

POMEGRANADE® LIMBO

Game Design Document



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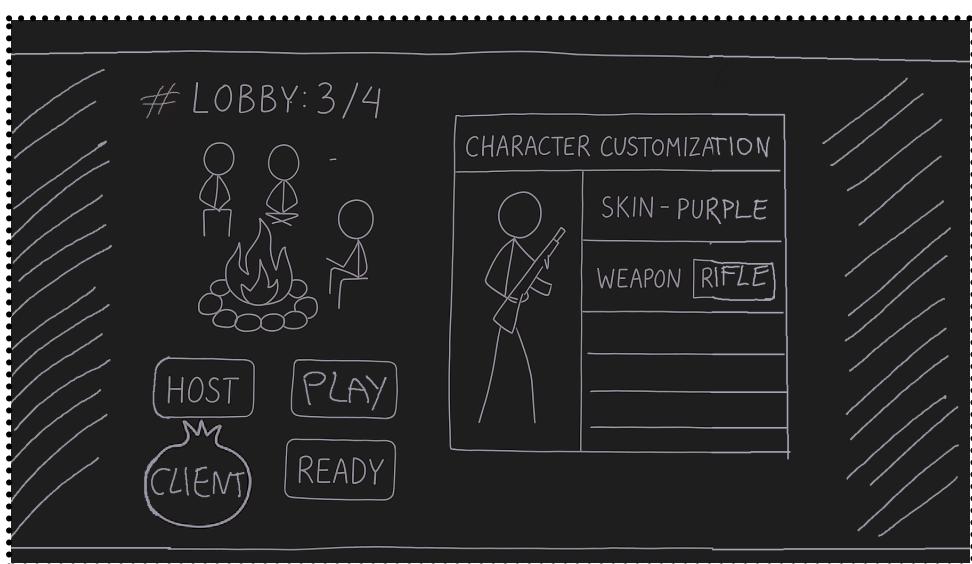
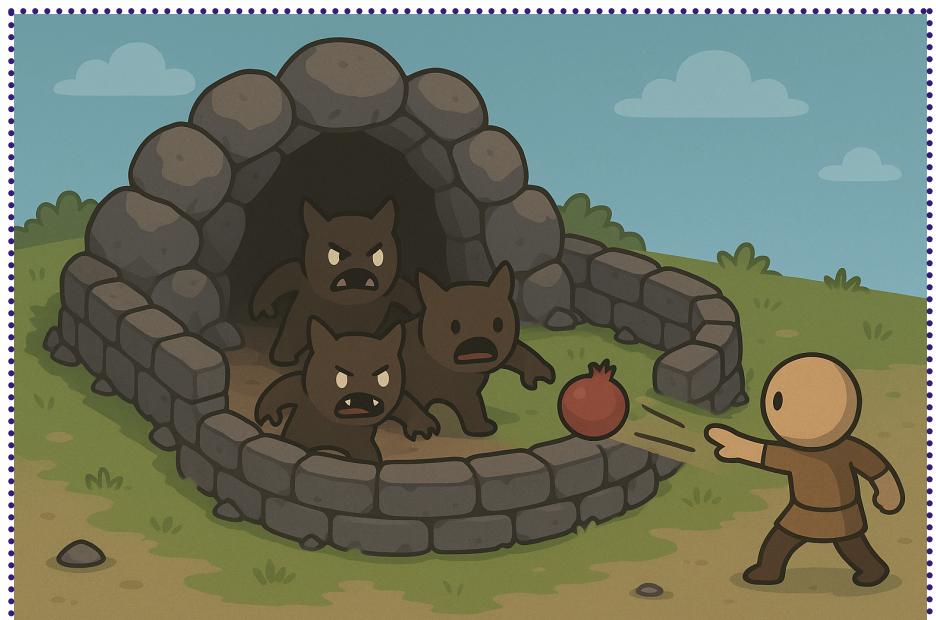
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Some concepts:



- Activities idea -

-Fighting Creatures -



-Lobby-

1. Design History

This section tracks the changes made to the document.

Design History		
Date	Modifier	Session
21/04/2025	Mauro Brochier	1,2
23/04/2025	Mauro Brochier	2.1,2.2
25/04/2025	Mauro Brochier	3.3.1
26/04/2025	Luca Iovine	3.2, 3.3
27/04/2025	Luca Iovine	3.4, 3.5
27/04/2025	Leandro Bognanni	3.8
28/04/2025	Leandro Bognanni	4
28/04/2025	Luca Iovine	3.6, 3.7
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09/05/2025	Luca Iovine	5.5
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20/05/2025	Leandro Bognanni	6.2, 6.2.1
21/05/2025	Leandro Bognanni	6.2.2
22/05/2025	Mauro Brochier	8
23/05/2025	Leandro Bognanni	9
24/05/2025	Luca Iovine	10.1, 10.2
24/05/2025	Leandro Bognanni	Revision of 6
25/05/2025	Leandro Bognanni	Revision
25/05/2025	Luca Iovine	10.3, 10.4
26/05/2025	Luca Iovine	11(all)
28/05/2025	Mauro Brochier	Overall Refactor

2. Vision Statement

Pomegranade: Limbo transports players into a dreamlike twilight forest, where cooperation and strategy kindle a sacred flame against the encroaching darkness. In this cooperative party game for 2–4 adventurers, heroes assemble at the mouth of an enigmatic cave—not wielding swords or spells, but enchanted pomegranates, each imbued with a unique power. They must juggle frantic skirmishes against relentless shadow-creatures with moments of careful preparation: repairing fragile barriers, scavenging vital resources, and crafting devastating pomegranate-based weapons.

Central to our vision is the bond between players: every coordinated repair, every synchronized launch, every desperate last-second throw strengthens the bonfire's glow—and deepens their camaraderie. A dynamic day-night cycle enhances immersion: dawn's petrifying light offers a brief respite, even as the ticking clock grows ever more urgent. Visually, the game fuses gothic whimsy with magical realism—gnarled trees coil through iridescent mist, while the bonfire's warm glow punctuates the starless gloom.

We aim to create an experience that is instantly accessible yet brimming with emergent possibilities—where casual players can laugh together one moment and hatch daring tactics the next. *Pomegranade: Limbo* fosters social interaction and unforgettable moments, making each session feel like a shared adventure against the unknown. Longevity comes from customizable match settings, unlockable pomegranate “weapons” to deepen player identity, and community-driven mod support on PC.

Our goal is an evergreen cooperative experience: one that inspires players to recount near-miss escapes, experiment with inventive pomegranate combos, and return night after night to rekindle the flame of friendship. *Pomegranade: Limbo* stands as a testament to the power of teamwork: an invitation to gather, to strategize, and to celebrate every victory—no matter how fleeting—against the gathering dark. Here, the true magic arises not from solitary heroism, but from the spark ignited when friends unite in the twilight of Limbo.

2.1. Game logline

"Have fun with your friends co-operating and surviving against mysterious creature's waves. Can the fire of your friendship overcome to fuel the bonfire flame?"

2.2 Gameplay Synopsis

Pomegranate: Limbo is a cooperative party game for 2–4 players set in an enchanted forest limbo. It uniquely combines frantic waves of mysterious creatures with strategic calm phases, during which players gather enchanted pomegranates, repair fragile defenses, and feed a sacred bonfire at the center of the play area. The core mechanic revolves around pomegranates as multi-purpose resources—ammunition, crafting materials, and building components—allowing for emergent weapon creation with distinct effects.

2.2.1 Party-Game

This truly is a one-of-a-kind party game: drawing inspiration from *Overcooked*'s cooperative chaos and the wave-survival tension of *Call of Duty: Black Ops 1 – Zombies*, it seamlessly alternates between frantic combat and strategic downtime. In each assault, players defend their shelter by hurling custom pomegranate-based weapons; in the lulls, they scavenge for resources, reinforce barricades, and synchronize repairs to ensure they're ready for the next onslaught. A dynamic day-night cycle heightens the stakes—at dawn, petrified enemies grant a precious, brief reprieve, while daylight brings temporary debuffs that test the team's coordination and adaptability.

2.2.2 Cooperation

The cooperative bond is at the heart of *Pomegranate: Limbo*. Against a backdrop of twisted, gothic trees, phosphorescent mist, and the bonfire's haunting glow, the game evokes the eerie charm of *Luigi's Mansion* while channeling the frantic teamwork of *Overcooked*. This fusion creates an experience that's immediately approachable yet richly strategic, rewarding well-timed coordination, shared responsibility, and clever planning in a strikingly surreal world.

2.2.3 Activities

Activities are the only way to gather resources in *Pomegranate: Limbo*. Rather than isolated menus or separate screens, players interact directly with the world—choosing, even during night-time attacks, to chop trees for wood, swing from branches to harvest enchanted pomegranates, or perform critical tasks to keep the bonfire burning and monsters at bay. By weaving these minigame-style actions seamlessly into the single forest arena, the emphasis shifts from individual tasks to strategic decision-making: should we collect ammo first, shore up the walls, or stoke the fire? Every choice carries weight, creating a dynamic, emergent experience where teamwork and risk-reward trade-offs determine whether the group survives each wave.

2.2.4 Shooting

Shooting represents the culmination of your resource-gathering efforts and is the only way to dispatch creatures—yet it isn't the sole focus, since your bonfire's ever-burning flames ensure you never truly run out of firepower. We've woven shooting into the same seamless activity framework typical of party games, treating each throw as its own interactive "minigame."

There are no separate modes or loading screens: every action—whether gathering, repairing, or firing—takes place within the same mystical forest arena, and players are free to tackle tasks in any order that suits their collaborative instincts. This blend of mechanics ensures that every choice matters, forging a cohesive, emergent experience where every shot and every repair contributes to the ultimate goal of surviving each relentless wave together.

2.2.5 Brief story introduction

There's no extensive lore in *Pomegranate: Limbo*, but players receive a concise opening that drops them straight into the action. This minimal framing helps immerse them in the immediate challenge—keeping the sacred flame alive—so their focus stays on the cooperative gameplay unfolding before them, rather than on backstories of characters lost in the forest.

3. Audience, Platform, and Marketing

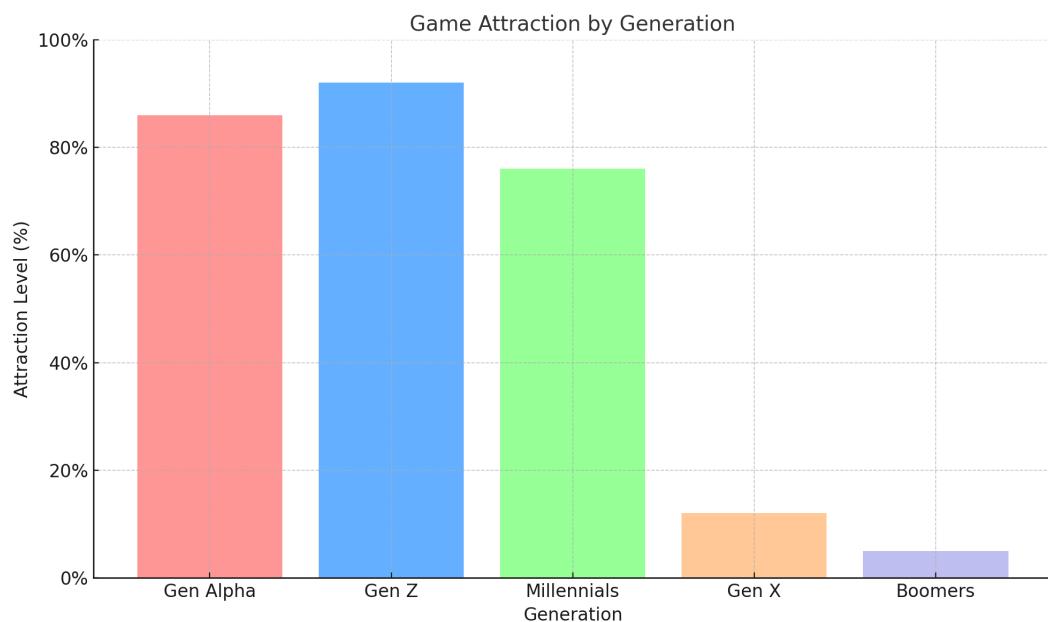
3.1 Target Audience

This game has a clear goal: HAVE FUN!

Whether you identify as a Killer, Achiever, Explorer, or Socializer (per Bartle's taxonomy)—and regardless of age—this game appeals to your inner child. Its intuitive controls, minimal HUD, and family-friendly visuals, with models inspired by *Animal Crossing*, blend a bright, approachable color palette reminiscent of *Luigi's Mansion* with just enough mysterious charm to keep everyone engaged. By stripping away complexity and focusing on cooperative, emotion-driven moments, *Pomegranade: Limbo* invites players of all types to reconnect with their inner child and share memorable experiences together.

3.1.1 Age and gender

The broad appeal of *Pomegranade: Limbo* extends comfortably from children as young as *nine* all the way to seniors in their *seventies*. Imagine a grandmother gifting the game to her grandchildren—and then joining them in battle against shadowy creatures with enchanted pomegranates, just to see a smile on her grandchildren's face; even if her generation might not typically purchase such a game for personal enjoyment, the opportunity to share in her grandchildren's joy motivates her participation.



While the shooter-inspired mechanics may skew slightly toward a traditional male audience, the absence of blood or graphic violence, combined with whimsical, fruit-based “weapons,” ensures the experience remains entirely family-friendly. No one can truly die, and every interaction feels playful rather than perilous, so age or gender never restricts who can pick up a controller.

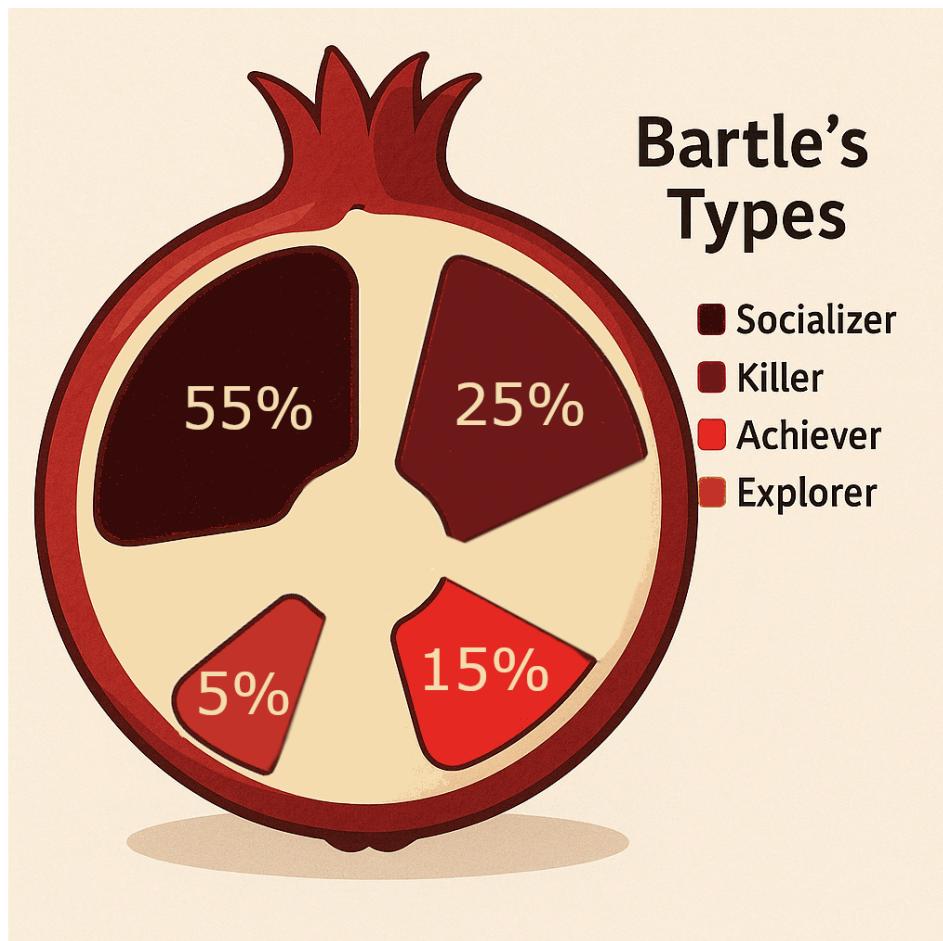
Below is our projected fan-base breakdown by generation:

3.1.2 Bartle's taxonomy distribution

We can see a deeper aspect of player type distribution, looking for some specific aspects of the game that can attract all kinds of audience, but of course with some constraints for player types outside the socializer one.

- Socializer: naturally gravitate toward this game's cooperative essence. Because surviving every wave hinges on teamwork, lone wolves quickly discover that only coordinated groups reap the greatest rewards. As they learn to communicate and synchronize repairs, resource gathering, and attacks, Socializers will unlock the game's richest moments—and feel truly rewarded for their collaborative victories.
- Killer: those players will be drawn to the thrill of blasting shadow creatures back into the “void”. While raw firepower isn't the sole focus—since pomegranates also fuel repairs and the bonfire—the pressure of relentless waves offers ample opportunity for competitive players to shine. Killers can stake out roles as primary defenders, clearing paths for teammates and boosting the group's overall efficiency under fire.
- Achiever: the game is not designed to satisfy this player type, since they may not find an endless trophy shelf, but they'll appreciate the array of “spicy” side objectives woven into each session. Main and optional tasks—ranging from barricade-perfect repairs to high-damage throw streaks—provide clear goals and feedback. Even if a well-intentioned Achiever pulls focus from the team's immediate needs, they can quickly communicate via in-game emotes, adapt their priorities, and still help secure victory.
- Explorer: explorers might feel constrained by the current map selection, since arenas are compact to keep all activity within view. However, the depth of emergent interactions—combining resource loops and day-night shifts—offers hidden layers to uncover. Looking ahead, we plan to

introduce larger, more varied forest locales, giving Explorers the freedom to chart new strategies and discover Easter eggs across an expanding world.



Projected breakdown of player types according to Bartle's taxonomy of player types

3.1.3 Geographic location

Because *Pomegranade: Limbo* contains no political messaging, religious references, or other sensitive material, it faces no content-based distribution restrictions in any major territory.

Globally, video games are sometimes banned or censored for depicting real-world politics, religious themes, or extremist content. For example, Iran prohibits titles deemed "anti-Iranian" or critical of its government, such as *1979 Revolution: Black Friday* and *ARMA 3* ([Wikipedia](#)). Malaysia's regulators have at

times blocked games for anti-Muslim content or depictions of Judeo-Christian iconography, as occurred with *Dante's Inferno* ([Wikipedia](#)). Saudi Arabia restricts titles featuring explicit sexual content or LGBTQ themes, leading to bans on *Final Fantasy XVI* and *The Last of Us Part II* ([Wikipedia](#)).

