

Hypodochē

Word used by Plato that means
*the primal stuff or receptacle which is equiprimordial with the
perfect forms*

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General Informations

- **Platform:** PC
- **Genre:** third person Rogue-like Boss-rush game
- **Style:** 2.5D
- **Plot:** Once upon a time, humans used to be evil: among them there were thieves, murderers and even worse. But then the Demiurge came, the one who separated the good from the evil; After that, every single soul has been purged from their evil side. Everything may seem to be a utopia but the law of equivalent exchange requires something with equal worth in return: for every new pure born, a Demon will be generated. The Demiurge selected the player as his knight, putting him in charge to fight and destroy the generated Demons into a pre-built arena.
The storytelling happens through the description of the items and the lore is up to the player to discover from elements inside the game.
- **Gameplay Synopsis:** the player has access to traps to use in an arena in which he will have to fight bosses in succession. He has to use his knowledge of the game from different play-through to properly build the arena in order to defeat the bosses. Before each phase he will also receive a document with some statistic about the Demon that will be present in the next fight, to aid him prepare better for what is to come.
The objective is to complete the rush!

Design Values

Experience

The player will fight different high-difficulty enemies in succession, so one of the principal focus is concentration and a bit of mechanical skill. The other core experience is the strategical one, based around building up the arena to better face off the bosses.

Theme

The theme is based around the ancient Greece first, and a multicultural amalgamation next. At the moment, only 4 bosses are present to embody the ladder, but if there is time up to 8 bosses are planned (each one of them represents in some ways a certain culture). As for lore thematics, the concept of "apparent utopia" is explored.

Point of View

What the game tries to evoke in the players is to make them feel smart, capable of battling hard opponents through trial and error (and a lot of preparation). Visually it should make the player acknowledge the many cultural reference that shaped the bosses, the character and the arena. As for the music it should build up the atmosphere based on which boss is the knight facing, or in which area are they in.

Skill, Strategy, Chance and Uncertainty

The game requires memory, adaptability, mechanical ability and a lot of strategical thinking.

Chance factors into the game a lot, since the player will not know for certain which boss will be faced next. The fact that the elemental reaction are different each play-through also factor into the chance/uncertainty.

Context

Competitive gamers, lore fanatics or simply rogue-like/boss-rush fans are the main audience of the game. The beauty of this game is the versatility that can allow many people to enjoy the game in different ways.

Protagonist

Our protagonist is a knight selected directly from the Demiurge to fight against the Demons.

Their armor resemble an owl: it is a reference to Athena's owl, the goddess of loyalty in battle, heroic virtues, just war (war for just causes or for defense), wisdom and strategies to whom the protagonist is devoted.



They possess a crossbow (always equipped) and some different melee weapons that the player can chose to equip.

Arena

The Arena is divided in two areas:

The Portal:

Main fighting zone, here is where the Demons are sent after their soul is split. In the background there are 9 statues: the one in the center represents the Demiurge and holds up the Portal; the other eight are the Greek representations of the 8 sins. The ceiling resembles the one of the roman Pantheon. The color pallet is bland and not distracting.



The Oracle:

Area in which the knight can go to take a little break, look at collectables and thropies or talk to (hypothetical) npcs. This is also the zone where the player will go to collect informations about the next boss he will face. Not yet well defined, just a chill and well decorated area.

Bosses

Elemental Reactions:

The four elements (water, fire, earth, air) are present in the traps placed by the player in the arena. Each boss, before the fight, get assigned one of this 4 effects in relation to each element:

Attraction → moves toward the object for 5 sec. Cd 10 seconds

Fear → moves away from the object for 5 seconds. Cd 10 seconds

Calm → cleanses any effect

None → none

Temperaments:

Still in the works, ways to describe bosses based on the Greek principle of the four temperaments:

Melancholic → chinese, greek

Phlegmatic → christian, norse

Sanguine → indian, egyptian

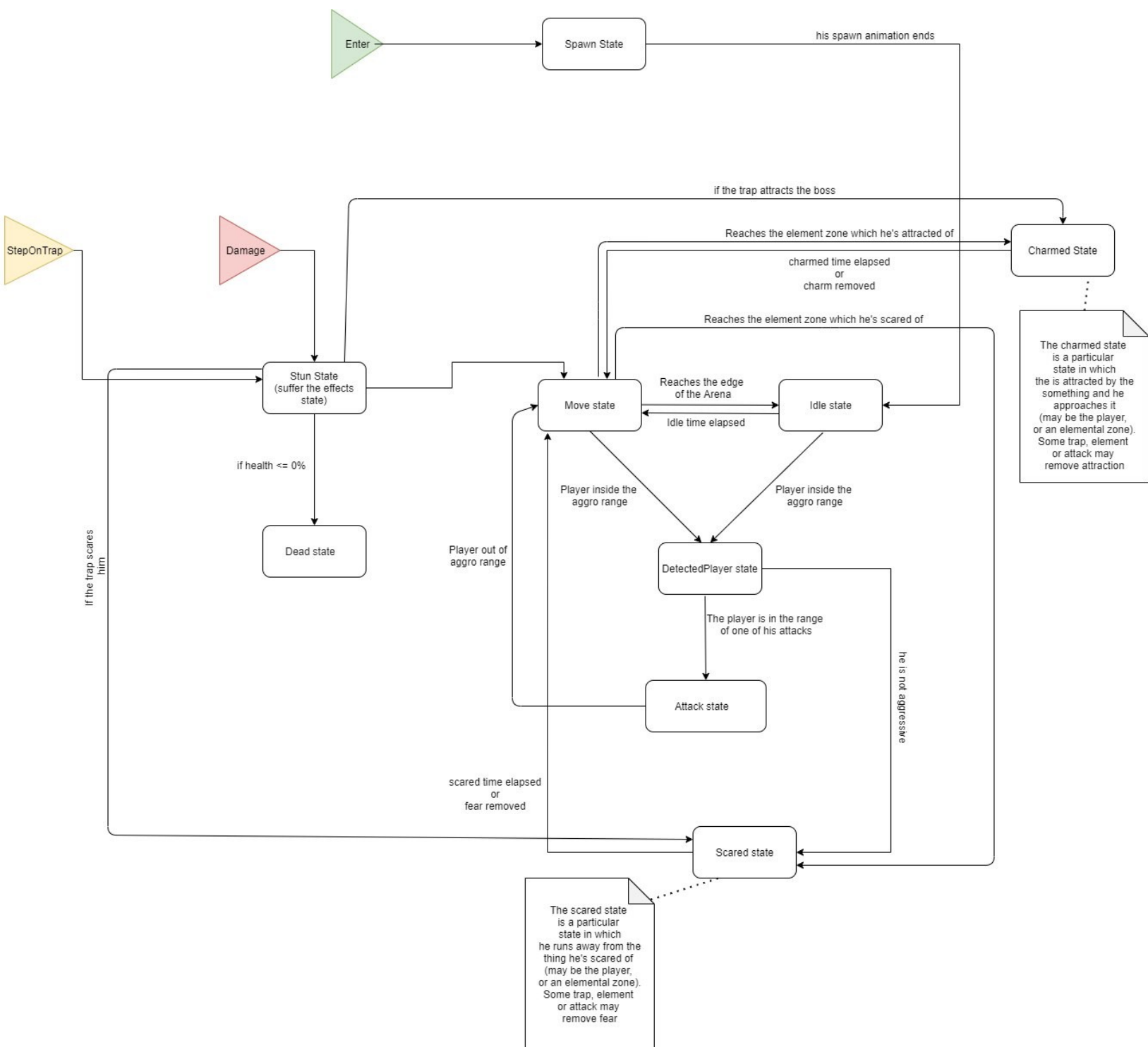
Choleric → aztec, arabic

Attributes:

Used to describe the bosses:

- number of phases
- complexity of the kit
- vision range
- distance in combat
- health
- speed
- how aggressive the boss is
- how strategical the boss is

General Finite State Machine for the bosses:



Li Ann

Name: Li Ann → alliteration with Ni-an

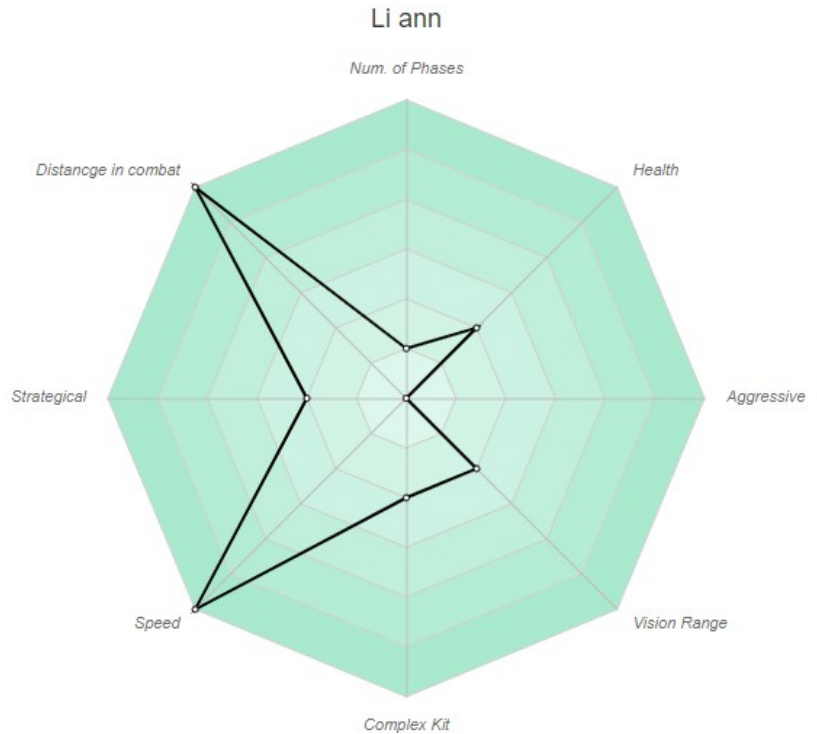
Temperament: M

Culture: Chinese

Principal

reference: a monster called Nian would come out to eat villagers and destroy their houses on each New Year's Eve. The villagers discovered that burning dry bamboo to produce an explosive sound scared away the monster.

Other refs: -Dance of the Lion



Physical Description:

Little girl that is trying to hide under a structure that is a mix between the Chinese new year lion and the drake, with the face of the lion but the tail of the drake full of traditional Chinese fireworks.

The lion should have puppet-like features, like button eyes sewed on his face and very apparent sewing between his parts [Identity V style].

No particular style for the little girl is requested, but she should represent the concept of fear as much as possible, so probably white and bland dress/accessories.

Behavioral Description: Li Ann acts scared by the fireworks on his tail, pretty much ignoring the player and just running around the arena.

Gameplay Description:

Base kit:

- *Metal Symbol Firework*: large firework that slowly travels towards the furthest point in the arena. Each second it shoots sideways 2 smaller fireworks that travel quickly in a 90° angle.
- *Water Symbol Firework*: this firework can also activate if the player is near. It tracks down the player to directly hit him, if it can't reach the player in 8 seconds it detonates in a small circle.
- *Wood Symbol Firework*: this firework detonates firing 5 small quick fireworks in a cone towards the player.
- *Fire Symbol Firework*: this firework detonates firing 3 fireworks in a straight line toward the player. After moving for a while, they split up: one keeps traveling in a straight line, one turns to the right and the last one turns to the left. They keep moving for a bit, and then they all detonate simultaneously in a radius.
- *Earth Symbol Firework*: this firework can also activate if the player is near, and it takes longer to detonate on his own. The firework explodes on the spot, damaging all the entities in a big radius.



Number of Phases: 1

Phases:

1. **Li Ann** runs around dropping one of the 5 fireworks all around the arena. They appear as round balls with one of the 5 Chinese element symbols and can be destroyed if damaged. If not destroyed they detonate after a few seconds, giving a "Bullet hell"-like feeling to the gameplay.

