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# THE MOUNTAINSEA

Game design document

GD10

Last Update – 2023/12/18

Version – 1.4.0

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## Ch.1 Game Base Information

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Game Name	The Mountainsea
Develop Platform	Unity
Platform	[Download Version] Steam (PC)
Category	2D, Action, Adventure
Target Audience	ESRB - E(Everyone), CERO[A]
Controller Support	Keyboard & Mouse
Player numbers	Single player
ECD	2023/03/01

## Ch.2 Game Overview

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### 1.Game pillars

- Exciting combat
- Classic of Mountains and Seas Theme
- Chi - Special dynamic EXP

### 2.Player Experience

Let players play a powerful human and experience exciting battles in the mythological world of Classic of Mountains and Seas.

### 3.Unique selling proposition

- Traditional Chinese-style game content, with a plot based on the Classic of Mountains and Seas.
- A 2D action adventure game based on the legend of xianxia.
- Special dynamic EXP - Chi, you can devour enemies to obtain Chi of different elements, and consume energy to obtain higher attack and defense capabilities.

## Ch.3 Background settings

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### 1.Characters settings

#### ➤ Protagonist, Zhao Yixuan

- Zhao Yixuan, the most talented teenager in the younger generation of Yao Si, has shown amazing strength since childhood and is currently one of the strongest in the history of the Yao Si. He is aggressive and powerful. When the seal of "The Mountainsea Seal" loosens, he has a different idea from other Yao Si who endlessly reinforce the seal. He believes that those monsters that harm the world should be eliminated, and the seal is only for temporary safety. Therefore, he entered "The Mountainsea Seal" alone and embarked on the road to eliminate the monsters...

#### ➤ Guang Chengzi

- A thousand years ago, the strong human had cultivated to the point of approaching "immortal," and was the founder of the Yao Si, possessing strong power and proficient in various spells. To maintain the balance between humans and monsters, he exhausted his power and used his mythical beast "Ying Long" as a tool to refine the divine artifact - "The Mountainsea Seal" and sealed all the fierce monsters that caused disaster to the world at that time. At the same time, he established the Yao Si to take care of "The Mountainsea Seal", while maintaining the balance between humans and monsters in the world.  
Guang Chengzi knew that the monsters in "The Mountainsea Seal" would destroy the seal and bring disaster to the world in the future. However, he did not have the ability to eliminate these powerful monsters, so he left a trump card - Zhao Yixuan. Zhao Yixuan was a piece set up by Guang Chengzi. Guang Chengzi polished his spiritual root to the most perfect state and gave it to Zhao Yixuan. At the same time, Zhao Yixuan's talent and power will continue to accumulate in reincarnation, reaching an immensely powerful level, even surpassing "Immortal". But because his power is too strong, it's difficult for human bodies to bear, so he can only survive for about twenty years in each life.

#### ➤ Ying Long

- Tamed by Guang Chengzi and accompanied Guang Chengzi for most of his life, and finally volunteered to be refined into "The Mountainsea Seal".

## 2.Yao Si

Yao Si is both a profession and an organization. It was founded by Guang Chengzi thousands of years ago. Its duty is to maintain the balance between humans and monsters. Each Yao Si can skillfully use Chi to make his power far beyond that of ordinary people. Yao Si keeps some divine artifacts, including the Taotie Mask, The Mountainsea Seal and so on.

## 3.Chi

Chi is an energy in the body in Chinese culture. Yao Si can feel and use Chi, which is the key factor for Yao Si to be stronger than ordinary people.

The fierce monster can maintain its strength precisely because it has swallowed a large amount of Chi. The protagonist cannot bear too much Chi due to his physical limitations. If he carries too much Chi, it will escape from the cracks in his body. Attack and defense will consume Chi.

## 4.Divine artifact

### ➤ Taotie Mask

- The mask is the embodiment of Taotie's power after Guang Chengzi eliminated Taotie thousands of years ago, which can devour enemies and strengthen the user. The mask will be used by the strongest person in each generation of the Yao Si.