China enforces extensive censorship of political speech even within online chat and game narratives; Western companies often must alter or remove references to topics like "Taiwan" or "Tiananmen" to access the market ([The Guardian](#)
[The Times](#)). The European Union also prohibits games that glorify recognized terrorist organizations, as seen in the removal of *Fursan al-Aqsa* under Regulation (EU) 2021/784 ([Polygon](#)). In contrast, *Pomegranade: Limbo* employs purely fantastical, fruit-based "weapons" and an entirely fictional setting—thus it triggers none of these regulatory constraints.

Even jurisdictions with particularly strict content regimes—such as South Korea, which bans games portraying the Korean War, or Australia, which often rates games more harshly than films—focus their restrictions on violence levels, political stances, or mature sexual content ([Mezha](#).[MediaWatch](#)[Mojo](#)). Because *Pomegranade: Limbo* features no blood, no realistic violence, and no adult themes, it comfortably meets the classification criteria for all major rating bodies (ESRB, PEGI, CERO, etc.) and could be distributed worldwide without modification.

3.2 Platform

The game will have an initial release on Steam for any PC that supports it. "Pomegranade: Limbo" is a party game that aims to deliver a socializing experience with as low entry barrier as possible. A PC release makes this process easier considering that there are no additional fees to pay to have access to the online multiplayer that the game requires.

Moreover, with a Steam release the game can also take advantage of Steam Deck and its portability.

If the players' feedback is positive, we plan to release it on Switch, and inherently on Switch 2. With over 150 million copies sold it is one of the most owned consoles.

Both Steam Deck and Switch are great candidates. Thanks to their portability they give the possibility to play on the go or to bring the game experience to a friend's house.

Moreover, we believe that a good portion of Nintendo players would appreciate

a game like Pomegranade: Limbo that shares the same vibes and aesthetics as Luigi's Mansion and other very much loved Nintendo IPs.

3.3 System requirements

	Minimum Requirements	Recommended Requirements
Processor	Intel Core i5 / AMD equivalent	Intel Core i5 7500K / AMD equivalent
Memory	8 GB of RAM	16 GB of RAM
Graphics Card	NVIDIA GTX 750-Ti / AMD RX 550, 2GB VRam	NVIDIA GTX 1060 / AMD RX 580, 4GB VRam / Intel Arc A380
Network	Broadband Internet Connection	Broadband Internet Connection
Storage	12 GB	12 GB

System requirements have been specified by analyzing competitors on the market with similar graphics and workloads.

Refer to section 4 of the *Game Technical Document* for further information.

3.4 Top performers

3.4.1 Moving Out



- Developer: SMG Studio, Devm Games.
- Platform(s): Microsoft Windows, PlayStation 5, PlayStation 4, Xbox One, Xbox Series X/S, Nintendo Switch.
- Release: April 28, 2020.
- Genre(s): Simulation, Puzzle, Party game.
- Description: Moving Out is a cooperative moving simulation game where the movers (the players) must move objects from the house to their truck under a time limit. Every level has a unique furniture arrangement leading to solving puzzles and having a fun experience while trying to figure out how to move each piece outside the house.

3.4.2 Overcooked



- Developer: Team17.
- Platform(s): Microsoft Windows, PlayStation 5, PlayStation 4, Xbox One, Xbox Series X/S, Nintendo Switch.
- Release: August 2, 2016 (Windows, PlayStation 4, Xbox One); July 27, 2017 (Nintendo Switch); November 11, 2020 (PlayStation 5, Xbox Series X/S).
- Genre(s): Simulation, Party game.
- Description: Overcooked is a kitchen simulation game where the player controls chefs. While navigating a kitchen full of obstacles and hazards, the players must prepare meals to fulfill their customer orders under a certain time limit. Each level increases its pace, and the games become a mix of chaos and fun where the players must communicate to handle each situation.

3.4.3 Party Animals



- Developer: Recreate Games.
- Platform(s): Microsoft Windows, PlayStation 5, Xbox One, Xbox Series X/S.
- Release: September 20, 2023 (Windows, Xbox One, Xbox Series X/S); January 23, 2025 (PlayStation 5).
- Genre(s): Brawler, Party game.
- Description: Party Animals is a physics-based brawler game where the players play as various animals to compete against each other and knock out the adversary. There are 3 game modes: Last Stand, The Lab and Team Score. The first two modes are pvp focused on the brawler experience, whilst Team Score is 4v4 whereas a team must complete objectives to score more points than the enemy team.

3.4.4 Super Mario Party Jamboree



- Developer: Nintendo Cube.
- Platform(s): Nintendo Switch.
- Release: July 17, 2024.
- Genre(s): Party game.
- Description: Super Mario Party Jamboree is the latest party game from the Super Mario series. Like its predecessor, the players will roll dice on a board, collecting coins and taking part in a variety of minigames.

3.5 Feature comparison

	Pomegranade: Limbo	Moving Out	Overcooked	Party Animals	Super Mario Party Jamboree
Genre	Party-game, Shooter	Simulation, Puzzle, Party game	Simulation, Party game	Brawler, Party game	Party game
Platform	Microsoft Windows	Microsoft Windows, PlayStation 5, PlayStation 4, PlayStation 4, Xbox One, Xbox Series X/S, Nintendo Switch	Microsoft Windows, PlayStation 5, PlayStation 4, Xbox One, Xbox Series X/S, Nintendo Switch	Microsoft Windows, PlayStation 5, Xbox One, Xbox Series X/S	Nintendo Switch
Graphics	3D	3D	3D	3D	3D
Avatar Customization	Yes	Yes	No	Yes	No
Game Modes	Co-op, Versus	Co-op	Co-op, Versus	Co-op, Versus	Mixed*
Time Limit vs Turns	Mixed	Time Limit	Time Limit	-	Turns
Coordination to fulfill common goal	Yes	Yes	Yes	Yes, in one mode	Mixed*
Physic-Based	Yes	Yes	No	Yes	No

The comparison shows how Pomegranade: Limbo has various analogies with the top performer in the same categories, giving the game a stable base to start from.

What makes Pomegranade: Limbo stand out is how it merges cooperative mechanics, fun gameplay and chaotic environment (like the ones present in "Overcooked" and "Moving Out") with shooter and waves mechanics that are not usually found in this type of games.

In addition, to improve longevity and hook players, we have a daily quest system to earn points which allow players to collect skins and costumes to enrich their experience.

* Super Mario Party Jamboree core is not cooperative, having one winner overall, but in some minigames where you need to cooperate with your rivals to get a higher score against another team or coordinate to reach a common goal.

3.6 Personas

	Name: Maura Location: Rome, IT Occupation: Retired Age: 65	Bartle's Type: Killer	NOT Suitable
	Goal: To find a game to compete against other skilled players and show her progression		
Expertise: High, she plays a lot of videogames and has a lot of time to do so			
Description: Maura started playing video games thanks to one of her friends, but more than the socializing aspect she always preferred the competitive side of team vs team games.			

 <small>iStock Credit: safal</small>	Name: Hiro Location: Tokyo, JP Occupation: Student Age: 8	Bartle's Type: Socialisers	Suitable
	Goal: Find a game to play with his friends and chat over discord		
	Expertise: Low, he just plays video games with his friends		
Description: Hiro is a kid who found a connection with other kids around his age thanks to co-op games. He likes to chat and have fun with his new friends and doesn't like to put exaggerated thinking into it.			

 <small>iStock Credit: safal</small>	Name: Mikey Location: San Francisco, USA Occupation: Student Age: 19	Bartle's Type: Explorer, Socialisers	NOT Suitable
	Goal: To find a game with a good narrative and objectives to complete and to share with his friends		
	Expertise: Medium-High, he plays video games daily solo and with his friends		
Description: Mikey has been introduced to videogames by his dad. They played a lot of adventure and role-playing games together. He doesn't have much time to play games, having started university			

recently and wants to combine a good story-driven game with the possibility to play with his friends.	
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	Name: Marysol Location: Veracruz, MX Occupation: Manager Age: 33	Bartle's Type: Socialisers, Achievers	Suitable
	Goal: To find a game that she can play with her son and that isn't too complicated to understand		
	Expertise: Medium-Low, she used to play a lot when younger, but the career drained her time		
Description: Marysol played a lot of cozy and sim games when she was in high school, but when she stepped into the job world she had to stop for lack of time. Now that her son is grown enough, she wants to connect with him through video games.			

3.7 Player estimation

If we consider the concurrent players during the first 3 months after the release of "Moving Out" and "Overcooked". Given that our game not only has a co-op mode, but also a versus mode like "Party Animals" we can expect the number to be a bit higher than the ones from the first two titles. We estimate active players to be between 1500 and 3000 for Pomegranade: Limbo.

For details on how we plan to handle and sustain the workload, refer to section 5 of the TDD for further information.

3.8 Business Model

3.8.1. Game Pricing

Pomegranade: Limbo adopts a hybrid monetization model combining a one-time purchase with optional cosmetic microtransactions. This approach balances initial accessibility with long-term revenue sustainability while preserving a fair and engaging experience for all players.

The base game will be priced at \$14.99 / €14.99, positioning it competitively within the indie co-op market. This pricing reflects:

- The scope and quality of the game's cooperative systems, visuals, and mechanics;
- The inclusion of full-featured multiplayer and matchmaking without requiring additional purchases;
- The commitment to ethical monetization, with no gameplay-impacting purchases.

To promote social gameplay and reward early adopters, the following launch bundles will be available:

- Cosmetic Starter Pack – Includes exclusive visual items such as seasonal skins, emoticon variants, and limited-time accessories.
- Friend Multipacks (2-Pack / 4-Pack) – Discounted bundles containing extra copies of the game, enabling players to gift them to friends. This reinforces the party game spirit and echoes the successful strategy used by titles such as Don't Starve Together.

While these bundles offer optional enhancements and conveniences, all essential gameplay content remains available with the base purchase. To ensure transparency, each bundle will include a clear description and content preview.

Future price adjustments may be introduced in coordination with seasonal updates or major content expansions, but the base game will always retain a single-entry-point philosophy—every player gets the complete cooperative experience from day one.

Further details regarding microtransaction content and bundle options will be outlined in sections 3.8.3 and 3.8.4, respectively.

3.8.2 Selling Plan

Pomegranade: Limbo will be distributed exclusively in digital format, in alignment with indie development best practices and the expectations of modern PC audiences. This choice eliminates manufacturing costs, supports agile development, and facilitates fast iteration and live service updates.

The primary release platform will be Steam, selected for its:

- Wide accessibility and global reach;
- Robust support for multiplayer infrastructure;
- Built-in community tools such as Steam Workshop, Achievements, and regional pricing;
- Proven effectiveness for indie games with social or cooperative focus.

To support ongoing development, live events, and community engagement, the game will offer cosmetic-only microtransactions, such as seasonal skins, emoticon packs, and character accessories. These items are purely aesthetic and do not confer any gameplay advantage, maintaining a strong ethical stance against pay-to-win mechanics.

In addition to the base game, a variety of optional bundles will be offered at launch (see 3.8.1), promoting group purchases and onboarding new players through giftable keys and promotional content.

This strategy ensures that all revenue streams—whether from initial purchases, cosmetic upgrades, or launch packs—respect player experience, encourage social play, and support the game's ongoing growth.

3.8.3 In-Game Microtransactions

Pomegranade: Limbo features a cosmetic-only microtransaction system, designed to enhance player expression without impacting gameplay balance. This system is built around two distinct in-game currencies:

- Red Pomegranate Seeds – Earned through normal gameplay (e.g., completing matches, seasonal events, daily tasks). Used to unlock standard cosmetics, emoticons, and limited seasonal content.

-
- Golden Pomegranate Seeds – Premium currency available through real-money purchase or occasionally awarded during special events or promotions. Used to access exclusive or high-tier cosmetic items.

Cosmetic content includes:

- Character skins and character clothing (e.g., hats, accessories, seasonal costumes),
- Weapon skins (e.g., weapon camouflages, special VFX),
- Emoticons and visual effects linked to communication and celebrations.

Store Access and Pricing

The in-game store will feature a dedicated section for purchasing Golden Pomegranate Seeds, with the tiers represented in the following concept art:



Golden Seeds can be spent in the store to unlock cosmetics individually or as themed bundles. Some premium content will be time-limited or event-based, encouraging regular participation. While Golden Seeds are primarily obtained through purchase, special events may reward small quantities to celebrate milestones or community activities.

All cosmetic items are purely aesthetic and never influence gameplay performance, maintaining a strong ethical approach to monetization.

3.8.4 Launch Bundles and Promotional Packs

To support different types of players and promote cooperative play, Pomegranade: Limbo will launch with a series of optional digital bundles. These bundles are structured to either add exclusive cosmetic value or enable discounted group purchases in the spirit of a social party game.

A) Cosmetic Collector's Bundle – €19.99 / \$19.99

Includes:

- Base Game
- Exclusive cosmetic set (limited hat, emotes, weapons skins)
- 500 Golden Pomegranate Seeds (for use in the in-game store)

These cosmetics are exclusive to this bundle at launch, though may be sold separately at a later date for Golden Seeds via the in-game store. This bundle is ideal for early adopters and players who wish to support the development team while receiving unique visual rewards.

B) "Bring a Friend" 2-Pack – €24.99 / \$24.99

C) "Bring the Party" 4-Pack – €44.99 / \$44.99

These multi-copy packs include two or four digital keys respectively, allowing the purchaser to gift the extra copies to friends via Steam. These bundles are priced with substantial discounts:

- 2-Pack: ~17% discount per copy
- 4-Pack: ~25% discount per copy

By facilitating gift-giving and group onboarding, these packs embody the game's core design values of shared play, collaboration, and community.

3.8.5 Merchandise

Should *Pomegranade: Limbo* achieve notable commercial success and develop a strong brand identity, we may explore the introduction of official merchandise as a way to further expand the game's market presence and generate additional financial support.

In such a scenario, we envision the creation of a dedicated merchandise line that would include branded clothing, accessories, and collectible gadgets inspired by the visual style and core themes of the game. These products would serve to reinforce the identity of *Pomegranade: Limbo* while deepening the connection between players and the game universe.

As part of this initiative, we would evaluate the possibility of partnering with third-party manufacturers and distributors—including established merchandising platforms or apparel brands—under licensing agreements. This approach would ensure high production quality, streamline distribution logistics, and allow the development team to remain focused on core game updates while expanding the brand through professionally managed merchandise offerings.

3.8.6 Summary Of Revenue Streams

Pomegranade: Limbo adopts a diversified monetization model designed to support financial sustainability while remaining player-focused and ethically sound. A central pillar of this strategy is the deliberate use of discounted multi-copy bundles that encourage players to bring friends into the game. By lowering the cost barrier for groups and emphasizing cooperative play, this approach aims to maximize audience reach, amplify word-of-mouth visibility, and help establish Bro Players Studios as a recognizable name in the indie scene.

In addition to this social-first strategy, the game generates revenue through the following sources:

- Base Game Sales: Standard one-time purchases of the game via digital storefronts, with full access to core features.
- Launch Bundles: Optional premium editions and discounted multi-copy packs (2-pack, 4-pack), supporting group onboarding and shared play experiences.

-
- In-Game Microtransactions: Cosmetic-only transactions using a dual-currency system—Red Seeds (earned) and Golden Seeds (purchasable). No gameplay-affecting items are sold.
 - Seasonal and Promotional Content: Limited-time cosmetics and themed items tied to events, holidays, or community milestones.
 - Merchandise: In the event of commercial success, branded clothing, accessories, and collectibles may be introduced, potentially via licensed third-party partners.

This multifaceted model reflects our commitment to accessibility, community building, and long-term viability, while ensuring that the player experience remains fair, engaging, and socially rewarding.

4. Legal Analysis

Preliminary research indicates that the names Pomegranade: Limbo and Bro Players Studios are not currently registered as trademarks in the video game sector, either within the European Union or internationally. However, the term Limbo is a registered trademark of Playdead APS in reference to their game LIMBO, which may require further legal review. (sources: [TrademarkElite](#), [Justia](#), [TMView](#))

4.1 Hardware and Software

All hardware and software used in the development of Pomegranade: Limbo has been legally acquired and is used in accordance with the applicable licenses. Full details regarding the software stack, tools, and technologies are provided in the Technical Design Document (TDD). This includes licensed versions of development environments, graphics tools, and game engines.

The development pipeline complies with software licensing norms and avoids the use of unauthorized or cracked tools.

4.2 Resource & Digital content

All digital assets integrated into *Pomegranade: Limbo*—including visual elements, animations, audio, and effects—have been either:

- Created internally by the development team;
- Acquired from online marketplaces with the proper commercial licenses.

Specifically, assets have been sourced from platforms such as the Unity Asset Store, Itch.io, and Mixamo, ensuring compliance with their respective licensing agreements, including rights for commercial distribution.

Whenever third-party assets are used, they are either modified to fit the game's unique aesthetic or integrated in accordance with the licensing terms without redistribution of the original files.

In future stages of development, the team may commission original assets from external collaborators or studios, particularly for areas that benefit from specialized artistic or technical expertise (e.g., original soundtrack composition,

voice acting, advanced 2D/3D artwork). In such cases, all contracts will explicitly cover intellectual property rights, commercial usage, and distribution permissions, in line with standard industry practices.

4.3 Pan European Game Information (PEGI)

Based on the PEGI classification criteria and by comparison with similar titles in terms of style and content, *Pomegranade: Limbo* is expected to fall under the PEGI 7 rating.

Key considerations:

- Violence: The game includes mild violence in the form of shooting and melee combat against non-human enemies (fantasy creatures). However, the violence is stylized and non-realistic, with no blood, gore, or explicit physical damage. The art style is cartoonish, and the tone remains light-hearted.
- Fear elements: Some enemy designs or ambient effects might be mildly spooky, but not beyond what is appropriate for children aged 7 and above.
- In-Game Purchases: The game includes optional in-game purchases, specifically cosmetic-only microtransactions. According to PEGI guidelines, this would require the "In-Game Purchases" content descriptor to be applied.

Comparison with Similar PEGI 7 Games:

- Luigi's Mansion 3: PEGI 7 – features ghost-hunting in a spooky, cartoon-like setting with mild fear elements. Despite its haunted theme, it maintains a family-friendly tone through its humor and visual design.
- LEGO Batman: The Videogame: PEGI 7 – includes frequent stylized combat in a comic-book-inspired world, with no realistic violence or blood.
- Pokémon Unite: PEGI 7 – involves real-time battles between fantastical creatures in a team-based format, with additional in-game purchases. Violence is abstract, and the tone remains suitable for all ages.

Given this context, *Pomegranade: Limbo* is expected to align with PEGI 7 classification, with the “In-Game Purchases” descriptor applied. The rating reflects its accessibility for players aged 7 and up, ensuring compliance with European content standards while maintaining transparency for guardians and parents.



5. Gameplay

5.1. Overview

In this cooperative survival game, players must collaborate to withstand successive waves of monsters emerging from a mysterious cave. The gameplay alternates between two distinct phases:

- Combat Phase: immerses players in cooperative defense against relentless waves of mystical creatures. Utilizing pomegranate-based projectiles and weapons, players must coordinate their actions to protect the central bonfire, the heart of their shelter.

Success in these high-intensity encounters hinges on precision, timing, teamwork, and, most critically, resource management. Players must judiciously allocate their gathered pomegranates, which serve multiple purposes: as ammunition for their weapons, materials for crafting (not implemented in the beta), and components for fortifying defenses. This multifaceted use of resources demands strategic planning and collaboration to ensure survival through each escalating wave.

The game's design draws inspiration from cooperative wave-defense mechanics found in titles like *Alien 911*, where players engage in direct combat and manage their defenses against enemy attacks. By integrating these elements, *Pomegranade: Limbo* offers a unique blend of action and strategy, challenging players to work together and make critical decisions under pressure.

- Preparation Phase: During the brief respite between assaults, players forage for enchanted pomegranates, shore up and upgrade their defenses, and craft potent ammunition for their pomegranate-based weapons. Effective collaboration in this phase is essential for optimally gearing up against the next wave.

5.2. Gameplay Elements

5.2.1 Camera

- 3rd Person: The camera in *Pomegranade: Limbo* maintains a consistent third-person perspective, designed to enhance accessibility for casual

players. Unlike traditional third-person cameras that orbit around the player character, this system rotates around a fixed origin point. This design choice simplifies camera control, reducing the learning curve for players unfamiliar with complex camera mechanics.

- Horizontal movement: The camera allows 360° horizontal movement to provide players with a broader view of the environment, aiding in strategic planning and situational awareness.

However, vertical rotation is intentionally constrained. This prevents excessive upward angles that reveal non-essential elements like the sky, and downward angles that could obscure the character or critical gameplay areas. By maintaining these constraints, the camera ensures that players remain focused on the action and maintain a clear view of their character and surroundings.

- Casual experience: This approach aligns with best practices in game design, where fixed or semi-fixed camera systems are employed to enhance user experience, particularly for casual gamers. Such systems reduce the cognitive load associated with manual camera control (when the camera fully rotates around the character), allowing players to engage more fully with the game's core mechanics and cooperative elements. By prioritizing ease of use and clarity, the camera system in *Pomegranate: Limbo* supports an inclusive gaming experience that caters to a broad audience.

5.2.1. Game Day-Night Cycle

A dynamic day-night cycle influences gameplay mechanics:

- Dawn Effect: At dawn, any surviving creatures become petrified, reshaping the flow of the next waves. In this stony state they cannot be slain, so players must stay mindful of their positions even while busy with activities—remember, some foes remain clustered around the bonfire, poised to reanimate once daylight fully breaks.
- Daylight Penalty: During daylight hours, players experience temporary debuffs that slow cooperative actions, emphasizing the importance of strategic planning. It also introduces an element of surprise: the specific penalty applied is unpredictable, forcing players to adapt on the spot based on their location and the current game state.

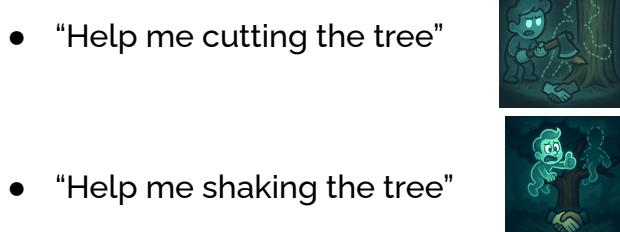
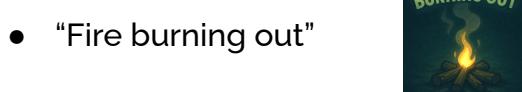
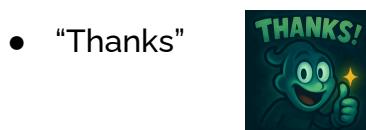
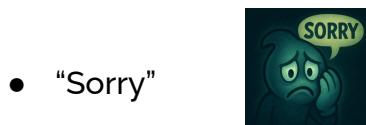
5.2.2 Emoticons: Communication

To keep teamwork fluid, *Pomegranate: Limbo* implements a fast, intuitive emoticon wheel—activated by holding a single key and selecting with the mouse, just like the ping-wheel in *League of Legends*. Players can instantly broadcast context-sensitive pings (“Help me with this activity!”, “Thanks!”, “Watch out!”) or express emotion (“I’m mad!”) without breaking flow.

Each emoticon is accompanied by:

- Visual Feedback: A crisp icon appears above the sender’s head, following their movement. If they’re off-screen, the icon “sticks” to the nearest screen edge in the correct direction, so teammates always know where the ping originated.
- Audio Cue: Every emoticon has its own unique sound effect, allowing players to recognize the message—and sender’s location—by ear alone.

Current designed emoticon list:



-
- “Barrier reparation is needed”



- “I need logs”



- “I need pomegranates”



- “I need munitions”



To preserve its impact and prevent spam, the system enforces a brief cooldown: after six rapid uses, a ten-second delay kicks in before emoticons can be sent again.

5.2.2.1 Emoticons: Progression & Customization

Players unlock new emoticons through gameplay—completing general challenges or buying them with in-game currency—and by participating in seasonal events. For example, a special Santa-themed “Thanks” emoticon becomes available each Christmas. This unlockable pool ensures communication stays fresh, expressive, and tailored to every festive occasion.

5.2.3 Malus Debuffs

To break gameplay monotony and challenge players’ coordination, each daylight phase may impose a random malus debuff that complicates routine activities. These penalties force teams to rethink their roles and communication, turning familiar tasks into fresh puzzles.

Current Malus Designs

- Heavy Players: All characters feel encumbered—movement speed is significantly reduced, and actions like chopping or repairing take longer to

complete.

- Body Swap: Players are randomly swapped into one another's bodies, inheriting that character's position, progress, and current task state. For example, if one player was felling a tree and another was cutting pomegranates, a sudden swap can leave each unsure whether the target has already been hit. Clear communication via emoticons becomes essential to avoid resetting progress or blocking teammates.

Frequency & Timing

- A single malus occurs once in every five-wave interval, triggered at a random wave within that block.
- In extended runs (e.g., 15 waves), the final five-wave interval includes two maluses instead of one, ramping up the late-game challenge.

By introducing unpredictable penalties, *Pomegranade: Limbo* keeps cooperative play dynamic and reinforces the importance of teamwork under evolving conditions.

Additional maluses will be introduced in future to enhance variety and keep gameplay from becoming monotonous.

5.2.4 Player's Skill

To thrive in *Pomegranade: Limbo*, players must hone a blend of Physical, Mental, and Social abilities. Each category supports the core loops of gathering resources, defending the bonfire, and coordinating against relentless waves.

5.2.4.1. Physical Skills

Success hinges on precise timing and coordination. Players need:

- Hand-Eye Synchronization & Reaction Speed
 - Launching pomegranates at fast-moving creatures demands split-second aim and release.

-
- Quick reflexes are also crucial when switching between gathering, repairing, and firing under pressure.
 - Spatial Awareness & Movement Control
 - Navigating the forest arena—dodging enemies while carrying resources—requires smooth camera-driven movement.
 - Even minor jumps or side steps must be executed at the right moment and angle to avoid being overwhelmed.

5.2.4.2 Mental Skills

Emergent strategies and on-the-fly problem solving are at the heart of the experience:

- Adaptive Planning & Resource Management
 - Deciding when to scavenge pomegranates, shore up barricades, or stoke the bonfire is a constant mental juggling act.
 - Players must balance immediate threats vs. long-term survival, often pivoting plans as waves intensify.
- Concentration & Situational Analysis
 - In calmer phases, players must scan the map for resource nodes and weak points before time runs out.
- Creative Problem-Solving
 - With multiple ways to use pomegranates (e.g., repair barrier vs. gather munitions), players invent novel combinations to tackle specific wave compositions.

5.2.4.3 Social Skills

Cooperation is the game's cornerstone—no solo run succeeds for long. Players cultivate:

-
- Team Coordination
 - Effective division of roles (who gathers, who repairs, who defends) accelerates preparation and maximizes firepower during assaults.
 - Synchronizing barricade repairs or simultaneous grenade volleys amplifies the bonfire's strength.
 - Clear Communication
 - Using the in-game emoticon wheel and optional voice chat, teammates relay needs ("Help me here!"), warnings ("Incoming from the left!"), and encouragement ("Great throw!").
 - Brief, timely pings prevent missteps and keep everyone aligned under pressure.
 - Role Flexibility & Support
 - Depending on the wave's makeup, players swap between primary defenders and support roles—knowing when to step back and when to lead.
 - Respecting each other's strengths and adapting to shifting responsibilities ensures the group weathers every storm.

5.2.5. Match Customization

- Wave Selection: Before each session, players choose how many waves they want to tackle—letting them pick anything from a quick, three-wave skirmish to an endurance test of twenty relentless assaults.

Possible future enhancements:

- Difficulty Scaling: Allow players to adjust difficulty per wave count (e.g., 5 waves at "Easy," 10 at "Normal," 15 at "Hard"), so longer runs feel appropriately challenging.
- Wave Modifiers: Introduce optional modifiers that can be toggled on or off per run—such as "Frost Waves" (slower enemies), "Inferno Waves" (burning damage), or "Nightmare Waves" (random debuffs each wave)—to

keep even veteran teams on their toes.

- Reward Tiers: Tie unique rewards (cosmetics, emotes, bonus crafting materials) to wave milestones, with escalating prizes at 5, 10, 15, and 20 waves, encouraging players to push their limits.
- Co-op Bonuses: Grant small bonus rewards (more shop seeds, extra custom hat, for example) for groups that agree to tackle higher wave counts together, reinforcing teamwork incentives.
- Custom Presets: Let players save their favorite wave-count and modifier combinations as presets—ideal for quickly jumping into a “Daily Challenge” or “Friendly Warm-Up” without reconfiguring settings each time.

5.3 Controls

Player input in *Pomegranade: Limbo* centers around a handful of intuitive keyboard keys and mouse actions designed for fluid, natural interaction.

- **E** – Serves as the primary interaction button—pressing it will first pick up any nearby object, and if no object is present, it activates the nearest activity (e.g., chopping, swinging, repairing): press to pick up a nearby object; if no object is in range, activate the closest activity (chopping, swinging, repairing).
- **Q** – Drop the currently held item, freeing your hands for other tasks.
- **Left Mouse Button** – Hold to charge and release to throw the current held object/material or pomegranate.
- **Right Mouse Button** – Execute the action for the initiated activity: deliver a cut slash when chopping, shake the branch when gathering fruit, or apply repairs at barricades.
- **Mouse Wheel** – Zoom the camera in and out for a closer look or wider view.
- **Mouse Movement** – Rotate the camera around a fixed origin (not around the player) to scan the environment horizontally and vertically.
- **Left Shift** – Hold to open the emoticon wheel; drag with the mouse to select an icon, then release to send.

This streamlined control scheme ensures that all core actions—gathering, building, defending, and communicating—feel immediate and accessible, keeping the focus firmly on cooperative strategy rather than mastering elaborate inputs.

→ Gamepad Support

We are actively designing comprehensive gamepad support for *Pomegranade: Limbo* to enhance accessibility and comfort across various playstyles. Our goal is to deliver a seamless experience that mirrors the intuitive keyboard and mouse controls, ensuring that players using gamepads can fully engage with the game's mechanics.

The planned control scheme will map essential actions to familiar gamepad inputs:

- **Primary Interaction** (E key): Mapped to a face button (e.g., A or X), this will allow players to pick up nearby objects or initiate activities, with priority given to objects directly in front of the character.
- **Drop Object** (Q key): Assigned to another face button (e.g., B or Circle), enabling players to release held items promptly.
- **Throw** (Left Mouse Button): Utilized through the right trigger (RT or R2), players can charge and release throws of pomegranate-based projectiles.
- **Activity Interaction** (Right Mouse Button): Mapped to the right bumper (RB or R1), this will execute context-sensitive actions like chopping, shaking branches, or repairing structures.
- **Camera Control** (Mouse Movement & Wheel): The right analog stick will manage horizontal and vertical camera rotation around a fixed origin point, while the left analog stick will handle character movement. Zoom functions will be assigned to the D-pad up and down buttons.
- **Emoticon Wheel** (Left Shift key): Activated by holding the left bumper (LB or L1), players can use the right analog stick to select and release emoticons for quick communication.

We are also exploring the integration of haptic feedback to provide tactile responses during gameplay, such as vibrations when performing actions or taking damage. This feature aims to enhance immersion and provide intuitive feedback to players.

Our development approach includes utilizing input systems compatible with major game engines, such as Unity's Input System, to ensure broad compatibility and ease of customization. We are committed to delivering a gamepad experience that maintains the game's core emphasis on cooperation, strategy, and accessibility.

5.3.1 Interfaces

5.3.1.1 Pre-Game Background & Persistent UI

- Throughout all pre-game screens, a flickering bonfire burns behind the interface, casting warm light that subtly guides the player into the world of *Pomegranate: Limbo*. The bonfire starts extinguished, then when creating/joining a lobby it lights up.
- In the upper-right corner of every menu —except the initial title card— sits the Player Customization Panel, displaying a fully rotatable 3D preview of your character. Here you can adjust —through a cascade window menu— skin tone, weapon type, base model, hat, and mantle; future updates will expand these options further.
- the upper-left corner of every menu—excluding the initial title card—displays the player's currency balances. This includes:
 - **Red Seeds:** The in-game currency earned by completing games and tasks.
 - **Golden Seeds:** The premium currency obtainable through real-money purchases.

These persistent UI elements ensure that players have immediate access to essential information and customization options, fostering a seamless and immersive pre-game experience.

5.3.1.2 Title & Main Menu

- Title Screen
 - Displays the game logo over the bonfire backdrop.
 - Prompts "Press Any Button" to continue.
- Main Menu

- Find a Game
- Host Game
- Join (by IP)
- Settings
- Quit Game: cleanly exits the application, saving any character or interface customizations made during the session.

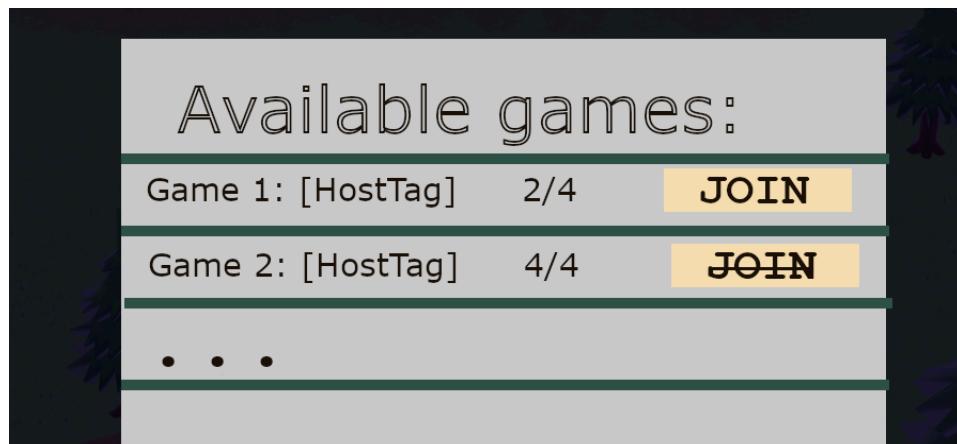
The customization panel remains active, letting players fine-tune their avatar before diving in.



All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.1.3 Matchmaking Interface (“Find a Game”)

- A scrollable list of available lobbies appears, each showing the host's custom tag and current player count (e.g., 2/4, 4/4).
- Click the Join button next to a lobby to enter.
- Beneath the list, a text field lets you enter a custom game tag for your character

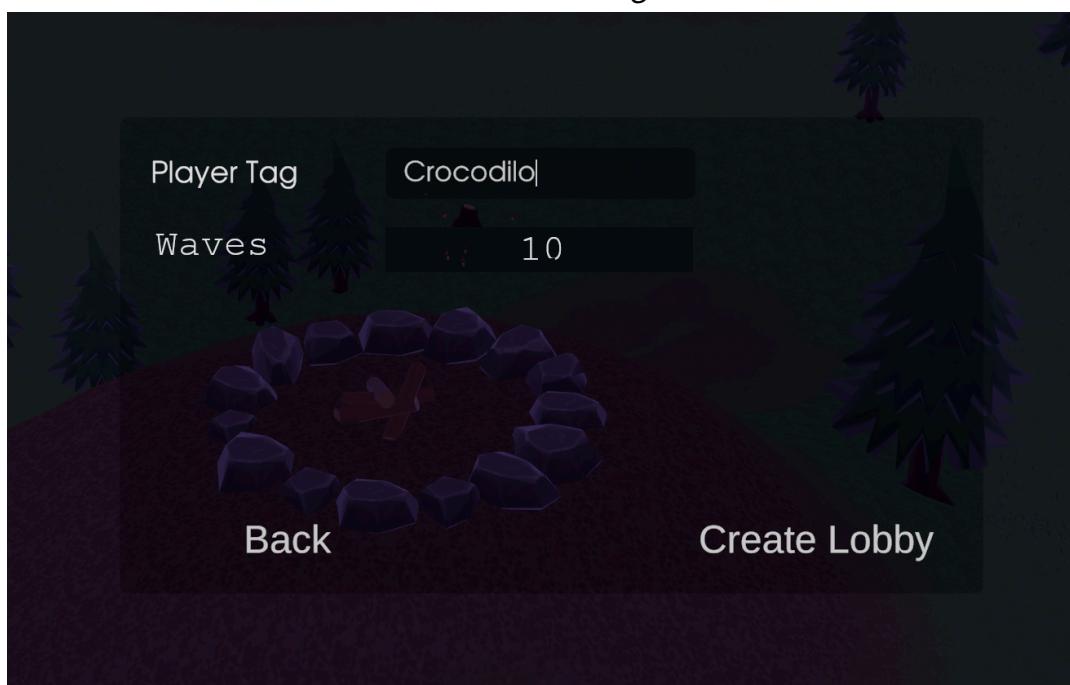


All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.1.4 Lobby Creation Interface (“Host Game”)

- Enter your desired custom game tag.
- Create Lobby finalizes your room; you cannot start until at least two players have joined.
- Waves counter lets you set up the number of waves the game will have, adjusting the difficulty for all the party.
- A Back button returns you to the Main Menu.

