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# The Game:

Hope’s Abyss is the story based, puzzle solving game about a young boy who finds a mysteriously dark box, which turns out to be possessed by a demon.

The game is based on the Greek mythology, Pandora’s box, and see’s the player having to battle with moral concepts that manifest themselves into actual characters and enemies that they must overcome or embrace in some way.

The main character Jason is an innocent, naive young boy who is very lonely and has developed a huge imagination to try and make up for the issues he struggles with in his home life. His best and only friend is a teddy bear, which he refers to as Hope.

The main antagonist of the story is called Despair, a young female looking demon who seeks to kill the souls of anyone unfortunate enough to come across her. She is the physical manifestation of Jason’s darkest times, times when he had completely lost all hope in his life.

It is up to Jason to defeat Despair, as he is the one who accidently releases the demon, it becomes his quest to save the world from the wrath of Despair. Fortunately, the young boy, Jason loves adventures and never refuses to take on any quest set before him.

He must solve puzzles, defeat shadow monsters, spiders, solve riddles and ultimately ensure that Despair is locked back into the demonic box that she came from.

Official Game Website:

<https://cuileannadrian.github.io/Hopes-Abyss/>

# Game Story:

* Jason is a young boy with a very vivid imagination.
* His companion and best friend are a teddy bear called Hope.
* Jason’s parents are neglectful and often he is left to take care of himself.
* On night Jason’s parent get mad at him and so he decided to leave the house to go on an adventure.
* He goes to the forest taking with him, his teddy bear Hope, and a torch.
* When he gets there, he finds a wooden sword and he uses this and his torch to fight shadow creatures and spiders.
* As he adventures deeper into the forest, he comes across a peculiar box.
* This box has strange glowing texts that speaks to Jason, trying to alluringly coax him into opening it.
* Eventually he opens the box, the sky turns a dark shade of red and a demonic looking girl called Despair appears. taunting Jason.
* She tells him the only way she can be defeated is though happiness, so Jason decides he must put all his happiest memories in the box to overcome her wrath.
* Jason runs home but on the way is confronted by giant spiders, minions of Despair.
* After defeating them and arriving at his house, it is clear Despair is haunting his house and his mind, nothing is as it was before.
* Jason sets out to find all his best memories in this new and sinister reality to save the world from Despair, he faces many puzzles and must defeat many enemies to accomplish this.
* After putting three of his best memories into the box, Despair is summoned, she cackles and starts to attack Jason, this is when he must face Despair head on.
* After seemingly defeating Despair, she rises again claiming, the only way she can be truly defeated, is if Jason sacrifices his best friend Hope and leaves his beloved best friend in the box, where it will be trapped forever.
* To save the world, Jason embraces despair by giving up the last bit of hope he has left to defeat Despair.
* Jason returns from the box through a portal, leaving Hope behind, the skies clear and everything goes back to normal.

# Characters:

## Jason:

Jason is the main character - the story revolves around him. He is a 10-year-old boy, quite short, with floppy brown hair and inquisitive eyes. Innocence radiates from him yet the challenges he is faced in his single decade of living are visible on his face and through his actions. His best friend is a teddy bear named Hope, who he shares everything with, from his food to his adventures.

He is clearly seeking respite from the continuous tests that are thrown at him, so when a box appears promising him peace and comfort, he accepts. Unfortunately, it is a trick that puts the world in danger and now his one goal is to feed to the box his happiest memories as a trade-off. He searches the world around him for appropriate items to represent these memories, some of which are trapped behind puzzles or barriers that he cannot yet pass. Each memory reminds him of his own value as a person.

## Hope:

Hope is Jason's sidekick. His companion. His best friend. She is an excellent secret keeper and up for any adventure that Jason throws at her. She has been with Jason since his birth and appears "well-loved".

She does anything Jason asks her to, as her one purpose in life is to keep him company. She is happiest when Jason is. Because of this, she is more than ready when Jason comes to face his biggest challenge. She helps him to find the missing pieces, until the time comes where she must leave him to close the box for good. A truly selfless decision.

### Despair:

Despair is the main antagonist. She represents all of Jason's pain and negative history, and she does an excellent job of throwing him off. She knows that if Jason closes this box she will disappear forever. And if she disappears, she has no way of pursuing the one thing she exists to do - make Jason's life as miserable as possible. She does this because she is evil, plain, and simple. Because of this she works extra hard to ensure Jason does not close the box, by hiding his memories in hard-to-reach places, setting up traps and puzzles, and appearing constantly to annoy and upset him.

She appears as a young girl, Jason's age, but she is not human. She is a demon, with pure white skin and black features. Black eyes, lips, hair, nails, and clothes. She is semi-transparent and difficult to see.

