Compune Game Design Document

Concept

* Metroidvania game about Magical Girls fighting extradimensional creatures during the Cold War Era. Will center around 4-5 player characters representing different archetypes/playstyles. It will also incorporate resource management, consumable inventory items and numerous boss fights.

Story

* Extradimensional entities known as Archons have entered Earth’s dimensional realm after being attracted by the nuclear detonations and testing conducted by America and the Soviet Union at the height of the Cold War. The interdimensional bleed has also affected many children inadvertently granting them paranormal abilities expressed in different often fantastical ways.
* The Archons slowly drive the world’s leaders into a state of madness. The Archons overarching goal is to cause a nuclear war between the Soviet Union and America, in order to feed off the immense radiation and pure suffering that would occur. Luckily, some covert elements among the Earth’s governments start to notice the Archons influence as well as the emergence of children with paranormal abilities. The children’s powers would stem from longings and desires.
* Secret programs are initiated by America, Soviet Union, United Kingdom and China to select and train gifted children, against their will, to fight back against the Archons influence upon the world and to prevent nuclear annihilation. However while their intentions are just, their methods are anything but.

Characters

* Athena: Operative from the U.S.A who can manipulate sound and light frequencies. Growing up in an impoverished, segregated Detroit neighborhood, Athena sought solace in her deceased mothers Motown records, and aspired to sing on a stage. Now after being forced into service by government, she now uses her talents against the Archons. Athena’s personality is extraverted, compassionate and at times self-sacrificing, never hesitating to put herself in harms way ahead of her teammates. She is also infatuated with Vera, flirting with her despite Vera’s stoic demeanor.
* Vera: Operative from the U.S.S.R, who puts up defensive barriers. Since her power is purely defensive, she relies on conventional weapons to attack the Archons, with her signature weapon being a giant hammer. She longed for a sense of safety ever since her dissident parents died in a gulag leaving her alone in a Moscow orphanage, now she provides safety for her adoptive family of fellow operatives in their fight against cosmic horrors. Vera is stoic, logical, at times ruthlessly so, and efficient prioritizing results over style. Though she is smitten with Athena she has trouble expressing her feelings always putting the mission first.
* Madeline: Operative from the U.K. who utilizes weaponized umbrellas, croquet mallets, explosive teacups and saucers and other dangerous trappings of upper class British life. Madeline grew up on the rough streets of London’s East End. She aspired to live an upper class, royal lifestyle unlike her own poverty stricken life. Despite being a skilled operative, she has a superiority complex and has trouble working with her teammates, although when all odds are against them, she can always be counted on.
* Lin: Operative from China who controls the life and death cycle of organic life. She can use nature in an offensive and defensive manner against Archons. Lin’s village was devastated after a famine induced by Mao’s destructive policies. After witnessing one too many deaths caused by famine and hunger, she vowed to have full control over Nature itself. She is thoughtful, oftentimes intuitive and wise beyond her years. She often acts as a force multiplier during joint operations, enhancing her teammates abilities.