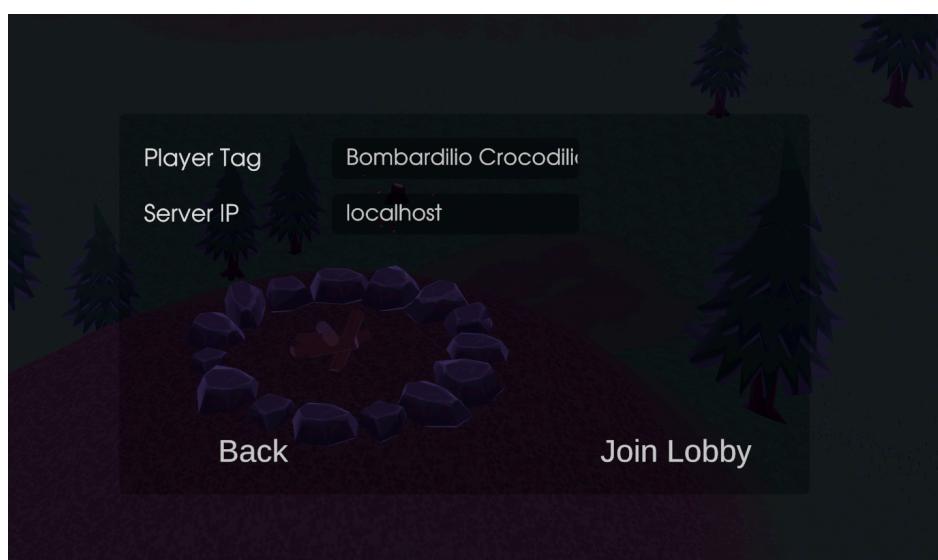
Zoomed in Image



All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.1.5 Direct Join Interface (“Join (by IP)”)

- Input fields for Custom Game Tag and Host IP Address.
- Join Lobby attempts a direct connection; if no matching session exists, you are automatically returned to the “Main Menu” interface screen with an error prompt.
- Back returns to the Main Menu.



Zoomed in Image

All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.1.6 Pre-Match Lobby Interface

Reachable by clicking the “Create” button, from the “Lobby Creation” interface or clicking the “Join” button, from the “Direct Join” interface(if the game is found).

Here players have gathered but the game hasn’t yet begun, so they enter the Pre-Match Lobby. This interface centers on a Player List Panel that displays each entrant’s custom tag alongside their readiness status (Ready / Not Ready).

- Player List Panel
 - Each row shows a player’s tag and a status indicator.
 - Host and Clients see all players’ statuses updating in real time.

- Controls (Bottom of Panel)
 - Leave: Returns the player to the previous matchmaking menu.
 - Ready / Unready: Toggles the local player's status.
 - Start Game (Host Only): Once all players are marked "Ready," the host's Start button activates, kicking off a countdown and then transitioning everyone into the game.

Visually, the Pre-Match Lobby lightens up the flickering bonfire backdrop and keeps the persistent "Player Customization" and "Currency" panels, ensuring a cohesive pre-game experience. The clear layout and live status feedback focus everyone on a single goal—coordinating readiness before the first wave begins.



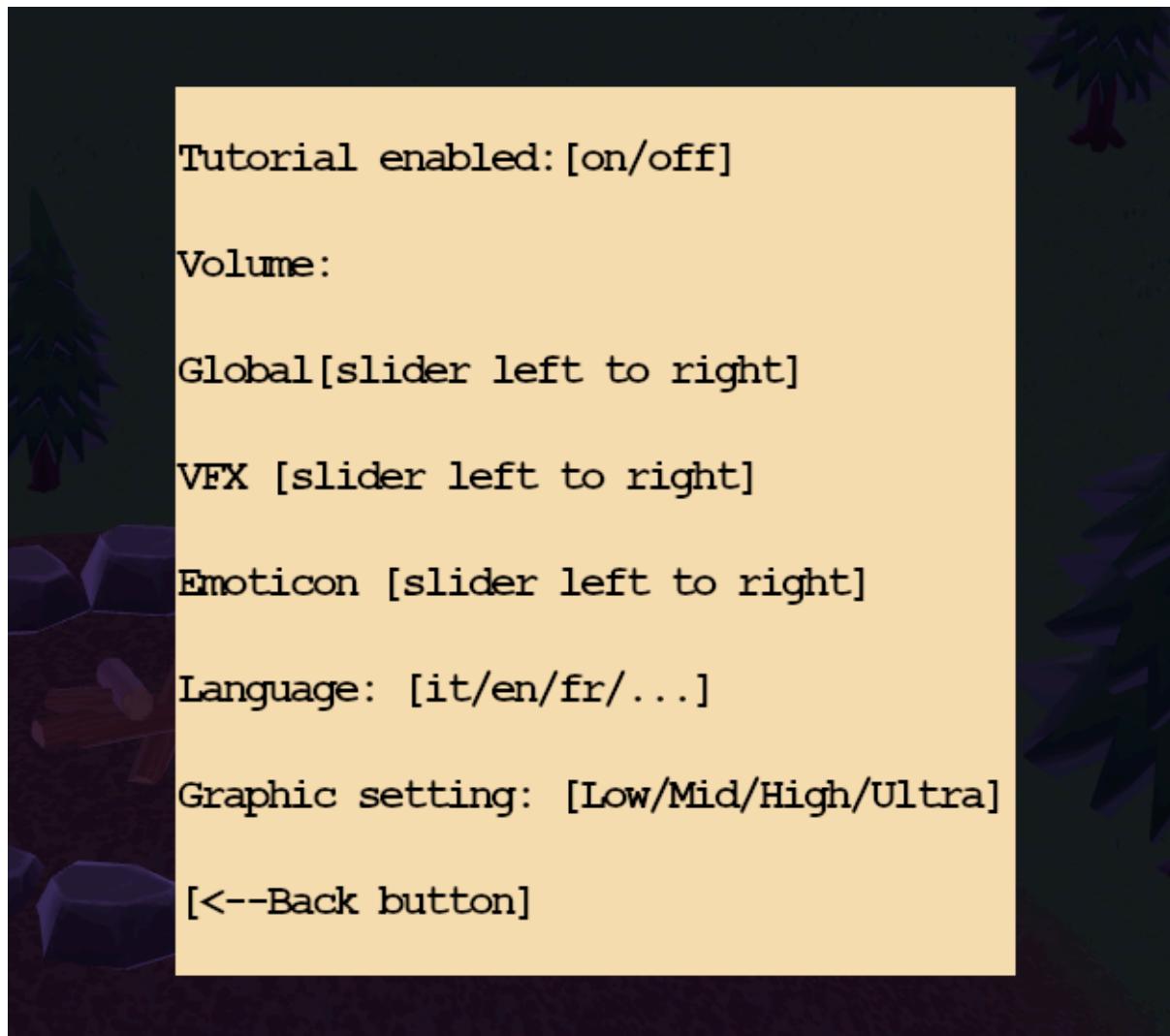
Zoomed in Image - Client Side(not Hosting)->"Start" button hidden

All images in these "Interfaces" sections are a mix between what's actually drawn (and ready) and what's gonna be there in the final product.

5.3.1.7 Settings Interface("Settings")

- Tutorial Toggle: Enable or disable on-screen guidance during gameplay.
- Volume Sliders: Adjust Global, VFX, and Emoticon audio levels independently.
- Language Selector: Choose your preferred localization.
- Graphics Presets: Switch between Low, Medium, High, and Ultra quality.

-
- Back returns to the Main Menu.



Zoomed in Image

All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.1.8 In-Game Interface

- Lower-Left Corner Weapon UI:
Displays the currently equipped pomegranate weapon and its remaining ammunition count, so players always know how many throws they have before needing to gather or craft more.
- Upper-Left Tutorial Panel:
A collapsible tutorial window (if enabled) that dynamically updates to show

contextual tips and reminders—such as which activity to perform next or combat suggestions—based on the player’s current situation.

- **Upper-Right Task Tracker:**

Lists all active task objectives, with each row showing the task name, a progress indicator (e.g., “1/3 barricade repairs” or “2/10 creatures defeated”), and the reward for completion, keeping players focused on short-term goals.

- **Overhead Emoticons:**

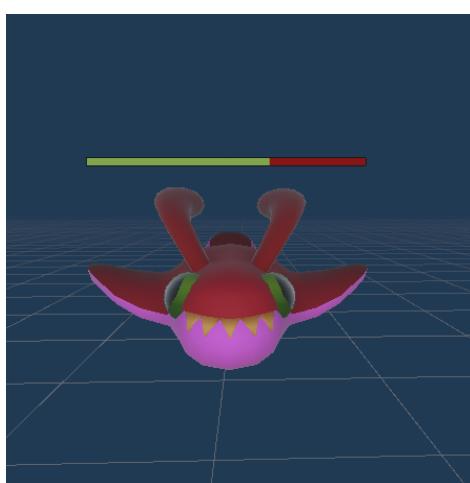
When a player sends an emoticon ping, its icon appears above their character’s head in world space. If the sender moves off-screen, the icon “sticks” to the nearest edge of the viewport, pointing in their direction to maintain clear spatial awareness.



All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

- **Overhead Monster Health Bar:**

A health bar appears above each monster’s head but only becomes visible for

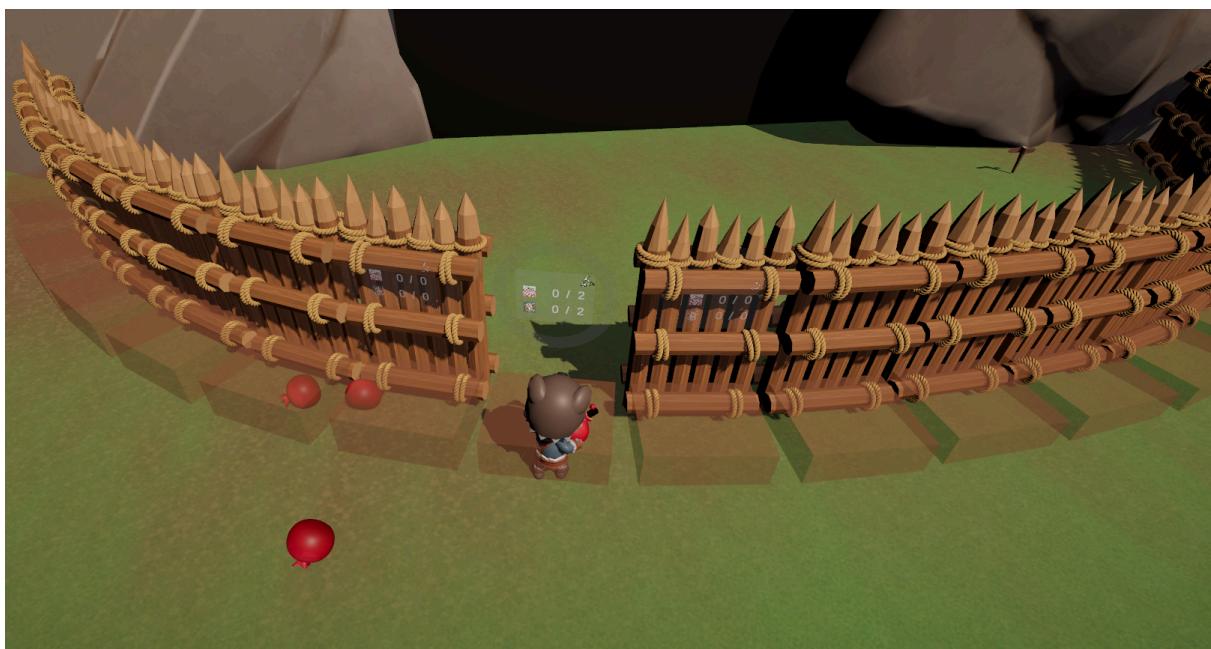


a short duration when the monster takes or recovers damage. This provides immediate, unobtrusive feedback during combat.

- Over barrier Repair Icon:

When a player approaches a damaged section of a barrier, an icon appears above it, indicating the materials and amount required for repair. If the player initiates the repair, a circular progress indicator is displayed, visually.

All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.



Each element is laid out to minimize clutter and maximize readability, ensuring players can make split-second decisions and coordinate effectively without being overwhelmed by on-screen information.

5.3.1.9 In Game Emoticon Wheel

When a player holds the designated key, the Emoticon Wheel appears at the center of the screen, softly blurring the background to draw focus to the icons. The wheel is divided into equal segments, each displaying a miniature emoticon for quick, intuitive selection. Releasing the key automatically sends the chosen emoticon—ensuring seamless, in-the-moment communication without interrupting the flow of gameplay.

All currently designed emoticons are detailed in the “(5.2.)Gameplay Elements” section.



All images in these “Interfaces” sections are a mix between what’s actually drawn (and ready) and what’s gonna be there in the final product.

5.3.2 Rules

- The central bonfire's flame gauge must be maintained. If it depletes entirely, the game ends immediately (Game Over).
- Throwing logs into the fire is the only way to keep the bonfire's flame alive.
- At the game's outset, the host selects a specific number of waves (of creatures) to face. Successfully completing the chosen number of waves results in victory. If the bonfire is extinguished before the final wave, the party fails.
- A player must select a weapon in the lobby, which grants them a unique way to attack creatures.
- Individual players cannot die or lose health. The group fails only if the bonfire's flame is extinguished, emphasizing the game's focus on teamwork.
- Pomegranates serve multiple purposes: they function as ammunition for pomegranate-based weapons and repair components for reinforcing barricades.
- Surviving creatures become petrified at dawn, stopping their movement and bonfire draining beam and cannot be slain until daylight fully breaks.
- Creatures only begin draining the bonfire's flame when they are close to it.

-
- Creatures only begin destroying a barrier portion when they are close to it and have not yet breached the barrier line.
 - Once creatures reanimate, players suffer unpredictable temporary debuffs each cycle—such as slowed movement or reduced throw speed—that hinder cooperative tasks and require adaptive strategies.
 - All gathering, repairing, and shooting actions occur seamlessly within the forest arena, without separate minigame screens.
 - Emoticons are the sole means of communication between players.
 - Any special rules or objectives unique to a game mode(e.g.*versus mode*) are detailed in the corresponding Level Design document.

5.3.3 Scoring/winning conditions

Detailed description for each play mode (es. multiplayer, single player, ...).

- Victory:
 - Survive all selected waves with the bonfire still burning.
 - Additional victory conditions for alternative game modes are detailed in the Level Design Document.
- Defeat:
 - The bonfire is extinguished before the last monster wave is cleaned up.
 - Additional defeat conditions for alternative game modes are detailed in the Level Design Document.

5.4 Modes and other features

Pomegranade: Limbo offers multiple gameplay modes designed to provide variety, replayability, and long-term engagement. While the core experience is centered around cooperative play, players can also engage in competitive battles and test their endurance in a high-score survival challenge. Each mode is carefully designed to leverage the game's mechanics in different ways and to appeal to a broad audience.

All modes grant players in-game rewards in the form of resources and currencies, with specific daily missions tied to objectives such as defeating certain bosses or surviving a set number of waves. This structure encourages

players to explore different modes and experiment with strategies based on risk and reward—for example, choosing a longer cooperative match to encounter all bosses versus a shorter session for quicker objectives.

5.4.1 Cooperative Mode

This is the main game mode of *Pomegranade: Limbo*, designed for 2 to 4 players. In this mode, players must collaborate to survive a series of increasingly difficult enemy waves throughout successive nights.

During the daytime phase, players explore the environment and work together to:

- Harvest resources by shaking or cutting down magical pomegranate trees (for ammo) and regular trees (for wood);
- Repair the defensive barrier that protects their bonfire from incoming threats;
- Prepare for battle by maintaining the bonfire, crafting ammunition, and coordinating tasks.

Many tasks, such as shaking fruit from trees or chopping wood, require two players to perform cooperatively, reinforcing the game's social and team-oriented design.

At nightfall, mixed waves of flying mantas, aggressive monkeys, and charging bull-like creatures attack in increasing numbers. If the defensive barrier is breached, enemies will target the bonfire in an attempt to extinguish it. If the flame dies out, the team loses. Unkilled enemies petrify at dawn and reawaken the following night.

Every 5 waves, players face a boss enemy, randomly selected from a pool of three (one per enemy type). In short matches, the appearance of a boss marks the game's finale, while longer sessions allow players to face all bosses consecutively.

Before starting a match, players can choose the total number of waves they wish to face:

- 5 waves (4 standard + 1 boss),

-
- 10 waves (8 standard + 2 bosses),
 - or 15 waves (12 standard + 3 bosses, one per type).

These flexible session lengths were specifically designed to accommodate casual players, allowing for quick games or extended sessions depending on available time and preferred playstyle.

This mode includes a lobby system with public and private options, allowing friends to group up or join other teams online. It is the central mode for progression, daily mission tracking, and community-driven events.

5.4.2 Versus Mode

The Versus Mode is a competitive PvP experience for 4, 6, or 8 players, divided into two teams. Unlike the cooperative mode, this mode contains no enemy creatures. Instead, each team must defend their own bonfire while attempting to extinguish the opposing team's.

The map is split by a river, with each team occupying their own side. During the day, players collect wood, pomegranates, and repair their own barrier. At night, a bridge appears across the river, enabling direct confrontation between teams.

In this mode:

- Players can take damage and will respawn at their base after a cooldown.
- To extinguish the enemy's bonfire, teams must use special tools, such as buckets filled with water from the central river.
- All standard gameplay elements (resource gathering, ammo crafting, barrier management) are preserved but recontextualized for PvP.

This mode is designed with more "killer-type" and competitive players in mind—those who enjoy testing their skills against others in structured, fast-paced encounters. However, there is no ranked system or matchmaking ladder: Versus Mode is meant to be an alternative and fun way to play the game, focusing on dynamic, skill-based skirmishes rather than long-term progression or ranking pressure.

