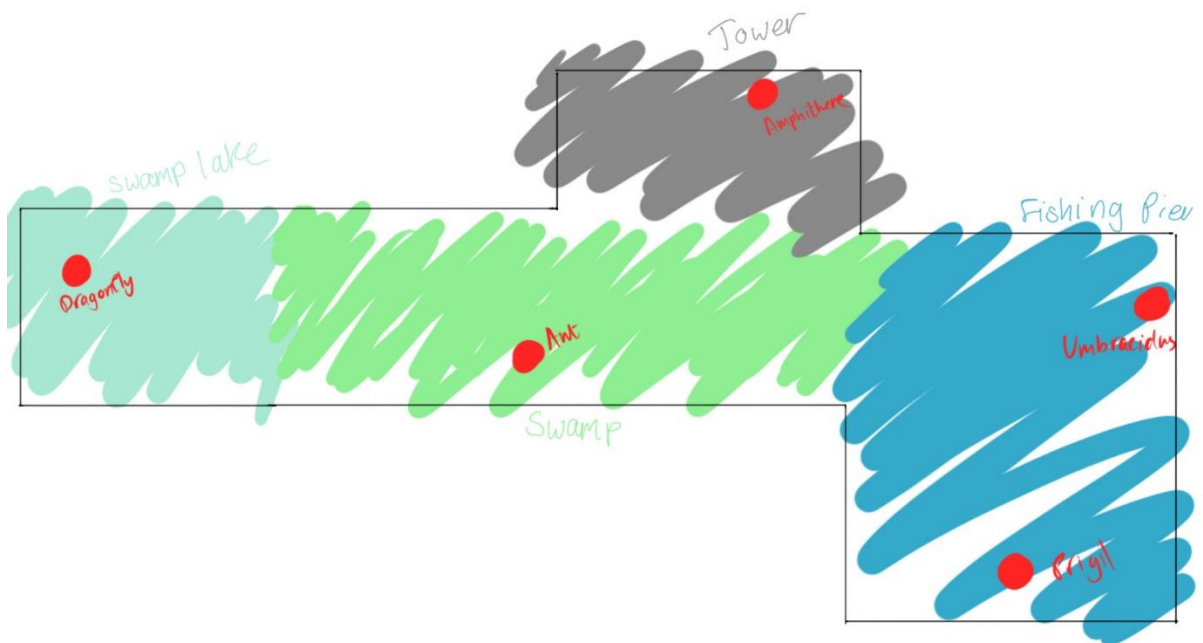
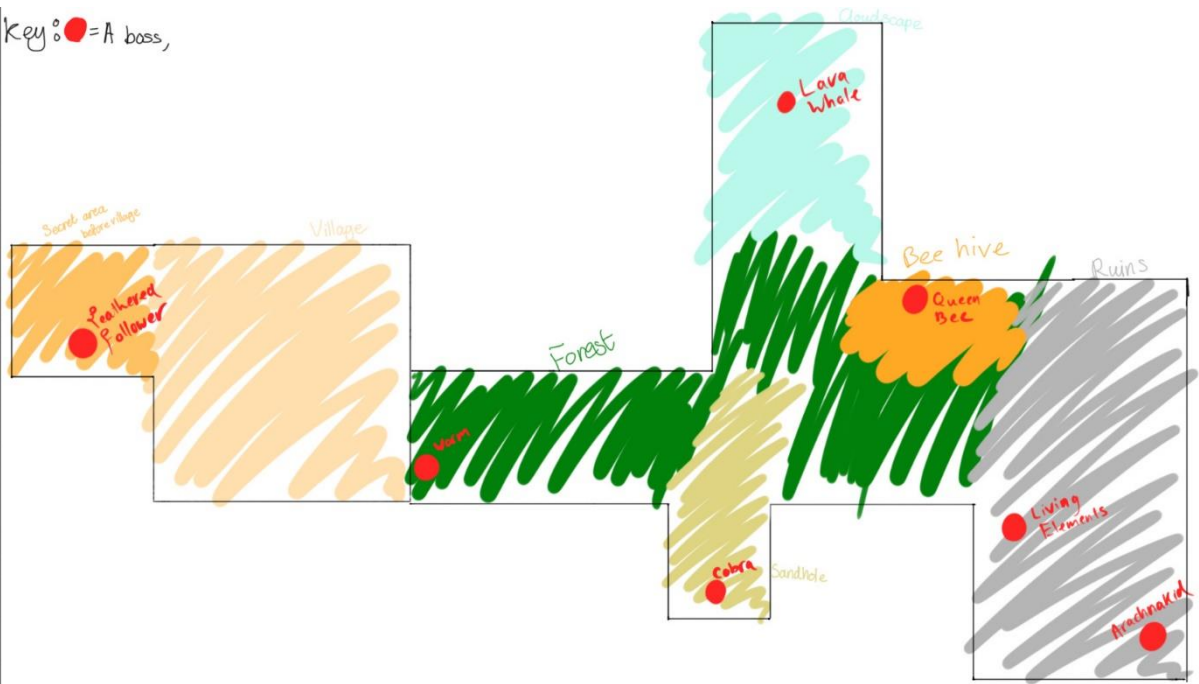
The ending place where the MC will go and witness whatever ending they have earned from defeating the Desprites. It is made up of 18 stone looking altars (kind of in a Greek style) with a large stone door in the middle of them. Apart from this the ground is mostly flat with there being more sandy flooring surrounded by grass and then slight hills as if it is an untrodden area. The door

