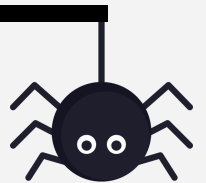


# Spider Ascend

## Myth Hunt



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# 1.Overview

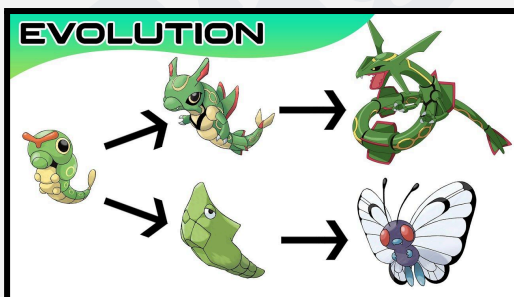
## 1a.Summary

You play as a spider whose goal is to reach the “maximum level” to unlock all the power. To achieve this, the spider must capture the creature that gives the spider a **XP** as the level increases and you unlock the new power. It helps you to defeat the toughest creature. The ultimate goal is to capture all the mythical creatures and become the most powerful spider.

## 1b.Genre and Theme

Metroidvania with some puzzle elements.

## 1c.Inspiration



### **1d.Uniqueness**

In this game, instead of being a human, you will play as a spider. The player not only has to win but also has to increase his level so that the spider can achieve his maximum evolution. This game is a good mix of action, puzzle and progression which will give the players a unique experience.

Ragiv Chahal

## 2. System Limitations

### 2a. Pico-8 Technical Limitations

Pico-8 is a fantasy console with the following core limitations. All code, assets, and game systems must be designed to fit within these restrictions.

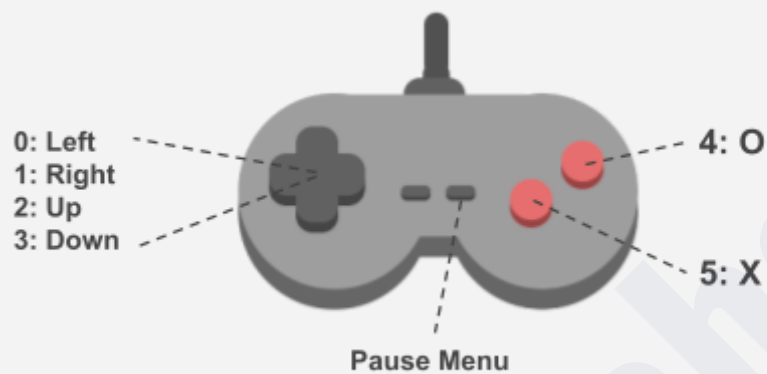
Section	Limit/Details
Cartridge Size	32KB Total
Max Sprite	128x128px grid (256 sprites)
Map Size	128x64 tiles
Code Tokens	8192 tokens
Source Code	65,536 characters
Music/Sfx Slots	64 music/Sfx
Colors	16-color fixed palette
Control	D-pad + 2 btns (O/X)
Screen Resolution	128x28 px
Performance	CPU-capped, 30 Fps

All the limitations details are taken from the original source of the pico-8 Manual.

Link: [PICO-8 Manual](#)

## 2. Gameplay Mechanism

### 2a. Player Control



Directional Buttons	Left : Move Left Right : Move Left Up : Move Left Down : Move Down
O Button	Jump / Climb
X Button	Web Shot / Attack / Use Power
Pause Button	Default Pause Menu Options

#### 1. Player Move

When the player **pressed** any direction buttons. The spider moves according to that.

#### 2. Jump

When the player is **pressed** O Button. The spider from the ground jumped.

### 3. Wall Climb

**Press** the O button near the wall and then use the **direction key** towards the wall to stick to it. After that, you can move up or down using the respective keys.