Victory grants in-game rewards, such as bonus resources, limited-time cosmetics, or currency, to encourage participation and replayability.

Should the mode gain significant traction within the community, the development team does not exclude the possibility of introducing a formal ranked system in the future, in response to evolving player interest and feedback.

5.4.3 Endless Mode – “Survival”

Survival Mode is an endless cooperative challenge designed for experienced players seeking to test their limits. Gameplay mirrors the Cooperative Mode, but with no predefined end and escalating difficulty.

Key features include:

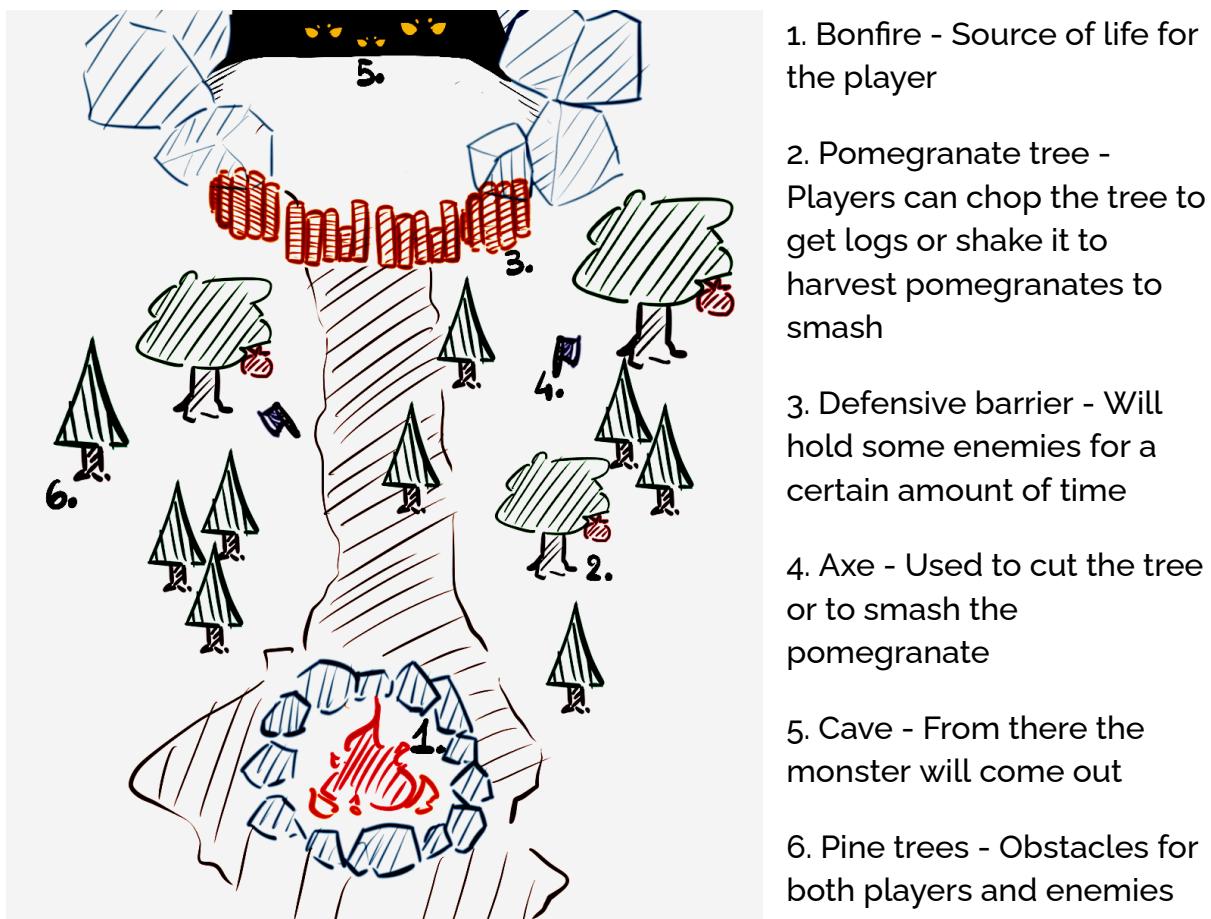
- Perpetual waves of enemies, with no victory condition;
- Gradual increase in difficulty, enemy numbers, and spawn frequency;
- Introduction of multiple enemy caves, surrounding the bonfire and forcing players to defend from multiple fronts;
- No boss timer—bosses begin appearing at advanced intervals and recur alongside regular waves.

The objective is simple: survive as long as possible. Players' scores (number of waves survived) are submitted to the global “Wall of Fame”, a public leaderboard that adds a competitive edge to this endurance-based mode, much like time-trial leaderboards in games like *Mario Kart*.

5.5 Levels

Since “Pomegranade Limbo” is a party game there is not a proper concept of levels, but more a concept of available maps. For the release of the game, we expect to have two maps: the first one for the “cooperative mode” and the “endless mode”, the second one for the “versus mode”.

5.5.1 Cooperative mode map



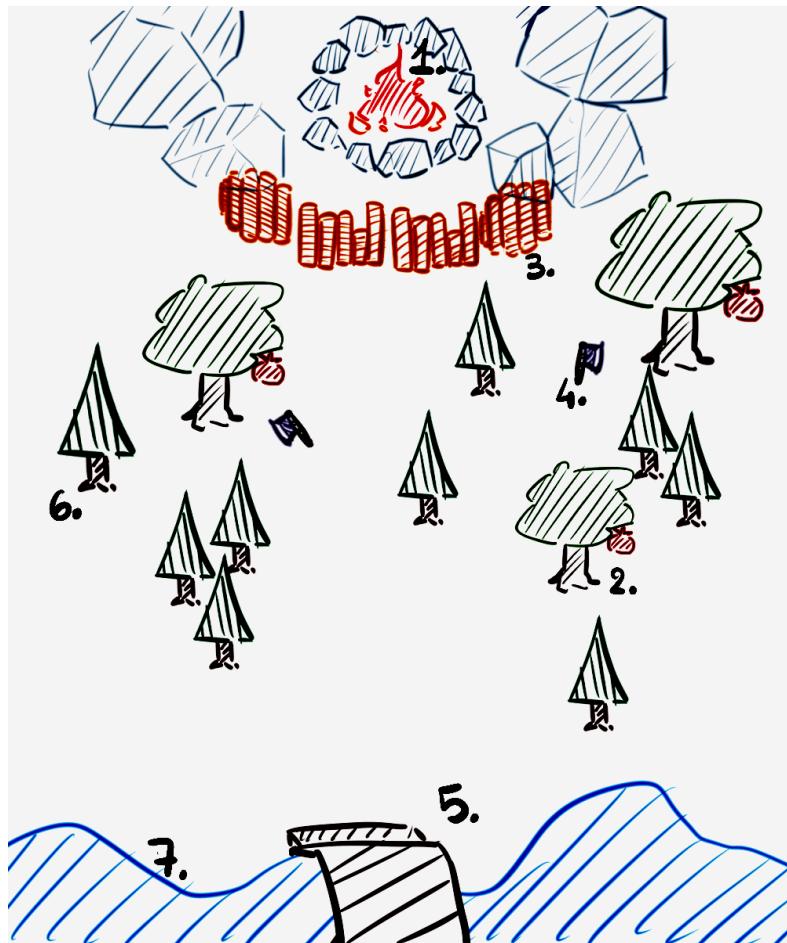
The map is designed to give the players enough space between the cave where the monsters spawn and the bonfire they are going to defend. Moreover, other than the pomegranate trees used for the activities, there are other trees that help convey the "forest feeling" and act as obstacles for both the players and enemies.

The base of the map, which includes bonfire position, pine tree and cave, is static and won't change from run to run. Meanwhile, pomegranate trees, axes and initial resources (pomegranate and logs) will be placed randomly on the map at the start of the game and every time the resource is consumed in some way.

The defense barrier made of fences is static as well and meant to be a line of defense in front of the cave. Players are going to be able to repair bits of the barrier that have been destroyed but not build fences in places that are not designated to accommodate a fence.

5.5.2 Versus mode map

1. Bonfire - Source of life for the player
2. Pomegranate tree - Players can chop the tree to get logs or shake it to harvest pomegranates to smash
3. Defensive barrier - To protect your bonfire
4. Axe
5. Bridge - To reach the enemy team at nighttime
6. Pine trees
7. River - To separate the two teams and collect water to use against the opponent team



The map is designed to have enough space between the two team's bonfires to give an engaging and challenging game.

In the versus mode there are the same elements of the cooperative mode map except the cave. In addition, we have a river splitting the two teams and a bridge connecting the two sides when night falls. The barrier has a different purpose, instead of slowing down the creature enemies that are not present in this mode, it protects your bonfire from the enemy fire. Like in cooperative mode, the fence of the barrier can be repaired only where the barrier is placed by design.

Same as in the cooperative mode, there are the pomegranate trees to get resources and pine trees to act as obstacles on both sides of the river. There will be initial resources for both teams as well as two axes per team.

The bonfire location will also be the respawn point for players that have been taken down from the enemy team.

If by any chance a player is on the wrong side of the river when day time arrives, it will be spawned back to the team bonfire.

5.5.3 Pomegranate trees behavior

While the game progresses and players complete activities inevitably the map will change a bit. When cut down, the pomegranate trees will respawn in a random location inside the map following these rules:

- They can spawn only during daytime
- They don't spawn immediately when the next cycle starts, but they will eventually grow until they can grow fruits and/or it's possible to cut them again
- They spawn in different locations across the map
- Every day it is possible to have only X amount of trees that can grow
- There can't be more than Y amount of trees at the same time
- When the game starts, the number of the initial trees will be X
- The initial trees will hold already grown fruits
- When the fruits are harvested, the tree goes into a recharge state waiting for new fruits to grow
- If the tree bears no fruit, it can still be cut
- Every time a new tree grows, it won't bear any fruit
- Fruits start growing only when the tree is fully grown
- If the tree holds its maximum number of fruits, every fixed amount of time it will drop one fruit on the ground

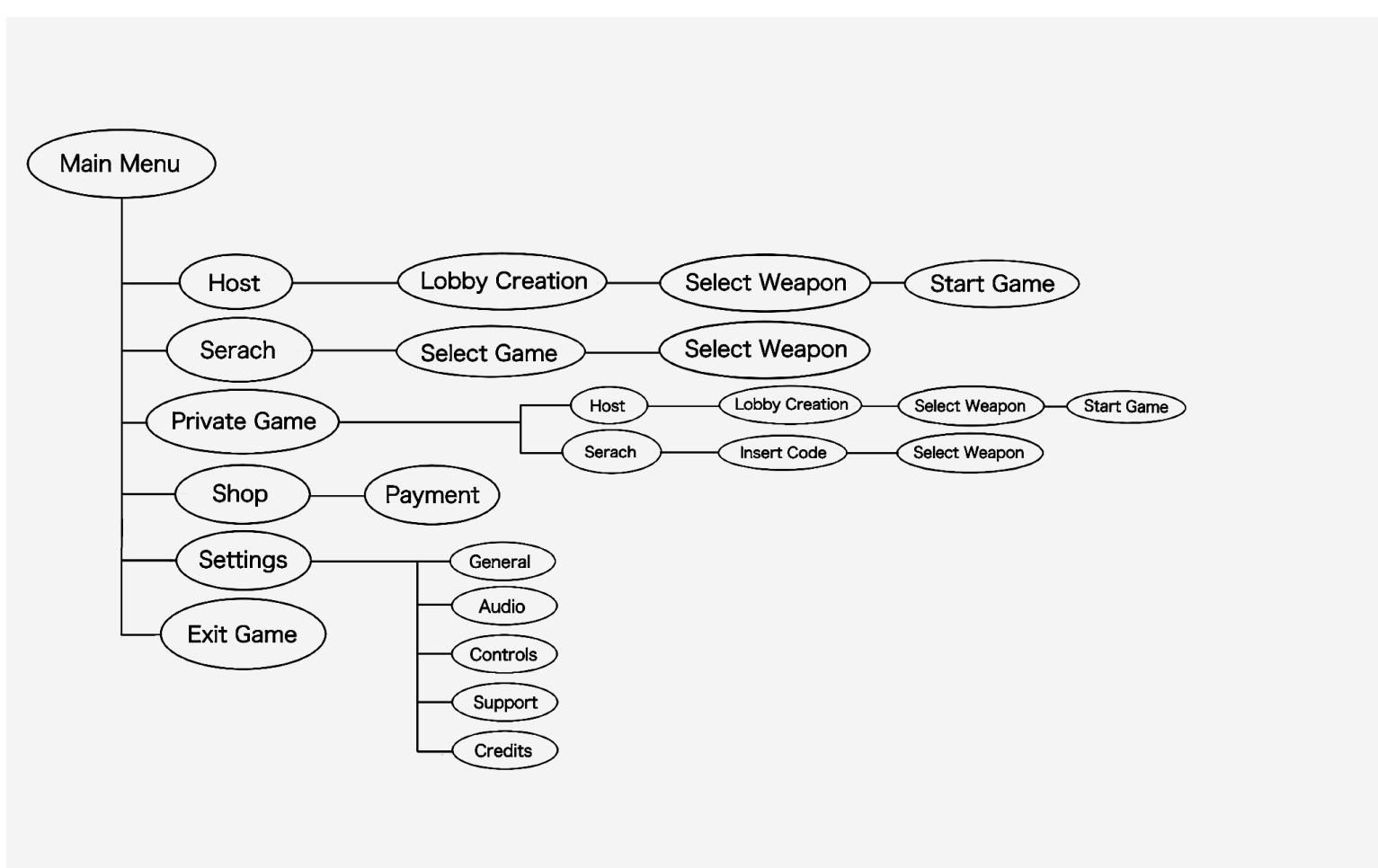
This will ensure that the players will have to think carefully about consuming resources and will make the player actively look for the newborn trees.

5.5.4 Additional cooperative mode maps

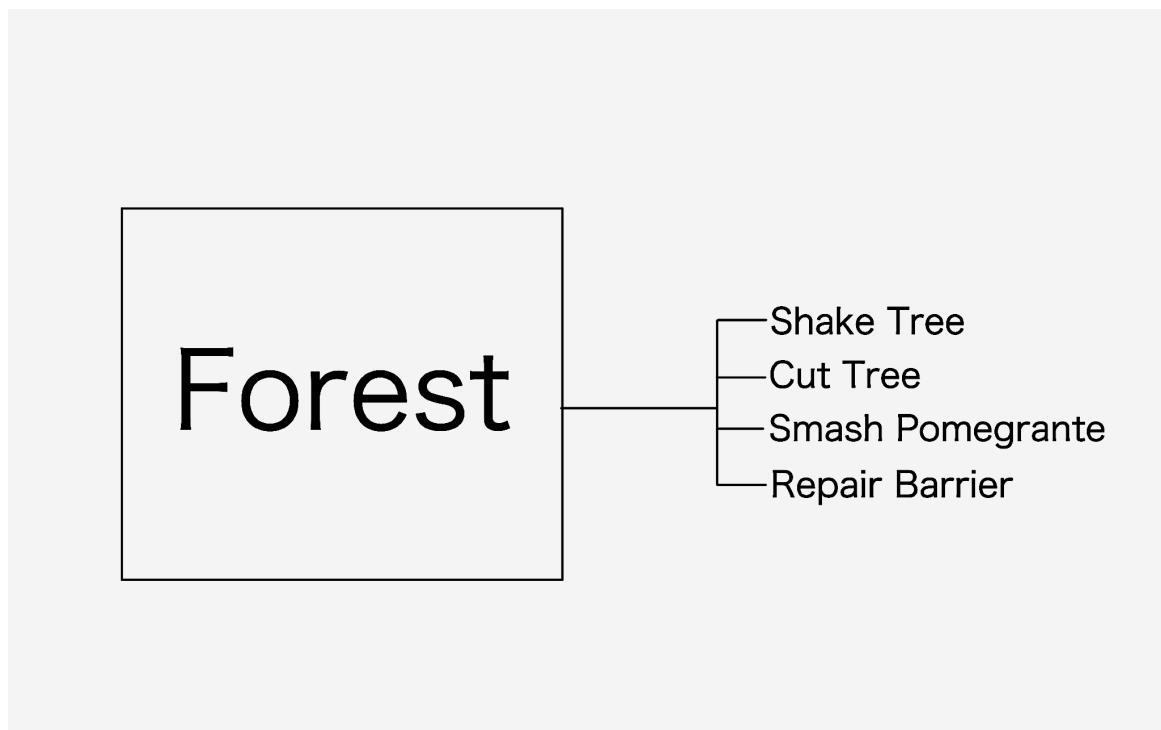
To give more variety and difficulty in the game we plan to release additional maps with more caves in different directions to give the player new stimuli and way of thinking, having to prioritize and manage certain resources better.

