

# A Head for Death

*A matchmaker of truly fateful occasions*

## Team Info

Name: Sixteam

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## Summary

Genre: Casual Puzzle

Player Count: 1

Player Age: 13+ (T)

Play-time: 15-20 minutes

## Current goal

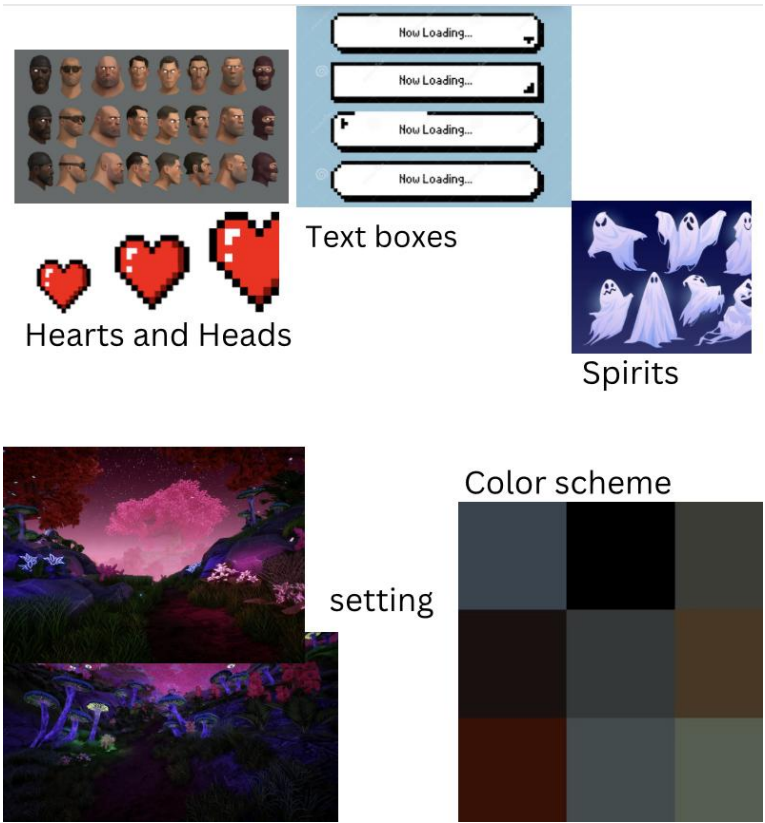
Asset	Desc
Heads	5 heads that represent different factions within the world. These are the individuals that the player will be interacting with throughout the game so they should have obvious features that might indicate what type of person they are like.
Hearts	The hearts that the player will be choosing from. Their designs should be rather simple and don't need too many differences. Main detail is that they should be black and white only so that they can be tinted in the engine to diversify the amount of hearts.
Dialogue box	The text that will be used to indicate dialogue from both heads, when speaking, but also as a frame to hold a heart's emotional response. Should be simple OR multiple types.

	If simple, make sure that it does not suffer much from stretching. If multiple kinds just indicate through naming scheme and make sure that all look essentially identical
Wood tray	A plain wooden tray to group the hearts and heads onto for easier organization while necromancing
Emotional Symbols	Sadness, Happiness, Fear, Anger, Surprise, Disgust, Indifference
Ghost	An amorphous representation of the person a given head used to belong to (all people will have the same astral representation so only one is needed)
Main Table	This is the main area that the player will be working with. From the sketch it takes up about 75% percent of the screen. Should contrast with the trays and heads to hopefully make them stand out more.

