

Elements Duty



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MMT WS 2015 – Game Studies & Game
Design



Highconcept

Unleash and Combine Elements to destroy the all-consuming darkness.

Story

The Leaders of the four elements were imprisoned by the Darkness. Without control, chaos dictates the wild elements and threatens the balance between Fire, Water, Earth and Air.

If the balance between the forces of nature can't be rebuild, cataclysms are imminent. The Darkness will rise and threat to devour all living creatures.

It's up to you now! Join forces with the other elements to find your missing leaders, free them and save the world from the engulfing darkness.

Gameplay

Elements Duty is an Action/Puzzle – Game where the Player gains the control over the four elements: Fire, Water, Air and Earth.

The game persists of four worlds, each bound to one force of nature. In each world, the player has to complete different levels to save the elemental plane.

At the end of each World, the player has to encounter a final Boss and free one of the imprisoned leaders.

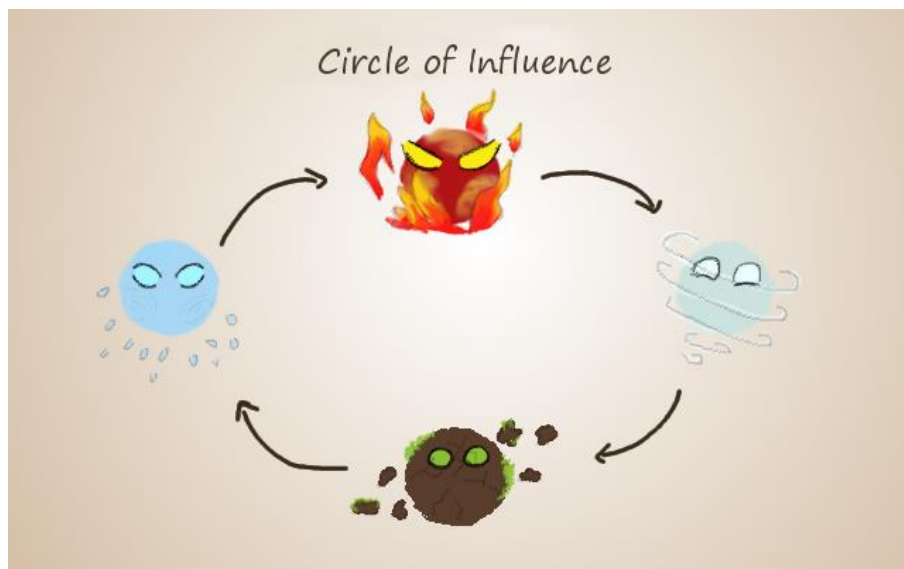
During the game, the four elements are floating in a circle slightly above the ground. The active elements takes place in the middle of the formation. The point of view is from a 3rd person perspective. The player needs to navigate the elements through the different levels filled with obstacles and enemies.



By using their forces, the player is able to pass obstacles, eliminate or sneak by enemies. By combining the strength of each element, the player can create powerful attacks to defeat the mightiest enemies.

Using the power of one element effects the strength of another one and maybe weakens it. This is displayed by a shrinking of the element. The balance between the four has to be maintained, otherwise the game is lost. The power of an element regenerates over time, so if one is weak the player can't use its power for a short period of time.





Basic Abilities of the Elements

Fire	Ignite
Water	Shield
Air	Air Blast
Earth	Create Ground/Earth

Possible Combinations

Active Element	Second Element	Result
Fire	Air	Fire Blast
Earth	Water	Mud
Fire	Water	Steam
Air	Earth	Earth Shield
Earth	Air	Forward pushing rocks
Air	Water	Cloud
Air	Fire	Fire Shield
Earth	Fire	Sand

Controls

The game can be played via controller. The left stick controls the formation of elements through the level. With the right one the formation can be rotated to change the active element in the middle.

R2 is used to activate the power of the current element.

With the Symbols, the player can quickly select an element to combine the power of the current element with another one.



