

1. OVERVIEW

1.1 Vision statement

At the core, this game introduces a mind battle mechanic. The player has to dodge attacks in the world while also attempting to overcome the mind of the attacker in a separate window. They can also use the ability outside of combat to gain valuable information about the world and their surroundings. Additionally, the setting is loosely based on mythology from the Native American Abenaki tribe, a unique setting. The histories have mostly been erased by colonialism, but the connection to nature and the spiritual world is there.

2. GAMEPLAY SYNOPSIS



The player is named San Kisos, which means without sun. San Kisos was found as a boy whimpering in the alcove within an old oak tree near the Alipona village. He was found by a returning hunting group. Nobody knew anything about him, and he didn't tell anyone (if he even remembered). But he had the mark of the eclipse on his hand. The members of the village didn't want to keep him around because they feared the mark, but one father, the main healer of the village, decided to raise him along with his child, Coimazu. They became like brothers. The village card-crafter, trained in the magics of the world, knew that San Kisos had the potential to become a very powerful mage, but he never showed any interest in card-making or wielding, preferring to stick to the obsidian knife. He was trained as a fighter and taught to hunt and defend the tribe. Animals around San Kisos tended to help him, even if they weren't trained. But oddly, the only person in the village who noticed was Old Qitu, the village shaman.

Everyone else seemed to move their attention away any time they saw it, as if their attention was a fish slipping out of the hands.

San Kisos and his brother Coimazu enjoyed playing stickball together with the other village children, and they occasionally played in tournaments with neighboring tribes.

As they grew into adults, the card-crafter expected to see a change in San Kisos, but it never occurred.

One day, as San Kisos and Coimazu were helping take care of the moose that a hunting group had caught in the mountains to the East of the village, a messenger from their father's party returned, running, to the village.

"There's... something terrible happened!"

Coimazu's father had been on a trip to the Northern mountains via the Eastern path along the lake to collect samples of the spring water at its source in the mountains. The Alipona tribe was known for its expert healers, and Ikidod was the best of them. The spring water had special healing properties that the healers were able to enhance through their rituals.

"Is my father alright?!" asked Coimazu.

The messenger, Kili, looked distraught. "I don't think so..."

"I'm going then!" Coimazu started to hurry off, but San Kisos grabbed his arm.

Looking into his brother's eyes, he saw fear and panic. "Coimazu, they need you here at the village. If... if anything happened to Ikidod... you've been training as a healer. What if wolves attack and you're gone, or what if you get hurt too? Let me go."

Coimazu realized it was true. “Were any others injured?”

“Yes,” Kili replied. “But not physically. You should prepare for soul-healing.”

Coimazu left immediately to make preparations for when the rest of the party returned.

“He... he was turned to stone.” Kili looked at San Kisos, scared. “We didn’t remember what happened, just woke up feeling not ourselves, and Ikidod was a statue.” She shook her head. “If you’re going, you should make a glider. I think it might have something to do with the Itikandu.”

More character info:

San Kisos is a powerful blood-mage, but he is untrained. As a blood mage, he has the ability to enter the minds of weak willed creatures and bind them to himself (like a warg). His real parent is Ferapintu. Ferapintu realized that San Kisos might have the potential to be more powerful than them, so they tried to kill him as a child. It failed, and the backlash almost killed Ferapintu. It took Ferapintu 20 years, but they finally have the power that they wanted: they’ve mastered the manipulation of the soul. The stone creatures that San Kisos must face are the creation of Ferapintu, though he doesn’t know. Ferapintu can invade the mind of creatures with weak wills and bend them to their bidding. Most humans are too difficult to bend, but Ferapintu has learned how to suck the soul, and therefore the wills, from any creature. It turns them to stone husks, or at least that’s how they appear, until they are controlled by Ferapintu. The ultimate goal of the game is to defeat Ferapintu and return the souls to the affected creatures, if they’re still alive. But the player doesn’t realize this goal right away.

One of the core play mechanics is exploration. Whether on or off the path, there are many places to discover. The player can fill out their map as they go. There are bushes to forage and you can collect materials for crafting.

Another core mechanic is combat. When exploring, the player will encounter pre-placed enemies. Some of them are natural creatures, but some are stone creatures bent to the malevolent will of Ferapintu. If the character loses their health to one of them, it will play an animation of being knocked out. Then, the creature will suck the soul out and the player will be turned to stone before respawning at the last waypoint.

Mind bending: San Kisos discovers he has this ability and has been using it to a lesser degree to divert attention from his way with animals. It also turns out he gets along with animals because he can communicate with them.

- can communicate with animals or stone creatures/people
- Explore the minds of creatures to control them or learn information from them.
- Weaker or less intelligent creatures are easier to invade/control, stronger or more intelligent gets harder

When attempting to control the mind, it opens a separate window above the player that has a small puzzle. A pawn that looks like the mark of the eclipse can be moved using (default) the arrow keys. The goal is to get to the pulsating ringed “mind” of the creature. All minds are defended in some way. For easy creatures, it might be a labyrinth or even a straight line. For more difficult creatures, the mind might shoot projectiles. If the pawn gets hit, San Kisos’s actual body is stunned momentarily.

Part of the combat mechanics is attempting to control a mind while still dodging attacks. San Kisos's body can be controlled by (default) the wasd keys, while the mind pawn is controlled by the arrow keys.

The setting is the world of Cohannal.



The game is bright and nature-ey, but with dark, soulslike undertones. It is open world like Genshin Impact and Zelda: Breath of the Wild. It sounds like being outdoors in nature (wind, rustling leaves, water, animals).

3. THE LEVEL

San Kisos is angry and wants to avenge his adopted father.

Level 1 objective: prepare materials to travel to the mountains. The Itikandu tribe lives on the floating islands above the Northern mountains. The spring is close to their territory, and it seems like they might be the culprits. Find materials to craft a glider, as well as provisions, then make your way along the trail to the spring.

Mechanic: foraging and trading materials for a glider, finding food and tent.

Mechanic: using the arrow keys to reach out with the mind to read the village members' minds.

This level takes place in the village and part of the trail along the lake.

This level feels apprehensive. Word spread quickly about what happened in the mountains. Everybody has returned from their tasks to send San Kisos on his way. Nobody thinks to question that he's going by himself, oddly enough.

4. Flowchart/storyboard of the level.

