

Abya Yala Freedom Fighters

Save the land and collect the gold

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1. Section I - Game Overview

1.1. Game Concept

Abya Yala Freedom Fighters is a fast-paced side-scrolling platform action game where players take on the role of Indigenous defenders on a mission to reclaim their stolen lands and gold. The colonizers have already raided the community and are retreating deep into the forest with their plunder. Players must track them down, recover the stolen treasures, and drive the invaders out.

Armed with traditional weapons like bows, arrows, and knives, players must navigate through challenging terrain and fend off enemy soldiers. The gameplay combines dynamic combat with strategic decision-making, as players must balance defeating enemies, recovering the gold, and reclaiming their homeland.

Victory is achieved when most of the stolen gold is recovered, and the colonizers are defeated. However, the mission will fail if the player's lives are depleted or if the invaders manage to secure their hold on the forest.

1.2. Design History

Version 1.0: Initial concept drafted, focusing on the Indigenous resistance theme, gameplay mechanics, and victory/defeat conditions.

1.3. Feature Set

- **Core Gameplay:**
 - Side-scrolling platform combat with melee and ranged weapons.
 - Resource protection and recovery mechanics.
 - Enemy AI with varying behaviors for soldiers.
 - **Weapons and Tools:**
 - Bow and arrow: Ranged attacks.
 - Knife and spear: Close-combat attacks.
 - Collectible power-ups and upgrades.
 - **Environment:**
 - Dynamic levels inspired by Indigenous land, including forests, rivers, and villages.
 - **Victory/Defeat Conditions:**
 - Win: Complete all objectives — collect the gold, defeat the archer to get the key, open the chest, and obtain the book to unlock the door.
 - Lose: Fail to complete the objectives before time runs out or if all player lives are lost.
-

1.4. Genre

Fast-paced side-scrolling, platform action game with historical and cultural themes.

1.5. Target Audience

The game targets players who are interested in historical narratives, cultural heritage, and engaging gameplay. It particularly appeals to:

- Fans of action games with strategic elements.
- Those interested in Indigenous history and resistance stories.

1.6. Game Flow Summary

Players progress through the game by moving through levels designed as Indigenous territories under siege. Key elements of the game flow include:

- **Framing Interface:**
 - Main menu with options to start a new game
 - Level selection
- **In-Game Mechanics:**
 - Players control movement (left/right), jumping, and attacking.
 - Enemies approach in waves, requiring players to prioritize threats.
 - Gold and other resources are placed strategically for players to recover.

1.7. Look and Feel

The visual and aesthetic design emphasizes the natural beauty and cultural richness of Indigenous lands:

- **Environment:**
 - Vibrant landscapes including dense forests and intricate village designs.
- **Characters:**
 - Player character designs showcasing traditional tools.
 - Varied enemy designs representing colonizers.
- **Sound Design:**
 - Atmospheric soundtracks with Indigenous instruments.
 - Dynamic sound effects for combat.

1.8. Project Scope

A summary of the scope of the game.

1.8.1. Number of locations

- **3 Location:** The game takes place in a single, expansive forest setting where players pursue colonizers retreating with stolen gold.

1.8.2. Number of levels

- **Level 1:** Forest scene, one type of enemy (Knights), collecting gold.

- **Level 2:** Winter forest with snow, two types of enemies (Lancers and Swordsmen), collecting gold and power-ups.
- **Level 3:** Dark forest with a mix of all previous enemies, plus Skeletons as a new enemy type.

1.8.3. Number of NPC's

- **Level 1:** Knights
- **Level 2:** Lancers, Swordsmen
- **Level 3:** Knights, Lancers, Swordsmen, and Skeletons

1.8.4. Number of weapons

- **3 Types of Weapons:** Players and Enemies can utilize bows and arrows for ranged attacks, knives and spears for melee combat.

1.8.5. Etc.

- Players automatically collect gold when overlapping with it.
- No object pushing; environmental changes happen automatically or through specific triggers.
- Static background with collision areas for platforming mechanics.
- Enemy AI with varying attack styles.

2. Section II - Gameplay and Mechanics

2.1. Gameplay

2.1.1. Game Progression

Players advance through sequential levels, each introducing more challenging waves of enemies and strategic resource placements. Levels become progressively more complex, with more enemies, environmental hazards, and objectives.

2.1.2. Mission/challenge Structure

- Protect community gold by defeating waves of enemies.
- Recover stolen gold from enemy camps.
- Eliminate all enemies to complete the level.
- Side objectives: collect hidden artifacts or complete the level within a time limit.

2.1.3. Puzzle Structure

- Strategically using gold to navigate through the platform

2.1.4. Objectives – What are the objectives of the game?

- Defend Indigenous lands from colonizers.
- Protect the community's gold reserves.
- Recover stolen treasures.
- Defeat all invading enemies.

2.1.5. Play Flow – How does the game flow for the game player

- Players begin each level with an introduction to the mission objectives.
- During gameplay, players alternate between combat, resource protection, and time limit.
- The game uses checkpoints for respawns but limits lives for added challenge.
- Levels end with a summary screen showing performance stats.

2.2. Mechanics

1. Player Actions and Abilities

Movement:

- **Horizontal Movement:** The player can move left or right along the side-scrolling platform, navigating through various terrains (forests, rivers, villages).
- **Vertical Movement:** Players can jump to avoid obstacles, reach higher ground, or traverse gaps.

Combat:

- **Ranged Combat:** The player can shoot arrows at enemies from a distance. Arrows have limited range and must be aimed with precision.
- **Close Combat:** The player uses a knife for melee attacks. This is effective against enemies who get too close.

Power-ups and Upgrades:

- Collectible items in the environment can enhance player abilities. These could include:
 - **Health Packs:** Restore lives.
 - **Weapon Upgrades:** Enhance weapon damage or ammo capacity.
 - **Movement Boosts:** Improve speed or jumping ability.

Health and Lives:

- The player has a fixed number of **lives**. Each life allows the player to take damage, but when lives run out, the game is over.
- Health decreases when the player is hit by enemies or environmental hazards. Health can be restored by finding health power-ups.
- When the player's health reaches zero, they lose a life.

2. Enemy Behavior (Colonizers/Soldiers)

- **Ranged Combat:** They use arrows or guns to attack the player from a distance.
- **Melee Combat:** If the player gets too close, they may switch to knives or spears

AI Behavior:

- **Soldiers/Colonizers** patrol certain areas, and when they spot the player, they engage in combat by shooting at the player using their guns.
- **Alertness Mechanism:** If they see the player, they become alert and will shoot the player.

- **Health:** They have a health bar, which decreases when they are hit by player attacks. Once the health reaches zero, they are defeated.

Gold and Treasure Locations:

- Gold is in various locations across the map, often guarded by soldiers/colonizers.
- The player needs to retrieve the stolen gold. If the gold is lost or the player is defeated, the mission will fail.

3. Level Design and Environment

Levels are designed to reflect Indigenous land and can feature:

- **Forests:** Dense areas filled with trees, wildlife, and obstacles that may require climbing or jumping to pass through.
- **Hazards:** Some environments may include environmental damage (like fire) or unstable platforms.

4. Combat System

Health and Damage:

- Each attack (ranged or close combat) deals a set amount of damage. When the player is hit, their health decreases.
- If enemies (soldiers/colonizers) are hit, their health is reduced, and if it reaches zero, the enemy is defeated.

Enemy Weaknesses:

- Certain enemies may have weaknesses to specific types of weapons. For instance, bows might be more effective against fast-moving enemies, while knives deal more damage to soldiers/colonizers at close range.

Environmental Interactions:

- **Obstacles:** Players need to be cautious around rocks, trees, or rivers, which may block movement or require special actions like jumping or climbing.

5. Resource Management

- **Ammo Management:** Players must rely on bows for ranged combat, as soldiers/colonizers use the spears, swords. Ammo for the bow may be limited, requiring the player to scavenge or manage the number of arrows they have.
- **Gold Recovery:** The player needs to gather stolen gold scattered across the environment. The amount of gold recovered impacts the overall success of the mission.
- **Power-ups:** These are limited in number but are essential to replenish health, upgrade weapons, or gain other temporary boosts.