### ➤ The Mountainsea Seal

- A space-type divine artifact with sealing ability, its interior is self-contained, sealing the demon beasts that harm the world. The closer to the depths of the Mountain and Sea Seal, the weaker the sealing power, and the stronger the demon beasts.

## 5.“Immortal” and “Demon”

Legend has it that the highest level that people can cultivate to is "Immortal" and "Demon", It is widely recognized that Guang Chengzi has cultivated to this level, but in fact he did not. His power is infinitely close to "Immortal", but he is always unable to break through that realm due to the rules of heaven and earth. The biggest characteristic of cultivating to this realm is that his lifespan far exceeds that of ordinary people and his eyes have double pupils.

## Ch.4 Core Gameplay/Game Mechanics

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### 1. Core Gameplay

Reference games: Hollow Knight, Dead Cells

“The Mountainsea Seal” has been loosened. The player needs to play a powerful human and destroy monsters to resolve the crisis. On the way to destroy monsters, you need to strengthen yourself through repeated devouring, and overcome difficulties by switching forms.

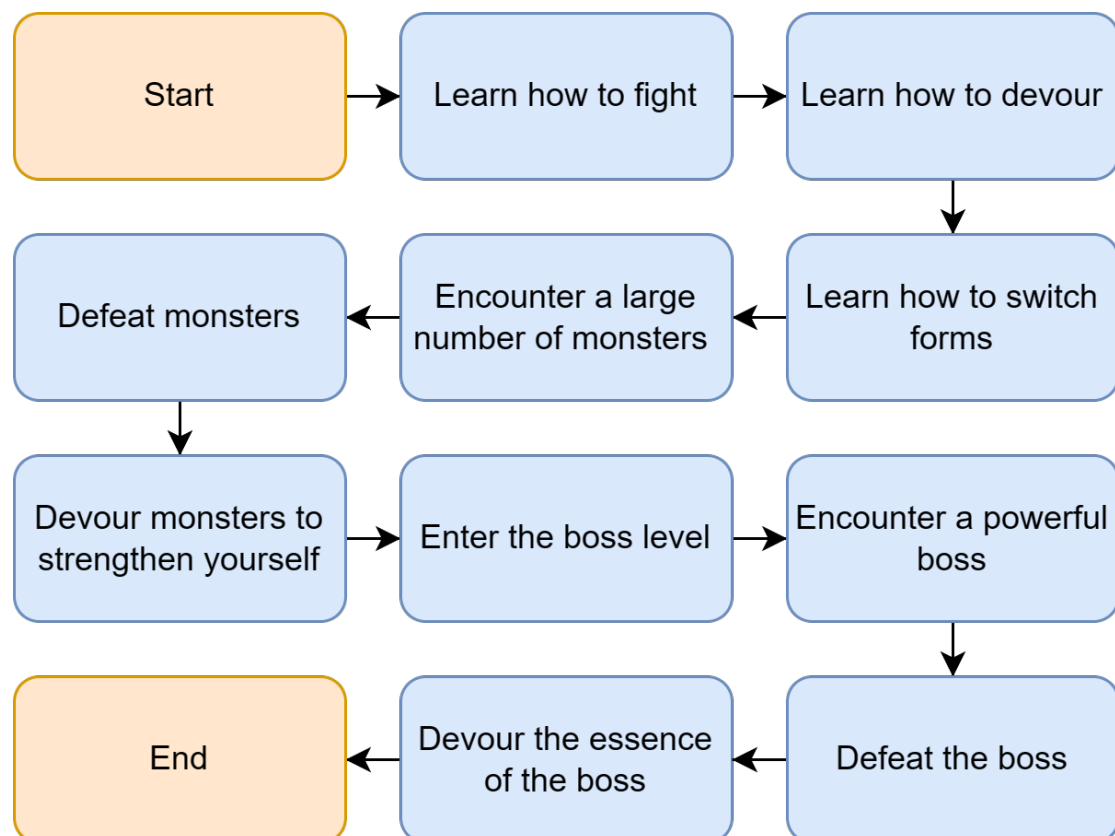


Figure 1 Flow Chart

## 2. Basic functions

Reference game: Dead Cells

- Move: Player can move right, left and jump.
- Dash: Player can dash a certain distance and become invincible during the dashing.
- Attack: Based on the form, have two different attack styles.



