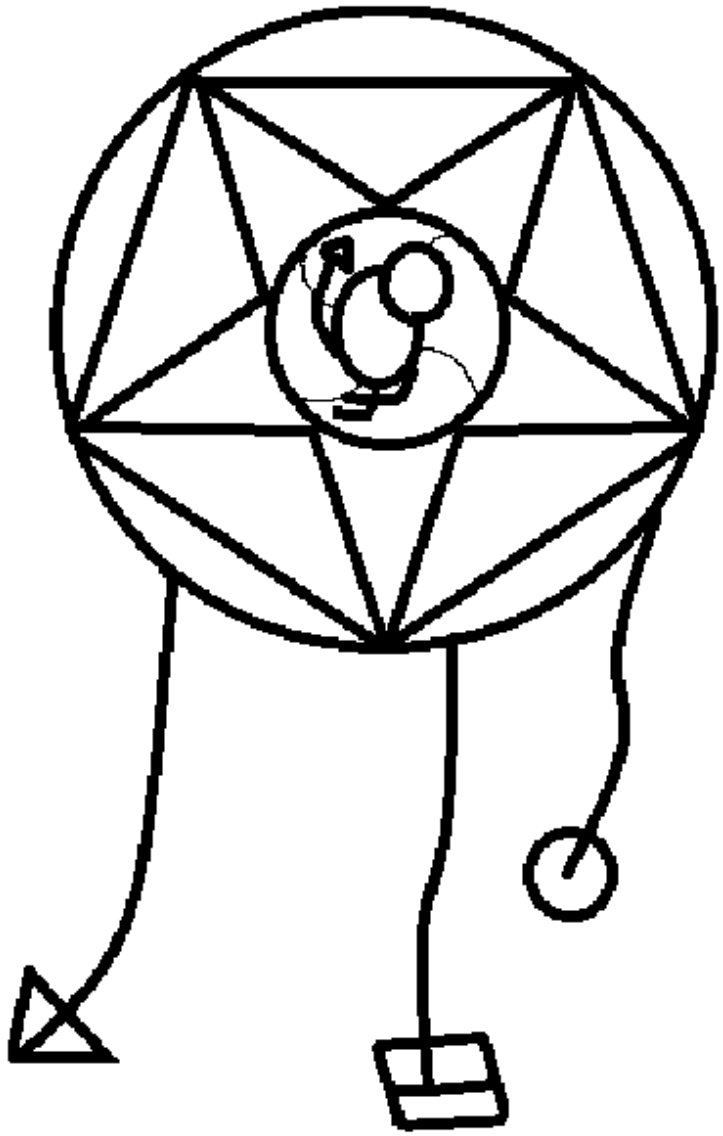
The Woods of Mara v1.0



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General Outline

Game Objectives: *The Woods of Mara* is a role playing game that takes many common fantasy role-playing elements and combines them with a heavy emphasis on horror.

Genre: Action/Role-playing, Horror

The Big Idea: The Woods of Mara will follow a late teen on their quest to discover the source of corruption in the woods and rescue their family from the twisted abominations that took them. Through traveling through the woods and seven towns that surround it the main character will learn how to properly arm and defend themselves and defeat the terrifying creatures of the woods while helping others along the way.

Platform: The Woods of Mara will be a PC exclusive.

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Story/Narrative

Story/Narrative:

- On the first day of a new game the main character will be asked by their father to go retrieve an item he ordered from a local vendor. On the way to this vendor the character will hear whispers around town about strange howls and screeches coming from the woods at night, as well as a noticeable increase in the amount of people on the missing persons board. This short quest will also serve as a tutorial to some basic controls and interfaces (movement, inventory, shops, action keys, etc). By the time the player returns home the sun will be setting and the family will all go to bed for the night. When the main character falls asleep they enter a dream that will serve as a tutorial to combat.
- There are seven small towns arranged around the outside of the woods, each one representing a different kind of fear. In each of these towns the main character will uncover secrets about the corruption of the woods along with an assortment of vendors, items, and quests relating to the fear the town represents. The town the main character starts in will be Thanato (representing the fear of losing someone), the town farthest to the south-west.
- The player will initially travel from place to place on foot, either by sticking to the roads between towns or cutting through the woods. The player will also be able to fast travel between towns they have already visited and completed a number of quests in by activating the signpost in the middle of the town.

