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# THE LAST BREATH OF OLYNDRA

A Game Design Document



Updated as of 11/11/2024

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### Game Overview

# Game Overview

- Title:** The Last Flame of Olyndra
- Genre:** Third-Person Soulslike
- Platform:** PlayStation 5 (with haptic feedback support), PC
- Project Goals:** Outline the objectives we aim to achieve, from delivering immersive boss battles to highlighting environmental storytelling.
- Target Audience:** Players who enjoy challenging combat mechanics, Soulslike experiences, and narratives that reflect real-world issues.
- Core Themes:** Environmental destruction, balance between humanity and nature, and the emotional journey of loss and redemption.

## Game Concept and Story

- Premise:** Introduce Ilyra, a guardian spirit, who awakens in a corrupted forest to restore balance and face her corrupted companion, Fenmor.
- Backstory:** Describe the world of Olyndra, once lush and vibrant, now decaying due to humanity's pollution and negligence.
- Narrative Progression:** Detail the journey through corrupted landscapes, defeating Blighted fiends, and discovering how human activity led to the forest's downfall.
- Ending:** Explain the branching endings based on the player's choices: saving Fenmor and beginning the forest's rebirth or a bittersweet conclusion where balance is restored but at a heavy cost.

## Gameplay Mechanics

- Core Gameplay Loop:** Overview of the cycle exploring areas, engaging in intense combat, and defeating or freeing bosses from corruption.



- Combat Mechanics:** Outline the chain-based combat system, melee and ranged attacks, strategic uses of environmental interactions, and PS5 gamepad support for immersive feedback.
- Abilities:** List and describe key abilities, like Thorned Guard for defense, Chain Slam for crowd control, and the Ultimate ability, which summons thorny pillars to deal massive damage.