## Stretch Goals:

- Randomly added details for variability (different colors/veins for hearts)
- Multiple lines of dialogue where different lines might display different emotions. Or multiple emotions for one line of dialog.
- Ghost expressions that correlate to the text. Help add another layer to display emotion to the player
- Add character specific questions (see [Appendix](#))

# Art Style



Hearts and Heads

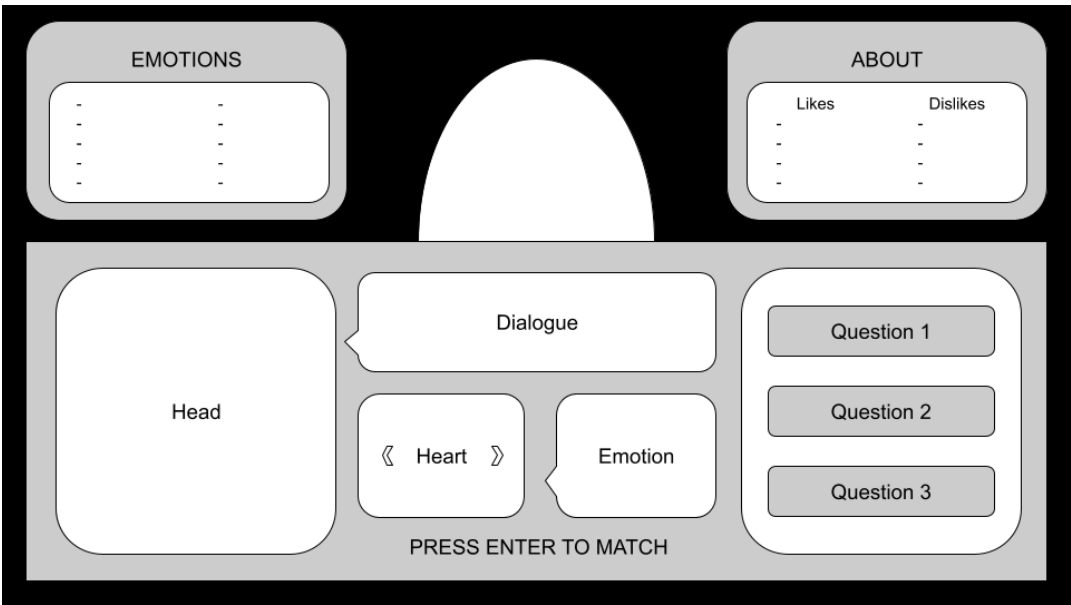
Text boxes

Spirits

setting

Color scheme

# UI Layout



# Introduction

You play as a necromancer who is given the task to find out if a heart and head go together to pass their spirit on.

Death can be very unorganized. It is up to you to deal with this messy situation.

The player is able to ask from a set of questions. The heart responds by displaying an emotion while the head responds with a dialogue. It is up to the player to decide whether the head and heart are a pair or to force the soul to wander for eternity.

## General

### Win condition

Create multiple passing matches (probably 3 out of 5 to start) by the end of the day (time limit). If the player doesn't get the correct amount of matches by the end of the day the organs run out of life (the soul loses its grip on its corporeal form?) and you lose

### Obstacles

Need to be able to connect the emotional response to a stated answer. Need to keep track of multiple connections between heads and hearts as multiple might share an answer but only one will fully match.

## Mechanics

### Action

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#### Questions

### Description

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The main way the player interacts with the game is through questions. With each question the player is able to gather the responses of heads and the emotional reactions of hearts.

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## Responses

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This is the dialogue that a head will give you in response to a question you ask it. It is up to the player to interpret how the head might feel about a topic based on their response

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## Emotions

While heads respond with text the hearts respond using symbols and colors which represent emotions.

### Emotions

- Sadness (Symbol)
- Happiness (Symbol)
- Fear (Symbol)
- Anger (Symbol)
- Surprise (Symbol)
- Disgust (Symbol)
- Indifference (Symbol)



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## Notes

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This is a small spot on the side of the screen that allows the player to write down notes for themselves. This allows the user to avoid needing to remember everything in their head.

With a smaller amount of hearts to choose from this notes tab may not need to exist.

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## Matching

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When a player believes that they have found a match between a heart and a head they can decide whether or not to match them together.

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## Swapping

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To swap a heart for a different the player can do so by pressing either arrow keys or clicking the arrows on the screen.

For each head there is a set of hearts to pull from that need to be browsed to see which one belongs to the head.

