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Overview:

V's Rage is a parody game and an homage to the games and animes from the '90es, with hand-drawn characters and a dynamic, varied gameplay. V's Rage aims to give back the feeling of going from one game to another as it happened in the arcade rooms by offering four different styles of gameplay: beat-'em-up, shoot-em-all, runner.

GENERAL INFO

Game Name: V's Rage

Genre: action-adventure

Game Elements: hand-to-hand combats, shooting, avoid obstacles

Player: single-player

TECHNICAL SPECS

Technical Form: 2D characters' sprites in a 3D environment

View: Third-person fixed camera

Platform: PC, MacOs, Linux, SteamDeck

Language: C#

Device: PC

Gameplay

General

The player beats the level, if they succeed in beating the boss without losing all their health. The next level on the map will be unlocked and the score reached in the previous one is saved. If the player wants they can replay the level to achieve a better score. If the player beats the level 16, after the final cut scene is shown, the game is beaten.

Health system:

Based on the difficulties the player is playing on, the starting health changes.

The player's health is marked by hearts (see [UI/UX](#)), if the player suffers damage a heart is lost. If the player has only one heart, the next damage will kill him, forcing him to start over from the most recent checkpoint.

Hearts can be replenished by picking up a Health replenisher power up. The hearts' counter is not capped, if the player reaches more than five hearts the UI will change to make the number more understandable.

Save system:

The game saves the progress of the player based on the difficulty they are playing on (see specifics below).

When the player beats a level, the score and progress on the map are saved. If the player replays the level and gets a better score, that score is saved on the map and the previous one can be deleted.

Inside the level there is a check-point system, triggered when the player reaches the boss. This allows the player, if they die in the fight with it, to re-try to beat the boss immediately. This check-point saves the score obtained up to that point to later add the points from the boss fight when the boss is defeated. The power ups obtained during the level are not saved, so if the player dies they have to beat the boss fight with the base character.

If the player leaves a level without finishing it, all the score points and the check-points acquired in that level are erased.

Difficulty system:

Easy: 4 starting hearts, decreased enemies amount , normal power ups counter, boss health reduced by 30%. Saves and check-point.

Normal: 3 starting hearts, normal enemies amount, normal power ups counter, normal boss health. Saves and check-point.

Hard: 3 starting hearts, increased enemies amount, normal power ups counter, boss health increased by 30% . Saves and check-point.

Madness: 3 starting hearts, increased enemies amount, power ups counter increased by 3, boss health increased by 30% . Saves and no check-points.

No more coins (score attack): 3 starting hearts, increased enemies amount, power ups counter increased by 3, boss health increased by 30% . There is no saving if the player dies, the total score and timer are sent to the leaderboards.

Score system:

The player wins if they succeed in beating the boss without losing all the health. If they succeed, there's a score system based on the health lost during the level. They can then proceed to the next level.

Power ups:

The power ups are generated after the player reaches a certain amount of points by defeating enemies (amount specific to each level).

Each enemy gives the player a specific amount of points; when the counter reaches the power up spawn amount, a power up is dropped and the counter is resetted. .

The power up spawns where the last enemies have been defeated.

A power up will last until the timer runs out (specific per type of game mode). The power up is a circle that moves up and down like if it's bouncing (see [UI/UX](#)) , in this circle are displayed cyclic symbols, each one linked to a stats, specific to the game mode. When the player overlaps with the power up the stat linked to the symbol shown in that moment will increase.

Each symbol stays in the circle for 5 s, the starting symbol is random and the progression order is random, but it must not be possible for the same symbols to appear back-to-back.

All stats power ups are permanent, but when the player gets hit they lose a level acquired with the bonus making them effectively loose the last power of that type taken.

During a boss fight the counter is stopped so no power must spawn. (Some exception are present see: ..., [Level 16](#))

For the specific symbols and stats see each game mode.

Beat 'em up



Fixed camera.

The player can move in all four directions with the movement inputs.

Every enemy in this mode, just before attacking, generates a symbol on its head to give the player a clue as to what the enemy is about to do.

The player can attack in close-combat the enemies, by pressing the attack button using their trusty frying pan. Most of the enemies with an attack can be stunned (see the specific for each one).

By pressing the block button the player can block incoming attack melee or at range, if the block is activated just before the attack on the player, it will stun the enemies(see the specific for each one). Ground waves can not be blocked, so the player will lose a heart if they try to block them. The block can be held indefinitely.

By pressing the jump button the player will jump one time. By jumping on an enemy's head it will be stunned (see the specific for each one).. Jumping is required to avoid damage from ground waves.

Players can perform an attack in mid air with the same stats of the ground attack, this does not stop it falling to the ground.

By pressing the sprint button, the player can start to run, this will accelerate the movement speed. Running costs energy, when all the energy is depleted the player stops sprinting. So in some amount it must be present to allow them to run.

See [Level 8](#)... for addition or exceptions.

Power up

From the fifth level the player can collect a rifle and shoot (ammo is limited and the rifle can be dropped).

- **Health replenisher:** Give the player one heart

- **Shield:** make the player invulnerable to damage for a brief moment. If another one is taken the timer resets
- **Instant death:** kills all the enemies present on the screen
- **Attack wave:** Increases the attack range stat , adding a wave at the end of the pan that will travel further each time a same power up is taken. (see [Economy](#))
- **Rifle:** From level 5 and on ranged enemies can drop their gun, the player can take them, this will block the ability to jump but allow to shoot a limited amount of ammo in the forward direction of the character.

Shoot'em all



Shooting with a back-view camera.

The player can move the camera with the movement inputs to aim at the enemies with the scope present in the center of the screen.

Fixed movements of the character so the movement forward is not controlled by the player but it's automatic.

Players can not defend themselves so they need to kill the enemies before they can attack them.

By pressing the attack button the player will shoot projectiles (that will always reach the center of the scope). The player can shoot indefinitely without reloading needed.

In some level the camera can shake to give the player a harder challenge (see [Level 6 cones](#))

Power up

- **Health replenisher:** Give the player one heart

- **Shield:** make the player invulnerable to damage for a brief moment. If another one is taken the timer resets
- **Instant death:** kills all the enemies present on the screen
- **Attack speed:** increase the gun rate of fire stat, it can rank up by taking more of the same one.

Runner



Camera is fixed.

The player can move in all four directions with the movement inputs. The player must always be visible in the camera, when the player is moving left or right the character will lean a bit in that direction. When the direction is not given, the character must stay in place.

The player can attack in all directions, giving the directions + attack buttons. ([Level 3](#), [Level 13](#))

A variation of the formula is done in [Level 10](#), the player can shoot straight ahead with the same power up of the [Side scroller](#).

In advanced levels obstacles will be present in the scene, the player must avoid them ([Level 10](#)) or jump over them with the right timing, by pressing the jump button ([Level 13](#)).

If the player touches enemies, projectiles or obstacles, they will lose a heart.

Power up

Power ups in this game mode travel slower than the player so they will despawn on the left side of the screen if not taken fast enough.

- **Health replenisher:** Give the player one heart
- **Shield:** make the player invulnerable to damage for a brief moment. If another one is taken the timer resets
- **Player speed:** increases the speed of the player's movement
- **Attack wave:** (in levels 3 and 13) Increases the attack range stat, adding a wave at the end of the pan that will travel further each time a same power up is taken.
- **Attack speed:** (in level 10) increases the fire rate

Side scroller



Camera is fixed.

Players can move in all four directions with the movement inputs.

By pressing the attack button the player will shoot projectiles forward indefinitely without reloading needed.

In the [Level 7](#) player can shoot up by pressing the block button indefinitely without reloading needed. (Not influenced by More guns)

If the player touches enemies, projectiles or obstacles, they will lose a heart and a power up level.

Power up

Power ups in this game mode travel slower than the player so they will despawn on the left side of the screen if not taken fast enough.

- **Health replenisher:** Give the player one heart

- **Shield:** make the player invulnerable to damage for a brief moment. If another one is taken the timer resets
- **Attack speed:** increase the fire rate of the primary fire
- **More guns:** it changes the forward fire base on the number of power ups taken:
 - 1 power up: Now shoot simultaneously in two rounds on the horizontal of the character's plane.
 - 2 power ups: Now shoot simultaneously in three directions: on the horizontal of the character plane, and at 15° and - 15° from it.
 - 3 power ups: Now shoot simultaneously in four directions: 15°/30° and -15°/-30° from the horizontal of the character's plane NOT on the horizontal.
 - 4 power ups: Now shoot simultaneously in five directions: 15°/30° and -15°/30° from the horizontal of the character's plane and on the horizontal.

Controls

Modern (default)

Beat'em up		
Action	Keyboard	Controller
Movement	W/A/S/D	Right analog
Attack	LMB	X/Square
Block	RMB	B/Circle
Jump	Spacebar	A/X
Sprint	Shift	Y/Triangle

Shoot'em all		
Action	Keyboard	Controller
Movement	Mouse	Right analog
Attack	LMB	X/Square

Runner		
Action	Keyboard	Controller

Movement	W/A/S/D	Right analog
Attack	LMB	X/Square
Jump	Spacebar	A/X

Side scroller		
Action	Keyboard	Controller
Movement	W/A/S/D	Right analog
Attack	LMB	X/Square
Secondary attack	RMB	B/Circle

Classic

Beat'em up		
Action	Keyboard	Controller
Movement	Arrows	Arrows
Attack	Z	X/Square
Block	X	B/Circle
Jump	Spacebar	A/X
Sprint	Shift	Y/Triangle

Shoot'em all		
Action	Keyboard	Controller
Movement	Arrows	Arrows
Attack	Z	X/Square

Runner		
Action	Keyboard	Controller
Movement	Arrows	Arrows
Attack	Z	X/Square
Jump	Spacebar	A/X

Side scroller		
Action	Keyboard	Controller
Movement	Arrows	Arrows

Attack	Z	X/Square
Secondary attack	X	B/Circle

Level Desing

Game managers:

Beat'em up: The game manager spawn waves of enemies based on the distance reached by the player, from the initial spawn point.

Each wave can consist of one or more types of enemies.

The player needs to reach a certain distance (specific for each level) to start the level's boss fight.

Wave information to be inserted:

- Distance reached

Enemies, inside a wave, information to be inserted:

- Enemies type
- Spawn screen side
- Number of the same type of enemies
- Time to the next enemies spawn

Other than the enemies spawn, the game manager controls the event system, so everything that happens in the background is based on the distance reached from the player, and the counter for spawning the power ups.

Shoot'em all/Runner/Side scroller: The game manager spawns enemies based on a timer that starts when the player spawns in game.

Each entry can have only one type of enemy.

When the timer from spawn on the last enemies is finished the next one will spawn and the timer will start again.

The player needs to survive all the enemies waves (specific for each level) to start the level's boss fight. Only the spawn count, not the enemies killed, because in this level not all the enemies need to be defeated.

Informations need to spawn enemies:

- Enemies type
- Timer between spawns
- Number of enemies of the same type

Other than the enemy spawn, the game manager controls the event system, so everything that happens in the background is based on the time the player is in the level in one run, and the counter for spawning the power ups.

Levels of V's Rage

LEVEL	GAMEPLAY	DESCRIPTION	
1	Beat 'em up	Valley of Temples, boss makes pizza	ITALY-LIKE ZONE
2	Shoot 'em all	On the sea, player shoots from a boat	
3	Runner	Player drives a motorbike. All enemies are on a motorbike.	
4	Side scroller	Plane fight.	
5	Beat 'em up	Destroyed city with militaries walking around.	WAR ZONE
6	Shoot 'em all	Runner with car driving. Military vehicles.	
7	Side scroller	Submarine environment.	
8	Beat 'em up	Cosmodrome. Enemies are similar to the fifth level.	
9	Side scroller	Space level. First only asteroids, then enemies.	SPACE
10	Runner	Like the third level, but based on shooting.	
11	Beat 'em up	Environment similar to Las Vegas, bossfight inside a villa.	
12	Side scroller	Space (mirrored)	
13	Runner	With skateboard through the beach.	MIAMI-LIKE
14	Shoot 'em all	The boss runs away across a villa.	
15	Side scroller	BOSS ONLY. Boss is enormous and all around him are clouds. Player is on a plane.	
16	Beat 'em Up	Final bossfight in front of first temple.	

Level 1

Beat'em up

This level is set in the Valley of Temples, Sicily, and the player must defeat all the enemies to keep going forward and reach the boss.

[Level design](#)

[Art](#)

[Enemies economy](#)

Enemies

Tourist (CiclopeTurista): This enemy can take a lot of damage, if the player does a percentage of damage to it in a short time it will fall on the ground stunned. When it falls on the ground it can't be attacked until it's standing again. It attacks by slamming its luggage on the ground that creates 4 ground waves (X form) that go 45 and -45° from the horizontal in front and behind it. If the player is caught during the slam they will take damage (can be blocked) and they will take damage from the wave if they do not jump to avoid them (if they are on the waves path). It can be stunned.

Behavior steps:

- When spawn it start moving toward the player but it can not attack until TBD sec have passed: "First attack cooldown"
- After the "First attack cooldown" time is passed if the enemy is near enough it will start the charge of the attack, if not it will continue to get near the player.
- The enemy starts charging the attack when it is near enough and after the timer is done it will attack.
- The attack must move the player even if blocked
- After the attack the enemy has a cooldown for the next one, in this time it distances itself from the player and rest..
- When the cooldown is done it will begin again the attack routine.
- If it is stunned either via parry or attack, if the player is close enough the attack routine will start again, if the player is too far away it will start approaching the player again.

Charger faun (fauno1): This enemy does not have a lot of health. It attacks by charging with its horns toward the player. The attack can be blocked. It can be stunned.

Behavior steps:

- When spawn it start moving toward the player but it can not attack until TBD sec have passed: “First attack cooldown”
- After the “First attack cooldown” time is passed if the enemy is near enough it will start the charge of the attack, if not it will continue to get near the player.
- The enemy starts charging the attack when it is near enough and after the timer is done it will attack.
- The attack must move the player even if blocked
- After the attack the enemy has a cooldown for the next one, in this time it distances itself from the player and rest.
- When the cooldown is done it will begin again the attack routine.
- If it is stunned either via parry or attack, if the player is close enough the attack routine will start again, if the player is too far away it will start approaching the player again.

Sneaky faun (fauno2): This enemy does not have a lot of health, it tries to stay behind the player and charge them from behind their backs. It attacks from behind the player by charging with its horns toward the player. The attack can be blocked. It can be stunned.

Behavior steps:

- When spawn it start moving toward the player but it can not attack until TBD sec have passed: “First attack cooldown”
- After the “First attack cooldown” time is passed if the enemy is near enough it will start the charge of the attack, if not it will continue to get near the player.
- The enemy starts charging the attack when it is near enough and at the back of the player, after the charge timer is done it will attack.
- The attack must move the player even if blocked

- After the attack the enemy has a cooldown for the next one, in this time it distances itself from the player and rest.
- When the cooldown is done it will begin again the attack routine.
- If it is stunned either via parry or attack, if the player is close enough the attack routine will start again, if the player is too far away it will start approaching the player again.

Tough faun (fauno3): his enemy has a lot of health. It attacks by charging with its horns toward the player. The attack can be blocked. It can be stunned.

Behavior steps:

- When spawn it start moving toward the player but it can not attack until TBD sec have passed: “First attack cooldown”
- After the “First attack cooldown” time is passed if the enemy is near enough it will start the charge of the attack, if not it will continue to get near the player.
- The enemy starts charging the attack when it is near enough and after the timer is done it will attack.
- After the first attack (phone) it will move toward the player and after a TBD cooldown it will charge the next attack (charge attack).
- After the second attack the enemy will distance itself from the player and rest for a cooldown.
- When the cooldown is done it will begin again the attack routine.
- If it is stunned either via parry or attack, if the player is close enough the attack routine will start again, if the player is too far away it will start approaching the player again.

Throwing faun (fauno4): This enemy does not have a lot of health and it tries to stay away from the player by moving freely on the ground. It throws his phone to the position where the player is at that moment. The attack can be blocked. It can be stunned.

Behavior steps:

- When spawn it start moving toward the player but it can not attack until TBD sec have passed: “First attack cooldown”
- After the “First attack cooldown” time is passed if the enemy is near enough it will start the charge of the attack, if not it will continue to get near the player.
- The enemy starts charging the attack when it is near enough and after the timer is done it will attack.
- After the attack the enemy has a cooldown for the next one, in this time it distances itself from the player and rest.
- When the cooldown is done it will begin again the attack routine.
- If it is stunned either via parry or attack, if the player is close enough the attack routine will start again, if the player is too far away it will start approaching the player again.

Medusa on a vespa (Medusa): It travels from the right side to the left side or vice versa on a straight line. If the player touches them it will take damage. This enemy can be blocked, this will make them crash. To give the player a hint on where they are gonna spawn a symbol will be visible before it is visible on the screen.

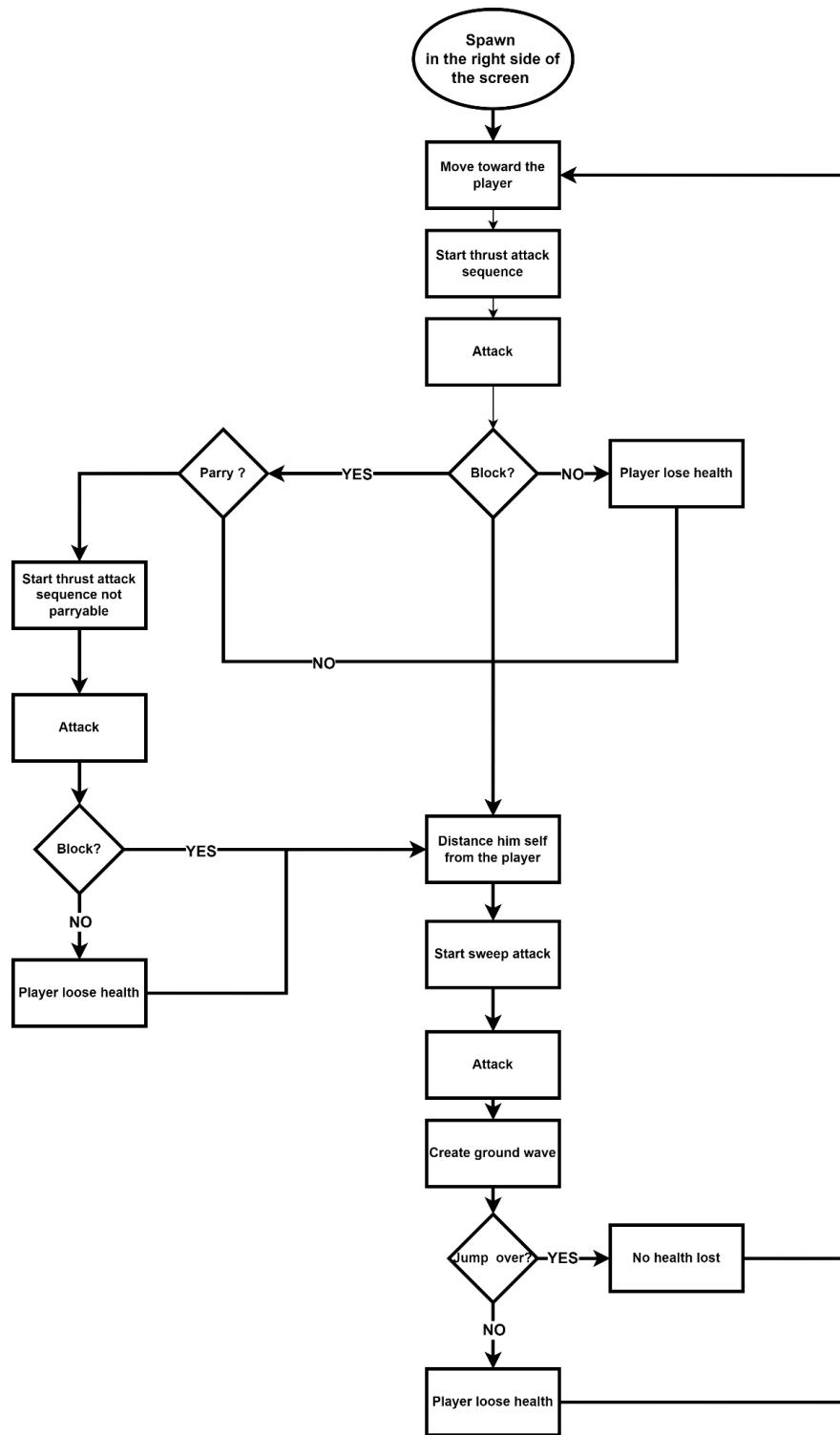
Boss

This boss is the pizza maker of the island. It will attack the player with his trusty pizza scoop. Stunnable only with a parry on the trust.

Krastos:

This boss is the pizza maker of the island. It will attack the player with his trusty pizza scoop. It has two attacks that alternates:

- **The trust:** It approaches the player and when it's close enough to the player or if too much time has passed from the last attack, it does a quick series of attacks (1 to 3) trying to skewer the player. It can be blocked.
- **The sweep:** It tries to go away from the player, when it is far enough to the player or if too much time has passed from the last attack, it does a sweep attack forward. It can be blocked.
 - After the sweep a ground wave will be created, a semi circle that travels expands its radius and despawn when exit the screen. The attack can not be blocked to avoid damage the player needs to jump.



Level 2

Shoot'em all

The character is on a boat in the open sea, shooting with a minigun. The boat is automatically driven and it moves in a wave-like movement.

[Level design](#)

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Enemies

Seagull: It spawn on the right or left side of the screen, then come towards the player. When it's near the player it drops a bomb (spawn a bomb see below). After dropping the bomb it will fly away. If the seagull is killed before the bomb is dropped the bomb will despawn.

Bomb: The bomb dropped from seagull will fall on the player boat, if the player can't destroy it in time it will explode damaging them.

Octopus: It spawn in water and rise up staying in mid-air (center of the screen). After it reaches their position it will start charging its attack, when the attack is charged they'll shoot an ink projectail, that will damage the player and leave an ink stain on the screen. After shooting if not killed they will despawn.

Shark: It spawn on the horizon. It charges toward the player from far away. When it's moving toward the player it stays half underwater, when it's close enough to the boat it jumps out of the water trying to bite the player. If not killed in time after the attack it will despawn.

Cannon boat: This boat can spawn from the right side or left side of the screen. It has a cannon mounted on them. It shoots a Cannonball at the player. It keeps shooting until it's killed or reaches the other side of the screen and despawn.

Cannonball: This ball goes directly toward the player, trying to sink him. If not shot in time the player will lose a heart.

Tentacle: It spawn on the horizon, and go toward the player trying to hit them. It can move around trying to become more difficult to hit. When it's close enough to the player, it slams themselves on the boat taking a heart from the player. After the attack they will despawn.

Boss

Scillapina: She's tall and her body stays half out of the water.

She can do 2 type of attacks in random order:

- **Tentacles:** she can spawn tentacles on the right side or left side (1 at the time) or in the center (2 at the time).
- **Spit:** She spit a black ball of ink towards the player. It travels slowly, when it reaches the player it will damage them and leave a stain on the screen to make it difficult to see the next attacks. The player can shoot the ball to destroy it and avoid damage.

Level 3

Runner

The player needs to survive, and reach the boss. Not all enemies need to be killed to reach the boss, after TBD meters traveled the boss will spawn. Set on and high-way.

[Level design](#)

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Enemies

Buffalo-biker: This biker spawn on the left side of the screen, it follows the player movement from behind. To attack it takes extreme velocity and travels to the right side of the screen in a straight line, charging the player. The player must avoid it to not take damage. When it reaches the right side of the screen it will automatically despawn.

Sheep-biker: This biker spawn on either side of the screen. It can travel faster or slower than the player, and generally move around on the road. It doesn't directly follow the player. If the player is directly in front of it or behind, it shoots a burst of projectiles in a straight line (backwards or forward based on where the player is) of the player. There are two kinds of sheep-bikers: with and without helmets. They can despawn on the left side of the screen if not killed.

Bull-biker: This biker can spawn on the screen's left and right side. It travels at the same velocity of the player following them from behind or ahead the player movement. They shoot a burst of big projectiles forward or backward in a straight line to hit the player. At the end of the attack it'll despawn to the nearest border.

Medusa on vespa: It spawns from the right side of the screen, It's slower than the player's motorcycle, so the player must avoid them to not crush, and lose an heart. To continue in the level is not required that it's killed, IT will eventually despawn on the left side of the screen.

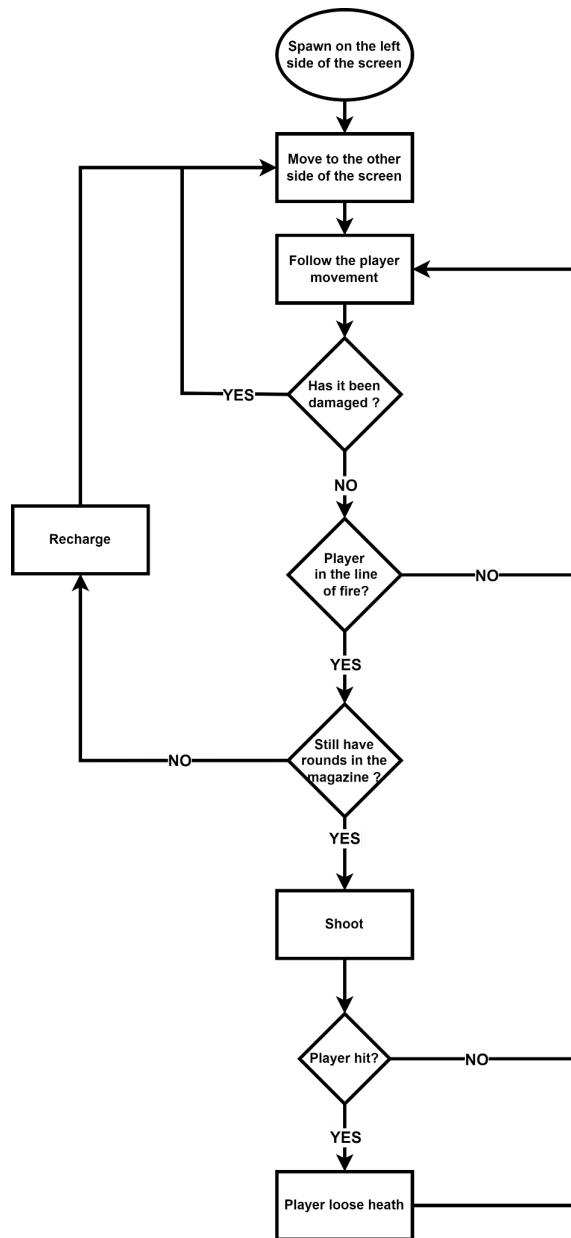
Boss

Er ventresca & Er patata: These two boars travel on a side-car so the collision box is bigger than the rest of the bikers.

It can travel at the same velocity of the player and they follow the player movement, but can speed down or up to reposition itself on a straight line. The player needs to avoid them when they speed up or brake or they will crush and take damage.

