TITLE	
	Horsebrew

MAIN AIM To make the potion to solidify their spirit back to the real world / rejoin body and spirit

ID
A horse's quest to return to rejoin their spirit and body

MAIN MECH TO ACHIEVE AIM
Fetch the items the Kitty Witch needs to make the potion

THEME	GENRE
Shadow & Alchemy	RPG / Puzzle

ENABLERS

ACTIVE The player will use critical thinking skills to navigate maze style forestry levels. They will also need to figure out which area they can now access with their current ability set.

PASSIVE As the potion gets more and more complete, abilities will increase so new areas can be completed and the next ingredient collected for the potion.

BLOCKERS

ACTIVE
No active blockers

PASSIVE The land itself and the player's abilities. The horse can't do everything at once until more parts of the potion is done to gain back more skills to solve different land puzzles (jumps, speed needs, carry skills)

KEY PILLARS

grounding practices	it takes time to rejoin and put yourself together	help is sometimes required to put yourself together

CORE LOOP
You are told the items needed from the cat. You seek out the items through mazes and ability checks. Once the item is found, you bring it back to the Witch Kitty to add to the potion and gain a little more connection to your body and unlock another abilitiy.

WIN CONDITION(S)
The potion is made completely and the horse travels through the spirit gate back to the real world

VISUAL STYLE

Pokemon vibes, the top down map with mazing areas to navigate through and obstacles that are locked behind having abilities

LOSE CONDITION(S)
Horse travels through the spirit gate without finishing the potion, choosing to live eternity as a spirit.

Technically, not really a lose, just a different choice

MUSIC & SOUND STYLE

Soft chill vibes, lofi with light ambiance, prefer something with a good breathing rhythm to it

FEATURES

Top-down, 2D pixel art game.

STORY
A horse finds a potion cauldron and messes with it, and disjoints their spirit from their body. They are sent to the spirit realm. They meet the witch kitty and the kitty is upset their potion is spilt but agrees to help the horse get back to their body in return for gathering potion materials.

The horse can exit through the spirit gate at any time to return to their herd but without being connected to their body fully, they will be forever a ghost. They have to help the Witch Kitty perfect the spilt potion in order to regain connection to their body and able to cross the spirit gate & into the mortal realm as a mortal horse & return home.

Dialogue related to how to bring yourself out of a panic attack / disassociative episode
This is the dialogue/steps that my therapists have given me over the years. This is not to say that this is the only ways to get out of these episodes, just one way.

Puzzles and mazes to explore and solve.

AUDIENCE	PLATFORM
older teens/adults	Web browser

TEAM
Just me (kyraltre)

(with friends as sounding board/playtesting)

PERSONAL DEV GOAL
Menus, dialogue, unlocked abilities, player interactions with items/npcs

TITLE
Current working title

MAIN AIM
What is the main thing the player is trying to achieve in the game world?

ID
A single sentence summary of the game

MAIN MECH TO ACHIEVE AIM
What is the main method/action the player must take to achieve that aim?

THEME
The main theme.
Any sub-themes.

GENRE
The main genre.
Any sub-genres or cross-overs.

ENABLERS		BLOCKERS
ACTIVE Actions the player takes to help achieve the main aim.		**ACTIVE** Anything that actively tries to stop the player achieving the main aim, e.g. hostile enemies.
PASSIVE Events/objects/opportunities, things that happen, things that are found in the game that enable the player to achieve the main aim.		**PASSIVE** Obstacles that get in the way of the player's ability to achieve the main aim. Can be overcome (locked doors) or not (time limits).

KEY PILLARS

Key emotions/ experiences you want for the player.	Keep them short – single words or short phrases.	Always refer back to these pillars.

VISUAL STYLE
How will the game look? How will the visuals make the player feel? Include inspiration/ references & guidance for the artists.

MUSIC & SOUND STYLE
How will the game sound for both sound effects and musical soundscape? How will the audio make the player feel? Include inspiration/ references & guidance for the sound designers.

CORE LOOP
What is the core, repeatable gameplay loop that is central to the entire game?

Usually best to diagram this.

WIN CONDITION(S)
How can a player win the game?

LOSE CONDITION(S)
How can a player lose the game?

STORY
Overview of the main story beats, beginning middle and end, story progression, player character journey and development, plus other significant characters and their arcs.

Include world-building points, time/place, key landmarks, key exclusions or deviations from known worlds.

FEATURES
A list of key and/or additional gameplay features and mechanics or other unique elements that will round out or distinguish the game.

AUDIENCE
Who is this game for?

PLATFORM
How will the game be accessed/played?

TEAM
Who's involved in the gamedev team?

PERSONAL DEV GOAL
The most important part of this document: What are you personally trying to achieve through this project? Do you want to develop your art skills, explore a certain mechanic or to just finish & release a game?