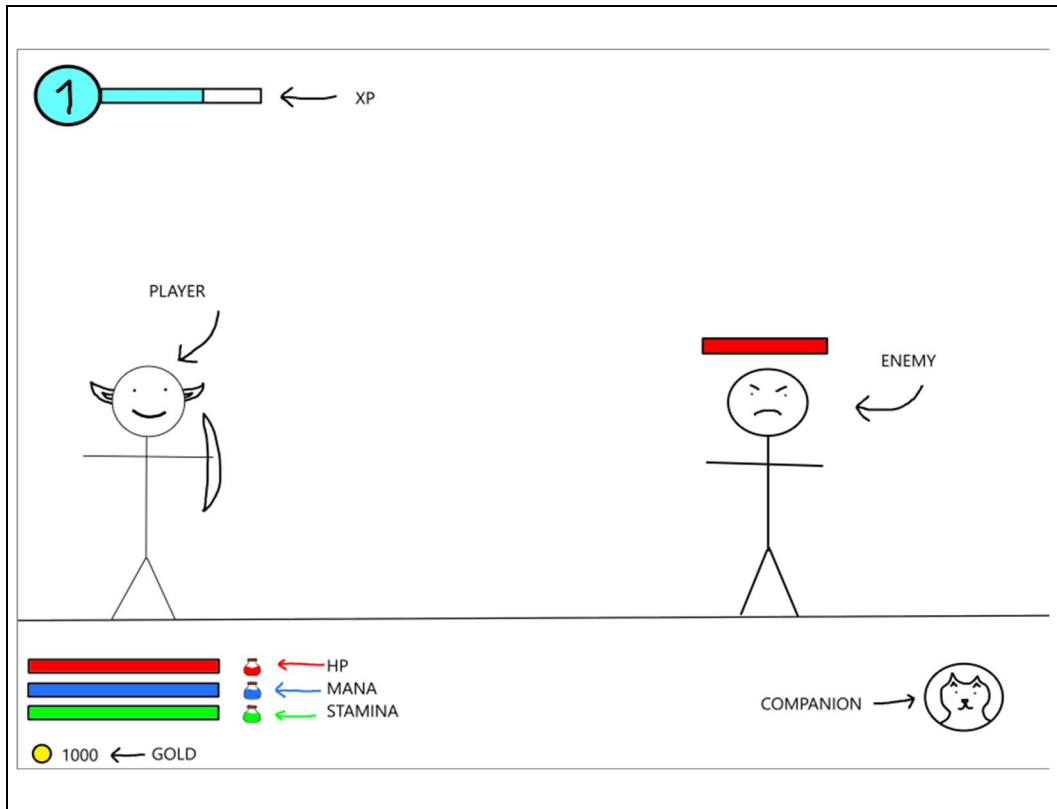


# FLORUMBRA

## Concept Draft:



## Description and Objectives:

A druid elf defends her forest using a bow and arrow, along with nature spirits that can be summoned, against the dark forces of a necromancer who is corrupting the forest with his undead army. The player will explore the forest, which at first will have few enemies and more vegetation, but as the journey progresses, it will become more corrupted, with less vegetation and more undead roaming around.

The player's goal is to explore the forest, grow stronger, and face the bosses scattered throughout the map in order to prevent the necromancer from destroying it.

## Unique Selling Points:

- The player can summon creatures to fight alongside them using mana;
- The game has potions that restore health, mana, and stamina;
- The only weapon, aside from the summons, is a bow and arrows.

### Target Audience:

Men and women aged 16 and up.

### Gameplay Mechanics:

The player will have a safe zone in a village within the forest. This village includes:

- A blacksmith who can upgrade the bow;
- An alchemist who sells potions and poisons;
- A sage who strengthens and sells new summons.

As for gameplay, the player will:

- Shoot arrows (infinite ammo, consumes stamina);
- Dodge and jump (consume stamina);
- Heal using health potions;
- Refill part of the mana bar with mana potions;
- Refill part of the stamina bar with stamina potions;
- Summon forest creatures, such as animals and treants, which consume mana depending on the summon.

Potions have limited uses, and the player must allocate flasks to the desired status (health, mana, or stamina). The player starts with 3 flasks and can have up to 5. Allocation can range from 0 to 5 per status. The initial distribution is 1 flask per status, and reallocation is possible at rest points.

By defeating enemies, the player gains experience to level up at rest locations. Enemies may also drop coins and materials used at village vendors. Rest points restore health, mana, reset enemies, and allow fast travel. Leaving and re-entering a stage will cause enemies (except bosses) to respawn.

### Theme and Setting:

- Village
  - Druid's house
  - Blacksmith
  - Alchemist's shop
  - Mage's shop
- Forest

## Features:

- Single-player;
- Made in Unity 2D;
- Platformer with souls-like elements;
- Hand-drawn 2D art;
- Anime/gothic aesthetic;
- Auto-save when interacting with a rest point;
- PC exclusive.

## Story:

In ancient times, there was a prosperous and powerful kingdom named Aldrica. It was ruled by a royal family composed of the king, queen, and a pair of siblings. The older sister was a master swordswoman, capable of easily defeating even the royal army's general. The younger brother was skilled in magic, having been trained by the kingdom's wisest mages since childhood.

One day, the prince began to behave strangely, which drew the king's attention. The king ordered the mages to investigate and they discovered that the prince had met a peculiar-looking individual who encouraged him to seek more power through dark magic. Enraged, the king ordered the prince to be watched and isolated.

However, the mysterious figure appeared at the kingdom's gates and, with a single spell, destroyed them, massacring everyone until reaching the castle. He freed the prince and made him a proposal: for ultimate power, they needed to fuse into one being. The cost would be the destruction of the remaining kingdom. The prince accepted, and the kingdom was completely annihilated, with only his sister surviving as she was returning from a battle.

The fusion ritual began, but before it was complete, the princess and a portion of the army returned victorious. Shocked by the kingdom's ruin, she found the prince and the stranger mid-ritual. Unaware that her brother had been blinded by power, she believed the stranger was stealing his magic. She threw her spear at the stranger, interrupting the ritual.

Instead of fusing, the ritual backfired, tearing both bodies apart and scattering their remains—especially their fully merged heart, which landed in a mystical forest. The forest's inhabitants, finding the heart, assumed it belonged to a fallen adventurer and buried it. However, the heart merged with the earth and, imbued with magic, took control of the body of a powerful sorcerer buried nearby.

Now undead, he seeks to recover his heart and body, corrupting the forest and raising the dead. The forest dwellers call upon their strongest warrior—Layla, a druid attuned to nature—to combat the darkness and uncover the truth behind the resurrection.

## Inspirations:

- Art:
  - Ender Lilies
  - Momodora
  - Hollow Knight
- Music:
  - [To be defined]