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- The end goal is to discover the source of the corruption in the forest, save the main character's family, and defeat the demon Mara who resides in the deepest part of the forest to put an end to the chaos plaguing the lands.

Exposition: There will be a multitude of skippable cutscenes throughout the game, with shorter ones for less important quests and longer ones for important story quests. There will also be a lengthier cutscene when the game is opened with the voices of two people trading rumors about the woods that will serve as an introduction to the state of the realm. These cutscenes will be replayable from a tab in the pause menu in case the player accidentally skips it, forgets what happens after some time away, or just wishes to watch it again. A large portion of world building will also be accomplished by the player exploring the towns and completing quests.

Controls/Camera

Controls: Controls will all be reconfigurable, but the defaults are as follows:

- Main World:
    - Movement: W(Forward), A(Left), S(Back), D(Right)
    - Sprint: Shift
    - Jump: Space
    - Interact: E
    - Attack: Left Mouse Button
    - Block: Right Mouse Button
    - Cast: F
    - Use Consumable1: R

    - Use Consumable2: C
    - Pause Game: Escape
    - Access Inventory: I
    - Access Player Menu: Tab
- Dialogue & Menus:
    - Up: W
    - Down: S
    - Select: E / Left Mouse Button(Over the option)
    - Skip: Q

Camera: Most of the game and cutscenes will be in first person, a few of the quest cutscenes and some death animations will use a third person camera view.

Core Game Mechanics

- Combat
    - Attacking can be done in two ways, a light attack which can be performed by clicking the set button or a heavy attack which can be performed by holding it down. The light attack will be considerably faster but deal less damage, while the heavy attack will be slow and powerful. On top of dealing more damage heavy attacks will also break through an enemy's block.
    - Blocking will greatly reduce the amount of damage a player takes from an attack, and can be done by holding a set button. Pressing the button set for block within a

small window of frames will result in a perfect block which will reduce damage taken by the attack to zero and briefly stun the enemy.

    - Casting magic will function in a similar manner to attacking, pressing the set button will cast the spell for its minimum effect and holding it will charge it. The longer the button is held the more powerful the effect up to a certain limit that will rise as the player grows stronger.

- Non-Combat
    - Nearby objects capable of being interacted with can be activated by looking at them and pressing “E”. These objects include lootable containers, doors, loose items, town boards, signposts, and miscellaneous world objects such as candles and levers.
    - Speaking to NPCs is done in the same way, by pressing “E” the player can open a dialogue with an NPC that has something to say or receive a random comment from one that doesn’t. Dialogue choices can be selected by navigating to the one the player wishes to use with “W”(up) and “S”(down) and pressing “E”.
    - Vendors can be interacted with in a similar way, they will engage in dialogue in the same way as other NPCs however there will be an option in the dialogue choices to open the vendor’s shop. This option will bring up a window with two sides, on the left is the player’s inventory and on the right is the vendor’s. The player can buy and sell items by dragging them into the opposite side. Smiths are a special type of vendor that can also create items with item components and payment.

- Trapping Spots are locations where the player can set a trap for enemies. The player has a number of ways to use the trap, they can lure enemies that are chasing them into it, set bait in it and wait for a specific enemy to come trigger it, or leave it and come back later to see if it caught something. Leaving the trap and coming back later may yield the player some easy loot if it catches something, however if left unattended for too long the trapped creature will begin to rot and attract much more threatening creatures.

World overview

All five towns will have their own theme related to a specific fear:

Thanato: Fear of losing a loved one

Omaton: Fear of human like figures(mannequins, dummies, animatronics, etc)

Entophid: Fear of snakes and bugs

Botano: Fear of plants

Metathesio: fear of change

All locations will have quests, NPCs, and a boss relating to their theme.