5.6 Flowchart

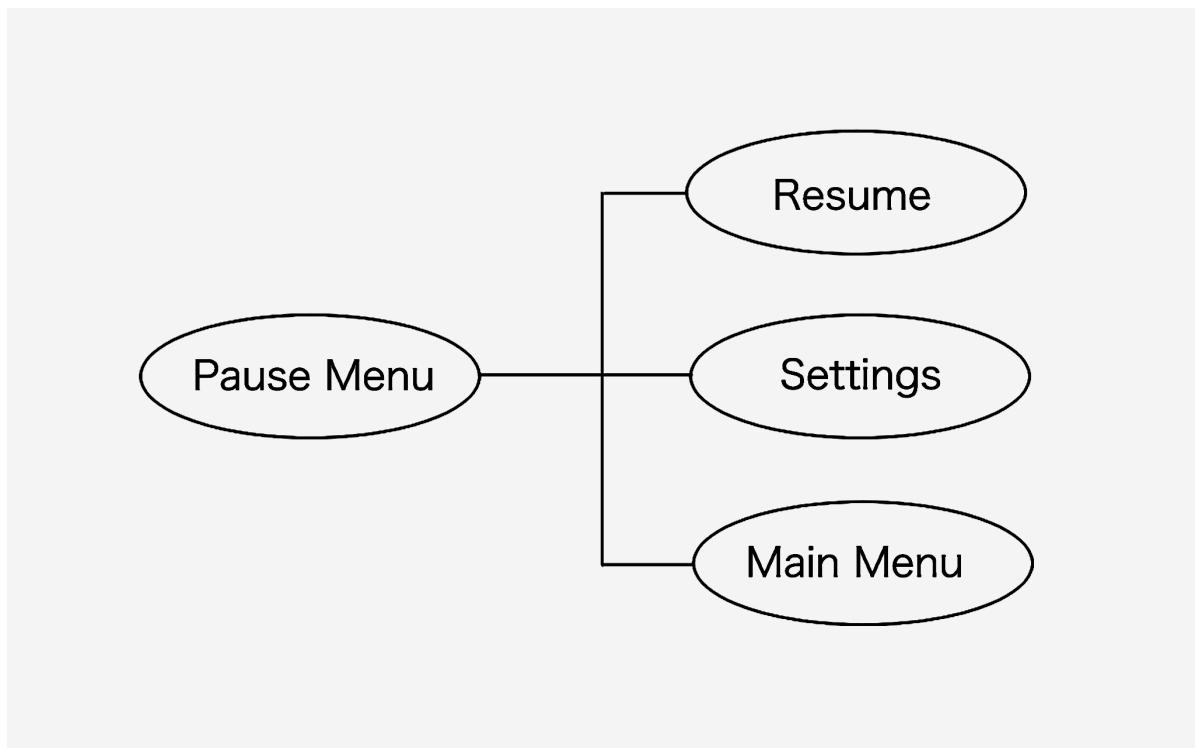
5.6.1 Main Menu Flowchart



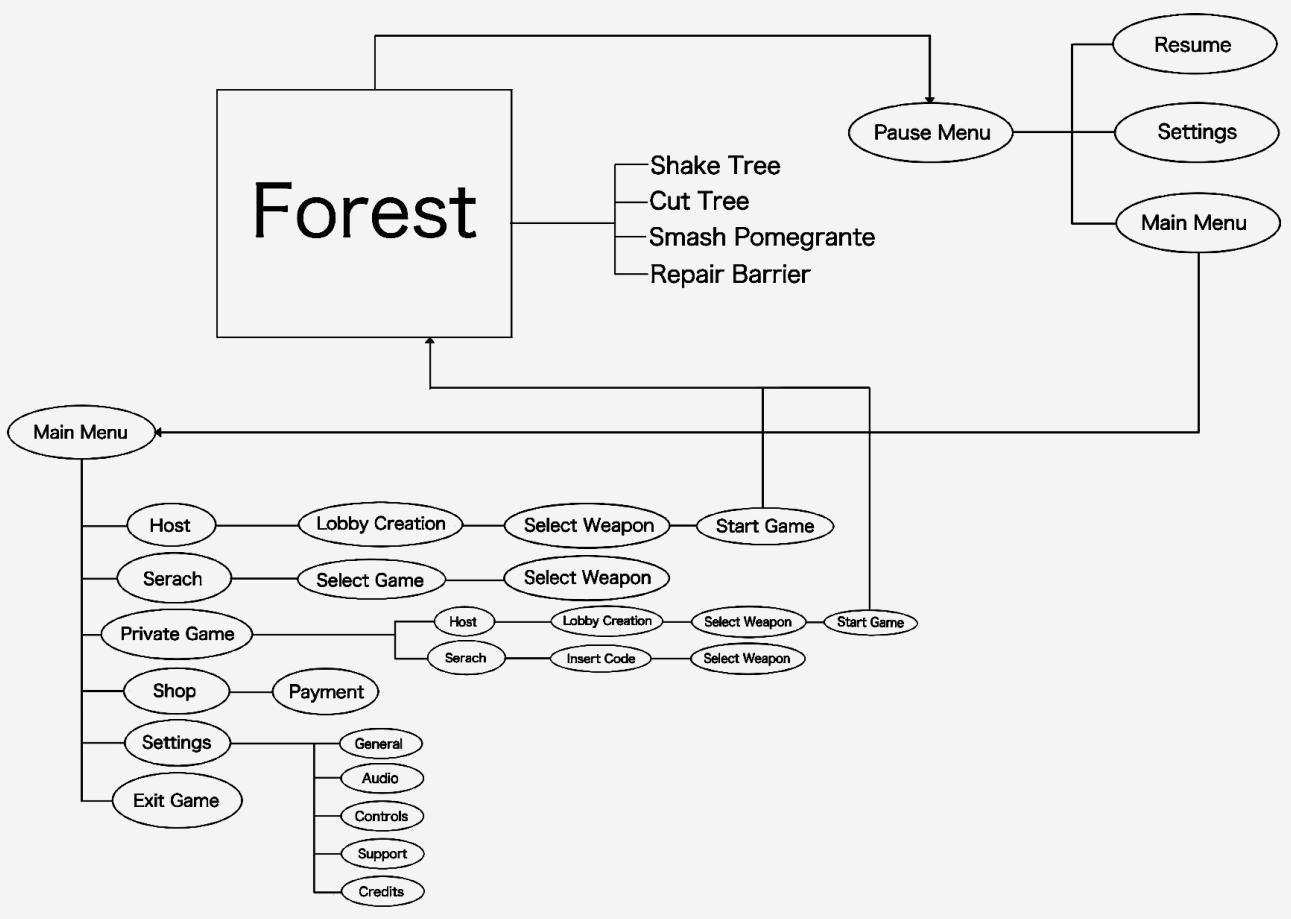
5.6.2 In Game Flowchart



5.6.3 Pause Menu Flowchart



5.6.4 Complete Flowchart



6. Game Characters

6.1 Characters design

Although *Pomegranade: Limbo* does not feature a deep character progression system, visual and thematic character design plays a crucial role in delivering a cohesive and engaging player experience. As a cooperative party game, the game emphasizes readability, visual charm, and expressive personalities over mechanical complexity.

The game's aesthetic blends light-hearted, cartoon-style design with a subtle dark and eerie undertone, creating a unique contrast that supports the setting and themes. This contrast is reflected in both the playable characters and the enemy creatures: the former are colorful and expressive, while the latter are grotesque and fantastical, yet still stylized in a non-realistic, approachable manner.

Description and attributes of every character (if any).

At the start, each player chooses a "Weapon" that grants a unique:

- Weapon rate
- Fire usage
- impact of projectile
- Side effect of the projectile impact(if any)

6.2 Playable Characters

The playable characters in *Pomegranade: Limbo* are stylized cartoon humans, designed to be instantly recognizable, visually distinct, and expressive in movement and personality. Their aesthetic draws clear inspiration from titles such as *Animal Crossing* and *Overcooked* in terms of character proportions, exaggeration, and whimsical detail. In contrast, the game's overall color palette and tone borrow from the atmospheric world of *Luigi's Mansion*, adding a slightly creepy and mysterious flair.



For prototyping and visual reference, the character models currently in use are sourced from the Kaykit Adventurers pack by Kay Lousberg ([link](#)). These characters, with their low-poly fantasy outfits and rounded proportions, closely resemble the desired final visual style—though the costumes and thematic elements in the final game will not be limited to medieval-fantasy. The use of soft lighting, muted tones, and expressive idle animations will further reinforce their presence in the eerie but playful world of *Pomegranade: Limbo*.

While character body types will remain intentionally uniform for visual clarity and performance, players will have access to a modest but satisfying customization system:

- Basic customization includes selection of hairstyle, color, and gender presentation.
- Cosmetic customization allows for equipping and unlocking new outfits, hats, cloaks, and accessories. These cosmetic elements are central to player expression and are integrated into the game's reward system.

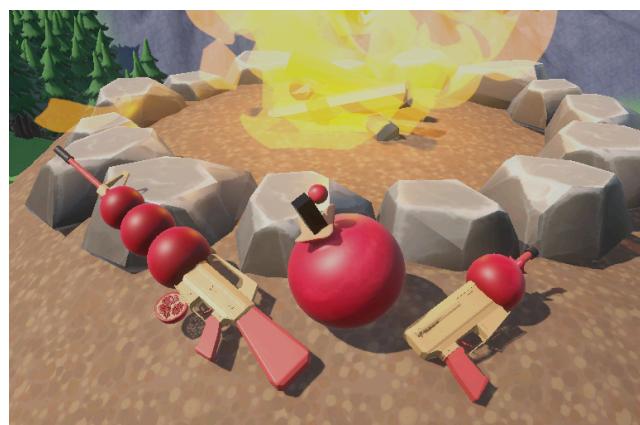
Customization options are unlocked through gameplay achievements, daily missions, and the use of in-game currencies (both earned and premium), fostering player progression without impacting core mechanics.

Each player also wields a signature weapon crafted from enchanted pomegranates, further defining their individual playstyle. These weapons not only contribute to the visual identity of each player but also influence their strategic role in the team. Whether players prefer precision, crowd control, or brute force, the arsenal of *Pomegranade: Limbo* offers something for every combat approach.

(See Section 6.2.1 for detailed descriptions of all player weapons.)

6.2.1 Player Weapons

Weapons in Pomegranade: Limbo are crafted from the magical fruit at the center of the game's world—enchanted pomegranates. Each weapon has distinct properties in terms of damage, rate of fire, range, and resource consumption. These weapons are not just tools but expressions of playstyle, offering players a



way to personalize how they approach combat, resource management, and positioning.

Below is a breakdown of each weapon available to players, along with their tactical uses and ideal player profiles.

“Pomegranade”

“The iconic explosive – powerful but punishing if misused.”

A magically infused grenade, the Pomegranade is the game’s most iconic weapon. Once thrown, it follows an arcing trajectory and detonates after a short delay. Enemies caught near the center of the blast may be instantly eliminated, while those on the periphery take reduced damage.

- *Damage: Very High (AoE-based)*
- *Trajectory: Arched*
- *Ammo: Requires significant pomegranate resource collection*
- *Playstyle Fit: Best for players with strong aiming and prediction skills, and those who enjoy high-risk, high-reward tools.*

Its high damage potential makes it ideal for disrupting clustered enemies or eliminating stronger targets before they reach the bonfire. However, poor aim or mistimed throws render it ineffective, adding a layer of mastery.

“Seedsrusher” (M16-style rifle)

“The spray-and-pray favorite for aggressive players.”

This semi-automatic, high-rate-of-fire rifle features three pomegranate barrels, delivering a cartoonish twist on modern military hardware. It fires quickly with a large magazine, making it a go-to weapon for players who prefer constant pressure.

- *Damage: Low per shot, High DPS*
- *Rate of Fire: Very High*

-
- Accuracy: Moderate at range
 - Playstyle Fit: Perfect for players who favor mobility and aggression, or those new to the game seeking a forgiving weapon.

While it may lack raw power, its ability to lay down sustained fire makes it perfect for holding chokepoints or covering teammates during retreat or repairs.

“Seedshot” (Pomegranate Pistol)

“Balanced and precise – a sharpshooter’s best friend.”

The Seedshot offers a reliable middle ground. Semi-automatic with a small magazine and higher per-shot damage, it rewards precise aim and rhythmic shooting.

- Damage: Moderate
- Rate of Fire: Medium
- Accuracy: High
- Playstyle Fit: Ideal for players who enjoy strategic engagement, keeping calm under pressure, and making every shot count.

Its versatility makes it a strong default weapon, and its tactical balance appeals to all-rounder players who want a challenge but not excessive complexity.

“XBowrter” (Pomegranate Crossbow)

“The creative killer – high impact with high trajectory skill.”

The XBowrter fires pomegranate-infused bolts with a parabolic path similar to grenades but at a much higher fire rate and with precise single-target damage. It’s a unique hybrid between the Seedshot and Pomegranade.

- Damage: High
- Trajectory: Arched

-
- *Rate of Fire: Moderate*
 - *Playstyle Fit: Best for players who like ranged precision with flair, and enjoy using environment and position creatively.*

It's excellent for taking out tougher enemies before they reach the barrier, or for threading shots through gaps in defensive lines. It rewards foresight and terrain awareness.

“Firepome” (Pomegranate Flamethrower)

“Chaos incarnate – perfect for close-range crowd control.”

A chunky melograno strapped with pipes and valves, the Firepome spews continuous magical flame across a short, wide cone. Its damage is applied over time, making it perfect for managing large groups.

- *Damage: Low per tick, High total*
- *Range: Short, wide AoE*
- *Sustain: Consumes ammo steadily*
- *Playstyle Fit: Ideal for players who love area denial, frontline control, and overwhelming foes in tight spaces.*

Especially effective when defending chokepoints or covering retreat, this weapon suits aggressive tank-style players who like being in the middle of the chaos.

“S-Axe-Seed” (Throwing Axe)

“For those who believe a fruit-powered axe is peak elegance.”

This enchanted axe is fashioned from hardened pomegranate rinds, magically empowered to return to the user after being thrown. It penetrates through multiple enemies and then curves back, creating opportunities for advanced path control.

- *Damage: High (especially on returning path)*

-
- *Ammo: Durability-based (limited uses per repair)*
 - *Utility: Can hit multiple enemies in both directions*
 - *Playstyle Fit: Designed for high-skill players who enjoy mastering timing, positioning, and creative movement.*

The S-Axe-Seed does not consume ammo unless it connects with an enemy, allowing players to experiment with throwing without excessive penalty. It shines when used by players who can anticipate enemy movement and manipulate positioning to optimize return paths.

Each weapon in Pomegranade: Limbo is designed not only as a gameplay tool but as an expression of the player's preferred combat style. From chaotic area control to sharpshooter precision, the arsenal accommodates all types of party game combatants—adding both strategic depth and visual humor to every match.

6.3 Enemy Creatures – Overview

The enemies in *Pomegranade: Limbo* are inspired by real-world animals, stylized and transformed into fantastical and grotesque forms that fit the game's eerie party-game setting. These creatures are not intended to be realistically threatening or violent but rather to evoke fantasy-horror themes within a cartoon framework.

There are three main enemy families, each with distinct visual styles and behavioral patterns:

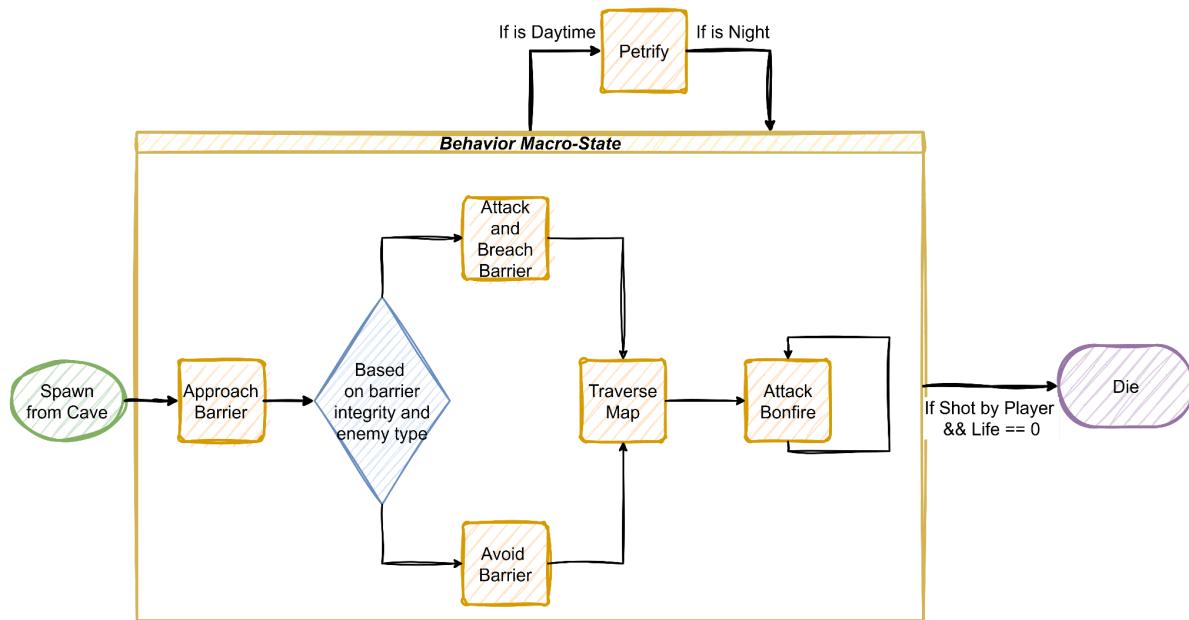
- Flying Manta Creatures
- Simian (Monkey-like) Creatures
- Bull (Charging) Creatures

Each family of creatures also includes a unique boss variant, which will be covered in a separate section.

Enemy waves during gameplay feature a mixture of different creature types, creating tactical challenges and forcing players to coordinate across various

threats. Their behaviors are designed to complement each other, requiring adaptive strategy and teamwork.

Enemies general behavior can be summarized with the following scheme:



6.3.1 Manta Creatures

Design

Manta Creatures are floating, ghostly enemies that drift ominously above the ground. Their forms resemble large, winged spirits with elongated fins and a gliding silhouette. Their skin is a smooth blend of muted purples and dark blues, with veins of faintly glowing light running across their frame.

They lack defined faces but possess glowing eye-like markings that give them an otherworldly presence. Subtle particle effects trail behind them, suggesting they are not entirely physical beings—spectral entities, drawn to the bonfire's life force.

The current in-game model is based on the Monster Minion Survivor (PBR Polyart) asset from the Unity Asset Store. This model effectively captures the core aspects of the creature's form and motion, though future iterations may push the design further into ethereal, ghost-like territory with enhanced shaders and translucency.

Despite their spooky appearance, Mantas are fully stylized to fit the game's cartoon-like tone—eerie but never frightening.

Behaviour

Mantas are the balanced threat among enemy types, offering steady pressure through intelligent movement and consistent attacks. Their behavior reflects their spectral nature—methodical, purposeful, and difficult to anticipate.

Key behavioral traits:

- Hovering movement: Mantas float at mid-air level, gliding smoothly above terrain and minor obstacles without interaction and moving slightly up and down while advancing.
- Focused targeting: Each Manta selects a single barrier segment and repeatedly strikes it with headbutts until destroyed.
- Damage logic:
 - Mantas prioritize already-damaged sections, increasing the likelihood of exploiting weak points.
 - If they select a barrier tile that has already been destroyed by others, they skip attacking entirely and proceed directly toward the bonfire.
- Bonfire interaction: Once inside, they hover above the flame and begin a siphon animation, drawing energy from the fire through their open mouths.
- Pacing: Mantas do not move quickly, but their steady advance and refusal to divert from their goal make them a constant and reliable threat.

They are particularly dangerous when combined with other enemy types, as they take advantage of openings created by faster or stronger creatures.

6.3.2 Simian Creatures

Design

Simian Creatures are agile, demonic monkeys with lean, athletic bodies and exaggerated cartoon features. Their skin is a deep violet, accented with streaks of black and white fur on their limbs and shoulders. A short, dense crest of pale

fur rises from their heads, splitting into two curved points resembling stylized horns—more mischievous than menacing.