6. AI and Progression

- **Difficulty Scaling:** As the player progresses through levels, soldiers/colonizers become more numerous, stronger. New soldier/colonizer types or strategies may also be introduced in later stages of the game.

7. Victory and Defeat Conditions

Victory: The player wins by:

- Recovering most of the stolen gold.

- Defeating all soldiers/colonizers in the current level.
- Successfully reclaiming Indigenous land from enemy control.

Defeat: The player loses if:

- All lives are lost (no more health and lives left).
- Time runs out, and the soldiers/colonizers successfully escape with the gold or secure control over the forest.
- Gold is lost permanently due to enemy actions or player mistakes.

8. Progression and Levels

Levels and Objectives: Each level has specific objectives:

- Clear out all soldiers/colonizers.
- Recover stolen gold.
- Complete the level's environmental challenges.

▪ Physics

- The game uses a **2D physics system**.
- **Gravity** affects characters.

▪ Movement

▪ *General Movement*

- Characters can move left or right, jump, and crouch.
- Smooth, responsive controls ensure fluid gameplay.

▪ *Other Movement*

Attack mechanics for defeating enemies.

▪ Objects

▪ *Picking Up Objects*

- Players automatically collect gold bags by overlapping with them and pressing the right key.
- Certain power-ups enhance player abilities temporarily.

▪ *Moving Objects*

Players cannot push objects.

▪ Actions

▪ *Picking Up, Carrying and Dropping*

Players cannot carry gold, but it is collected automatically.

▪ *Reading*

Players can read scrolls or signs that provide historical context or gameplay hints.

▪ *Combat*

Combat is central to gameplay:

- Use bows for ranged attacks and knives for melee combat.
- Enemies have varying health and attack with guns

▪ *Economy*

Gold acts as both a resource to protect and a currency for upgrades.

9. Screen Flow

▪ *Screen Flow Chart*

A graphical description of how each screen is related to every other

- **Main Menu** → **Game Screen** → **Pause Screen** → **Game Over Screen** → **Main Menu**
- **Main Menu** → **Options Screen**
- **Game Screen** → **Victory Screen** → **Main Menu**

▪ *Screen Descriptions*

▪ *Main Menu Screen*

The player can choose to start a new game, load an existing game or quit the game.

▪ *Options Screen*

Options Screen: Allows the player to review controls. It's accessible from the Main Menu and in-game pause menu.

▪ *Etc.*

- **Game Screen:** The main gameplay area where the player controls the character and engages in combat.
- **Pause Screen:** A screen that pauses the game during play, allowing players to resume, restart, or access options.
- **Victory Screen:** Appears when the player wins the game, showing score, level completion, and options to return to the Main Menu or continue playing.
- **Game Over Screen:** Displays when the player loses, showing the player's score and options to return to the Main Menu or retry the level.

1. Game Options

Control Settings:

- Explain key bindings for movement, combat, and actions.

2. Replaying and Saving

Saving:

- The game will save progress automatically at key points (e.g., after completing a level or finding a checkpoint)

Replaying:

- After completing a level or dying, players have the option to retry the current level
- Players can replay previously completed levels from the main menu to improve their score or try different strategies.

3. Cheats and Easter Eggs

- **Developer's Message:** A hidden message or artwork from the developers that can be unlocked by performing a specific action in the game.

- **Section III – Story, Setting and Character**

1. Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

▪ Back story

The game is set in a post-colonial world where Indigenous defenders fight to reclaim their stolen lands and gold from colonizers who have raided their community and retreated into the forest.

▪ Plot Elements

- **Inciting Event:** The colonizers have raided the Indigenous village, stealing gold and resources. The defenders must track them down to recover their stolen goods.
- **Conflict:** The player must battle colonizers, navigate difficult terrain, and overcome environmental challenges to reclaim the stolen gold and drive out the invaders.
- **Resolution:** The story culminates in the defeat of the colonizers and the recovery of most of the stolen gold, restoring peace to the village and land.

▪ Game Progression

Level 1: Introduction & Basics

- The player learns basic controls such as movement, jumping, attacking, and collecting gold.
- Encounters Knights, who have simple attack patterns and are easy to defeat.
- The goal is to collect gold and reach the exit.