The little boar will shoot a burst of projectiles at the player (backward or forward based on where the player is), if the side car is repositioning itself (by speed up or break), the timer will reset.

If the player is on the side of the sidecar, the boss will move toward them trying to crush into them. The player needs to defeat them to beat the level.



Level 4

Side scroller

The protagonist is flying on an airplane across the globe, various scenarios are displayed (Country side, mountains, city). The player needs to survive and reach the boss. Not all enemies need to be killed to progress during this level.

[Level design](#)

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Enemies:

Mama flying pig: It spawns on the right side of the screen. It moves toward the left side of the screen, and at the same time up and down creating a sin-like motion. It is big and does not attack the player, it just needs to be avoided or shot at. If not killed it will despawn on the left side of the screen.

Baby flying pig: It spawns on the right side of the screen. It moves toward the left side of the screen, and at the same time up and down creating a sin-like motion. It will charge the actual position of the player when it is close eight from them, trying to crush into them to cause damage. If not killed it will despawn on the left side of the screen.

Jet: It spawns on the right side of the screen. It moves toward the player, it shoots a projectile to the player's airplane position at that moment. If the player doesn't kill them it circles around him and flies away in a random direction.

Arpies: It spawns on the right side of the screen. It moves toward the left side of the screen, and at the same time up and down creating a sin link motion. It shoots three projectiles at the same time: one on its horizontal, one at 45° and one at -45° from it. If not killed it despawns on the left side of the screen.

Missiles: It can spawn everywhere on the screen except from the left side. It tracks the player to crush into them, if not killed it makes the player lose a heart.

Boss

Matrioska: This boss is divided in three phases, each one with their own life. The boss will always follow the player with increased velocity as the phases progresses, if it touches the player it does damage to it. The phases details are:

- **Phase 1: Daughter** The first one, in this phase the boss is large, it shoots flowers around it to hit the player plane.

- **Phase 2: Granny** The second one, in this phase the boss is medium size, it starts to spin, on the left side and right side of it it continuously shoots methane flames effectively expanding its damage collider.
- **Phase 3: Death** The third phase and last one, in the phase the boss is small, it is harder to hit and faster, all around the screen except from the left side, spawn missiles with a moderate tracking ability.

Level 5 to 16 under NDA

UI/UX

Text Font ComickBook CAPS

Title Font PunkBoy

Colors

Dark: R: 0, G: 31, B: 82

Light: R: 146, G: 184, B: 209

Main: R: 233, G: 71, B: 114

Secondary: R: 255, G: 255, B: 147





Map

A map will be integrated so that the player can replay the levels they already completed and better their previous scores.

Narrative

"Rise from your bed..."

These are the words that V, an overworked wife and mother who hates videogames, hears in her sleep right before waking up in her worst nightmare: she has been cursed and trapped in the world of videogames by a mysterious entity, a divine being that calls himself the "god of entertainment". This god wants to teach her the "meaning of fun" so she forces her to play the videogames. Now she must beat any foe unlucky enough to cross her path, and free herself from a crazy low-poly world inhabited by odd creatures by beating them with her pan.

V's Rage is a metaphor of the history of video games and in particular of the arcade period, and how they evolved not only in terms of gameplay but also in terms of character representation. This is done in a symbolic way through the game's protagonist, V: at the beginning she is represented as a stereotype, very much present in the first video games that were often sponsored only for a very narrow target audience; later she grows and becomes the modern representation of the current video game scene that instead caters to a much broader and diversified audience. During her adventure, V will punish various characters who tell her what she can and cannot do, and will eventually become aware of her strength.

Art

The concept of the characters is heavily inspired by the animes and mangas from the '80es and 90'es. They must be cartoonish, fun, and comic.

The 3D elements of the backgrounds will also be cartoonish and have hand-drawn textures.

The characters are all 2D hand-drawn, while the environment is in 3D. Most of the enemies recall mythological creatures from Ancient Greek folklore.

The cutscenes between the levels narrate the story in a comic-like style, with 2D hand drawn scenes and dialogues in bubbles.

