



**NATIONAL UNIVERSITY**  
OF COMPUTER & EMERGING SCIENCES  
LAHORE CAMPUS



# **GAME DESIGN DOCUMENT**

## **Group Name: Trainees**



## Table of Contents

<b>Game Title: Cyber Bloom : Ayra's Quest.....</b>	<b>5</b>
<b>Theme: Cyber Nature.....</b>	<b>5</b>
Type: 2D Pixel Art Adventure Platformer.....	5
Game Overview:.....	5
Platform and Target Audience:.....	5
Core Gameplay Loop:.....	5
• Exploration: Move across beautifully designed pixel environments.....	6
• Combat: Use magical scorns to defeat cyber enemies.....	6
• Collection: Gather berries (for health) and stars (for ammo).....	6
• Puzzle Solving: Answer riddles or interact with objects to open new paths.....	6
• Boss Battles: Confront powerful enemies at the end of each level.....	6
Controls and Mechanics:.....	6
• Arrow keys for movement and climbing.....	6
• Spacebar to jump.....	6
• F key to shoot magical bullets called “scorns”.....	6
Art Style and Theme:.....	7
Level Design and Progression:.....	7
Level 1 – Forest of Fractures.....	7
Level 2 – Cosmic Code Vault.....	7
Level 3 – Virex’s Lab: The Blooming Abyss.....	8
Narrative and Emotional Drive:.....	8
Inspirations and References:.....	9
• Celeste: For its platforming feel and pixel precision.....	9
• Fez: For puzzle design and environmental depth.....	9
• Ori and the Blind Forest: For emotional storytelling.....	9
• Hollow Knight: For enemy design and boss fights.....	9
Assets Credits:.....	10
2D Characters and Vehicles.....	10
Environment and Tilesets.....	10
UI and Interface.....	11
Sound and Music.....	11
Original Assets:.....	11



**Game Title:** Cyber Bloom : Ayra's Quest

**Theme:** Cyber Nature

**Type:** 2D Pixel Art Adventure Platformer

#### **Game Overview:**

**Cyber Bloom: Ayra's Quest** is a 2D retro-style pixel art adventure set in a world where the balance between nature and technology has been shattered. Once coexisting in harmony, the world now stands corrupted under the control of **Dr. Virex**, a rogue scientist who merged machines with animals and transferred his consciousness into a **cybernetic frog**. With his sinister hybrid army and a powerful corrupted code, he controls both mechanical beings and once-peaceful creatures.

#### **Platform and Target Audience:**

The game is built in Unity and targeted primarily for **PC (Windows)** and **Android**. It supports keyboard input and offers an intuitive control scheme suitable for casual players. It's best suited for ages **10 and above**, with its colorful visuals and heartwarming story attracting kids and teens, while the puzzles and platforming keep older players engaged.



## Core Gameplay Loop:

Players control Ayra as she explores various levels, collects items, defeats enemies, and solves puzzles to advance. The main gameplay loop consists of:

- **Exploration:** Move across beautifully designed pixel environments
- **Combat:** Use magical scorns to defeat cyber enemies
- **Collection:** Gather berries (for health) and stars (for ammo)
- **Puzzle Solving:** Answer riddles or interact with objects to open new paths
- **Boss Battles:** Confront powerful enemies at the end of each level

This loop repeats through three unique levels, each one increasing in difficulty and narrative tension.

## Controls and Mechanics:

The game uses simple controls to keep gameplay accessible:

- **Arrow keys** for movement and climbing
- **Spacebar** to jump
- **F key** to shoot magical bullets called “scorns”

Ayra starts with a limited amount of health, represented by hearts. For every **five orbs** collected, one heart is restored. She also needs ammo to shoot, and every **star** collected gives her **10 bullets**. These systems encourage exploration and resource collection.



## Art Style and Theme:

The visual direction of Cyber Bloom : Ayra's Quest is a **retro pixel art** style with a unique blend of **cyber and natural elements**. Think glowing lilies, vines, and enemies that are half-organic, half-machine. This theme, called **Cyber Nature**, makes the world feel both magical and corrupted.

Level design uses a balance of warm earthy tones and electric neon highlights, showing the contrast between nature and the technological threat Ayra faces. The interface and dialogue boxes follow a pixelated aesthetic, enhancing the retro charm.

## Level Design and Progression:

### Level 1 – Forest of Fractures

The journey begins in a corrupted woodland once rich in natural life, now invaded by mechanical vines, glowing circuits, and hybrid patrols. This level teaches the player basic mechanics like movement, jumping, combat, and item collection. Players will:

- Defeat machine-mutated animals and robots.
- Collect orbs to regain hearts and stars for bullet shots.
- Solve a puzzle at the end of the forest.
- Discover remnants of nature's last resistance.