Level 2: Increased Challenge

- Introduces a winter forest environment with icy terrain that affects movement.
- New enemy types: Lancers (longer reach) and Swordsmen (faster attacks).

- Introduces power-ups that enhance player abilities (e.g., temporary speed boost, stronger attacks).
- Requires strategic use of weapons and positioning to survive.

Level 3: Final Test

- Dark ruins or underground setting with all previous enemies plus Skeletons.
- Skeletons may have unique abilities like reviving after being defeated.
- Players must manage gold, combat multiple enemies, and navigate more complex platforming sections.

▪ License Considerations

Ensure that all characters, gameplay mechanics, and narratives are original or properly licensed. If using real-world names, locations, or events, acquire the necessary rights.

▪ Cut Scenes

▪ Cut scene #1

▪ Actors

Indigenous defenders and colonizers.

▪ Description

The first cut scene shows the attack on the village, the theft of the gold, and the colonizers fleeing into the forest.

▪ Storyboard

A sequence where the village is under attack, defenders fight off invaders, and gold is taken.

▪ Script

Dialogue between the defenders, showcasing their determination to reclaim their land and gold.

2. Game World

▪ General look and feel of world

- The game takes place in **Indigenous lands** that include **forests** and other natural terrains.
- The world will have a **natural, earthy aesthetic**, using organic textures for forests, stone villages.
- The overall atmosphere is one of resilience, with areas of beauty against the tension of the invasion and the recovery of stolen goods.

▪ Area #1

- *General Description*

A dense and vast forest that serves as one of the primary locations where the colonizers have retreated. This area is filled with trees, bushes, and natural obstacles.

- *Physical Characteristics*

Thick, lush vegetation and difficult terrain.

Enemy encampments scattered throughout the area, guarded by colonizers.

- *Levels that use area*

Level 1: The player enters the forest for the first time, learning the layout and combating basic enemies.

- *Connections to other areas*

Enemy Base: The forest leads to the final enemy stronghold, where the player will face the final confrontation.

- *Area #2*

- *General Description*

A snow-covered **winter forest** where the conflict continues, featuring harsher conditions and more aggressive enemy patrols

- *Physical Characteristics*

- Snow-covered trees and icy ground, making movement slippery.
- Lancer and Swordsman enemies patrol the area, making it more dangerous.

- *Levels that use area*

Level 2: The player navigates icy terrain, fights stronger enemies, and discovers power-ups.

- *Connections to other areas*

- Connected to the Forest (backtracking possible).
- Leads to the final enemy stronghold (Area #3).

- *Area #3*

- *General Description*

A fortified base deep in the land, built by colonizers but surrounded by natural elements. This is where the final confrontation takes place.

- *Physical Characteristics*

Enemy patrols are at their highest, with Knights, Lancers, Swordsmen, and Skeletons.

- *Levels that use area*

Level 3: The player fights through all previous enemy types, recovers the stolen gold, and faces a final battle.

- *Connections to other areas*

Connected to both the Forest and Winter Forest.

2. Characters

- **Character #1**

- *Back story*

- A brave Indigenous warrior whose village was raided by colonizers. The Defender is driven by the desire to reclaim the stolen gold and land, as well as to protect their people and heritage.
- Raised in the ways of traditional warfare, the Defender is skilled in using a bow, arrows, and a knife, but is also resourceful when it comes to using the environment to their advantage.

- *Personality*

- Strong-willed, determined, and courageous.
- Deeply connected to their heritage and culture.
- Shows compassion and care for the well-being of others but has an unwavering resolve in battle.

- *Look*

- *Physical characteristics*

- Muscular build, agile and quick.
- Height and body type suited for both combat and navigating the rugged terrain of the game world.

- *Animations*

Running: Fluid, agile movement with quick strides, emphasizing speed and stealth.

Shooting: Drawing the arrow with focus, shooting with a practiced motion

- *Special Abilities*

Spirit Shield: Grants a temporary defense buff, reducing damage from enemy attacks.

- *Relevance to game story*

- The Defender is the main protagonist, and the story revolves around their mission to recover the stolen gold and drive the colonizers out.
- Their actions directly impact the outcome of the game, with victory or defeat depending on their ability to navigate challenges, defeat enemies, and reclaim land.

