Veins of Light
Prototype - Game Plan

As of 12.16.17
Fungi Studios
Alex Lang

Goals for Winter Break:

By the beginning of Winter Quarter 2018 I, Alex Lang, am going to have a working demo or prototype of my game, tentatively titled **Veins of Light (VoL)**, wherein the player is able to traverse a 2D space and fight enemies for a score. All the sprites will be placeholder images and the basic core gameplay loop of the game will be fleshed out and start a base for the full development for the rest of the game.

I commit to finishing the following tasks for my game:

☐ 1. Implement **Camera** that follows player
☐ 2. **Player Animations**
    a. ☐ standing attack combo 1
    b. ☐ standing attack combo 2
    c. ☐ air attack 1
    d. ☐ rolling
    e. ☐ stunned
☐ 3. **Player Sounds**
    a. ☐ resting
    b. ☐ footsteps
    c. ☐ jump
    d. ☐ land
    e. ☐ stunned
    f. ☐ damaged
    g. ☐ rolling
    h. ☐ death
    i. ☐ **Sword Sounds**
        i. ☐ standing attack combo 1
        ii. ☐ standing attack combo 2
        iii. ☐ air attack 1
        iv. ☐ hit Enemy
☐ 4. **Reptilian Animations**
    a. ☐ resting
    b. ☐ running

      c. ☐ jumping
      d. ☐ standing attack combo 1
      e. ☐ stunned

☐ 5. **Reptilian Sounds**
      a. ☐ resting
      b. ☐ footsteps
      c. ☐ jump
      d. ☐ land
      e. ☐ stunned
      f. ☐ damaged
      g. ☐ death
      h. ☐ **Claw Sounds**
         i. ☐ standing attack combo 1
        ii. ☐ hit Player

☐ 6. Implement **Health** system for creatures
☐ 7. Implement **Stamina** system for creatures
☐ 8. Implement **Poise** system for creatures
☐ 9. Implement **LASER** system for sword
☐ 10. Implement **Enemy AI (Only Reptilian for now)**
☐ 11. Implement **Score** system
☐ 12. Make **Demo SoundTrack**
☐ 13. Draw **Environment Art**
      a. ☐ Demo Stone Cavern Base tileset
      b. ☐ Demo Stone Cavern Decoration tileset
      c. ☐ Fungi Rest Area sprite

Core Gameplay Loop:

The Core Mechanic of VoL is navigating spaces with movement skill and defeating enemies with precise combat and strategy. The player will be story-driven and will uncover more of the history of the world as they progress. The controls of VoL will be tight, precise, and easy to use. There will be no difficulty setting (it will always be Hard).

Rewards for progression will include and are not limited to:
1. Relief for surmounting a challenge
2. Receiving new gameplay abilities
3. Learning more of the story

Possible rewards include:
1. Collectible trophies or items
2. Different skins for player / enemies
3. Experience system for leveling up
4. Money system for purchasing items

Storyline:

The storyline of VoL begins with the lore of the Earth, the **Origin Story**, which is inscribed in a separate document for your reading pleasure.

Fast forward, and with the context of the Origin Story, the player is a master of the sword, and for reason TBD, is underground in a Chamber or Silo or Cavern of a Titan. Also in this underground world are the Reptilians, who are attempting to break into the slumbering Titan's Chamber to steal its blood (hence Veins of Light title) in order to grow more Demons.

The last remaining 3-5(?) Demons of the Reptilians are with them, and you, the Player, defeat them as they appear in the form of Bosses in the game. The Player is trying to protect the Titan from the master plan of the Reptilians and explores, fights, and meditates to defeat the Reptilians' operation.

The Sword of the Player is important to the story, as it was forged with Titan Blood and, since Demons were originally created with the blood of the Titans, it has the power to kill them. It is one of the 12 blades, and its origins or how the Player obtained it are TBD. The Sword receives upgrades from defeating Titans. Its powers will include a laser blast, others TBD.