### Level 2 – Cosmic Code Vault

After defeating the forest guardian, Ayra is **teleported to space**, where fragments of the digital code controlling Earth are stored. Floating platforms and space environment. Here, Ayra:

- Must solve the prism puzzle.



- Solve a **cosmic riddle** to unlock the boss gate
- The puzzle is the only defense Virex created to keep people out of his Lab.
- Prepares for her toughest challenge ahead.

### Level 3 – Virex’s Lab: The Blooming Abyss

Ayra lands in the heart of the enemy stronghold—a **secret swamp lab** hidden in a bioluminescent jungle. Virex’s twisted experiments bloom as glowing flora that are both beautiful and deadly. In this final level, players:

- Fight through waves of genetically modified biomechs.
- Traverse glowing lily-pads and toxic puddles.
- Witness the origins of Ayra and Dr. Virex’s cyber experiments.
- Face the final boss: **Cyber Frog Virex**, who uses glowing bullets to shoot.

Each level presents escalating challenges and deeper narrative reveals, keeping players immersed while steadily increasing the intensity and stakes of Ayra’s mission.

### Narrative and Emotional Drive:

The emotional heart of *Cyber Bloom: Ayra’s Quest* lies in Ayra’s unwavering mission to restore balance between nature and technology. What begins as a fight for survival quickly becomes something more—a **journey of redemption, resistance, and healing**.

From the very start, the player is drawn into Ayra’s world through striking visuals and a heartfelt monologue:



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*"The world was once in balance... technology and nature, living side by side in harmony. But one man—Dr. Virex—wanted more. He merged machines with animals, creating terrifying hybrids. Then he did the unthinkable... he transferred his mind into a cybernetic frog. Now, he's controlling animals and all the robots through his corrupted code. I'm Ayra, and I'm humanity's last hope. I have to break his control... and set the world free."*

This narration sets the tone—a bittersweet blend of sorrow, hope, and determination. Throughout the game, Ayra's resolve is echoed in the environment: wilted flowers slowly blooming as she passes, broken machines flickering to life, and soft music cues that highlight her emotional milestones.

## Inspirations and References:

The game draws inspiration from several iconic titles:

- **Celeste**: For its platforming feel and pixel precision
- **Fez**: For puzzle design and environmental depth
- **Ori and the Blind Forest**: For emotional storytelling
- **Hollow Knight**: For enemy design and boss fights

These references helped shape the tone, pacing, and mechanics of **Cyber Bloom** while keeping the game unique in its theme.



## Assets Credits:

### 2D Characters and Vehicles

1. 2D Pixel Spaceship - Two Small Ships

<https://assetstore.unity.com/packages/2d/characters/2d-pixel-spaceship-two-small-ships-131545>

2. Robot Shooting Game Sprite

<https://assetstore.unity.com/packages/2d/environments/robot-shooting-game-sprite-free-93902>

### Environment and Tilesets

3. Magic Cliffs Pixel Art Environment

<https://assetstore.unity.com/packages/2d/textures-materials/nature/magic-cliffs-pixel-art-environment-60458>

4. Sunny Land



<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

5. Pixel Art Woods Tileset and Background

<https://assetstore.unity.com/packages/2d/environments/pixel-art-woods-tileset-and-background-280066>

6. Warped City Assets Pack

<https://assetstore.unity.com/packages/2d/environments/warped-city-assets-pack-138128>

## UI and Interface

7. 2D Simple UI Pack

<https://assetstore.unity.com/packages/2d/gui/icons/2d-simple-ui-pack-218050>

8. Futuristic Interface

<https://pin.it/140RjUu8Z>

9. digital futuristic user interface vertical frame

<https://pin.it/4YKlvIgr4>

10. Fantasy Wooden GUI

<https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811>

## Sound and Music:

11. Sci-Fi Music Collection

<https://assetstore.unity.com/packages/audio/music/free-sci-fi-music-collection-287462>

12. RPG Essentials Sound Effects

<https://assetstore.unity.com/packages/audio/sound-fx/rpg-essentials-sound-effects-free-227708>

## Fonts and Typography:

13. <https://www.dafont.com/theme.php?cat=303>



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**Original Assets:**

[https://drive.google.com/drive/folders/1jPdXvVwWHLkPTiGRMa\\_2GqZ-bRTHPQ5G?usp=drive\\_link](https://drive.google.com/drive/folders/1jPdXvVwWHLkPTiGRMa_2GqZ-bRTHPQ5G?usp=drive_link)