**CONCEPT DOCUMENT PROJECT JIAN**

**States and modes:**

First thing you see – zwölf logo

Start screen – a scroll unfolding and a start menu appears

Start menu, the options:

* Play –> start the game
* Quit
* Options - >  
  - volumes  
  - toggle aimlock
* How to play

Mock up – FÅR FIXAS

Freeze screen when paused

Game over:

* Death
* Good ending
* Bad ending

**GUI**

3 elements – bars

Mana bar – special attacks

**Gui update**

Element bar increases/decreases

Lost souls counter increases/decreases

//

Element bar indicates to the player how many hits they can take

Non-diagetic – the only thing you really see is the element bars, which is nonexistent in the game world

Like a hud?

**Avatar**

3 different elements, 3 threshold each

* Fire –
* Wood –
* Water –

1st ball, 2nd bigger ball, 3rd split fire, 4th beam, 5th cone, 6th splash, 7th piercing, 8th minions, 9th AoE grid

8 directional movement pathing

The different thresholds are reached by collecting elemental spirits

Mana: charges with time

Secondary skills take a lot

Limits the amount of spamming

Directional fire, may change with upgrades such as cone or split fire.

Move character with keypad, shoot with button A, secondary button B, aimlock button C

Masked individual with shady body, fading legs

**Avatar feedback**

Kame hame ha attack animation – element sound

When hit – element relation sounds (water + fire = \*psssh\*) and animation (in this case fog)

Walking animation – “normal leg movement”

Death animation – disappear and mask is still there – clonking sound from mask hitting ground

Swapping elements animation – element related sound

Absorbing element animation and sound

**Controls**

Joystick for swapping between options and button A to confirm and button B to go back one step

Menu button for pause

Joystick for movement, button A for fire, button B for secondary fire, button C for aimlock

For **computer**:

Keypad/wasd for movement, space for fire, alt+space for secondary fire, control for aimlock, esc for pause

**Enemies**

Different stages of enemies

**Water:**

Keeping their distance, few of them, straight projectiles

**Fire:**

Attacking in a cone at short range

**Wood:**

Swarming trying to overrun you with melee range

**General Information:**

**Damage:**

Base 2

Strong 3

Weak 1

//LATER VISUAL

Same visual and audial feedback as the player

**Powerups**

See player section

**Level design**

Scrolling from left to right //maybe right to left?

Boss at the end

Hidden paths to secret rooms

Different elemental obstacles that you need to counter with the opposing element

Static objects in the form of statues, trees, gravestones etc

There will be a parallax with the background image on top of the gamescreen

**Rules**

Win condition – beat the boss at the end of the level

Lose condition – lose all points in every element and die while being a lost spirit

Rewards

* Staying alive and increasing you elemental points for more powerful attacks
* Also finding lost souls and turning them into minions/take them to shrines and get elemental points
* Morale system with souls, getting different endings
* Secret areas with more story and souls/elemental points

Infinite amount of extra lives because of checkpoints

**Stats for entities**

* Elemental points (health)
* Attack styles (powerups)
* Elemental attack (type)
* Speed

**MDA**

**Aesthetics:**

Mystical – supernatural, Asian and strange environments.

Dark – Purple colour scheme, greyish

Melancholy – Lonely, depressing music with low volume, footsteps, whaling sounds with wind

The player should experience a feeling about right and wrong. Are they playing the protagonist or the antagonist? What is happening, what is the meaning of it all?

//modes of failure?

You attack first (in the start of the game) -> who is the bad?

//dynamics?

The Asian style of the aesthetics influence our art process and music as well some coding decision.