# Gameplay Overview:

The game starts off with the player fighting a shadow demon with a flashlight. Upon defeating the demon, the player is then free to explore the house of the main character Jason.

After spending some time exploring Jason’s house, the player is prompted to leave on an adventure, the player escapes the house and is directed towards a nearby forest.  
It is in this forest that the player finds a wooden sword and must defeat giant spiders with it as well as shadow creatures that were introduced at the start of the game. Upon doing so, the player is rewarded with a shield made from the spiders they have just defeated.

The player then finds a demonic box, which they are prompted to open. When the box is opened Despair is released and the player is directed back to Jason’s house.

When the player returns to Jason’s house, they must look for items which hold sentimental value to Jason and place them in the box in.

The player is introduced to Jason’s blanket which works as a parachute. The player will eventually find the first item, a T-shirt, when they explore the basement.

After finding the first item, the player is shown a cut scene and then they are teleported to a house of mirrors, where they must solve a puzzle by moving the mirrors and directing a beam of light so that it will open a secret passage to a claw machine.   
The player must then solve a riddle and upon doing so, they will be rewarded with the second item needed to achieve the main objective and they are also teleported back to the forest area.

In the forest, the gates to a labyrinth that were previously locked, are now open for the player to process. The player will navigate the labyrinth, fight monsters as they do so, until they are eventually led to the third item needed, a football.

The player is prompted to put all three collected items into the box and upon doing so, they are teleported into the box itself where the final battle with Despair will take place.

# Mechanics and Modes:

* Flashlight
* Wooden Sword
* Spider Shield
* Blanket Parachute
* Mirror puzzle
* Labyrinth
* Exploration
* Decision making

# Enemies and Bosses:

## Despair:

Despair is the main boss of the game, she is a shadow demon, a physical manifestation of all the darkest times of humanity when any form of hope has completely lost. She uses her shadow abilities to summon shadow creatures to do her biding. She is both telepathic and interdimensional. She can transfer between dimensions and strike at any time. She has the ability to turn metaphysical concepts into physical objects that she uses to inflict suffering on her victims.

## Shadow Creatures:

There are two categories of shadow creatures, both are Despairs direct minions and both are very susceptible to damage from light:

#### Shadow Ravens

Despair uses her ravens to spy on her enemies, these ravens are quite larger than usual ravens and are made of the manifestation of physical darkness. They will often attack in pairs from the skies, diving down and using their huge talons to shred their victims.

#### Shadow Puppets

Shadow puppets are extremely fast and move in very obscure ways, they often take the appearance of humans but even when they are disguised, they can be told apart by the strings that their shadows cast. They too are made from the manifestation of physical darkness.

## Giant Spiders:

These spiders are not controlled directly by Despair, but they are inclined to serve her as they have developed in her shadows. They have huge fangs, grotesque abdomens, and long legs. The use their webs to slow their enemies making them easy targets for the shadow mob creatures that Despair do have direct control over.

# Appendix:

Aoife Molloy and Geraldine Molloy

17/01/2021

Molloy family home

Full game

Some games you play: I play usually point and click adventure games, I prefer creepier ones or ones with darker themes. I also play Stardew Valley and The Sims. I don’t like super intellectual games and I don’t usually play active shooter games

What do you like about these games: I usually like the plot mostly, I like doing quests and having to find things and deciphering clues, more often than not I will get annoyed and use a walkthrough.

Where do you go to find these games: The google play store. I am not into the big games like Halo or Assassin’s Creed, they do not interest me.

Last game you bought: Probably Stardew Valley

What is the objective of the game: To get all the spirits back in the box and defeat Despair.

How would you describe the game to someone: I would describe it as an interactive story about a boy with a sad home life who goes on an adventure to try and conquer Despair.

Is there any info that would’ve been useful before starting: No I don’t think so.

Anything you did not like: The majority of black screens was boring. I think I would have liked if there were more choices. I’m not sure if maybe I just missed the logic, but I don’t know, was I meant to be able to figure out the maze and mirrors by myself? I understand it is hard to translate a 3D game to a text-based adventure. Not big on the font or the colour blue, I would change it to red. The fairground was out of line with the rest of the game, it was easy to visualize all of the nature, but the fairground felt strange.

Anything confusing: Same as previous answer

Overall thoughts: I really liked it; I think the best part was the visuals in the outdoor scenes. At times Jason’s dialogue felt a little off, more mature than what you would see in a child. Really enjoyed it, good concept, clever, nice moral to the story.

Did you feel like your decisions were impactful in the moment: Not really. Would prefer a DND style game.

# Playtests Feedback:

Table

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