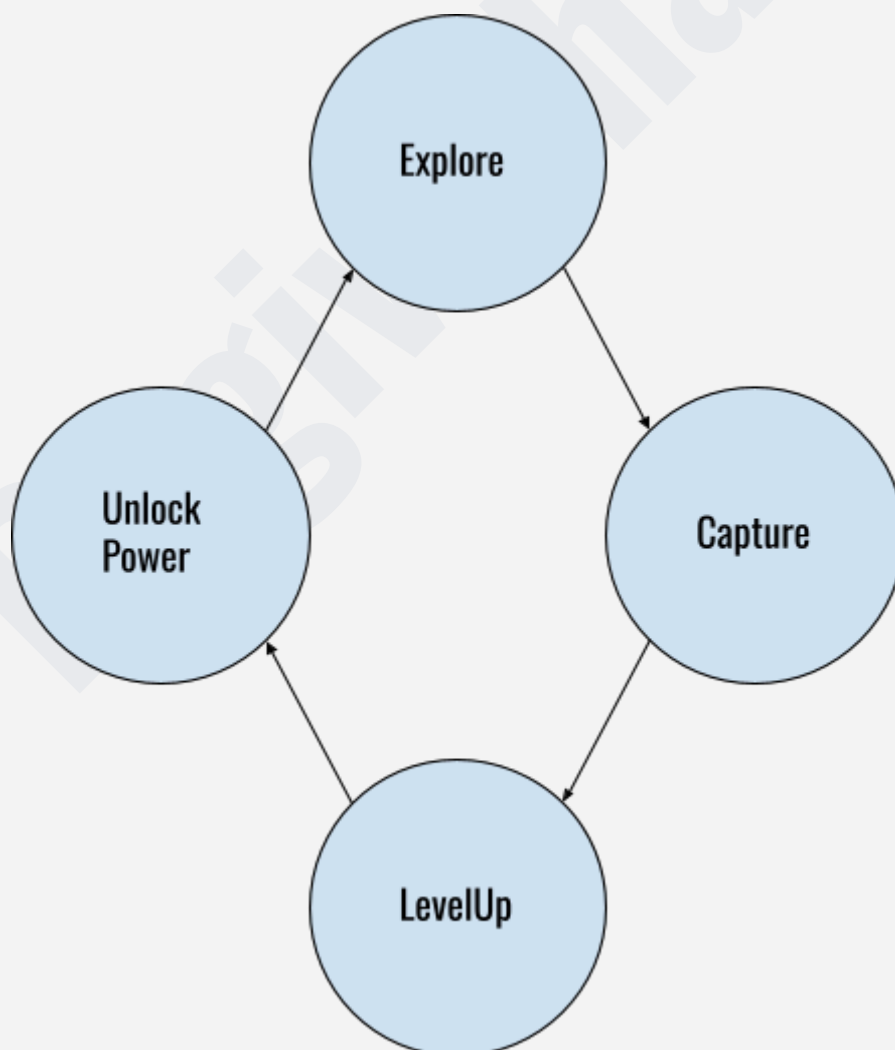
### 4. Attack / Use Power

After reaching **Level 1**, this will be unlocked. When the player **presses** the X button, the selected spider attack or power will be activated. To choose an attack or power, the player must **hold** the X button for 3 seconds. Then a power window will pop up. By using the **direction keys**, the player can move to any power, and **pressing** X again will select that power.



## 2b.Gameplay Loop

The player controls a small spider who wants to reach the highest power level. To do this, the spider must explore different areas, fight enemies, and complete small puzzles. By doing these actions, the spider earns experience points (XP) and levels up. Each level gives the spider a new ability, like climbing walls or using a web dash. These new powers help the spider reach places that were not possible before. In every area, there is a special mythical creature. To catch these creatures, the player needs to use the right power or solve a challenge. When a creature is captured, the spider gains a big XP boost or levels up instantly. The game continues like this—explore, level up, unlock powers, and capture more mythical creatures. The final goal is to reach the top level and catch the strongest creature, becoming the ultimate spider.



## 2c. Progression System

The progression system is based on gaining experience (XP) and leveling up. The spider starts at level 1 and can go up to level 5. To level up, the spider must collect XP by defeating enemies or capturing mythical creatures. Each level gives the spider a new power, like web shot, wall climb, or stealth. These powers help the spider explore new places and capture stronger creatures. Capturing a mythical creature gives a big XP boost or sometimes an instant level-up. The game ends when the spider reaches the max level and captures the final creature.