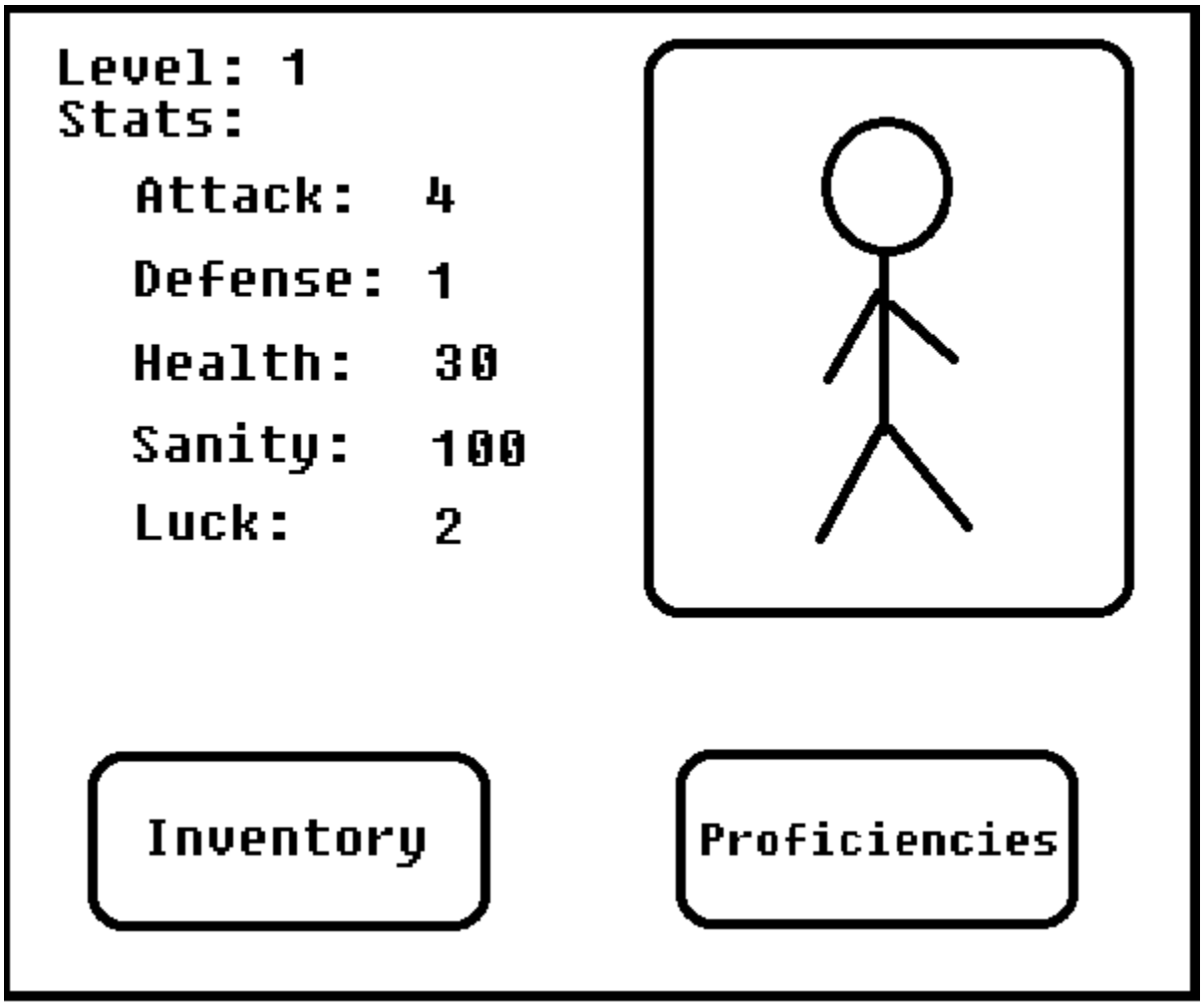
Zones:

Green: Safe zone

Red: Enemy Spawn zone

Yellow: Trapping Spot

Player Character



Stats:

Attack: Base damage the character will do

Defense: Base amount of damage reduction

Health: How much damage can be taken before death

Sanity: How much of a grip the player has on reality. As it lowers the player will encounter more enemies and see things that aren't really there.