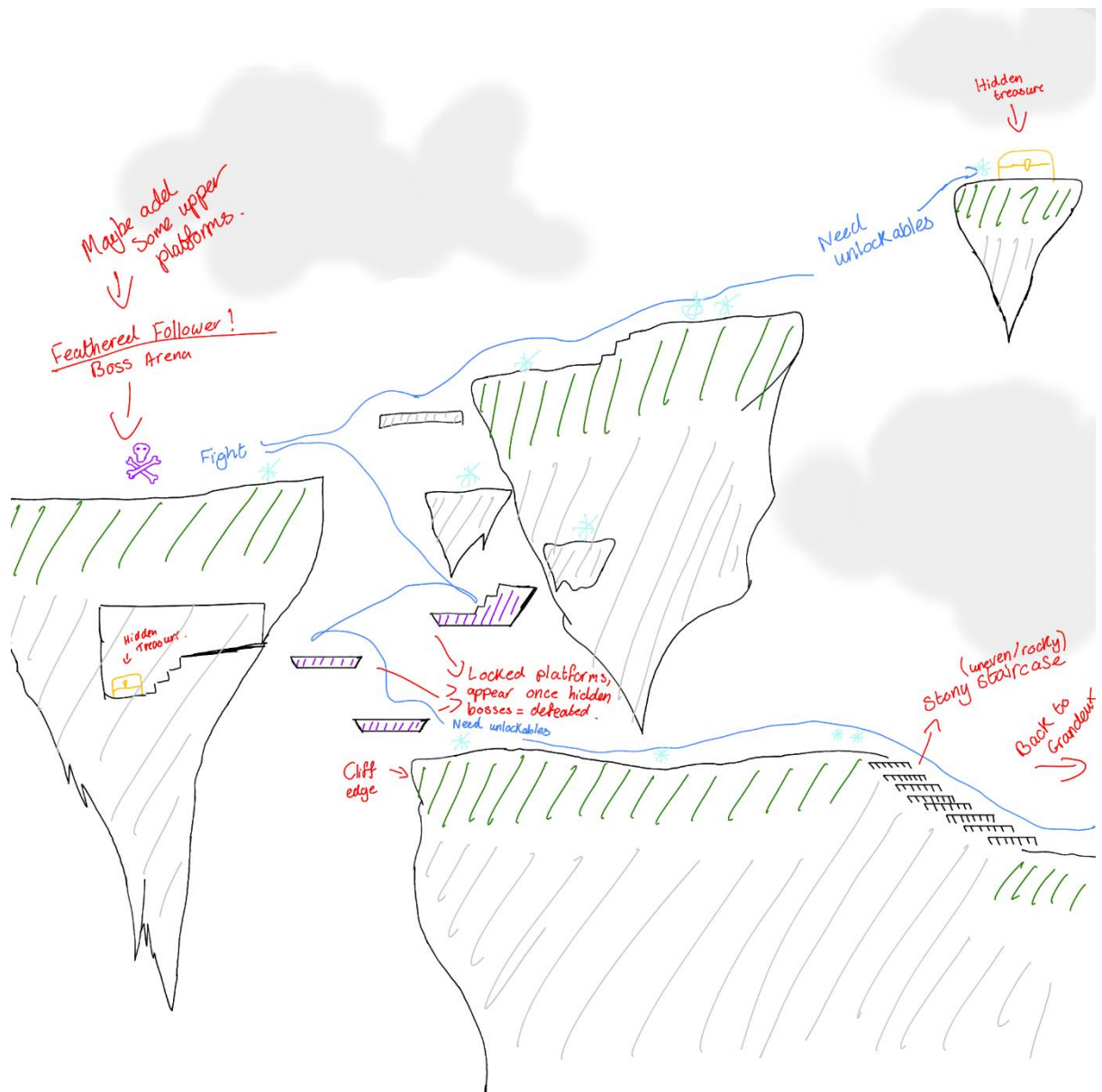
will lead to an Altervoid (one of the only permanent ones in the game) which will lead to the final boss battle if the player has chosen to not use desperation throughout the game. This is accessed by putting blood in each of the altars, of course the player may put spirits in there instead, but this will lead to an alternate ending and not open the door.

