**GAME CONCEPT: VEILROOT**

**CORE IDEA**

Brief Summary:  
The player takes on the role of Eo – a being awakened inside a dying psychic tree that holds the collective memory of the world. Eo has no form or identity. The goal is to regain memories and rebuild the self by activating the tree’s branches and uncovering the truth behind the world's fall—and Eo’s role in it.

**MAIN CHARACTER – EO**

Core Concept:

Eo is an unstable, incomplete being, gradually reconstructing their identity.

Initial Appearance:

* Faceless, formless figure
* Faint glowing veins pulse through the body – weak, incomplete signs of life (optional)

**Mid-Game Evolution:**

* Body color returns based on emotions:
  + Blue – Sadness
  + Red – Anger
  + Green – Compassion
* The form solidifies – organic elements like bark, stone, roots appear
* A face emerges – soft yet defined

**Final Form (after recovering all memories):**

* Fully realized being
* A crown made of branches
* A cloak woven from memories – imagine thread-like, ragged veils trailing behind

**ORIGINAL LORE – WHO IS EO?**

In the world of Naruin, every living being is born with a “seed” – a psychic bond to Veilroot, a massive memory-tree storing all of life's experiences.

Centuries ago, a catastrophe shattered the tree. The world descended into chaos – no one remembers anything, even about themselves.

Eo is a forgotten prototype – a guardian born from the root, meant to either restore or erase memories. But something went wrong.Your core is locked, your body incomplete. Awakened without identity, you feel only a faint pull toward the heart of the shattered tree.

**GAME STRUCTURE & STORYTELLING**

**PROLOGUE – "Empty Cocoon or Something"**

* Eo awakens in darkness, inside a cocoon at the base of the tree
* Formless, without identity

**ACT I – "Forgotten Limbs"**

* Explore shattered branches (biomes)
* Perception is distorted by “memory echoes”
* Player stabilizes “memory fractures” (puzzles, time loops) to uncover pieces of the past

**ACT II – "Waters Above Us"**

* Higher branches: artificial memories and false identities
* Encounters with alternate versions of Eo – are they past selves or lies?
* Symbolic battles with “Ideal Eo,” “Broken Eo,” etc.
* Eo's appearance shifts dramatically

**ACT III – "The Crown"**

* Tree’s crown – broken memories dissolve into nothingness
* Final battle with The Remaker – an entity feeding on memory and rewriting history
* Climactic choice: which version of the world—and yourself—remains?

**GAMEPLAY LOOP & PLAYER TASKS**

**1. Restoring Memory Nodes**

* Interact with memory trees
* Solve visual puzzles
* Recovered memories alter environments and unlock abilities

**2. Fighting Memory Corruption**

* Enemies: memory parasites – unstable beings reflecting twisted memories
* Some steal player abilities
* Bosses = personifications of forgotten emotions (e.g., sibling, guilt…)

**3. Memory Fractures**

* Mini-scenes with puzzles
* Tasks include:
  + Arrange memories in correct order
  + Control NPC echoes
  + See multiple outcomes using time-shifting and choose the correct one

**ABILITIES & CHARACTER PROGRESSION**

**Branch I – Rootborn (Movement)**

* Phantom Leap – phase through obstacles
* Gravity Veil – temporary gravity inversion
* Spore Jump – leap from organic nodes

**Branch II – Guardian (Combat)**

* Shard Blade – weapon formed from emotion
* Split Form – attack from multiple positions
* Echo Shield – defend using purified memory fragments

**Branch III – Mnemonist (Manipulation)**

* Chrono-Mark – revert object/state in time
* Memory Sync – restore a puzzle’s previous state
* Identity Lock – control a memory echo

**VISUAL STYLE**

* Inspiration: Zdzisław Beksiński, Ghibli’s ruins
* Organic, fluid aesthetics – no hard mechanical shapes
* Environments shift with recovered memories – from desolation to floral paradises
* Minimal HUD – Eo’s body reflects current state

**UNIQUE IDENTITY OF THE GAME**

* Metroidvania built on memory, not classic power-ups
* Every ability, area, and visual shift is a metaphor for identity restoration
* Player decides which memories to keep or discard – affecting world and endings

**ANTAGONISTS – (boss enemies)**

**1. The Remaker**

*"Why remember what can be rewritten?"*

* First form: Humanoid mass of faces and symbols
* Final form: Angelic, rewriting god with a scroll for a head