Level (XP Need)	Power Up
Level 1 (1000 xp)	Web Shoot
Level 2 (2000 xp)	Wall Climb
Level 3 (3200 xp)	Web Dash
Level 4 (4400 xp)	Stealth Clock
Level 5 (6000 xp)	Time Slow Capture Mode

## 3. Game Elements

### 3a. Settings and Wolds(Zone)

The world of Spider Ascend: Myth Hunt is full of nature and magic. The game has different areas called **zones**. Each zone has its own look, enemies, and a special mythical creature to capture.

#### 1. Forest Weblands

This is the starting area. It is full of trees, small bugs, and spider webs. It teaches the player basic controls and how to level up.

#### 2. Ice Caverns

A cold and slippery cave with icy floors and snow enemies. The player must be careful while jumping and climbing. The Yeti creature hides deep inside.

#### 3. Volcano Skies

A high area with hot air, lava, and flying fire enemies. The player needs to use a web dash to move between floating rocks. The Phoenix lives here.

#### 4. Shadow Ruins

A dark and quiet zone filled with traps and sneaky enemies. The spider must use stealth to stay safe. The Basilisk waits in the shadows.

#### 5. Deep Reef

An underwater zone with bubbles, coral, and water creatures. The spider swings on webs and uses special jumps. The Kraken guards the treasure cave.

#### 6. Final Arena

This is the last zone. It has a mix of all powers and hard challenges. The Hydra, the final mythical boss, lives here.

### **3b. Characters**

#### 1. Main Character: The Spider

A brave and smart spider who wants to reach maximum power. It learns new abilities by capturing mythical creatures.

#### 2. Phoenix

A flying fire bird that lives in the sky volcano zone. It moves fast and must be caught using the web dash.

#### 3. Yeti

A strong ice beast hiding in the cold Ice Caverns. It uses powerful attacks and needs good timing to defeat.

#### 4. Basilisk

A snake-like creature that hides in dark places. It can turn enemies to stone and must be captured using stealth.

#### 5. Kraken

A giant sea monster living deep in the reef. It blocks paths with its tentacles and tests the spider's swinging skills.

#### 6. Hydra

The final boss with many heads, found in the Arena. Each head has a different power and needs full spider strength to capture.

### 3d. Story

Long ago, the world was stitched together by a sacred web — a magical force maintained by a forgotten race of spiders known as the **Arachnids**. These spiders lived in harmony with mythical creatures, ensuring the balance between fire, ice, shadow, and sea.

But the web has torn. The mythical beings, once protectors, have turned into chaotic forces. With the balance broken, nature itself crumbles.

You are the **last Arachnid** — born with the ancient instinct to restore what once was.

Your mission: **hunt the corrupted myths**, reclaim their essence, and **weave the Great Web anew**.

Each creature you face holds a key to your kind's lost power. Only by ascending through levels of wisdom and strength can you face the final beast, the Hydra, and complete your destiny.

## 4. Systems

### 1. Movement System

The spider can move left or right, jump, and climb walls. As it levels up, it unlocks new moves like web dash and wall stick.

### 2. XP & Leveling System

The spider gains XP by defeating enemies and capturing mythical creatures. When enough XP is collected, it levels up and gets a new power.

### 3. Ability Unlock System

Each new level unlocks a new ability, like Web Shot, Wall Climb, or Stealth. These powers help in solving puzzles and reaching new areas.

### 4. Enemy & Combat System

Enemies move in patterns and attack the spider. The spider uses web shots or stealth to defeat or escape them.

### 5. Puzzle System

Some areas have simple puzzles like moving blocks, activating switches, or avoiding traps. Solving puzzles can unlock new paths or mythical creatures.

### 6. Zone System

The world is split into small zones. Each zone has a unique theme, enemies, and one mythical creature. New zones unlock as the spider levels up.

### 7. Mythical Capture System

To capture a mythical creature, the spider must complete a challenge, solve a puzzle, or use a special power. Capturing gives a big XP reward.

### 8. Audio & Music System

Each zone has its own background music. Sound effects play when jumping, hitting, collecting XP, or capturing creatures.

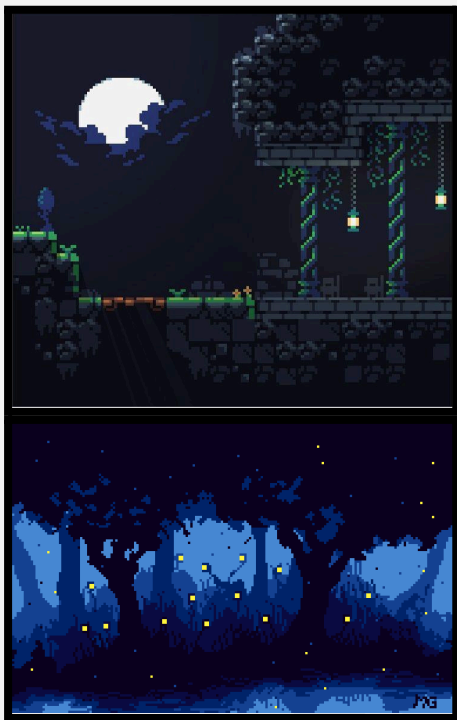
### 9. UI & HUD System

The game shows a simple HUD with XP bar, level number, and a small mini-map icon to show zone location.

## 5. Art and visual Style

### 5a. Art Direction

The game uses simple pixel art with a dark, magical style. Each zone has its own colors and small details to show mood, like blue for ice or red for lava. Characters and creatures are made with tiny sprites but have clear shapes and animations.



Reference image of environment (from google)

### 5b. Character Design

The spider is tiny but expressive, with glowing eyes and a unique color that changes with each power-up. Mythical creatures like Phoenix, Kraken, and Hydra are bigger. Each creature has a design that matches its zone ex:- cold colors for the Yeti, bright flames for the Phoenix, etc. Enemies are small and simple but have unique traits like spikes, wings, or armor.