- *Relationship to other characters*

Enemies: Colonizers who serve as the primary antagonists. The Defender is in constant opposition to these characters, seeking to undo the damage they've done to the land.

▪ *Statistics*

- **Gold Collected:** limited. (each level has several amounts of gold to collect)
- **Lives:** 5 (number of attempts before game over).
- **Time:** Limited (each level or encounter has a time constraint, adding pressure for the player to act quickly).

▪ *Character #2*

etc.

• *Section IV – Levels*

1. *Level #1*

▪ *Synopsis*

Level #1 is the first stage of the game where the Defender begins their mission to reclaim stolen gold and drive out the colonizers. The player starts in their village, which has been ravaged by invaders. After receiving intel on the enemy's retreat into the forest, the Defender sets off to pursue them and reclaim what was taken.

▪ *Introductory Material (Cut scene? Mission briefing?)*

Mission Briefing: The player is informed of the general objective—to recover the stolen gold and defeat the enemy soldiers hiding in the forest.

▪ *Objectives*

- Recover most of the stolen gold.
- Defeat all enemies in the area.
- Avoid losing all lives and complete the level within the given time limit.

▪ *Physical Description*

The level begins in a forested area near the village. The player must traverse through dense trees that lead deeper into the forest. The terrain is rough, with areas that require climbing or swimming to progress. The environment is lush, with trees, rivers, and foliage providing cover from enemy sight.

▪ *Critical Path*

- Navigate through the forest and avoid or defeat enemy soldiers.
- Collect gold bags as they encounter them.
- Reach the end of the forest, where the exit is located.
- Complete the level by defeating the last group of soldiers and reclaiming the gold.

▪ *Encounters*

Enemy Soldiers: Colonizer soldiers are scattered throughout the forest, using ranged and melee attacks. They patrol the area, sometimes in groups.

Gold Collection: The player will encounter gold bags that can be automatically collected by overlapping with them and pressing the correct key.

▪ Level Walkthrough

1. **Starting the Level:** The player moves forward and begins their journey into the forest.
2. **Navigating the Forest:** the player follows the path and encounters their first enemy soldiers. The player can either fight them or avoid them to continue forward.
3. **Reaching the Gold:** Along the path, the player comes across gold bags that can be collected automatically. Some gold is hidden in more difficult-to-reach areas, requiring climbing or careful navigation.
4. **Final Battle:** Near the end of the level, the player faces a group of colonizer soldiers guarding the final stretch. Defeating them will open the path to the level's exit.
5. **Exiting the Level:** Once the player clears the enemies and collects most of the gold, they can exit the level through a clearing, signaling the end of the mission.

▪ Closing Material

Mission Summary: A summary screen that displays how much gold was recovered, the number of enemies defeated, and the time taken to complete the level.

2. Level #2

▪ Synopsis

The Defender tracks the remaining colonizers into the snow-covered winter forest, where they have set up a fortified base. The enemy has reinforcements and stronger soldiers, making this level more challenging. The player must collect gold, defeat two types of enemies (lancers and swordsmen), and find power-ups hidden in the icy terrain.

▪ Introductory Material (Cut scene? Mission briefing?)

Mission Briefing: The player is introduced to the new threats, including heavily armored lancers and swordsmen.

▪ Objectives

- Recover most of the stolen gold.
- Defeat all enemies in the area.
- Avoid losing all lives and complete the level within the given time limit.

▪ Physical Description

The environment is a frozen forest, with snow-covered trees, slippery surfaces, and frozen rivers. Some areas require breaking ice to access hidden gold

▪ Critical Path

- Navigate through the forest and avoid or defeat enemy soldiers.
- Collect gold bags as they encounter them.
- Complete the level by defeating the last group of soldiers and reclaiming the gold.

▪ Encounters

- Lancers: Heavily armored, slower but powerful attacks.
- Swordsmen: Faster enemies with quick melee combos.
- Gold Collection & Power-Ups: Some gold and power-ups are hidden in frozen caves or behind destructible ice.

