Abya Yala Freedom Fighters

– save the land and collect the gold

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Copyright Information

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# Section I - Game Overview

## Game Concept

Abya Yala Freedom Fighters is a fast-paced side-scrolling action game where players take on the role of Indigenous defenders protecting their lands from invading colonizers. Using weapons like bows, arrows, and knives, players must fend off enemy soldiers and ships while ensuring the safety of their community’s gold. The game blends dynamic combat with strategy as players must balance protecting resources, defeating enemies, and recovering stolen treasures. Victory is achieved by eliminating all invaders and securing most of the community’s gold, while defeat occurs if the colonizers succeed in stealing all the gold or the player’s lives are depleted.

## Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

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

## Feature Set

* **Core Gameplay**:
  + Side-scrolling combat with melee and ranged weapons.
  + Resource protection and recovery mechanics.
  + Enemy AI with varying behaviors for soldiers and ships.
* **Weapons and Tools**:
  + Bow and arrow: Ranged attacks.
  + Knife: Close-combat attacks.
  + Collectible power-ups and upgrades.
* **Environment**:
  + Dynamic levels inspired by Indigenous lands, including forests, rivers, and villages.
  + Interactive elements like hiding spots and resource caches.
* **Victory/Defeat Conditions**:
  + Win: Defeat all enemies and recover most gold.
  + Lose: All gold stolen or player lives depleted.

## Genre

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

## 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.
* Gamers seeking visually rich, meaningful experiences.

## 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, load progress
  + Level selection with visual markers indicating cleared and active areas.
* **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 protect and recover.

## Look and Feel

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

* **Environment**:
  + Vibrant landscapes including dense forests, flowing rivers, and intricate village designs.
  + Hand-drawn art style inspired by traditional Indigenous art and patterns.
* **Characters**:
  + Detailed player character designs showcasing traditional attire and tools.
  + Varied enemy designs representing colonizers and their machinery.
* **Sound Design**:
  + Authentic, atmospheric soundtracks with Indigenous instruments.
  + Dynamic sound effects for combat, movement, and environmental interactions.

## Project Scope

A summary of the scope of the game.

### Number of locations

### Number of levels

### Number of NPC’s

### Number of weapons

### Etc.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

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

### Mission/challenge Structure

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

### Puzzle Structure

* Navigating through blocked paths by activating switches.
* Strategically using environmental elements like logs or boulders to block enemy advances.

### 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.

### 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 exploration.
* The game uses checkpoints for respawns but limits lives for added challenge.
* Levels end with a summary screen showing performance stats.

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

The game employs a 2D physics system:

* Gravity affects characters and projectiles.
* Objects like boulders and logs follow basic physics rules for movement and interaction.

### Movement

#### General Movement

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

#### Other Movement

Swimming mechanics for crossing rivers.

### Objects

#### Picking Up Objects

* Players can pick up tools, weapons, and gold bags.
* Certain power-ups enhance player abilities temporarily.

#### Moving Objects

Players can push boulders or logs to create barricades or clear paths.

### Actions

#### Switches and Buttons

Interactive switches open paths or trigger environmental changes.

#### Picking Up, Carrying and Dropping

Players can carry gold bags to safer locations or drop objects to focus on combat.

#### Talking

#### Reading

Collect 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.
* Combo systems reward skillful play.
* Enemies have varying health and attack patterns

### Economy

* Gold acts as both a resource to protect and a currency for upgrades.
* Players can trade with NPCs for power-ups, weapons, and healing items.

## Screen Flow

### Screen Flow Chart

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

### Screen Descriptions

What is the purpose of each screen?

#### Main Menu Screen

#### Options Screen

#### Etc.

## Game Options

What are the options and how do they affect game play and mechanics?

## Replaying and Saving

## Cheats and Easter Eggs

# Section III – Story, Setting and Character

## Story and Narrative

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

### Back story

### Plot Elements

### Game Progression

### License Considerations

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

### Area #1

#### General Description

#### Physical Characteristics

#### Levels that use area

#### Connections to other areas

### Area #2

etc.

## Characters

### Character #1

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level #1

### Synopsis

### Introductory Material (Cut scene? Mission briefing?)

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

## Level #2

etc.

## Training Level

# Section V - Interface

## Visual System

### HUD - What controls

### Menus

### Rendering System

### Camera

### Lighting Models

## Control System

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

## Audio

## Music

## Sound Effects

## Help System

# Section VI - Artificial Intelligence

## 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?

## Enemy AI

Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

## Supported game controllers and peripherals

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous