Til Jungbluth’s

GDD

Transfiguration Forest

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# Concept

## Genre

Singleplayer 2D Pixel Art Puzzle Platformer

## Short Description

A 2D puzzle platformer where you play as Ile, a witchcraft student and animagus with a strong interest in transfiguration magic, to escape a dangerous magical forest. The game is targeted at players of all ages interested in magic and 2D platformers, and will be developed for desktops.

The inhabiting creatures don’t welcome Ile and will attack her on sight. She can use transfiguration magic to change some objects into more useful things, as well as turn weakened enemies into frogs, to solve puzzles and reach new areas. Her fox form allows her to go through small holes and tunnels.

## Setting

A strange and dangerous magical forest, riddled with strange creatures, that anyone would be advised to avoid as best they can.

## Characters

**Ile (main character)**

A student of witchcraft who found herself in a dangerous magical forest. She has a strong interest in transfiguration magic and even became a fox animagus.

**Enemies**

Enemies will be used somewhat sparingly but have more health, so they need a good few (5 – 10-ish?) hits to defeat. Like, mainly for magical seals blocking paths (more at Mechanics), puzzles, and some dotted about on Ile’s path for added challenges.

* **Roblins:** Crude little goblins who will try to run into Ile or attack her with their fists.
* **Bents:** Strange living trees who don’t welcome intruders. Will attack Ile on-sight with their roots and throw specially grown tree cones at her but cannot move themselves. Will turn back into regular trees when defeated.

# Gameplay

## Mechanics

* Moving left and right and jumping.
* Basic, non-elemental magic attacks to deal damage to enemies, as well as a spell to block attacks (like ‘Protego’).
  + Spells cost mana. Blocking spell continually drains a high amount, to encourage strategic use and timing.
* Ile has 3-5 HP, which can be refilled by picking up hearts, which are dropped by enemies.
* 2 kinds of enemies. More details at Characters.
* Transfiguration magic used to change transfigurable objects into other forms. Transfiguration costs a lot of mana. More at Elements.
* Being able to turn into a fox form (animagus). Her fox form will be able to fit through smaller holes in walls and be faster than her human form but not jump as high. It cannot use magic, though.
  + Being in fox form continually costs mana, which only recovers in human form.
  + Transition between forms will just be covered by some ‘magic cloud’ ‘poof’ animation.
* Being able to push puzzle objects, to position them to where they’re needed. Pushing is slower than walking.
  + Maybe also add ‘secret mechanic’ where you can catch an airborne frog on your head, to move it around at normal walking speed. Would keep periodically jumping up, though.
* Sealed passages requiring Ile to defeat nearby enemies to break the seal.
  + (Enemies tied to a seal are connected to it by a faint line.)
* Puzzles using transfiguration as well as enemies, which can be reset by interacting with a nearby magic obelisk which essentially turns back time.

## Elements

* Hearts, randomly dropped by enemies, which Ile can collect to refill her health by 1 HP.
* Thorns which cause Ile to faint (and restart at checkpoint) on hit due to poison.
* Transfigurable objects, which can be transfigured into other things to solve puzzles and platforming challenges.
  + (Transfigurable objects and enemy health bars will have a recognisable border around them and/or visual effects, to signify to the player they can be transfigured.)
  + Mushrooms, which are a little bouncy, can be transfigured into bigger, more dense, bouncier ‘trampoline mushrooms’ which allow for way higher bounces, to reach new heights.
    - Some mushroom jump places in puzzles will have thorns on the ‘ceiling’, which Ile’s human form will hit but her fox form won’t because it’s shorter. To also tie her fox form into some platforming jumps.
      * (Maybe make fox form do mushroom jumps before; to show the player the fox form can do it as well.)
  + Enemies below 50% health can be transfigured into frogs which periodically jump straight up and can be used to bounce on in mid-air, to reach previously unreachable platforms.
  + Different fruits, which can be transfigured into:
    - Water, to put out fires, water seeds which grow into trees, etc.
    - A kind of log, which can be used to cover thorns, to cross them.
* Tutorial and hint signs where needed. Can be read on interaction. Some tutorial messages will be shown without needing to interact with a sign.

## Levels

A strange and dangerous magical forest, with strange creatures, and sturdy tree branches, enabling Ile to climb the trees to get to different areas, and overcome obstacles. There are checkpoints all over the forest for Ile to recover (respawn) at after being knocked out by enemies or fall damage.

Some passages are blocked by magical seals which require her to solve nearby puzzles or defeat enemies to break them.

The game will have about 10 puzzles / enemy seals.

## Game loop & Goal

The main game loop will consist of exploring the forest to find reachable puzzles / enemy seals, overcoming them, and platforming challenges, to ultimately escape the dangers of the forest.

## Controls

|  |  |  |
| --- | --- | --- |
| Action | Controller | Keyboard & Mouse |
| Move | Move Left Stick | W, A, S, D |
| Aim | Move Right Stick | Move Mouse |
| Move in Menus | D-pad | W, A, S, D / Move Mouse |
| Jump | B | Space |
| Basic Attack | RB | LMB |
| Transfiguration | RT | MMB |
| Block | LT | RMB |
| Animagus | LB | LShift |
| Pause Menu | Menu Button | Esc |
| Interact | A | E |
| Confirm | A | Enter / LMB |
| Cancel / Back | B | Esc / RMB |

# GUI

## Interface

Ile’s health, as hearts, and mana, as a refilling bar, in the top-left of the screen.

Enemies have health bars above them, when they’re hurt.

# Inspiration

The transfiguration and conjuration magic and animagus from the Wizarding World franchise.