## 3. Core Mechanic - Form switch

Player can switch between two forms, player can be hurt during the switch, but can't be controlled during the switch.

- Dao form
  - Has higher defense and lower movement speed. Long attack range but can't break armor.
- Taotie form
  - Has lower defense and higher movement speed. Melee attack but can break armor.

#### 4. Key Feature - Element

There are four elements in the game: fire, wood, thunder and gold. Both Chi and monsters have corresponding elements. Elements counter each other, as shown below. For example, attacks of fire element can cause higher damage to the monster of wood element, but lower damage to the monster of gold element.

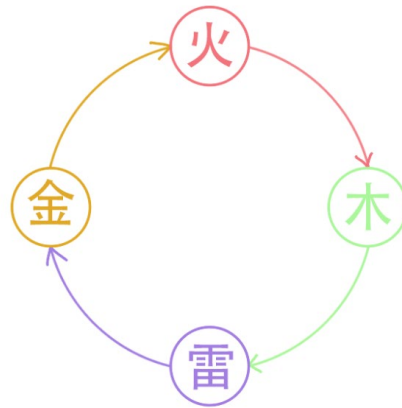


Figure 2 Elements

#### 5. Key Feature - Devouring

- After the monster dies, player can use the Taotie Mask to devour it. When devouring a monster, player will earn the Chi, and some kinds of power-ups buff.
- If dead monster that have not been devoured for a long time will disappear.
- When the boss dies, the power of the boss will condense into an essence. Devouring the essence can obtain permanent ability enhancement.
- The process of devouring will take one second and can be interrupted by enemies.

#### 6. Key Feature - Chi

- At the beginning of each level, the Chi value is empty. Devouring monsters can obtain Chi of the corresponding element.
- When the total amount of Chi value reaches a certain degree, the protagonist can enter the state 2 and state 3, various abilities will be improved.



Figure 3 Chi value



- Attacks consist of basic damage and additional elemental damage. Each attack consumes the Chi value of the four elements, and provide additional elemental damage for each of the four elements. When the Chi value of a certain element is exhausted, it no longer provides corresponding additional elemental damage. For example:

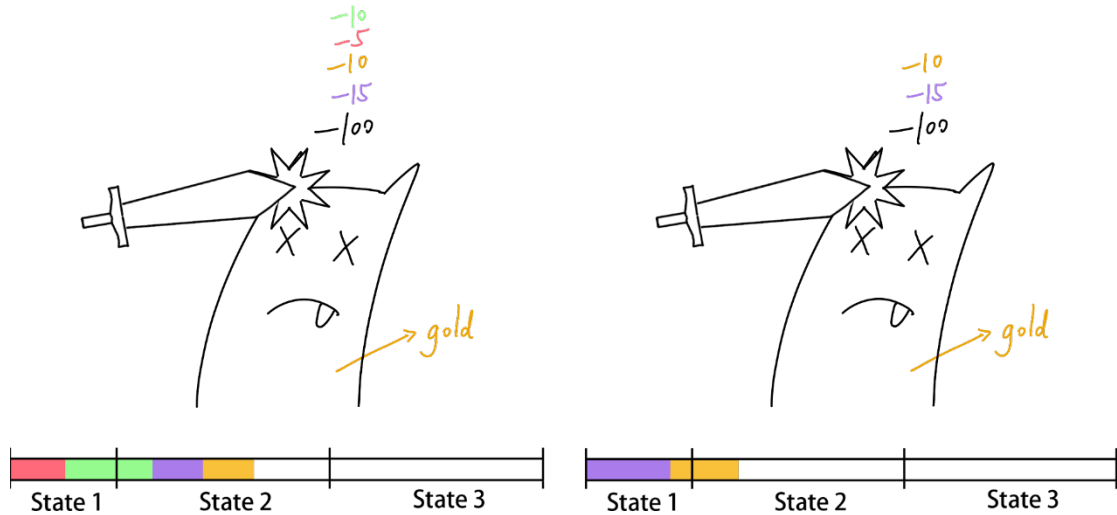


Figure 4 Attack

- Each time an elemental attack is received, when you have the Chi value of the element that counter the element of received attack, the Chi value is consumed, and the damage received is weakened.

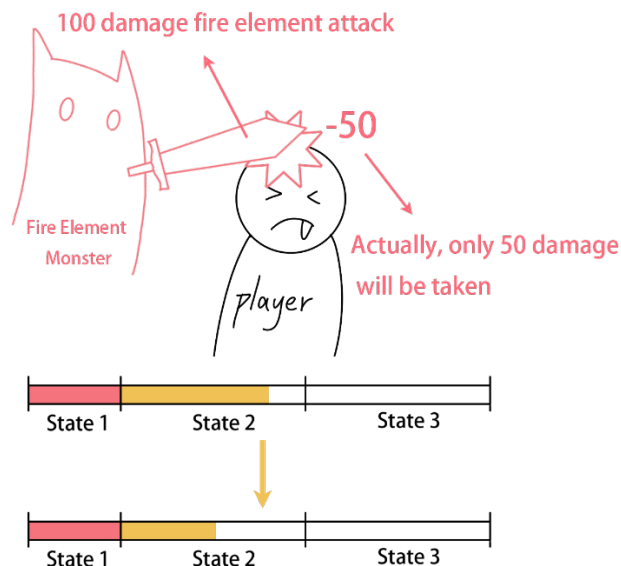


Figure 5 Be attacked

- When the Chi value is full, devouring normal monsters, the new Chi value will overwrite the old Chi value.

- When the Chi value is full, devouring elite monsters can Chi value break through the upper limit. When the Chi value exceeds the upper limit, attack damage will be doubled, but HP will continue to be deducted until the Chi value drops to below the maximum. The excess Chi value will decrease over time.

## 7. Other Features

- HP value: You will have an HP value, and when the HP value is depleted, you will die and then resurrect, but the number of resurrections is limited.

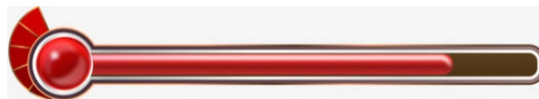


Figure 6 HP

- Health pack: There will be some health packs in the level. Devouring it can restore your HP value.
- Portal: In the level, there are some portals. The portals will be activated when you meet it. you can use portal to teleport to other active portals. (Reference game: Dead Cells)



Figure 7 Portal

## Ch.5 Level Design

### Reference game: Dead Cells

The game uses the powerful monster in the Classic of Mountains and Seas as the Boss of each level. Each level will be composed of two small levels. The first small level has a large number of relatively weak monsters, and the second small level is a battle with the powerful Boss.

We hope that players will focus on choices elements in battles, rather than fighting without thinking, so that they can know the element of the boss at the beginning of the level to combine your own elements.

#### ➤ Monster Design

##### ■ Fire element monster: Bi Fang

Characteristics: All attributes are relatively balanced.



Figure 8 Bi Fang



Figure 9 Nine-colored Deer

##### ■ Wood element monster: Nine-colored Deer

Characteristics: High HP, with the ability to recover.

- Thunder element monsters: Yi Wolf

Characteristics: Moves swiftly but low HP.