**2. Silhouettes (Mid Bosses)**

**Lost aspects of Eo:**

| **Name** | **Description** |
| --- | --- |
| **Husk** | **A body without will, moves like a puppet** |
| **Flame** | **Embodiment of forgotten rage, relentless fire** |
| **Dream** | **False hope, offers an illusion of peac** |

**3. Memory Parasites**

* Enemies resembling trauma fragments
* Appear as glitching humanoids, animals, or landscapes
* Attack emotionally – whisper names, guilt, regret

**NON-BOSS ENEMIES**

**1. Murkveil**

*“It wears the shape of a forgotten oath.”*

* Type: Ambusher / Cloaker
* Biome: Forest / Ruins
* Shape: A drifting cloak of fibrous black fog with no solid core. Its form only stabilizes when attacking.
* Attack: Emerges behind the player and constricts like a shadow. If not dodged, it causes screen desaturation (temporary memory loss of HUD info).
* Visual Style: Like a cape made of spider silk and smoke, with shifting runes spiraling through its folds.

**2. Gnarlcyst**

*“A memory that refused to let go of its pain.”*

* Type: Burster / Area Denial
* Biome: Caverns / Dead roots
* Shape: Rotund, fungus-like creature growing out of a cracked mask. Has no limbs — just slowly pulsates.
* Attack: When aggroed, it swells and explodes in a burst of memory spores, distorting visuals and reversing input controls.
* Visual Style: Pale, tumor-like sac covered in veins of glowing coral red — like a living sore of a traumatic event.

**3. Threadwraith**

*“Some memories hunt back.”*

* Type: Pursuer / Pressure enemy
* Biome: Mid-branches, dream zones
* Shape: Thin, long-legged creature woven from memory-fibers. Its limbs constantly unravel and regenerate.
* Attack: Chases Eo relentlessly once spotted. Leaves trails of memory distortion — slows movement when walked through.
* Visual Style: A silhouette stitched from threads of white and violet light, with a needle-like head and dangling tendrils.

**4. Knellshell**

*“The bell tolls for what was once a name.”*

* Type: Defender / Sentinel
* Biome: Temple / Archive zones
* Shape: A giant bronze seed pod with limbs like ringing chimes. Has no visible sensory organs.
* Attack: Strikes ground to emit memory shockwaves. Each ring "locks" one ability for a few seconds unless you dodge in time.
* Visual Style: Ancient, metallic tree-pod with intricate etchings and overgrown moss — resonates like a tuning fork.

**5. Fractlight**

*“A lie repeated too often becomes memory.”*

* Type: Illusion / Decoy
* Biome: Crystal biomes / High branches
* Shape: Geometric, floating prism with recursive mirror patterns. Fractures into multiple copies when threatened.
* Attack: Projects false Eo forms to attack, causing you to waste damage on illusions unless timed properly.
* Visual Style: Kaleidoscopic core with hovering shards orbiting — constantly reflects light wrong, like an MC Escher painting in motion.

**6. Graspburden**

*“It clings to a time long past.”*

* Type: Environmental / Trap-like
* Biome: Swamps / Grave zones
* Shape: Mass of severed arms and root-like nerves buried in the ground.
* Attack: Stays hidden until you walk past, then pulls the player back with grasping limbs.
* Visual Style: Fleshy root mass that twitches with each footstep nearby. Occasionally cries out in muffled speech.

**7. Bloomerror**

*“A beautiful failure.”*

* Type: Ranged caster / Buff-type
* Biome: Overgrown ruins
* Shape: A flowering, luminous creature that grows on dead Wailers. Blooms like a lotus, but its center is hollow.
* Attack: Emits healing to nearby enemies and bursts memory flashbombs (white-out screen, lose orientation).
* Visual Style: Alien blossom made of glowing petals with embedded fragments of faces.

**8. Chorusleech**

*“It sings with stolen voices.”*

* Type: Swarm AI / Mimic
* Biome: Veilroot canopy / Final third of the game
* Shape: Insectoid swarm made of dismembered mouthparts and throats. No body — just a floating vocal construct.
* Attack: Emits broken lines of NPC dialogue and mimics your past sounds. Confuses targeting and sometimes triggers fake quest audio.
* Visual Style: Cloud of translucent mouths connected by shimmering nerves. Sounds like old radio static when moving.

