

# Heart of Woodland

*Answering the village elder's call, venture into an ever-shifting forest in search of a cursed artifact. As you encounter the forest's inhabitants, your choices will shape your allegiance: stand with the village folk or join forces with the enigmatic creatures.*

I started developing this project just before I graduated university. I based it on combining the 2 tropes of a **cursed artifact** and **mind control**.

The player will start in their home village on the outskirts of a forest. There is a major conflict between the village people and the forest creature that I would want to emphasize in the beginning of the game. While exploring the village I want the player to meet the village elder (design pending) who will give them a sword and a cloak and tell them to venture into the forest. With the goal to find a legendary artifact in the middle of the forest, that would end the conflict between the village and the forest. No more information is given to the player.

The main gameplay then starts when the user first enters the forest. They must make their way to the center of the forest to find the artifact in a rogue-like format. As the player gets deeper and deeper, I want them to encounter a character from the forest that will not be hostile toward them and will occasionally help them (i.e., health potions, equipment, etc.)



This guy (design not final)

When the player finally makes it to the artifact, we reveal its power. It will give its bearer the ability to mind control all the inhabitants of the forest. As the player makes their way back out of the forest, they will now be able to read text on the wall they previously couldn't, which will reveal the power and the history of the artifact.

Right before they reach the village again, they will meet the character above again, and they will ask the player to destroy the artifact. They emphasize that an outsider alone holds the

capability to break it, which is why they were previously helping the player get to the center of the forest.

Here the player will have a choice to either take the artifact back to the village or destroy it. If they choose to take it back, they will have to fight this character (Would have to be a very difficult boss). If they choose to destroy it, the village elder will appear and they will have to fight him alongside this character (Less hard boss).