Luck: Chance of finding rare items and dealing critical hits

Player growth:

- Gear
    - Better gear will allow the player to deal more damage to enemies, take less damage from attacks, and resist certain effects more often.
    - Players can acquire better gear by buying it from merchants, finding it as a drop from enemies, receiving it as an award for a quest, or crafting it at a Smith.
- Experience Levels
    - Experience levels will go up after defeating enemies, completing quests, or performing certain actions.
    - When a player collects enough experience to level up it will raise their base stats and adjust the drop pools of enemies and merchants to contain stronger items.
- Proficiency Levels
    - Proficiencies will grow stronger as the player performs actions related to them and if a proficiency grows enough it will go up a rank.
    - When a proficiency goes up a rank the player will be able to pick a skill from a skill tree dedicated to that proficiency.

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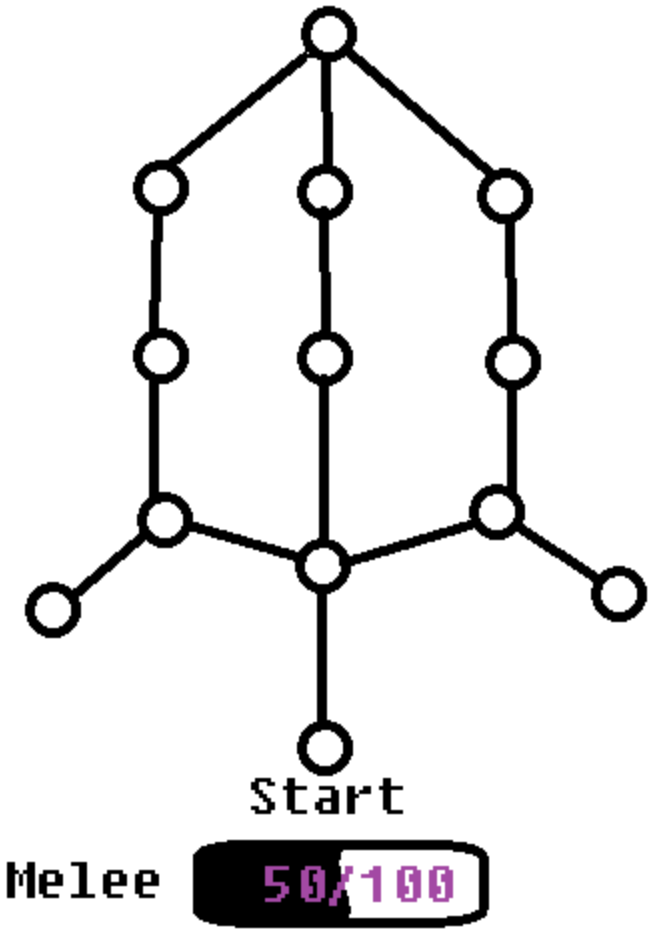

Player Death:

- When the player dies to an enemy there will be a death animation semi-specific to the enemy that kills them.
- After the death animation plays the player will be woken up at the location of their last save.
- The player will lose any items, currency, and quest progression made since their last visit to the town, they will also gain a temporary decrease to their sanity stat.