Ailuria

Name: Ailuria -> Ailuros, greek name for Bastet

Temperament: S

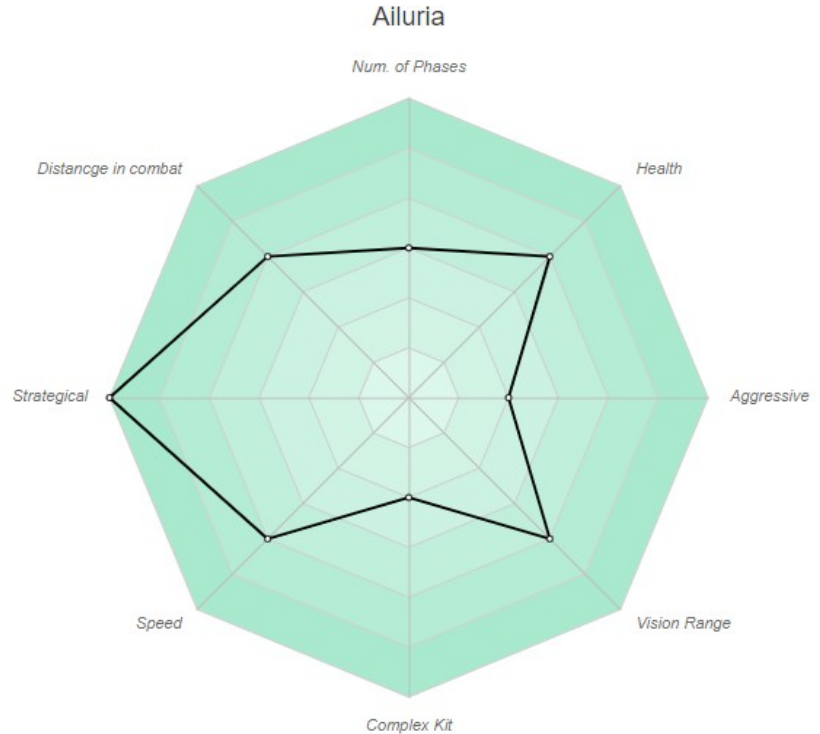
Culture: Egyptian

Principal reference:

Bastet, lioness goddess, powerful warrior and protector, goddess of home, cats, women, fertility and births.

Other refs:

-**Pyramids**



Physical

Description: Very

muscular woman that still has femininity in her shapes, but categorically not sexualized as a character. She should be associated with strength, power and pride, even beauty, but not sex or lust.

She wears an anti-gas mask that mimics the face of a lioness, and has big black frizzy hair right behind her that could resemble a lion's mane. Her skin tone is dark olive, and it should seem wet or oily (by some unguents). She has a big arm-guard made out of bone on her left arm, that goes from a big top part that shields her shoulder to her hand, where it ends with long sharp claws also made out of bone. In her right hand she carries a censer shaped as an upside-down pyramid, that releases a thick pink smoke. She should dress with something that leaves her big muscles exposed as much as possible (without being sexual), so probably an ill-fitted white robe and intricate sandals at her feet.

Behavioral Description: Starts really aggressive but get more and more cautious when her health total drops, using the perfume as a smoke screen.

Gameplay Description:

Base kit:

- *Feral Jump*: huge leap forwards toward the player that deals damage in a wide straight line
- *Bash*: charged mid-ranged attack with the censer.
- *Block and Slash*: parries a hit and counter-attacks in retaliation. The damage is unavoidable.



Number of Phases: 3

Phases:

1. In the first phase **Ailuria** uses frequently *Feral Jump* to reach the player, then alternates between *Bash* and *Block and Slash* when in range.
2. When under 2/3 of her life, she starts using *Perfume*: it creates clouds of smoke in the arena that invert the player controls for 3 sec if he enters them. It get used in the same situation she would previously use *Feral Jump*, that instead get used less frequently. She also uses less frequently *Bash* than *Block and Slash* if the player is close.
3. When under 1/3 of her life, **Ailuria** starts constantly spawning *Perfume* clouds: if she enters one of them she becomes invisible, exception being if she's attacking. She now tends to use *Feral Jump* only if she's in a cloud, *Block and Slash* if she's out of a cloud, and *Bash* in both cases but less frequently.

Halja

Name: Halja → Hel stems from the Proto-Germanic feminine noun *haljō- ('concealed place, the underworld'; compare with Gothic halja)