▪ Level Walkthrough

- **Entering the Winter Forest:** The player navigates icy terrain, adjusting movement for slippery surfaces.
 - **First Enemy Waves:** Encounters with lancers and swordsmen, testing the player's skill in melee combat.
 - **Gold and Power-Ups:** The player finds gold bags and hidden power-ups that increase strength or defense.
- Exiting the Level:** Once the player clears the enemies and collects most of the gold, they can exit the level through a clearing, signaling the end of the mission.

▪ Closing Material

Mission Summary: A summary screen that displays how much gold was recovered, the number of enemies defeated, and the time taken to complete the level.

2. Level #3

▪ Synopsis

The final level takes place in a darkened forest, where the remnants of the colonizers have fled, unknowingly awakening a greater evil. The spirits of fallen warriors rise as skeletons, turning the battlefield into a supernatural fight for survival. The Defender must face all previous enemy types, alongside the undead.

▪ Introductory Material (Cut scene? Mission briefing?)

Mission Briefing: The player learns that the forest has changed, and dark forces have taken over.

▪ Objectives

- Recover most of the stolen gold.
- Defeat all enemies in the area.
- Avoid losing all lives and complete the level within the given time limit.

▪ Physical Description

The once-lush forest is now a dark, eerie landscape with twisted trees, thick fog, and glowing supernatural elements.

▪ Critical Path

- Navigate through the forest and avoid or defeat enemy soldiers.
- Collect gold bags as they encounter them.
- Reach the end of the forest, where the exit is located.
- Complete the level by defeating the last group of soldiers and reclaiming the gold.

▪ Encounters

- **Knights, Lancers, and Swordsmen:** All previous enemy types return.
- **Skeleton Warriors:** Resurrected warriors with unpredictable attack patterns.

- **Level Walkthrough**

Entering the Dark Forest: The player immediately notices the eerie atmosphere, with unnatural glowing elements.

Fighting the Undead: Skeletons attacking unpredictably.

Final Gold Collection: The last stolen gold needs to be found.

The Final Assault: The player faces waves of enemies, blending human warriors and undead creatures.

Escape or Death: The last section forces the player to survive against endless enemies.

- **Closing Material**

Mission Summary: A summary screen that displays how much gold was recovered, the number of enemies defeated, and the time taken to complete the level.

- **Section V - Interface**

1. Visual System

- **HUD - What controls**

- **Lives Counter:** Displays the number of remaining lives. Positioned at the top right, it decreases when the player loses a life, showing how many attempts are left before game over.
- **Gold Collected:** A counter that shows how much gold the player has collected in the current level. Located at the top center of the screen.
- **Time Limit:** A countdown timer is placed at the top right corner, showing how much time remains to complete the level. The timer counts down during levels that are time limited.
- **Enemy Health Bar:** Shows the remaining health of enemies when attacked.

- **Menus**

- **Main Menu:** Includes options like "Start Game", "Options", "Exit", and "Credits". The "Start Game" option allows the player to begin a new game or continue a saved one.
- **Options Menu:** Allows players to review controls.
- **Pause Menu:** While in-game, the player can pause the game to access options such as "Resume", "Restart Level", "Main Menu", or "Quit Game".
- **Game Over Screen:** Appears when the player loses all lives, showing options to "Retry", "Main Menu", or "Quit Game".

- **Rendering System**

- **Sprite-Based Rendering:** Characters, objects, and enemies are rendered using sprites. The system supports animations for movement and actions.
- **Particle Effects:** Used for things like arrows shooting, explosions or collecting

- **Camera**

Limited Boundaries: The camera will be confined to level boundaries, so the player cannot see beyond the set environment.

▪ Lighting Models

Player Lighting: The player character will always be lit in a way that ensures they are visible, even in darker areas.

2. Control System

How does the game player control the game? What are the specific commands?

Movement Controls:

- **Left/Right Arrows (or A/D keys):** Move the character left or right.
- **Up Arrow (or W key):** Jump.
- **Down Arrow (or S key):** Crouch or slide.
- **Hold Shift:** Sprint (Consumes stamina).

Combat Controls:

- **Spacebar:** Shoot arrow (if bow is equipped).
- **Left Mouse Button (or K key):** Attack with the knife (if equipped).