The most distinctive trait is their long, whip-like tail, ending in a large clawed hand. This appendage allows them to grasp objects, swing from branches, and cling to surfaces. Their eyes are wide and bright yellow, with a glint of chaotic energy behind their gaze. They move with jerky, animalistic energy—snapping their heads, twitching, and performing small hops even when idle.

Their visual language combines elements of impish demon and hyperactive gremlin, staying fully within the realm of stylized and humorous design.

Behaviour

Simian Creatures are the fastest but weakest enemies in the game. They are designed to disrupt and distract, overwhelming the team not through damage but through chaotic interference.

Key behavioral traits:

- Ignore barriers: Simians never attack defensive structures. They instead leap over or climb past walls effortlessly.
- High mobility: Their erratic, fast movement makes them difficult to hit. They often jump unpredictably and take indirect paths to the bonfire.
- Resource sabotage:
 - If they encounter uncollected resources (wood or pomegranates), they may grab and toss them away.
 - Sometimes resources are thrown off ledges or behind inaccessible terrain, effectively removing them from the match.
- Bonfire behavior: Once at the flame, Simians attempt to extinguish it by blowing on it repeatedly, producing small amounts of damage.
- Attack profile: Very low damage per hit, but very high attack frequency.

While not dangerous in isolation, Simians can cripple the team's economy by scattering valuable resources, forcing players to react defensively and split attention during critical moments.

6.3.3 Bull Creatures

Design

Bull Creatures are massive, heavy quadrupeds, appearing like molten beasts born of ash and fire. Their bulky bodies are coated in dark, charred hide, with strings of ember-red fur along the spine and limbs. This fur occasionally flickers as if smoldering, giving the impression of an internal inferno just beneath the surface.

Smoke billows constantly from their nostrils, intensifying as they prepare to charge. Their metallic, sharpened horns gleam with heat, and their hooves leave behind trails of ash with every step. Their glowing eyes are often obscured by the smoke curling around their head, reinforcing their slow, smoldering menace.

Despite their intimidating presence, they are animated with a deliberately exaggerated posture and stomping gait, making them imposing but still within the cartoon universe of the game.

Behaviour

Bull Creatures are the tank archetype—slow, resilient, and capable of massive damage if left unchecked.

Key behavioral traits:

- **Barrier-focused:** Bulls obsessively target the barrier. Even if parts of it are already broken, they will continue smashing segments until at least two have been destroyed or the wall is completely down.
- **Destruction method:** Bulls attack using powerful charges, lowering their head, charging for a while and then rushing forward with their horns in a straight line.
- **Advance pacing:** Once out of the barrier, they walk slowly toward the bonfire, pausing a short distance away to wind up a final charge. Additionally, Bulls are capable of diverting from their main path toward the bonfire to target trees. They may intentionally knock down resource-bearing trees, destroying valuable player resources in the process. This behavior makes them not only a direct threat to defenses, but also a strategic threat to long-term resource sustainability, especially in longer matches.

-
- Bonfire behavior: At close range, they spin around, then kick dirt, ash, and embers backward with their hind legs, causing immense damage to the flame.
 - Durability: High health pool. Absorbs a large number of hits before falling.

Due to their raw destructive power, Bulls demand focused team attention. They serve as structure-breakers and finishers.

6.3.4 Enemies Summary

Creature Type	Archetype	Speed	Durability	Damage Output	Barrier Interaction	Special Threat
Manta	Spectral Wraith	Medium	Medium	Medium	Prioritizes damaged sections, bypasses if broken	Bonfire siphon, ignores terrain
Simian	Demonic Trickster	High	Low	Low	Ignores entirely	Resource sabotage, erratic movement
Bull	Infernal Beast	Low	High	Very High	Obsessively destroys segments; also attacks trees	Rampaging charges, massive bonfire damage

6.3.5 Boss Enemies

Boss Creatures are elite versions of the base enemies in *Pomegranate: Limbo*, appearing at the climax of certain matches or at milestone intervals in Survival Mode. They share the core identity and behavioral profile of their standard counterparts, but are distinguished by:

- Increased size and physical presence

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- More saturated and contrasting color palettes
 - Amplified animations and particle effects
 - Unique abilities that elevate their combat role

Bosses are visually recognizable from a distance, and their entrance is always preceded by a brief warning phase to allow teams to regroup.

Manta Boss – “The Wailing Gale”

- Design Enhancements: Larger wingspan, more intense spectral glow and trailing vortex-like effects.
- Behavioral Enhancements:
 - Retains all traits of the standard Manta.
 - Periodically unleashes a wide gust of wind by beating its massive wings, pushing back players and displacing nearby objects (including loose resources).
 - This ability creates momentary chaos and makes it harder to land projectiles, as the boss's movement becomes more erratic.
- Combat Role: Control and zone denial. The wind-blast makes team coordination difficult, punishing clustering and poor positioning.

Simian Boss – “The Frenzied Claw”

- Design Enhancements: Sharper features, elongated limbs, more pronounced tail-claw, glowing horn tufts, and faster idle animations.
- Behavioral Enhancements:
 - Retains base Simian traits.
 - Greatly enhanced mobility, with the ability to perform multi-target leaps between nearby players.

-
- Can use players as jump-off points, bypassing defenses and quickly reaching the bonfire.
 - Once at the flame, attacks with constant speed, no cooldown between attempts.
 - Combat Role: Disruption and speed. Forces players to keep moving and maintain distance, as proximity becomes a liability.

Bull Boss – “The Ashen Ruin”

- Design Enhancements: Cracked, magma-like textures across its body, glowing molten horns, and a thick plume of smoke trailing its movement.
- Behavioral Enhancements:
 - Retains base Bull behavior.
 - Performs a long-windup charge that destroys a large section of the barrier in one strike (up to $\frac{1}{3}$ of the segments).
 - After breaking through, it enters a rampage state where it charges directly toward the bonfire, demolishing all obstacles and trees in its path.
 - Ends with a devastating back-kick that deals massive flame damage.
- Combat Role: Devastation and structure breaking. The boss is a one-creature siege engine that must be stopped early to avoid a full collapse of defenses.

6.4 Narrative Characters

6.4.1 The Necromancer

The Necromancer is the central narrative antagonist of *Pomegranate: Limbo*, a mysterious and tormented figure who oversees the forest's cursed equilibrium. Although he does not appear as an in-game enemy during standard gameplay, his presence permeates every aspect of the world—from the creatures summoned at night to the story fragments uncovered through cutscenes, dialogue, and environmental storytelling.

Visual Design

The Necromancer is designed to be haunting yet iconic, immediately recognizable and shrouded in myth. His appearance evokes ancient rituals and corrupted wisdom:



- Tall, hooded figure: His face is never fully visible—only shadows, suggesting a face long forgotten or willfully hidden.
- Flowing black and grey robes, adorned with frayed edges that drift as if moved by unseen winds.
- A prominent skull emblem sits at the center of his chest, etched into his tunic and glowing faintly with spectral energy—hinting at the boundary he straddles between life and death.
- Smoke and ash seem to trail from his movements, reinforcing his connection to the cursed magic of the forest.

His silhouette is simple yet striking, ideal for cinematic cutscenes and menu sequences. Visual design prioritizes mood and symbolism over detail, ensuring he remains a spectral enigma, rather than a physical villain.

Narrative Role

The Necromancer was once a brilliant scientist and scholar, who sought to understand the power of a mythical artifact known as the White Lightning Stone.

In attempting to harness its energy, he inadvertently triggered a cataclysmic event—trapping the forest in a state of limbo, caught between life and death.

To survive, he sacrificed his humanity, fusing himself with the very energies he sought to control. Now bound to the forest, he exists as its unwilling warden, a necromancer cursed to shepherd lost spirits through an endless night. He is both antagonist and tragic figure: a villain whose aim is not domination, but release.

- He summons waves of shadow-creatures each night to reclaim the ghosts who possess living adventurers.
- His true goal is mercy: to extinguish the bonfire's flame and thereby sever the unnatural bond between the spirits and the living world.
- However, his actions bring devastation and suffering, as his minions threaten to consume the last remnants of resistance.

The Necromancer speaks sparingly in cryptic, poetic phrases—voice lines that echo through menu interfaces, loading screens, or rare cutscenes. His presence deepens the game's lore, offering a philosophical counterpoint to the players' struggle: Is survival always the nobler choice? Or is release the true form of peace?

Function in the Game

- *Introductory Cutscene:* The game opens with a glimpse of the Necromancer at the cave's edge, performing a silent ritual as the first wave of creatures awakens.
- *Menu Presence:* In the background of certain menus (e.g., lore journal, story recap), faint visuals or whispered audio lines allude to his watchful gaze.
- *Lore Integration:* As players uncover memories, journals, and visual relics, more of the Necromancer's past is revealed—unveiling his motivations, regrets, and final purpose.
- *Seasonal Events:* Special event modes may briefly spotlight the Necromancer more directly (e.g., the "Blood Moon" ritual), showing him interacting with the environment or altering gameplay rules temporarily.

While he never appears on the battlefield, the Necromancer is the spiritual axis of *Pomegranate: Limbo*—an omnipresent reminder of the forest's curse, and the ghosts' only true opponent.

7. Story

7.1 Synopsis

Lost in a forest suspended between life and death, a band of unlikely adventurers is drawn to a sacred bonfire at the mouth of a shadowy cave. There, they encounter a group of ghosts—spirits who, in a desperate bid for freedom, possess each of the adventurers.

Each night, waves of mysterious creatures emerge from the darkness, testing the group's resolve—and their growing bond—as they hurl enchanted pomegranates in a frantic defense. Only the petrifying light of dawn brings a fragile reprieve, a fleeting peace before the shadows return.

But survival demands more than just combat. The adventurers must gather and craft with care: collecting magical pomegranates to power their weapons, reinforcing crumbling barricades, and stoking the sacred bonfire that keeps the spirits anchored to the living. Their fate hinges on coordination, timing, and the strange, enduring magic born of both fruit and fellowship.

7.2 Complete story

Each night, dark creatures summoned by a necromancer emerge from a nearby cave. These ghosts, bound to the necromancer's will, seek to escape the forest by possessing unsuspecting travelers. Once possessed, the travelers dash through the woods, harvesting fruit-laden branches and chopping wood. They must work together to repair barricades and craft ammunition for weapons powered by enchanted pomegranates.

During combat, coordinated throws shatter shadowy foes, and the group must defend the central flame—the only anchor that allows the ghosts to maintain possession of their hosts. If the flame goes out, the spirits are expelled and left vulnerable.

With each dawn comes a moment of respite. The remaining enemies turn to stone, as the necromancer's magic falters in the daylight. Possessed travelers take this opportunity to regroup, strategize, and prepare for the next night's increasingly difficult assault.

Across repeated runs, subtle changes in the forest's magic begin to reveal a deeper mystery: whispers in the fog, ghostly echoes, and glimpses of a distant guardian spirit watching from the cave's darkness. Each night survived uncovers

fragments of a larger tale—one of loss, redemption, and the bond forged by the firelight of a mythical stone.

7.3 Backstory

In a forest somewhere outside, a powerful guardian is watching over these woods. Suffering from a large loneliness, it wept tears that took root as



pomegranate trees—each fruit imbued with its sorrow and magic. A catastrophic ritual, results of an accident, trapped the forest in limbo, suspending life and death in perpetual twilight. The sacred bonfire was kindled by the spirit's willie to escape the realm, intended as both beacon and prison.

Upon discovering the bonfire's glow, four tiny trapped ghosts—longtime friends in life—possessed their bodies. This otherworldly bond granted the travelers new

pomegranate-based weapons and the ability to harness the enchanted fruits scattered throughout the forest.

In the depths of the cave, a tormented necromancer lurks. Once an ambitious scientist who uncovered a mythical "White Lightning Stone" within the forest's heart, he used his own contraption to save himself from its deadly power—gaining necromantic abilities but a curse to shepherd the spirits of the lost. Now, he can command shadow



beasts to recapture the ghosts and drag them back to his realm. His true aim is mercy: extinguishing the bonfire's flame to free travelers and getting ghosts back to the forest.

The very pomegranate trees grow from the necromancer's tears, their fruits magically attuned to spirit energy. Only those possessed by the guardian ghosts can wield these enchanted pomegranates—spirits remain powerless to use them for their own ends.

7.4 Narrative devices

- Environmental Storytelling: Twisted trees, glowing pomegranates, and scattered relics hint at the forest's tragic past and magical components.
- Audio Cues: Faint whispers, the bonfire's heartbeat-like crackle and the evolve with each wave, revealing emotional context.
- In-Game Journals: Unlockable notes and sketches appear as players complete tasks, offering lore breadcrumbs.
- Seasonal Events: Limited-time encounters (e.g., "Blood Moon" nights) introduce unique story vignettes tied to holiday or community events.

7.5 Subplots

Each traveler entered the forest with a personal quest, a distinct goal that ties directly to their former life. These individual motivations unfold as subplots throughout the game, enriching the main narrative and offering emotional layers beneath the shared struggle for survival:

- The Historian's Pursuit: Drawn by rumors of forgotten civilizations, the historian seeks evidence of ancient rites buried beneath the forest floor. Scattered artifacts, cave etchings, and ruined altars slowly piece together a deeper understanding of the forest's cursed past—and the necromancer's original purpose.
- The Chef's Obsession: In pursuit of a fabled fruit said to grant euphoric flavor, the chef discovers that the enchanted pomegranates fueling their survival are the very ingredient he once sought. This ironic twist haunts his journey, as he balances the desire to preserve their power with the temptation to understand their culinary potential.

-
- The Collector's Rarity: The stone collector's obsession with rare minerals takes a mystical turn when he uncovers fragments of the mythical lightning stone—the one that granted the necromancer his power. His subplot explores themes of greed, wonder, and the dangerous lure of uncovering what should remain hidden.
 - The Biologist's Discovery: Studying unfamiliar seeds and tree species, the biologist realizes the forest's flora is unnaturally sentient, reacting to ghosts and flame alike. Her subplot traces the origin of the pomegranate trees—grown from the necromancer's sorrow—and the way nature itself grieves, fights, and survives.

As these personal arcs unfold across repeated runs, players uncover echoes of the ghosts' past selves—fragments of memories, voice lines, and environmental clues—hinting that each traveler may be following in the footsteps of a predecessor. These subplots enrich the central narrative of resisting the necromancer and surviving the forest, offering depth, backstory, and emotional stakes beyond the nightly struggle.



8. The Game World

Overview

The game takes place in a supernatural forest trapped in a liminal space—neither fully alive nor dead—caught between worlds. This enchanted forest, infused with ancient magic and sorrowful memories, forms the entire playable area. It serves as both battlefield and mystery, home to the sacred bonfire, the cursed cave, and the living pomegranate trees.



Key Locations

-
- The Bonfire Circle: The central hub of gameplay. Players must defend this sacred flame, which keeps the ghosts bound to the living world through their possessed hosts. If extinguished, the game ends.
 - The Cave: The dark, gaping mouth from which waves of creatures emerge each night. Deep within lies the necromancer—once a scientist, now guardian and jailer of lost souls.
 - Pomegranate Groves: Scattered throughout the forest, these enchanted trees weep magical fruit, used as ammunition and crafting material. Their glow contrasts the darkness, creating natural light sources.
 - Barrier Paths: Defensive choke points composed of breakable barriers. These structures must be repaired or reinforced using gathered wood to delay enemy advancement.
 - Mystic Shrines (Optional for Events): Rare environmental sites that may activate during special runs or seasons, revealing secrets tied to subplots or granting temporary bonuses.

Travel & Mapping

Movement occurs freely within a medium sized forest arena. The layout includes circular paths around the bonfire, offshoot trails leading to groves, and branching routes toward the bonfire. There is no in-game map—navigation relies on intuitive pathing, light cues, landmark memory and players emoticons position hint. All travel is done on foot (no mounts or vehicles).

Scale

The playable space is large enough to support four players acting independently yet is compact enough to encourage constant collaboration. The environment is handcrafted to foster intimate team-based gameplay with strategic defense zones and resource locations.

Physical Objects & Interaction

The world features a range of interactable elements:

- Logs: Chopped from fallen trees and used to feed the bonfire or rebuild barriers.
- Pomegranates: Harvested and thrown as weapons or used in crafting.
- Barriers: Repairable structures that block creature paths.
- Ghost Echoes: Occasionally, objects in the world glow or shimmer—interacting with them triggers memory fragments tied to each

traveler's backstory.

Weather Conditions

The forest's weather remains eerily static during the night cycle—shrouded in fog, dimly lit, and unnervingly still—echoing the limbo state that traps both travelers and ghosts. Occasionally, spectral winds rise during boss waves or key narrative moments, adding tension and urgency. Rain, thunder, or seasonal effects are absent by default, unless introduced through special event modes.

At the edges of the map, a dynamic ring of clouds envelops the forest and subtly shifts with the time of day:

- During *daylight*, the clouds appear soft, white, and sun-kissed, casting a serene glow that conveys brief peace and hope.
- At *night*, they transform into a swirling storm of purples and greys, crackling with distant lightning—amplifying the sense of dread and chaos as each wave of enemies begins.

Time

Time progresses in real-time segments corresponding to wave intervals. A full night (half game round/wave) spans several minutes, segmented into waves of increasing difficulty. The cycle resets at each dawn.

Physics & Movement

The game uses light physics to govern:

- Pomegranate Throws: Arcing based on charge and angle.
- Creature Collisions: Enemies can knock into barriers or players.
- Repair Actions and Activities: Require stationary positioning and fill-time mechanics; the shaking activity follows a classic pendulum movement.

All other interactions are designed for accessibility—platforming or advanced physics systems are intentionally absent to preserve cooperative clarity.

Society & Culture

There are no active societies within the world—only the lingering memory of the necromancer's former life and the ghosts of those who once entered the forest. Cultural cues come through object placement (ritual altars, abandoned gear—the ones that players find near the bonfire—, scholar scrolls), environmental storytelling, and player backstory fragments. Together, they suggest a world that once had purpose, now decaying under the weight of forgotten souls.

9. Prototype: Current Implementation

The current prototype of Pomegranade: Limbo represents a focused implementation of the core gameplay loop for the main cooperative mode. Rather than reflecting the final visual or feature-complete version of the game, it is intended as a robust vertical slice that prioritizes game feel, technical structure, and multiplayer cooperation. Built primarily to validate design decisions and playability, the prototype offers a fully functional experience with online connectivity, real-time player interactions, and foundational systems for resource collection, combat, and wave defense.