**MECHANICAL CATEGORIES**

| **Type** | **Examples** | **Function** |
| --- | --- | --- |
| **Ambusher** | Murkveil, Graspburden | Surprise, terrain control |
| **Area Denial** | Gnarlcyst, Knellshell | Force player movement, punish standing still |
| **Pursuer** | Threadwraith | Maintain pressure, reward quick kills |
| **Illusion** | Fractlight, Chorusleech | Distract, mislead, psychological pressure |
| **Support** | Bloomerror | Buff nearby enemies, force kill priority |

**DESIGN THEMATIC CONTRASTS**

| **Element** | **Eo** | **Antagonists** |
| --- | --- | --- |
| **Material** | Liquid glass, root fibers | Stone tablets, glitch effects |
| **Colors** | Blue, white → earthy & gold tones | Sickly green, false whiteness |
| **Movement** | Fluid, dance-like | Jerky or disturbingly smooth |

**VEILROOT BIOMES**

| **Name** | **Description** |
| --- | --- |
| **Shattered Grove** | Starting zone, hollow trees, tutorial |
| **Glass Thicket** | Crystals and mirrors, light puzzles |
| **Empty Archives** | Memory temple, puzzles with ink and voice |
| **Witherbog** | Decay and forgetting – lose mechanics without totems |
| **Crown's Edge** | High branches, gravity-inverted platforms |
| **Veinspire Tower** | Memory labyrinth, remix enemies |
| **Dream Scar** | Trauma, dream islands, broken logic |
| **Shellstream** | Forgotten death, threat of XP loss |
| **Core Chamber** | Final battle and choice of identity |

**TIME LINE**

**ACT I: ROOTLESS (The Call to Remember)**

**Theme: Disorientation, Isolation, First Connection**

1. Opening – The Awakening
   * Eo wakes in a crater surrounded by dead roots
   * Basic movement, meets Nihla – a guide made of memory pulses
   * First memory fragment: burning forest, someone calls Eo's name
2. **First Conflict – The Wailers**
   * Combat with corrupted memory monsters
   * Learn dodging, healing pools, light-channel attack
3. **Explore The Glass Thicket**
   * Mirror versions of Eo attack
   * Learn Rebind – tether platforms with memory
4. **NPC: Echo-Keeper**
   * A sentient fragment hoarding memories
   * Quest: Collect shards of a lost identity
5. **Mini-Boss: Threadwraith Alpha**
   * Rewards: dash & memory pulse (unlock/repel tool)
6. **Transition to Act II**
   * Nihla reveals: "You weren’t just forgotten. You chose to be erased."

**ACT II: RECLAIMING (The Fractured Self)**

**Theme: Confrontation, Truth, Moral Dissonance**

1. **Witherbog Descent**
   * Terrain forgets Eo; vanishing paths and save points
   * Quest: restore The Rootless One, once part of Eo
   * Unlock Rootform – merge with terrain
2. **Mid-Boss: Bloomerror Twins**
   * Recover a Major Memory – Eo over a corpse (unclear if he's guilty)
3. **Canopy Verge**
   * Gravity puzzles, Chorusleeches spread false memories
   * **Rebuild a skybridge from broken memories**
4. **Veinspire Tower**
   * **Vertical trials of alternate Eo life paths**
   * **Boss Gate needs three identity cores**
5. **Boss: Keeper of the Veinspire**
   * **Reveals Eo erased himself to forget his service to the Remaker**
6. **Transition to Act III**
   * **The Veilroot screams, world folds in**
   * **Nihla vanishes: “Now remember why you came back.”**

**ACT III: RETURN (Rebirth or Rejection)**

**Theme: Choice, Duality, Finality**

1. **Journey through The Reverie Scar**
   * Floating dream fragments, alternate outcomes
   * Choose to absorb others’ memories or release them
2. **Huskflow Infiltration**
   * Dead constructs silently observe
   * Puzzle: bypass memory-lock that won’t allow forgiveness
3. **Final Approach – Coreheart Chamber**
   * Surreal space: inverted gravity, floating words, bleeding memories
   * Echo-Keeper = splinter of Eo's mind
4. **Final Boss: The Remaker**
   * Erases abilities, uses memories as weapons
   * Rewrites world in real-time
5. **Ending Choices**
   * Accept Remaker’s logic: world is perfect but hollow
   * Reject and destroy: world is flawed but real
   * Sacrifice: Eo becomes Veilroot, balance is restored, identity lost