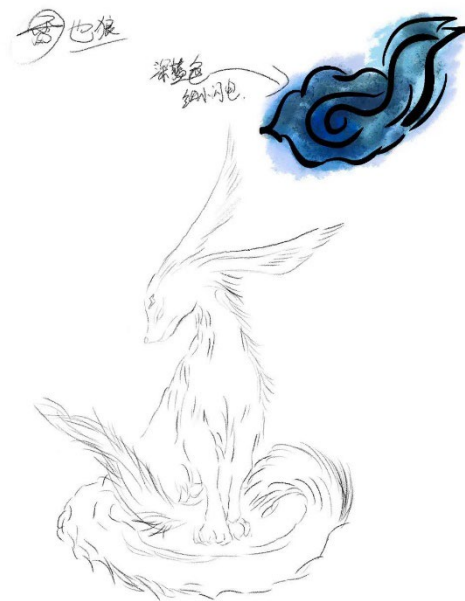


Figure 10 Yi Wolf

- Gold element monsters: Flying Serpent

Characteristics: Uses hard scales for defense.



Figure 11 Flying Serpent

- Boss: Famine Beast

Characteristics: Attacks with a powerful roar (remote Attack) and huge sharp claws (melee attack)



Figure 12 Famine Beast



Figure 13 Level Design

## Ch.6 Art Reference

Reference game: Black and white sword blade

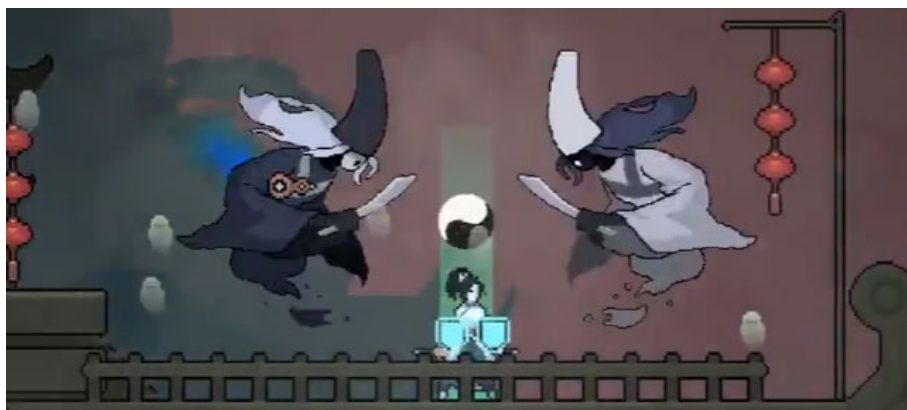
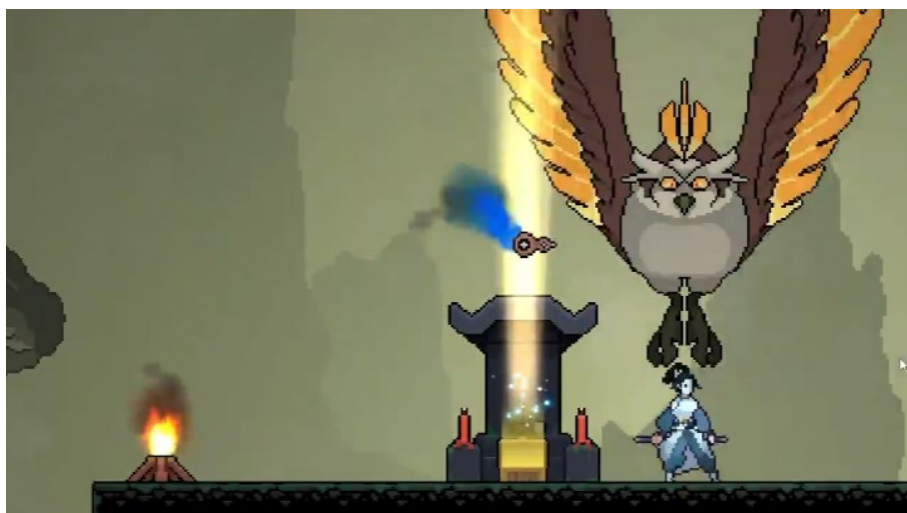
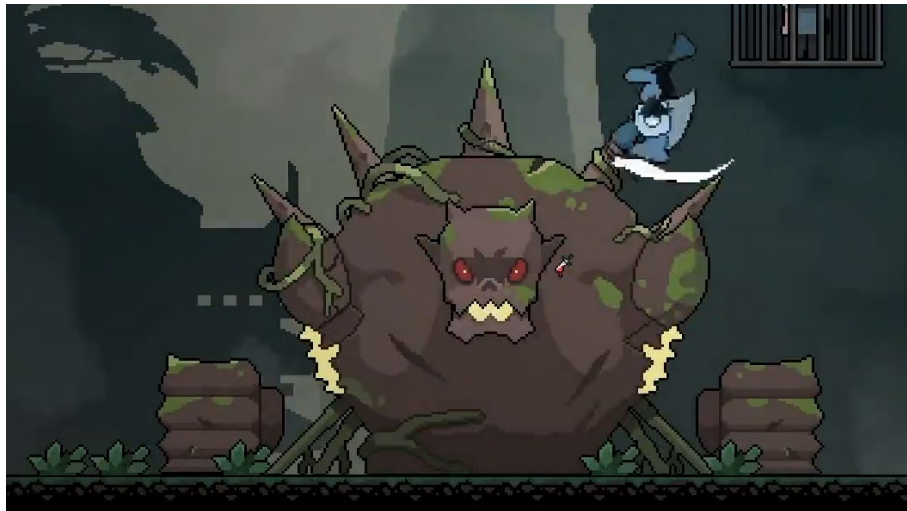