9.1 Structure and Architecture

The prototype is developed in Unity and supports online multiplayer via a host-client model, without dedicated servers or matchmaking systems. One player serves as the session host, while others connect directly via IP address. The game architecture has been structured with server-side authority in mind, minimizing client control to reduce the risk of desynchronization or cheating.

There is currently no authentication, public lobby, or matchmaking system. However, a functional main menu allows players to either host or join a session, ensuring basic online connectivity for up to four players.

The game includes essential UI elements, limited to what is necessary for gameplay clarity.

9.2 Core Gameplay

The prototype is entirely focused on the main cooperative mode, and does not include the Versus or Survival modes described elsewhere in the Game Design Document. For the prototype phase only mouse & keyboard controls will be implemented, while a gamepad mapping will be added later in development.

All major player actions tied to this mode are implemented, including:

- Resource Gathering:
 - Players cooperate in pairs to shake enchanted pomegranate trees, releasing magical fruit.

-
- Chopping trees with axes yields wood, which can be collected physically from the world.
 - Splicing open pomegranates produces ammunition.
 - All resources are 3D world objects—not stored in an inventory. Each player can hold only one object at a time, temporarily unequipping their weapon to carry logs, fruit, or other items. These can then be dropped, passed to teammates, or thrown for tactical use.
- Structure Interaction:
 - Wood can be manually fed into the bonfire to keep it alive.
 - Players use gathered wood to repair damaged barrier segments, restoring defensive positions.
 - The barrier system is fully implemented, with custom models and procedural/randomized destruction visuals when broken by enemies.
 - Combat:
 - The player has access to three weapons: Seedshot (pomegranate pistol), Seedsrusher (rifle), and Pomegranade (grenade).
 - Each weapon has distinct fire behavior, including projectile speed, damage, firing rate, and reload mechanics.
 - Combat includes hit detection, enemy-specific hitboxes, impact particle effects, and flinch animations when enemies are damaged.
 - Wave System:
 - The enemy wave structure scales progressively with each round—increasing in number and spawn rate over time.
 - The wave number selection is not implemented in the prototype since it only makes sense with the other creatures' types and bosses implementation.

-
- Only the Manta Creatures are present in this build, using the model from the Monster Minion Survivor (PBR Polyart) asset. Their AI behavior matches their design: targeting barrier segments, bypassing broken ones, and draining the bonfire when reached.
 - At dawn, enemies are affected by the light and petrify, becoming immobile and visually transitioning to a grayscale shader.
 - Cycle and Phase System:
 - A full day-night cycle is implemented, including transitions in lighting and atmosphere.
 - The night phase brings enemy waves; dawn disables them temporarily, giving players time to gather resources and prepare.
 - Communication:
 - A non-verbal emote system is fully functional, enabling players to gesture, signal, and coordinate actions without voice chat. Emotes are synchronized across clients and support team coordination.

9.3 Visuals and Assets

The prototype of *Pomegranade: Limbo* makes use of a curated selection of pre-existing assets, chosen carefully to align with the game's envisioned cartoon-dark aesthetic and ensure readability and consistency in early development stages.

- Characters
The player characters currently used in the prototype are sourced from the Kaykit Adventurers asset pack. These models strongly reflect the final intended aesthetic—stylized, colorful, and cartoon-like, while maintaining clarity and charm suitable for party-style cooperative gameplay.
- Enemies
The implemented enemy—the Manta Creature—is represented using a stylized, floating creature model with spectral features taken from Monster Minion Survivor PBR Polyart. Its appearance and behavior serve as an excellent starting point for the final design, capturing the eerie yet

approachable tone described in earlier design sections.

- Environment

The playable area is constructed using elements from Unity's Free Forest Environment Sample ([link](#)) combined with Environment Pack - Rocks Stylized ([link](#)), which includes a mix of vegetation, terrain, and props suited to the magical forest setting. These assets provide sufficient variety and atmosphere to support resource interaction, navigation, and combat.

- Bonfire and Visual Effects

The bonfire utilizes effects from the VFX URP Fire Package ([link](#)), creating a dynamic flame whose intensity changes based on player interaction and damage received.

Additional particle effects and animations—such as hits, explosions, and spell-like visuals—are taken from:

- Cartoon FX Remaster Free ([link](#))
- 3D Effects: VariousHit ([link](#))

These assets have been selected not only for their technical performance and visual quality, but also for their compatibility with the game's tone and mechanics.

While the current visuals provide a functional and stylistically appropriate foundation, the development team does not consider these assets final. Depending on the project's scope and production timeline, they may be replaced or supplemented with:

- Original models and animations developed in-house;
- Custom assets commissioned from external artists;
- Modified versions of the current models, adapted to better fit evolving narrative and gameplay needs.

The goal is to retain a consistent visual identity while evolving the artistic direction as the project matures.

9.4 Audio and Narrative

- Sound Design:
 - All core gameplay systems are accompanied by placeholder audio. This includes effects for chopping, shooting, collecting, repairing, and enemy movement or attacks.
 - Ambient music and theme tracks are not final and serve only as provisional audio layers during testing.
- Narrative Content:
 - The current prototype does not include any cutscenes, dialogue, or story elements.
 - There are no voice lines or environmental narrative cues in place at this stage.

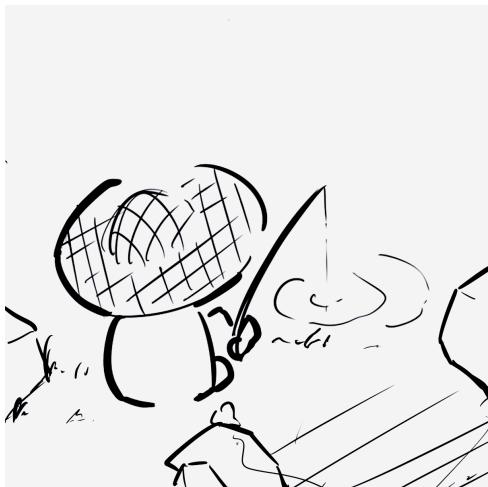
9.5 Summary

This prototype provides a solid demonstration of *Pomegranade: Limbo*'s core gameplay pillars: cooperative defense, real-time resource interaction, enemy wave combat, and online multiplayer coordination. While many features—such as additional game modes, narrative integration, enemy types, customization, and visual polish—remain in development, the current implementation offers a playable and stable base that effectively showcases the project's potential and direction.

10. Storyboard

10.1 Initial cutscene

The initial cutscene depicts how 4 unfortunate people find themselves lost in the woods and possessed by souls wandering nearby that dream to be free.



Description:

The first character is relaxing near the forest, fishing in the river

Characters:

Character 1



Description:

The second character is camping in the forest

Characters:

Character 2



Description:

The third character is walking in the forest

Characters

Character 3

Description:

The fourth character is grilling a succulent piece of meat

Characters:

Character 4

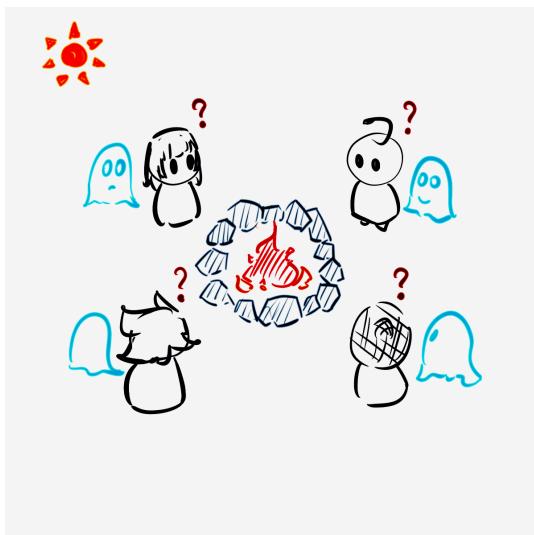


Description:

The 4 characters find themselves lost in the woods and the 4 ghosts approach them happily to possess them. They have finally found their way out to the enchanted forest.

Characters:

Player 1, Player 2, Player 3, Player 4 and the 4 lost characters

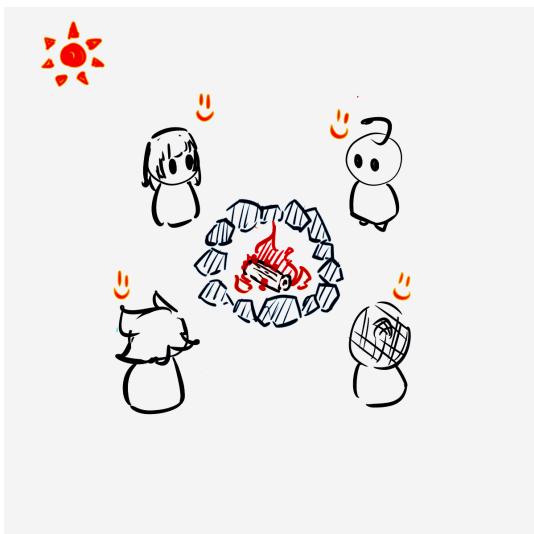
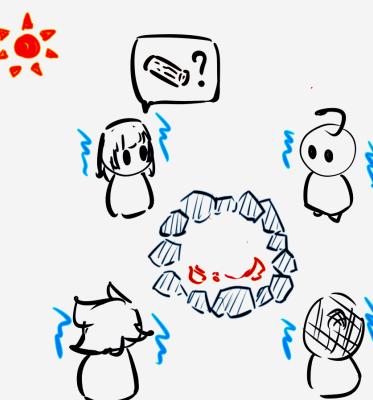


Description:

As soon as the fire starts burning out, the possessed characters realize they need to feed it or they will lose their opportunity to free themselves

Characters:

Player1, Player 2, Player 3, Player 4



Description:

When the fire is high and full again, the 4 possessed character are happy and realize how important it is to keep it fed

Characters:

Player1, Player 2, Player 3, Player 4

10.2 Monster makes their entrance

This section shows in a simple way how the monsters are attracted to the fire that act as a soul for the players and that they can stop their progress by using the chosen weapon to shoot them



Description:

At night time the minions of the necromancer makes their entrance and wander towards the firebone to prevent your plans

Characters:

Manta type monster

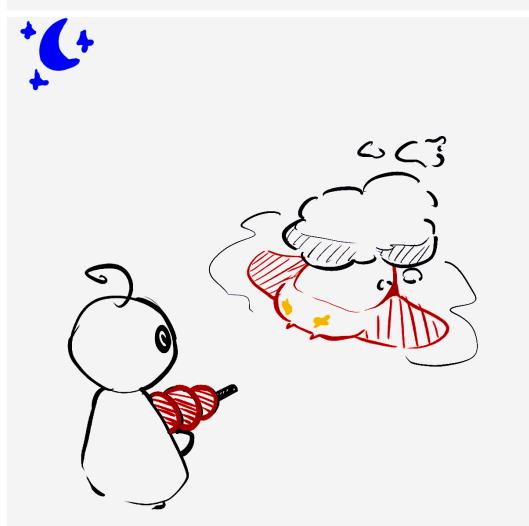


Description:

To stop necromancer's minions that wants to eat the fire that keeps you alive, Player 3 uses one of the pomegranate weapons to shoot it

Characters:

Player 3, Manta type monster



Description:

After hitting the monster with enough seeds, a purple cloud raise from the fainted body of the monster indicating that the necromancer's enchantment is dispelled

Characters:

Player 3, Manta type monster

10.3 Gameplay collaboration

In this section is shown how the players can collaborate to complete tasks. There are different activities that players can complete to gain resources, in this case the "Cut tree activity" is representative of the others 'cause they follow similar patterns.

Description:

Player 1 wants to cut the tree to get some logs, but the activity can't be done alone so Player 1 asks for help

Characters:

Player 1



Description:

Player 3 sees the help request, grab an axe and joins Player 1 in the activity

Characters:

Player 1, Player 3





Description:

Player 1 gives the first chop on the tree, making a successful hit!

Characters:

Player 1, Player 3



Description:

Player 1 is too fast and tries to chop it again. Unfortunately to cut down the tree the two Players needs to alternate, otherwise it results in a fail

Characters:

Player 1, Player 3

Player 1 - Chop tree

Player 1 - Chop tree



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Description:

Player 1 tries again, starting the first chop on the tree. It is a successful hit!

Characters:

Player 1, Player 3



Description:

This time Player 1 waits and Player 2 starts the second chop on the tree. It is a successful hit and the sequence can continue.

Characters:

Player 1, Player 3



Player 1 - Chop tree

Player 3 - Chop tree

Player 1 - Chop tree

→
t



Description:

After successfully alternating the tree is cut down and Players can retrieve the logs it dropped!

Characters:

Player 1, Player 3

10.4 Possible endings

There are two possible endings, the Players are able to survive all the waves the necromancer throws at them and escape the magic forest or to meet their defeat.

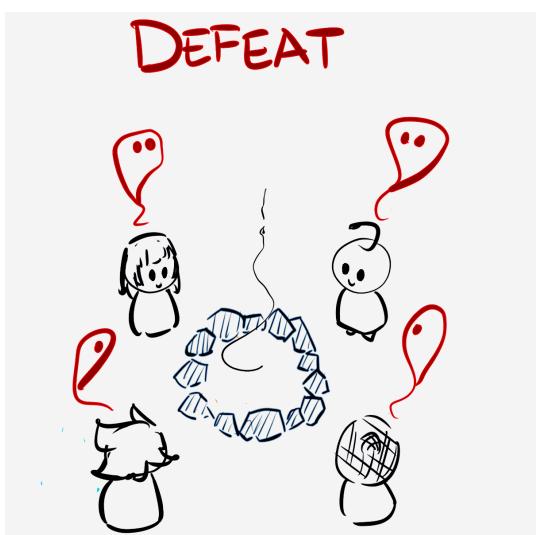
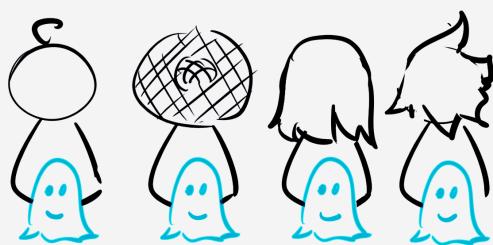
Description:

After enduring all the waves the Players can escape in the possessed bodies and live happily once again

Characters:

Player 1, Player 2, Player 3, Player 4

You Escaped!



Description:

The fire is extinguished and the Players are defeated. Unfortunately it's not their time yet to leave the enchanted forest

Characters:

Player 1, Player 2, Player 3, Player 4

11. Media list

11.1. HUD Assets

Visual

- Number of Seeds (Bullet) icon
- Emote Wheel
- 8 Emotes:
 - Angry
 - Sorry
 - Thanks
 - Cut Activity Help Request
 - Barrier Reparation Help Request
 - Shake Tree Help Request
 - Need Pomegranate
 - Need Seeds (Ammo)
 - Need Logs
 - Fire is Burning out Warning
- Daily Tasks
- Tutorial
- Gear icon – When the player is interacting with something
- End screen (Victory or Defeat)
- Day/Night cycle compass
- Freezing Screen – When bonfire is burning out
- Charge bar – Open pomegranate activity
- Fence required materials – Repair barrier activity

11.2. Title Screen:

Visual

- “Pomegranade: Limbo” logo

-
- Bonfire animated

Music

- Title screen music

SFX

- Etheric intro sound – When the player presses any button to enter the main menu

11.3. Main Menu:

Visual

- Find Game button
- Host Game button
- Join button
- Settings button
- Quit Game button
- Shop button
- Gold seeds icon
- Character customization

Music

- Main menu music

SFX

- Button click sound

11.4. Host/Join Lobby menu

Visual

- Name tag textbox

11.5. Lobby Menu

Visual

- Lobby with the list of players currently connected to the lobby
- Start game button (if player is host)
- Ready button
- Leave button

Music

- Main menu music

SFX

- Button click sound

11.6 Settings Menu

Visual

- General tab:
 - o Flag tutorial on/off
- Audio Setting tab:
 - o Slider audio setting
 - o "Soul" icon as arrow on the slider
- Controls
- Support
- Credits tab

11.7 Shop menu

Visual

- Customization item grid
- Icon for each customization item (witch hat, froggy backpack, ...)
- Gold seeds icon
- Purchase gold seeds tab

Music

- Main menu music

SFX

- Button click sound

11.7 PCs assets

Visual

- 4 base models
- Base customization Items
 - o 4 types of hats
 - o 4 types of hair
 - o 3 types of skin color
 - o 4 types of outfits
- Paid customization items
- Animations:
 - o Movement (walk, jump, swing, ...)
 - o Activities (repair, shoot, grab, throw, ...)

SFX

- Footsteps
- Jump landing
- Grab objects and ammo
- Throw objects

11.8 Weapon assets

Note: all the weapons are meant to have a visual presentation that is a mix of a real weapon with pomegranate elements. In the following section it will be put in parenthesis the base weapon from which the weapon will draw its inspiration from.

Visual

- Pomegranade (grenade)
- Seedrusher (M16 rifle)
- XBowrter (Crossbow)
- Pomrow (Arrows/Darts)
- Seedshot (Gun)
- S-Axe-Seed (Axe)
- Firepome (Flamethrower)

VFX

- Shoot effect
- Impact effect

SFX

- Shoot sound
- Impact sound

11.9 Enemies assets

Visual

- Manta ray
- Monkey
- Bull
- Animations:
 - o Movement (idle, walk, jump, ...)
 - o Attack (attack, suck, ...)
 - o Damage received (hit, die, ...)

VFX

- Suck effect

SFX

- Animal sound
- Movement sound
- Suck sound
- Hit
- Attack
- Die

11.10 Level assets

Visual

- Different types of terrains (grass, ground, ...)
- Trees

-
- Rocks
 - Mushrooms
 - Cave
 - Bonfire
 - Axes
 - Logs
 - Road signs

Music

- Game music

SFX

- Bonfire crackling
- Object landing on ground/hit something
- Environmental sound
- Ticking sound day/night cycle
- Freezing crackle
- Victory sound
- Defeat sound

11.11 Activities assets

Visual

- Pomegranate trees
- Defensive fences
- Pomegranates
- Animations:

-
- o Shake tree
 - o Destroy tree
 - o Split pomegranate
 - o Destroy fence
 - o Repair fence

VFX

- Leaf falling shaking pomegranate tree
- Fence dust during reparation

SFX

- Chop tree
- Hit pomegranate
- Hit fence
- Repair fence