

**Project Spear (Provisional Title)**

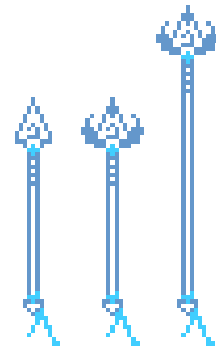
**GDD**

**Pau Mora**

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### Mechanics:

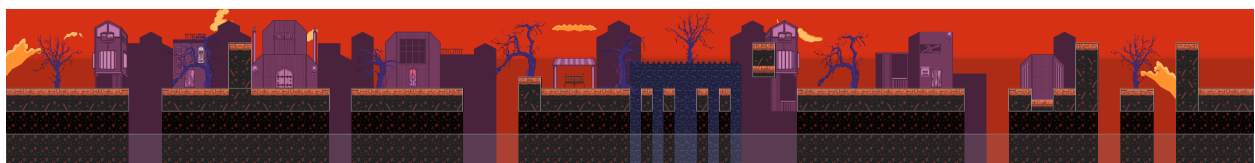
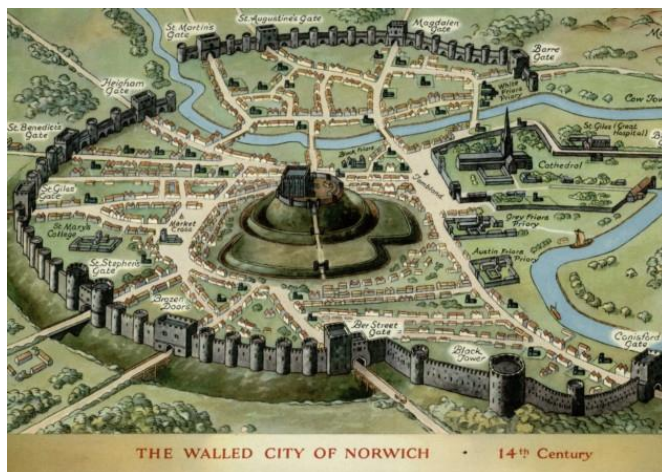
To start, in Project Spear (not the final name) you have the typical platformer movement: you can move left and right and you can jump. But the main mechanic that differentiates this game from the rest is the throwable spear. This spear can be thrown at a wall to transform it into a standable platform. This mechanic lets us explore more complicated jumps and scenarios with the simple movement. Also you will be able to throw the spear at the roof to transform it into a sort of hook which will let you reach further distances.



The mechanics don't end there. The spear is also used to attack enemies. Apart from all of this you will also encounter flames scattered across the map which you can collect to upgrade your spear. The spear will have three levels each upgrading its damage or size. The upgrades both impact the thrown spear and the normal attacks.

**Lore:**

Our still unnamed protagonist is a young Exorcist born in XVII century England (Norwich). He has spent the last few years studying purifying practices in the Vatican but returns to his hometown upon receiving a letter from his younger sister informing him of the passing of his mother due to an unknown illness. Upon arrival he is shocked to find the town overrun with demonic beings some evil entity must have unleashed upon the world. He goes to find his father, the town's archbishop in the hopes that he might know how to stop the rampaging demons. This will constitute the short opening segment of our game which is planned to be told through a short comic book style opening that leads right into level 0 "The overrun village".



## Inspirations and Artistic Direction

The game takes very obvious inspiration from classic combat oriented platformers both old and new. It is specifically based on the Castlevania series and games in the style such as ShovelKnight.



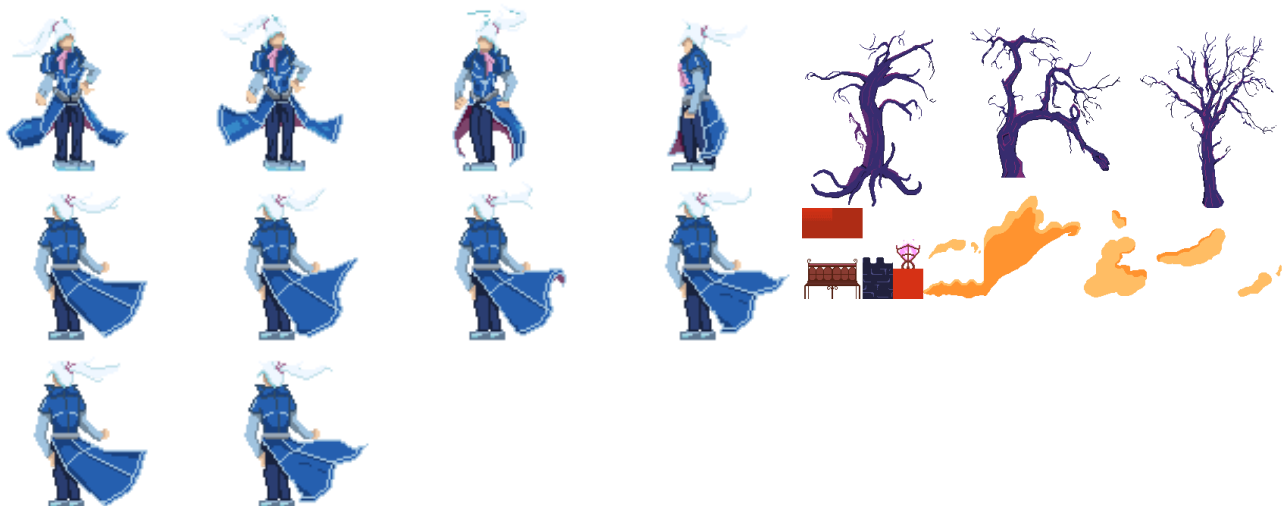
Shovel Knight Plague of Shadows



Castlevania III

## All assets (except music) done by us

(Long idle animation occurs when standing still for 5 seconds)



## Overview

We expect to make 2 levels: level 0 will take place in the rundown village of Norwich as our protagonist fights his way to the Church, level 1 will be indoors inside the church of Norwich and is expected to be more vertically oriented compared to level 0. The game will cap off with a boss fight to test the player's skill and deliver a tragic twist in the game's narrative.