Level Flowchart

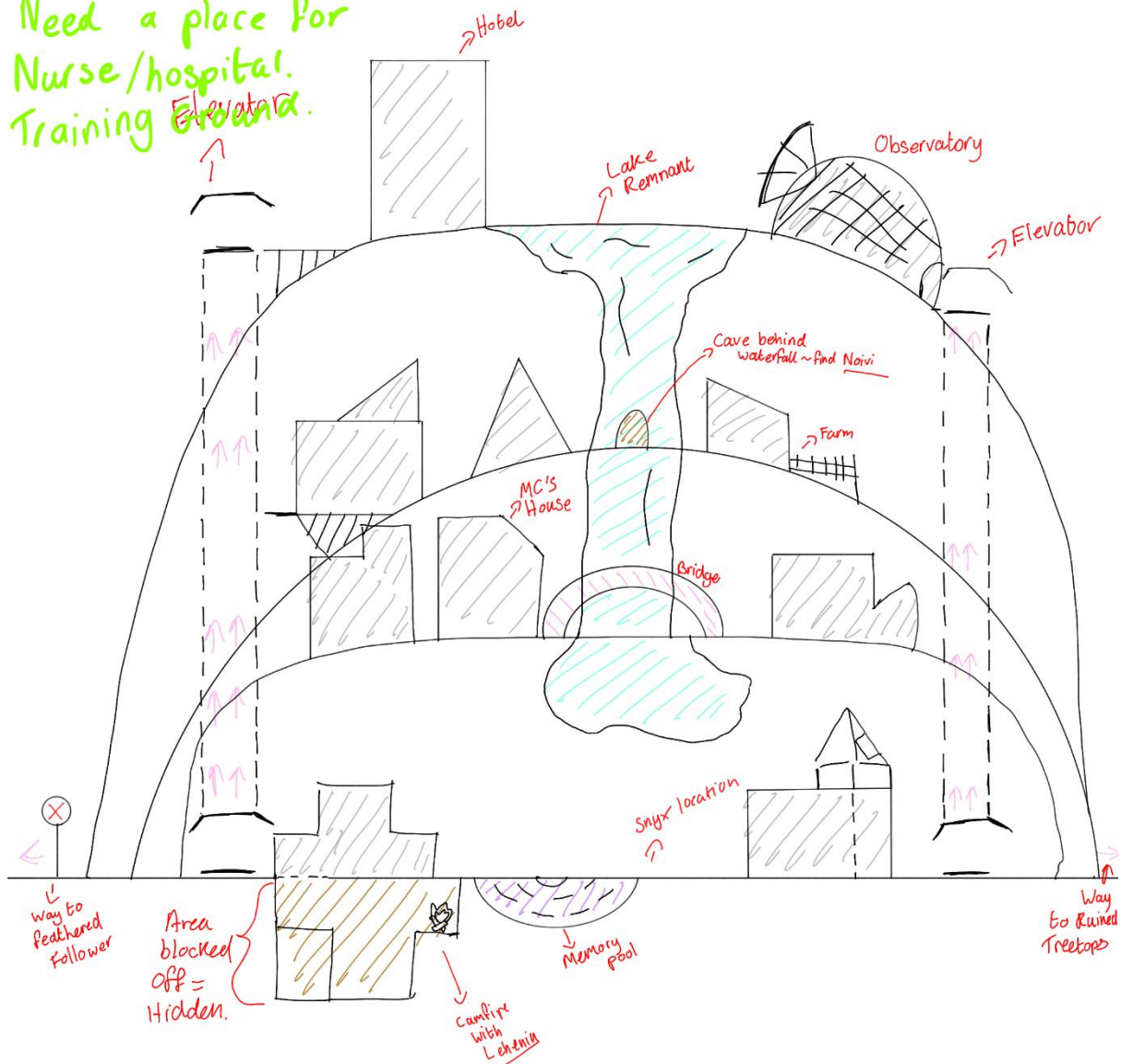


key: ● = A boss,





Need a place for
Nurse/hospital.
Training Ground.



MARKET ANALYSIS

Target Market

Avoid will primarily be developed for the PC due to this being the most stable market. Not only are consoles always changing and new ones releasing every few years but also, it's a lot easier to put out a product developed by a small team for the PC without many problems. With that said, as discussed previously in this document, controls for both a console and a keyboard will be implemented. The main age range for a game like this is about 12 – early 20's with the combat expecting to be the most enticing part. These are also ages where people are very competitive in games being the typical market for a lot of multiplayer games. One of the main goals for this game is to keep it as

cheap and accessible as possible whilst still retaining some sort of profit, a price range of about £5 - £15 would be ideal with £20 being the maximum.

When perfected and tested on PC, a console port will be the next focus as it is a lot more accessible for the target market.

Top Performers

Platform games like this have always been popular making it a very good genre to try and get used to. Despite this there should still be unique aspects that make the player want to play it otherwise it will just blend in with