Temperament: P

Culture: Norse

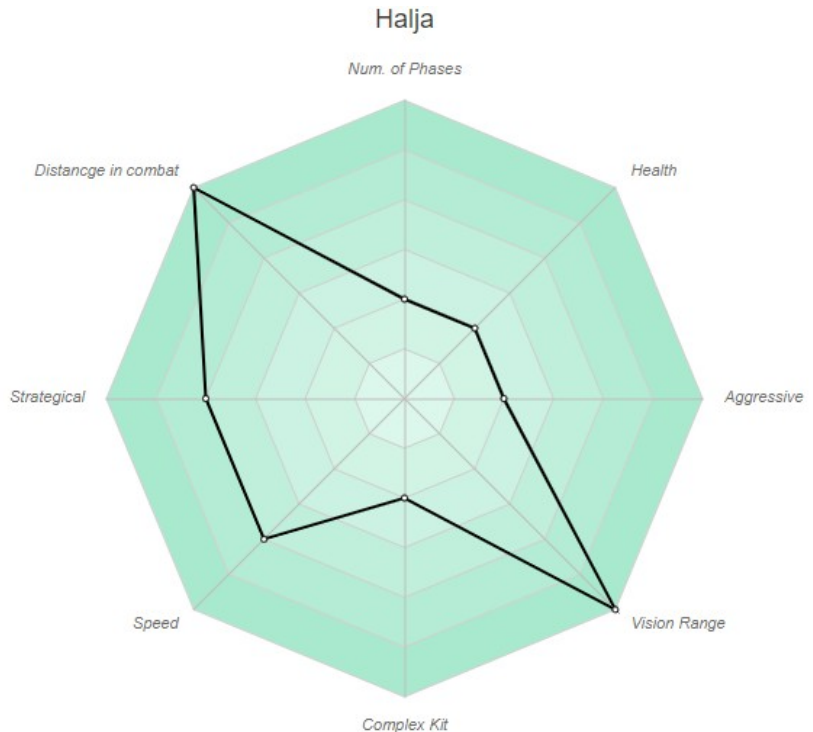
Principal

reference: Hel, legendary being who is said to preside over a realm of the same name, where she receives a portion of the dead.

Other refs:

-Huginn and Munin, a pair of ravens that fly all over the world and bring information to the god Odin.

-Gleipnir, magical chain built by dwarfs.



Physical Description: The appearance is the one of a girl split in half: her skin on her left part is pure black, and the one on the right is pure white. She has really long and straight platinum blonde hair, and she keeps her eyes always shut down. She holds a big chain that she uses to attack her enemies, and she has 2 ravens that follow her in battle: one of them seems made out of water and the other one made out of ice, but both of them are of a deep purple color. The dress should all be in the shades of blue, light blue and purple, but she should be dressed as a Lolita in the black part, and as a Gothic Lolita in the white part. Also, the dress should seem made out of water in the black part, and made out of ice in the white part.



Behavioral Description: Halja despises human being near her, so she always tries to punish them for getting too close, but hates not receiving any attention, so she tries to pull them to her when they are far away. In the second phase she tries to stay out of the battle and uses her crows to deal with the threat.

Gameplay Description:

Base Kit:

- *Punishment*: if the player is too close to her, she hits in a cone in front of her, push him away.
- *Chain of Destiny*: if the player is too distant from her, she tries to grab him with the chain, pull him toward her. If she hits, she combos *Punishment*, if not she *Whiplashes*.
- *Unbreakable Bond*: a chain is created between the 2 crows at random intervals, deals damage if touched.
- *Whiplashes*: starts to hit in random directions until she hits the player. The more it goes on without hitting the player, the longer the recovery time of the ability will be.



Number of Phases: 2

Phases:

1. She starts the combat sending out the 2 crows to roam around the arena, and they extend her vision range (they are invincible). *Unbreakable Bond* get casted

randomly, and the other abilities get casted accordingly on how written above.

2. Now the two crows can be attacked and dispelled: if they both are down, she re-summons them with *Call Familiar* 15 sec later. *Unbreakable Bond* will now connect all three of them in a triangle at the same rate as before. The ice crow will use *Punishment* and *Chain of Destiny* the same way the boss previously would: she will no longer use them, only a weaker version of *Punishment* if the player gets too close. She will also stop using Whiplashes, that instead becomes the ability of the water crow. In addition of all of this, the boss gains a new ability, *Disease Chain*: she will create barely visible chains that connect 2 spots of the arena, and if the player walks over them he will suffer DoT until he hits the boss. They can be destroyed in advance with no drawbacks.



Caputmallei

Name: Caputmallei → Leader of one of the crusades

Temperament: P

Culture:

Christian

Principal

reference: the

Spanish

Inquisition.