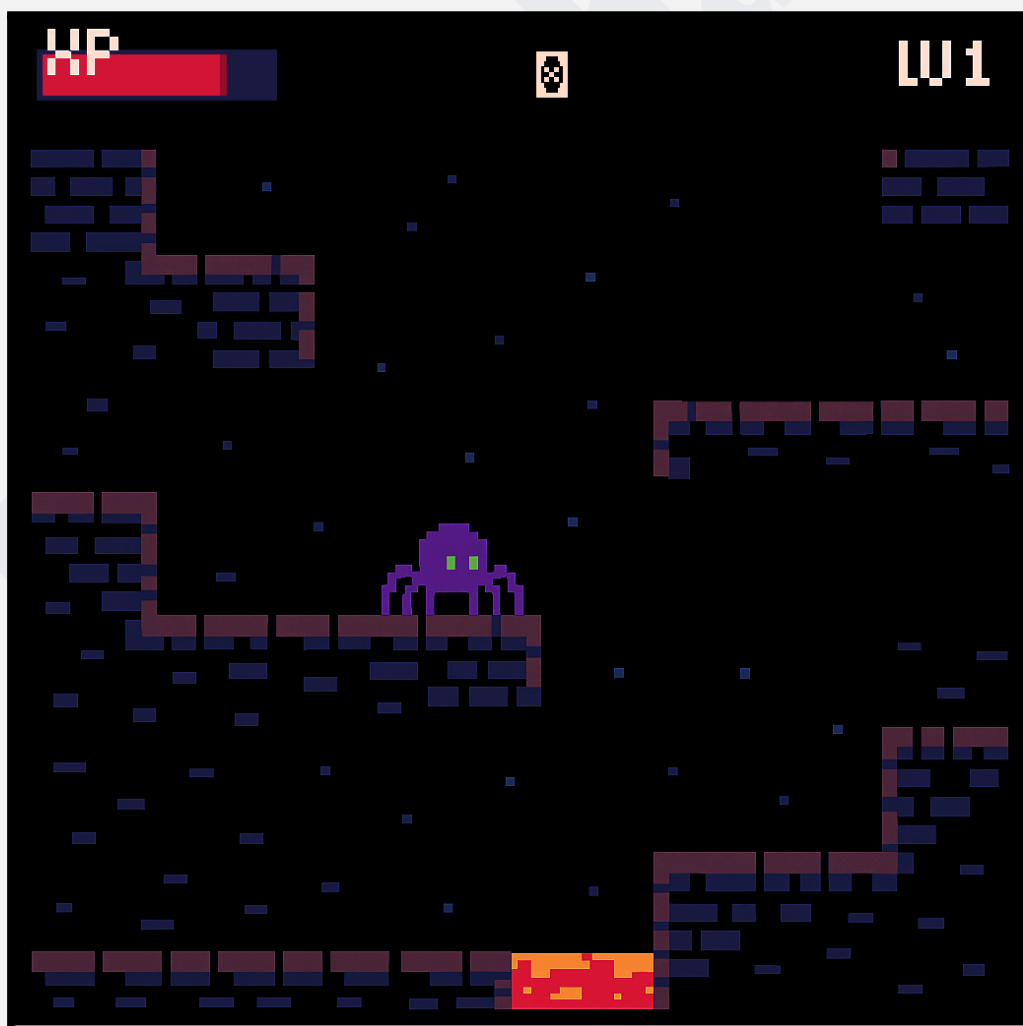


### 5c. Environment Design

The game world is made with simple shapes and colors. Each zone has its own look and feel ex:- green and brown trees in Forest Weblands, blue ice blocks in Ice Caverns, and glowing lava in Volcano Skies. Every area has platforms, traps, and hidden paths that match the zone's theme. Backgrounds are kept simple but use layers to show depth.

### 5d. UI/UX Design

The game uses a clean and simple user interface. At the top left side, there's a small XP bar, level number on the top right side, and icons for unlocked powers are in the middle top of the screen. When near a puzzle or creature, a short tip appears to guide the player. The UX (user experience) focuses on smooth gameplay, no heavy menus or long texts.



## 6. Level Design

### 6a. Overall structure

Each level uses different tiles that affect how the spider moves. Ground tiles are safe and used for walking or resting. Slide tiles, found in Ice Caverns, make the spider slip, needing careful control. Hazard tiles like spikes or traps hurt the spider if touched. Lava tiles in Volcano Skies cause instant damage, adding danger. Snow tiles are soft and slippery, changing how the spider jumps. These tile types match each zone's theme and create new challenges, making each level feel fresh and exciting.

### 6b. Level Progression

The spider moves through levels by exploring zones, gaining XP, and unlocking new powers. Each level is a small area with hidden paths, enemies, puzzles, and a mythical creature to capture. The player must use smart movement and abilities to reach new places. After capturing the creature, the exit opens, and the next zone unlocks. As the spider levels up, older areas become easier, and harder zones become available.

### 6c. Environmental Interaction

This section is about how players can interact with the world. In the levels, spiders can run on the ground and jump when the tile is bigger than the normal tiles. The power area is designed for that specific power ex:- Dash spider can dash when the reach is beyond the normal jump the spider can use jump then dash to reach that specific platform.

Traps can instantly kill the spider if they touch it.

Enemies can move on the platform, and attack on the spider when the spider is in their attack zone.

## 7. Sound and Music

### 7a. Sound Design

All interactions and button presses will have a matching sound effect.

#### 1. Click and Button

- Play Game
- Select level (Like Mega man)
- Move to next level

#### 2. Positive Sounds

- Item pickup (x3 items)
- Level clear
- Kill monster
- Boss capture and scream
- Power use
- XP Gain

#### 3. Neutral Sounds

- Run, Jump
- Transition
- Game intro screen
- Collide with object
- Reset level

#### 4. Negative Sounds

- Failed attempted to capture
- Death by spikes
- Hit

### 7b. Music

- Zone track
- Start screen track
- Boss battle track

## 8. Limitations Planning

### 8a. Future Scope

- Create a codex like pokemon where the player can see the capture boss details and all states.
- Add the **Speed Run** mode in the game, players can challenge themselves to complete the game as fast as they can and test their skills.
- **NewGame+**, players can keep the power but introduce the new and hard enemy for this mode to make the game more fun and hard.