past games. The feeling of overcoming a powerful foe is always very satisfying and rewarding and I feel as though the boss rush subgenre only has a few great games: notable examples such as Hollow Knight and Furi. These two still have mechanics which make them stand out like the unique art style and composition in Hollow Knight and the speed running aspect of Furi and so my game needs further fine tuning. The main mechanic which I implemented for my game was Desperation, like how bosses usually have a final form but this time you do. Hopefully this will result in something that people will want to test out.

Achievement List

Achievements can be found in the excel sheet.

Glossary

Word	Meaning
MC	The main character
Desprite	The boss creature in this game
Imbuement	A power up received after each boss fight, usable on the weapons
QTE	Quick Time Event
AOE	Area of Effect
Altervoid	Purple swirly vortexes that are used to travel through time and space. Some are more accurate than others.

Bibliography

- Silent Hill 2 Design Document (Used for guideline purposes)

URL: https://drive.google.com/file/d/1nxvdXasP-HsRCt62cHK3wF_plrJpYx5T/view

- Picture of PS5 controller

URL: <https://www.playstation.com/en-gb/accessories/dualsense-wireless-controller/>

- Picture of keyboard

URL: <https://www.amazon.co.uk/havit-Mechanical-Keyboards-Backlit-Computer/dp/B08P4S6BWR>