Figure 14 Black and white sword blade

Pixel style with black border strokes

## Ch.7 Game Loop

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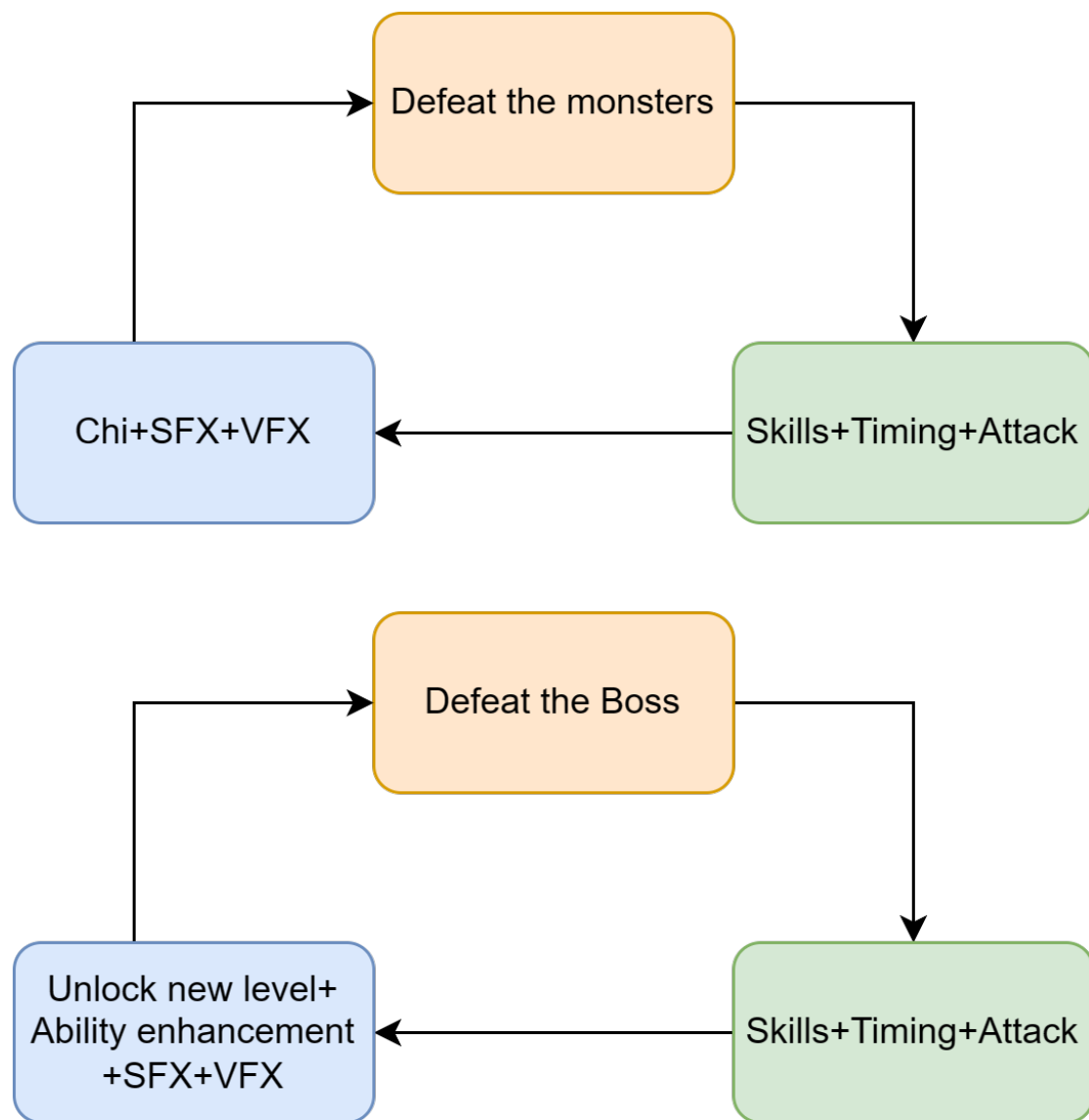