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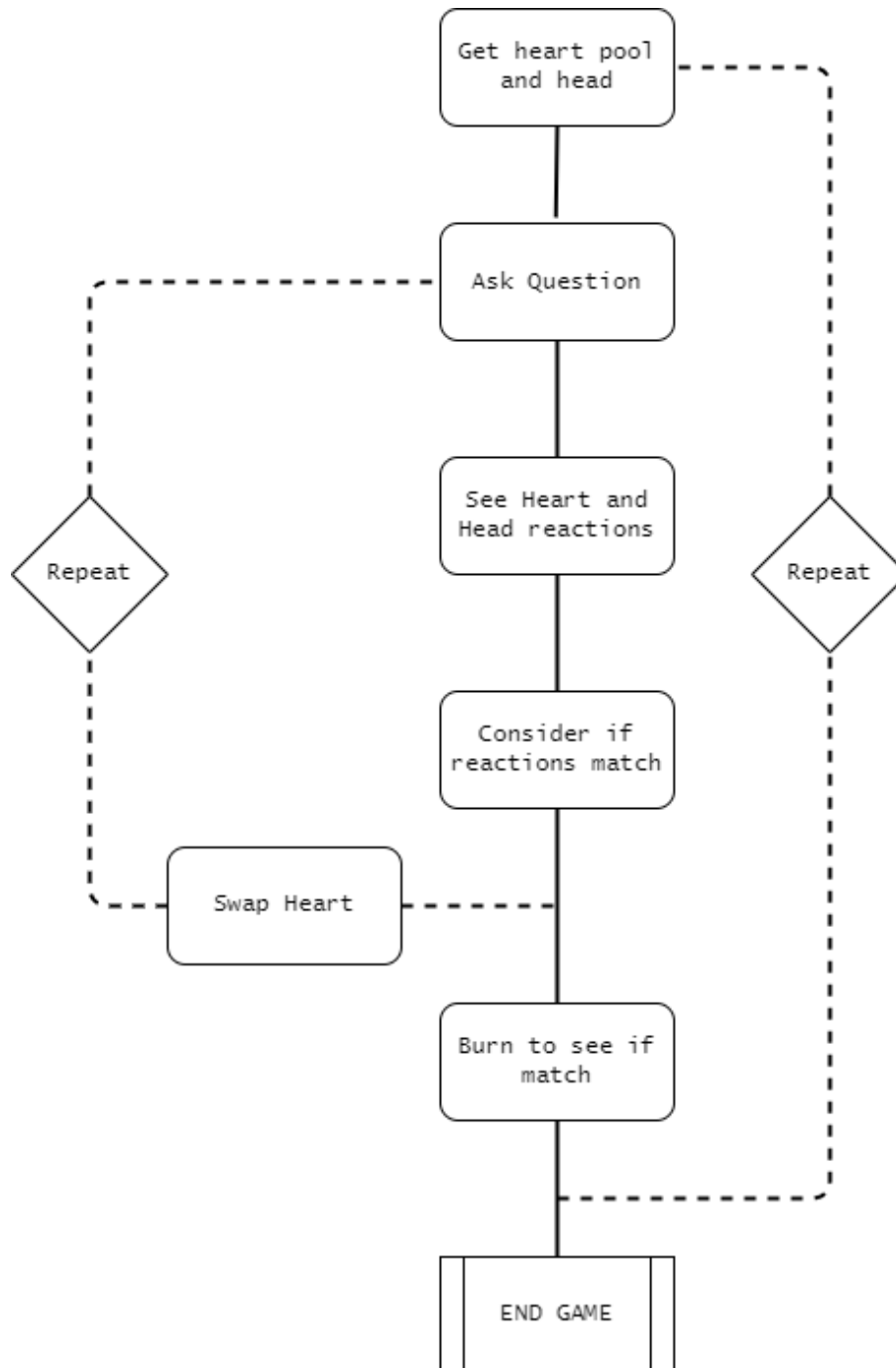
## Burning

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When the player believes that they found a pair they can press ENTER in order to see if the pair is correct.