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Enemies

Enemies:

- Rippers
    - Normal sized wolves with human arms growing out from above their neck
- Twisted Harts
    - Deer with fangs, compound eyes, and tentacle-like appendages growing from their backs
    - Being whipped by the appendages will temporarily poison the player
- The Stolen
    - Cloaked, humanoid figures that no longer have a face
    - Taking hits from The Stolen will lightly reduce the player's sanity
- Splinters
    - Large busted up humanoid tree creatures that are about twice the size of the player
    - They have wooden weapons and shields attached to their hands
- Moss Hulks
    - Only appear at traps left unattended and only ever one at a time
    - Hulking creatures made of moss that are about twice the size of an average bear
    - Has antlers and claws similar to that of a bear
    - Has a humanoid face with rolled back eyes and an unhinged jaw
- Hornets
    - Very large hornets that are half the size of the player that can fire their stinger
    - Stringers will regrow in five seconds after being fired
    - If the player is stung they will be temporarily poisoned

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- Gagglers
    - Geese that are double the normal size and have seven heads with canine teeth
- Lost Ones
    - Normal people with milky-white eyes that have completely lost their sanity
    - They will have similar gear and attacks to the player
- Shades
    - Shadow-like creatures that are weaker copies of the player
    - The player will be told the forest creates them as manifestations of their self-doubt

Bosses:

- The Abductor
    - A giant wolf with shadowy humanoid arms growing out from its neck, this is one of the creatures that kidnapped the player's family.
    - Basically just a very large version of a Ripper, the fight will play basically the same
- Maurice the Dummy
    - An evil wooden puppet
    - This boss has two phases, in the first phase the boss is immune to all damage
    - To move to the second phase the player will need to trick Maurice into jumping into fire, once this happens he will remain on fire and will take damage from the player's attacks
- Slitherklick
    - Slitherklick is an enormous snake with hundreds of insectoid legs and human lips

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    - A fairly straightforward fight, landing a heavy attack on its legs will temporarily stagger it, allowing the player to get their damage in
- The Transient Mass
    - Changes form every thirty seconds, starts as a shadow of the player
    - Can become any non-boss creature the player has encountered (determined randomly), including the player
- The Beating Heart
    - A large knot of writhing vines that helps spread the corruption of the woods
    - This fight is mostly about survival, after a lengthy wave of attacks the boss will reveal its weak point
    - Attacks will get deadlier as the weak point is hit more
- Mara's Steed
    - A horse made of bone and withering flesh that will be fought directly before the final boss
    - This boss should not be very difficult, but should make the player use up some of their resources to make the final battle a bit more difficult
- Mara, The Demon of Nightmares (Final Boss)
    - Mara will have five increasingly difficult phases that will advance once a certain damage threshold is met
    - She will be very difficult to hit but can be slowed with a spell learned shortly after defeating The Beating Heart
- The Fallen Sandman (Hidden Boss)
    - Only accessible after collecting all 50 dreamcatchers

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- The fight will take place in the void with nonsensical events happening all over the place
- The Fallen Sandman will be a pitch black, humanoid figure with a particle trail of sand when it moves
- There will be a sleeping bag right before the fight starts, as a few of the attacks will be easy to avoid but impossible to survive

Enemy/Boss Death: When an enemy or boss dies they will explode into a puff of smoke, leaving a small satchel in its place to represent loot. At this point the player will also be awarded experience proportionate to what they killed.

Other

Saving: The player will be able to save by going to sleep at any suitable bed or sleeping bag. There will be inns within each toun that the player can sleep at, as well as safe spaces scattered around the woods with sleeping bags. This means the player will need to be mindful of their locations while adventuring to prevent getting too far away from them while unprepared.

Inventory: The inventory will have X different sections, and can be accessed from the player menu, or by pressing “I”.

- Items
  - The Items section will be a list with tabs for each type of item, including weapons, armor, charms, traps, and other.
- Resources
  - The resources section will be a panel that contains the images of each collectable resource and a number under each image that displays the amount held.

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    - This section will hold things such as gold and crafting components, as well as show how many dream catchers have been found.
- Consumables
    - The Consumables section will be a panel with easy access so the player can use these quickly and return to the game.
    - Consumables will hold any single use items such as potions, food, or oils.

Collectables: Scattered throughout the game are 50 dreamcatchers to collect, every ten found will unlock a small bonus to all of the player's base stats. Collecting all 50 will allow the player to face a hidden boss that is slightly more difficult than the final boss. To prevent this from being encountered too early one of the dreamcatchers should be hidden with the final boss.

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