

HEALING

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PC/Steam

Age: +14

Release date: To be determined

Synopsis

Healing is an exhilarating game that plunges players into a journey through their minds. In this mysterious underground realm, the protagonist must harness their agility, wit, and problem-solving skills to navigate perilous platforms, unravel enigmatic puzzles, and escape the clutches of darkness in order to restore the light that was gone a long time ago.

Flow Summary

Healing is a serious game that aims to serve as a therapeutic resource for those suffering from chronic depression.

- Introduction: Players wake up in a dark cave.
- Platforming: Players must navigate through platforms.
- Puzzle Solving: Intricate puzzles and enigmatic mechanisms guard the cave's secrets.
- Narrative: Exploring and talking to NPCs the player unravels important details about the story.
- Obstacles: Players encounter a range of challenges, from jumping obstacles to path-blocking puzzles.
- Darkness & Lightning: The flow of the game gets affected by both darkness and light, in darkness the obstacles are less visible while in lightning they can be seen better.
- Characters: A set of characters that help the protagonist accomplish their goals.
- Conclusion: Players must end with the darkness and restore the lightning in order to complete the game.

Main character

The main character has no name, as it is left to the player to decide their name. They do not have a gender either (considering that both males and females may play the game it is for best not to establish a genre in order to have a greater level of immersion).

The protagonist looks sad and this feeling is reflexed on the way they walk. They wear dark clothes.



Danis

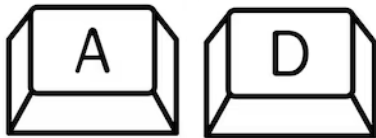
Danis is the only NPC in the game. This character is in charge of helping the protagonist throughout the game.

He will guide him not only on how to play the game and how to get past the obstacles but also in the narrative and will help the player understand both the story and the context involving them.



Controls

- Movement: A & D to move from side to side.
- Interact by pressing the “E” key.
- Left click to move things, like puzzle pieces and platforms
- Press “ESC” to open the main menu, which includes gameplay options and the possibility to exit the game or save your progress.



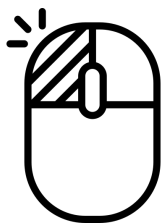
Move left and right



Jump



Interact



Move and drag things



Open main menu / Exit

Mechanic

Healing is a story-based platformer game with the following game pillars: platforming, puzzle solving, and narrative.

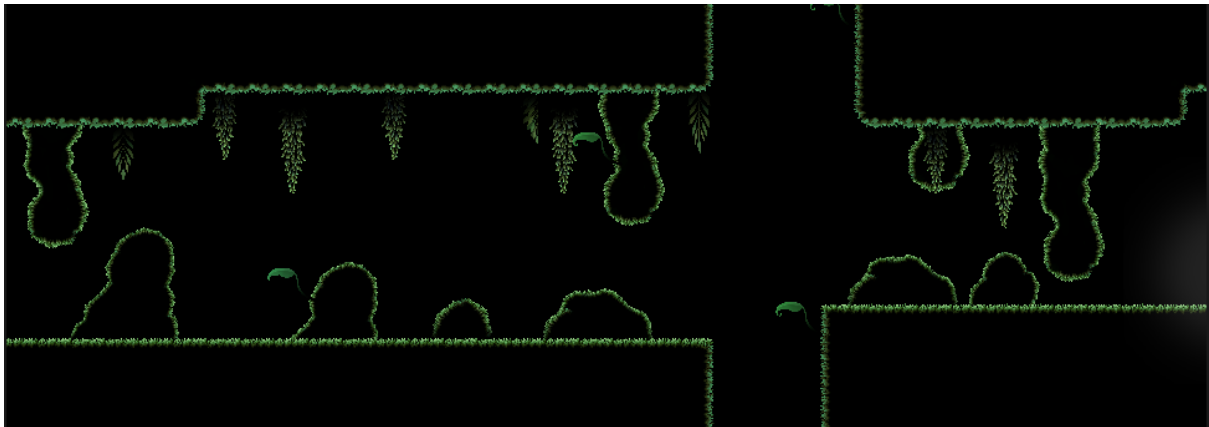
All the game mechanics have something to do with these three main game pillars. The main mechanics are:

- Jumping: The most basic mechanic, which allows the player to move from platform to platform and from ground to ground.
- Move & Drag: This mechanic is mostly used to solve puzzles and move platforms.
- Hope: Whenever the player surpasses an obstacle they are awarded with “hope”, a source of light that gets more and more powerful every time an obstacle is surpassed.

The world

The game takes place in a dark cave called *Akil*. Said cave is really dark and empty. However this is no coincidence, the idea is that *Akil* is a visual representation of the player's mind. It is precisely because of this that this place has a huge relevance in the game.

The player, through his actions, will have to restore the light in *Akil*, the light that used to be there but disappeared long ago. During their journey they will find obstacles that once they are surpassed grant a charge of light, enlightening the players surrounding, to the point where every place is enlightened.



Akil at the beginning of the game



Akil at the end of the game

Game flow

After the brand logo, the player sees the main menu screen, with different options in it. *New game*, to start a new game. *Quit*, to exit the application and *Options*, to change the predetermined options considering the player's preferences.

Once the New Game button is pressed the game starts.

The opening scene shows the main character in *Akil*, the main feeling transmitted here is both sadness and hopelessness. this stays like this until more or less half of the game (until the player has collected a certain amount of "hope"). In this stage, the player has to surpass obstacles to pass the game.

The music progresses according to the current state of the game. The beginning is sad and slow (basically a piano melody at around 80 BPM, being BPM beats per minute). When the player reaches a certain level of hope the music starts changing and it becomes more happy (a melody formed by several instruments at around 110-120 BPM).

The character progresses as well, whenever they gain hope some things change in the character. Their speed and jump force increase depending on the quantity of hope collected.

Obstacles

As usual, there are a set of obstacles that aim to make our character unsuccessful in reaching their goal.

In Healing, there are two main recurrent obstacles:

- Jump challenges: Challenges in which the player has to avoid falling into the void by jumping from platform to platform.
- Puzzles: Puzzles appear blocking the way and the player must solve them in order to keep advancing.