The game will inform the player if it is a correct match or not and no matter what move onto the next head and the next heart pool.

# Flowchart



# Appendix

## Background:

Necromancy is a specialization of magic that deals with the dead. It is primarily used to ensure the passage of one's soul to the afterlife. Because of this, Necromancers are often brought to battlefields or sites of disaster to help guide the victims' souls. To accomplish this they must burn at least the heart and the head of the deceased.

## Story:

The year is 4995 YS, and the Great War is coming to a close. The Northern Empire had been on the decline for some time and, out of desperation, summoned hordes of demons to unleash upon their opponent, the Holy Kingdom of Ethshar. While this did wipe out a decent amount of Ethsharites, the Gods intervened beforehand and banished all of the summoned demons, leaving the Northern Empire with only some outlying units, which has led to minor skirmishes here and there. You are a necromancer who has been called to the site of a small skirmish between these opposing factions as a neutral party. The first guy who was called in botched the job, leaving a bunch of hearts and heads strewn about. You must guide the souls of the fallen to the afterlife by determining which heart and which head match and lighting them aflame. Igniting the wrong head and heart pair would leave the soul to wander for eternity.

## Characters:

**Red Soldier** is a soldier for the Holy Kingdom of Ethshar. His name is Dante Kambal. He is a proud paladin for the Holy Kingdom. He has a twin brother named Vergil who is the Blue Soldier and a Shatra.

**Thief** (to be written)

**The Other Necromancer** (to be written)

**Blue Soldier** is a soldier for the Northern Empire. His name is Vergil Kambal. He is a Shatra, meaning he is half human and half demon. He has a twin brother named Dante who is the Red Soldier and a Human.

**Spriggan** (to be written)

**Dog** is dog.



# Questions

## General Questions:

Question	Red Soldier	Thief	Necromancer	Blue Soldier	Spriggan	Dog
Who Are You?	Paladin Dante Kambal at your service, sir! (Happiness)					Woof! (Unknown)
What race are you?	Human. (Indifference)					Woof! (Unknown)
What were you doing here?	Fighting for the glory of the Holy Kingdom of Ethshar, sir! Exterminating some cockroaches that just don't seem to die. (anger)					Woof! (Unknown)
What are your thoughts on the war?	My thoughts are that we are the winners! I couldn't be happier putting my life on the line for the glory of the Holy Kingdom! (Happiness)					Woof! (Unknown)
Do you have any family we should notify?	The only family I got is a twin brother, but last I heard he was a soldier fighting for those scum in the Northern Empire. I do not know if he would want to be notified. (Sadness/Disgust)					Woof! (Unknown)

## Character-Specific Questions/Statements:

### Red Soldier

Question	Response
Why do you hate the Norther Empire so much?	Because they are a bunch of demon worshippers and sorcerers. They are horrific monsters that need to be put down. (Anger/Disgust)
I have met your brother, Vergil. He was fighting here too and has also fallen.	

### Dog

Question	Response
Who's a good boy?	Woof!! (Happiness)

## Example Playthrough

A head and 3 hearts are presented before you. You pick a heart from the pile and watch it as you ask a question "who are you." "Paladin Dante Kambal at your service, sir!" the head replies. At the same moment the heart radiates a feeling of disgust in response to the question. You put that heart down and pick up the next one in the pile. You question again "Why do you hate the Northern empire so much." The head immediately replies "they're a bunch of demon worshippers and sorcerers." The heart in your hand emits a feeling of overwhelming anger. Sensing a connection you continue your line of questioning with the same heart "do you have any family to notify?" the heart feels forlorn and saddened in your palm. "The only family I got is a twin brother, but last I heard he was a soldier fighting for those scum in the Northern Empire" the head replies. Sensing a deep connection between the head and heart you place them on a pyre and burn them, releasing the soldiers spirit into the afterlife.