Other Controls:

- **E:** Pick up gold or items.
- **Q:** Use special ability (if available).
- **Esc:** Pause the game and bring up the pause menu.

3. Audio

Audio plays a crucial role in immersion, gameplay feedback, and setting the atmosphere of the game world.

4. Music

Ambient Music: Soft, atmospheric music for exploring the world, traveling through forests, or passing through villages.

5. Sound Effects

Gold Collection Sound: A distinct sound when the player automatically collects gold, signaling the action is successful.

Combat Sounds: Arrows firing, knife slashing, enemy gunshots, and melee clashes.

6. Help System

• Section VI - Artificial Intelligence

1. Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

2. Enemy AI

The enemy AI controls the behavior of colonizer soldiers and other antagonistic entities.

- **Patrolling:** Enemies patrol certain areas, looking for the player or any unusual activity.
- **Aggression:** If an enemy spots the player, it will pursue and engage in combat. The enemy will use guns or arrows for ranged attacks and knives or spears for melee.

1. Non-combat Characters

Objective-Related NPCs: Characters who provide context or help further the story but do not engage in combat.

2. Friendly Characters

Supportive Role: Some characters may provide support by offering healing or helping to locate hidden items.

3. Support AI

▪ Player and Collision Detection

Collision Avoidance: The player's movement will adjust automatically when an obstacle is encountered (e.g., the character will stop when they hit a wall or fall off a cliff).

• Section VII – Technical

1. Target Hardware and operating system

Target Hardware

- **Processor:** Intel Core i5 or AMD Ryzen 5 (Minimum)
- **Memory:** 8 GB RAM (Minimum)
- **Graphics:** NVIDIA GTX 1060 or AMD Radeon RX 580 (Minimum)
- **Storage:** 10 GB available space (Minimum)
- **Sound:** Integrated or dedicated sound card

Operating System

- **Windows:** Windows 10 or later (64-bit)
- **macOS:** macOS 10.15 or later
- **Linux:** Ubuntu 20.04 LTS or later

2. Supported game controllers and peripherals

Keyboard: Fully supported, with the option for customized key mappings.

• Section VIII – Game Art

Only show concept art here (rough sketches)

1. Concept Art

2. Style Guides

Visual Style: The visual style will reflect the environment of forests, rivers, and villages, focusing on rich textures, detailed foliage, and atmospheric lighting.

3. Characters

- **Main Character:** The protagonist will be drawn with a focus on their unique weapons (bow, arrows, knife), traditional attire, and powerful body language. The character's appearance will include markings or tattoos inspired by Indigenous art.
- **Enemies (Colonizers/Soldiers):** Enemy soldiers will have a distinctive military look, with worn-out uniforms, rifles, and a hardened demeanor. Each soldier type will be designed to reflect different skill levels (from basic soldier to elite).
- **NPCs:** Villagers will have more passive, peaceful designs, with attire that reflects the environment they live in, using natural materials.

1. Environments

Forest Level: Lush trees, rugged terrain, and distant mountains. Visual elements include dense foliage, wildlife, and natural barriers.

2. Equipment

- **Weapons:** Arrows, knives, and possibly a limited selection of tools used by the player. Each weapon will have a distinct visual style, with traditional materials like wood, stone, and bone used for crafting.
- **Gold:** A resource to be collected, represented as bags of gold with intricate designs or markings.

1. Cut scenes

Cut Scene #1: The intro cutscene that shows the colonizers raiding the village. The art style will include heavy contrasts to highlight the aggression of the invaders and the desperation of the villagers.

Cut Scene #2: Cutscene shows the aftermath of previous battles, with enemy forces regrouping and strengthening their stronghold. The winter setting adds a harsh, cold atmosphere, emphasizing the increasing difficulty ahead.

Cut Scene #3: Darkness takes over the forest as defeated warriors rise from the dead, becoming skeletons that haunt the land. The once-natural environment becomes eerie, with twisted trees, thick fog, and an unnatural glow filling the scene.

2. Miscellaneous

- **Icons and UI Elements:** Rough sketches of the game's interface, including life count, gold collected, enemies left.
- **Enemy Units:** Different sketches for enemy soldiers, including variations based on rank or difficulty levels.