Other refs:

-Holy Grail

-Vatican Flag

-iron maidens

Physical

Description: In the first part of the battle

Caputmallei

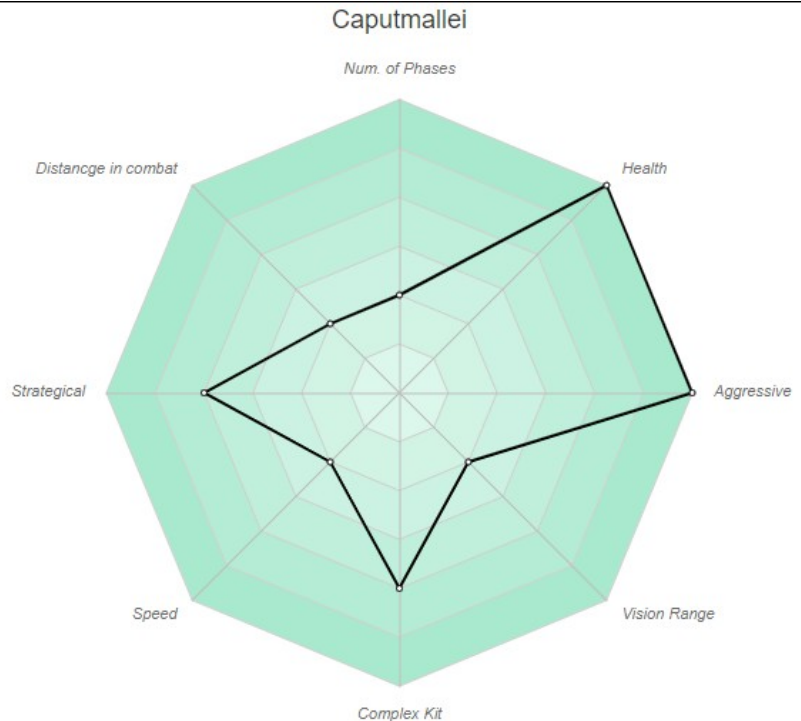
appears as angels

with wings made out of the blood that is coming out from an injury on his back, caused by 2 giant keys that fell from the sky in his scapular area.

His head is a big bell with a halo on top, his torso is completely white with full of text written on it, took from the bible (for now gibberish, it will be decided later the true text). His hands are tied together by an old pair of handcuffs made out of wood, and he doesn't have legs: instead, his bottom part is an iron maiden open on the front (and it should resemble a long skirt).

In the second phase, he breaks the handcuffs and takes out the keys from his back as weapons: doing so, the blood wings become bigger.

During the whole fight, the Holy Grail will float around him, filled with blood.



Behavioral Description: appears fragile and slow in the first phase, barely flying around and almost always trying to use his abilities, but when his seal is removed he moves faster and is more aggressive.

Gameplay Description:

Base kit:

- *Crying over the spilled blood:* whenever he gets hit, a permanent puddle of blood get spilled on the ground. If the player moves over it, he moves a little slower. They can be cleared by any elemental reaction.
- *Sunday Morning:* **Caputmallei** channels for 3 sec and, if he doesn't get hit while doing so, makes his bell ring, dealing conspicuous unavoidable damages.
- *Sacrificial Daggers:* 7 daggers made out of blood come out of the Grail for 2 second, following its rotation.
- *Scriptures:* if over a puddle of blood, he can drain it to recover a bit of health.



Number of Phases: 2

Phases:

1. **Caputmallei**

barely flies around, and almost always trying to use his abilities. When his health reaches $\frac{3}{4}$, his handcuffs are broken and he extracts the huge keys out of his back.

2. Now *Sacrificial*

Daggers generates only 3 daggers, but they are bigger and faster, *Scriptures* can be interrupted by a hit and takes more time, but restores more health, and *Sunday Morning* takes 4 seconds to channel, but deals more damage. *Right Key* deals damage all around

Caputmallei, and the area it covers gets bigger each

time the player is hit by it (max 5 times). *Left key* deals damage in a medium-width straight line, and the width and length of the attack are augmented each time the player is hit by it (max 5 times). All the improvements are signaled with blood.



Art and Music

- All sprites must be exported as psb files in order to apply skeletal animation; in order to maintain low impact on computation, background animation will be animated by framing the skeletal version.
- Art needed:
 - Concept arts
 - Sprites for the protagonist
 - Sprites for each boss
 - Sprites for the traps
 - Sprites for the arena itself
 - Sprites for secondary characters and oracle room
 - Any additional VFX
- Background music needed:
 - Screen title
 - Hub
 - Oracle room
 - One for each boss
- Sound effects needed:
 - On normal/heavy hit taken
 - Sword hit
 - Arrows
 - Footsteps
 - Any boss specific
 - Any arena specific

Code Notes

- Put each class inside the Hypodoché namespace
- Use camelCase
- k_constantVariable, _globalVariable, localVariable
- private vars, public methods
- Required Components region
- Constants region
- Variables region
- Getter and Setter region
- Methods region