Level Design

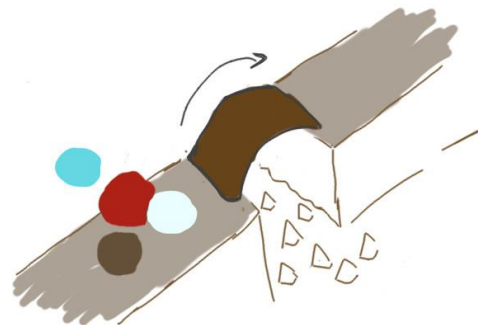
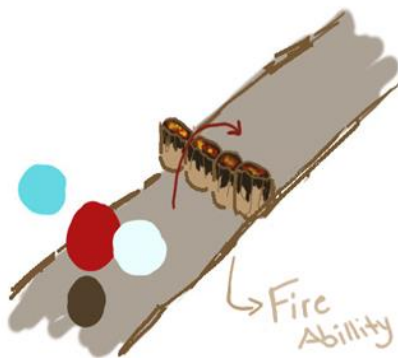
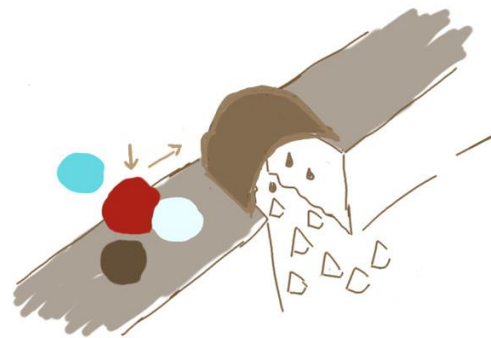
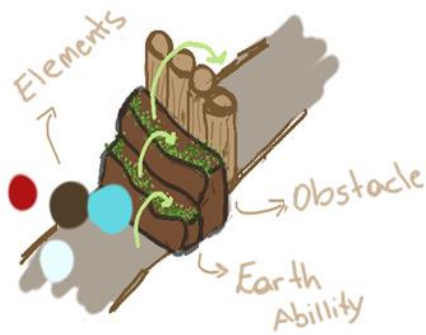
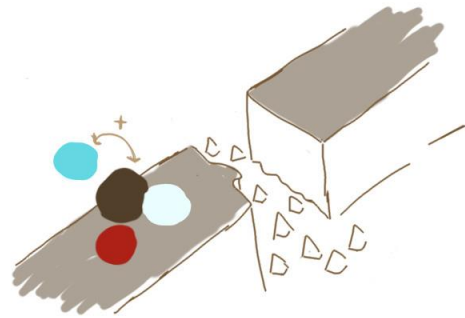
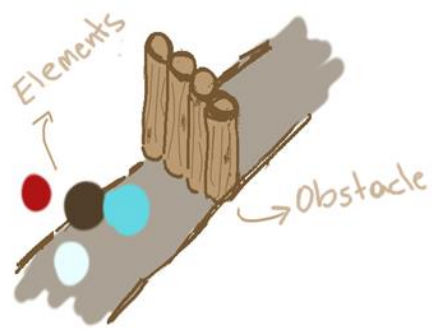
The levels of the game contain obstacles and enemies who try to defeat the player.

There are different types of obstacles and each has to be overcome in specific ways by using the elements. The game does not provide an obvious solution but gives a certain amount of hints. For each obstacle, there exist different types of solutions and the player has to figure them out on its own.

The difficulty increases continuously through the levels. At the beginning, no elements have to be combined, but in the end, the solutions are getting more and more complex.

Obstacles

Obstacle	Possible Solution
Gorge	Combine Earth and Water → create an unstable and muddy bridge combine with Fire → stable bridge to cross the gorge.
Gorge	Create a cloud with Air and Water → stand on the cloud and use Air again to fly over the gorge.
Barrier	Burn it with Fire.
Barrier	Create a stairway with Earth.
Flaming floor(flame trap)	Use Air to blow it out.
Flaming floor(flame trap)	Create a water shield to protect you during crossing the flames.
Falling rocks	Combine Earth and Air → create a shield to protect you.



Moodboard

