

# Game Jam Project Legacy Ideas

**Deadline:** SATURDAY, APRIL 20th, 2024

**Inspiration:** Blasphemous.

**Setting/Time:** 8-10th Century Old English.

**Genre:** 2D Action Adventure Linear Game.

**Art Style:** Pixel-art. Muted colors (stormy weather) changing into vibrant colors (sunshine).

**Programs to Use:** Unity/Defold and Aseprite.

**Story:** Fallen characters in a battlefield. Narration using Dark Souls cryptic language starts off the game using very short vague, cryptic, holy, everything's fucked type narration (3-5 words per phrase/sentence). The character wakes up surrounded by all of their fallen fellow soldiers of the order. The character walks slowly to a holy greatsword with slight marching soundtracks. They pick up the sword. The souls of all the dead ones surrounding them flow into the sword, which would then flow into them, back and forth. Marching theme intensifies as they walk up to the gatekeeper who keeps the gate. Music stops. Dialogue happens. Gate opens. Gatekeeper lets us through. Narrator describes the boss, then a short description of what the character needs to do.

**Characters:**

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1. Cleric? Man of the faith?
2. Narrator (speaking in present-tense, self-aware, but serious)
3. Gate-keeper.
4. Boss.