Figure 15 Game Loop



## Ch.8 3Cs

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### 1. Character



Figure 16 Zhao Yixuan

Dao form is white and gold in color

Taotie form is black and red in color

### 2. Camera - Ref: Hollow Knight

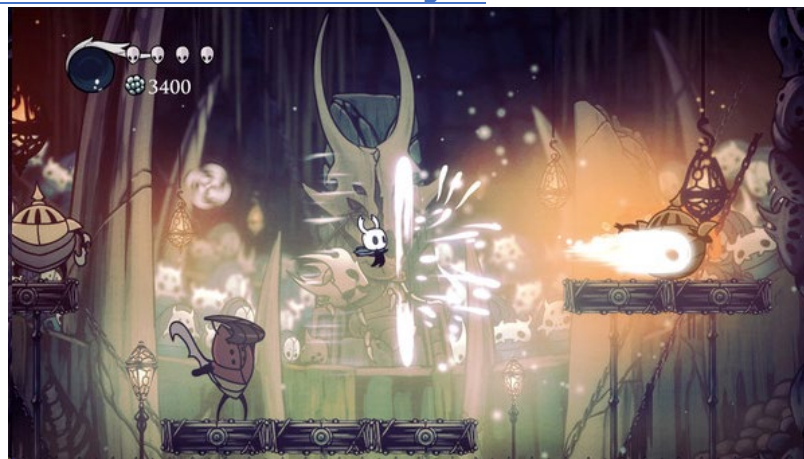


Figure 17 Hollow Knight

- When the character moves and the map does not reach the edge of the map, the center of the camera is in front of the player character, and the space on the front of the player is larger, and the space on the back is slightly smaller. When the character turns, the camera will move with it, but there will be a slow inertia.
- When the character moves to the edge of the map, keep the camera from exceeding the edge of the map.
- Divide the map into multiple "blocks" and divide each block into corresponding map edges.
- When the player jumps, the camera follows the player only when the player falls or the jump height is greater than 3/5 of the screen, and the follow does not exceed the edge of the



map.

- At special moments (such as when the Boss first appears), the camera will take a close-up of the Boss.
- Display animation when dying, extinguish one life flame, and resurrect (fail after all extinguished, game over).
- The screen shakes when hitting an enemy

### 3. Control