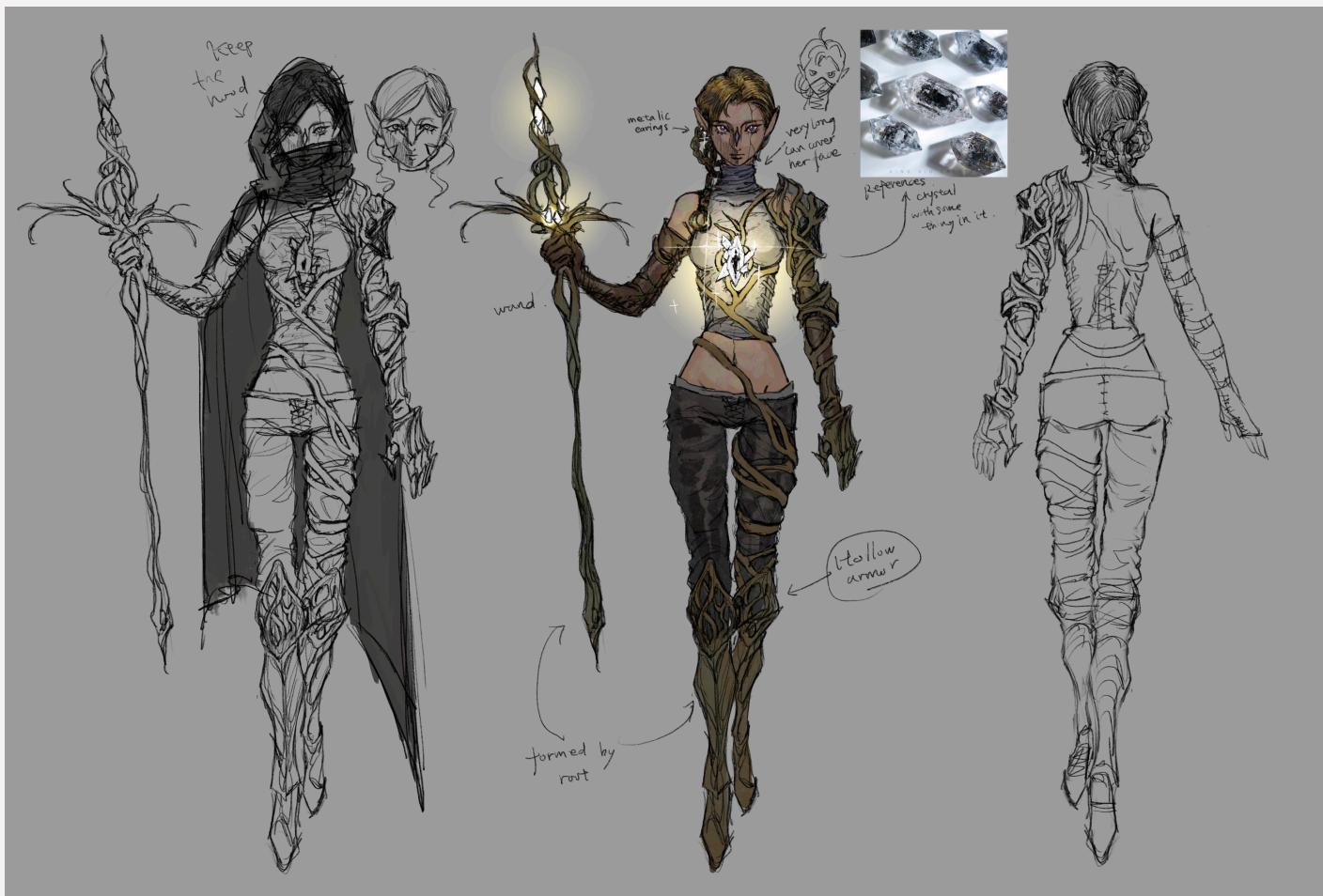
# Technical Specifications

- Game Engine:** Unity (with custom features to handle Soulslike mechanics and environmental effects).
- Graphics:** Stylized graphics with a focus on contrasting the decayed forest and remnants of its former beauty.
- Animation:** Fluid and responsive animations for combat, traversal, and interactions, emphasizing the ethereal nature of Illyra and the corrupted beings she faces.
- Controls:** Intuitive controls mapped to provide a smooth and immersive experience, taking advantage of the PS5's adaptive triggers and haptic feedback.

# Characters

**Protagonist: Illyra**

**Role: Guardian of the Last Breath**



- **Appearance:** Illyra presents with an ethereal, nature-inspired look; she is young yet ready and armoured by elements of her home forest. A faint glow representing the last bit of life force in the lands emanates from her when she uses her powers.

- **Abilities:**

**Close-Range Attacks:**

- **Branch Strike:** A regular melee attack where Illyra uses her energy to deliver quick slashes.
- **Rooted Thrust:** Summons a sharp tree root to emerge from the ground, piercing enemies in front of her.
- **Willow Sweep:** A wide-arching attack with branches sweeping from side to side, perfect for clearing groups of enemies.
- **Oak Smash:** A heavy upward strike that summons branches to lift and stagger enemies into the air.
- **Thornfall Slam:** Leaps into the air and crashes down with thorny roots, dealing area-of-effect damage to enemies around her.

**Ranged Abilities:**

- **Briar Spear:** Hurls a spear-like branch imbued with life force toward enemies. Illyra can recall the spear, slashing enemies as it returns to her.

- **Vine Snare:** Summons creeping vines that temporarily immobilize enemies, leaving them vulnerable to attacks.
  
- **Life Force Transfer:**
  - **Ethereal Bloom:** A defensive move where Ilyra expends part of her life force to purify a small area, healing herself or her surroundings while weakening her energy.
  
- **Ultimate Ability**
  - **Circle of Renewal:** Ilyra plants her scythe into the ground, summoning a circle of towering tree pillars around her. Thorny vines lash out toward all enemies within the circle, purging corruption in a devastating and visually stunning display of natural power.
  
- **Tentative Functionality**
  - **Nature's Harmony** (Time Slowing): Ilyra taps into the energy of the forest, slowing down time momentarily to gain an advantage in combat or exploration.
  
- **Backstory:** Ilyra was born from the essence of the land, a spirit bound to protect Olyndra's forests and wildlife. She once thrived in harmony with nature, but as humans began to exploit the land, her powers waned. She shared a deep bond with Fenmor, who was her loyal protector and companion. After being forced into a deep slumber due to the spread of corruption, she awakens to find her home desecrated by the Blight.
  
- **Personality:** Ilyra is wise and compassionate, but also deeply saddened by the destruction of her world. Her journey is as much about protecting the land as it is about facing the loss of her friend and the end of her era as a guardian. This adds a layer of melancholy to her character, as each choice to purify costs her a part of herself.

## Antagonist: Fenmor

### Role: Guardian-turned-Antagonist corrupted by the Blight



- **Appearance:** Fenmor appears as a large, twisted wolf-like creature. His fur is now darkened and matted, with patches missing. His eyes glow with an unnatural light, and his body is covered in scorch marks and metallic residue from the corruption.

- **Abilities:**

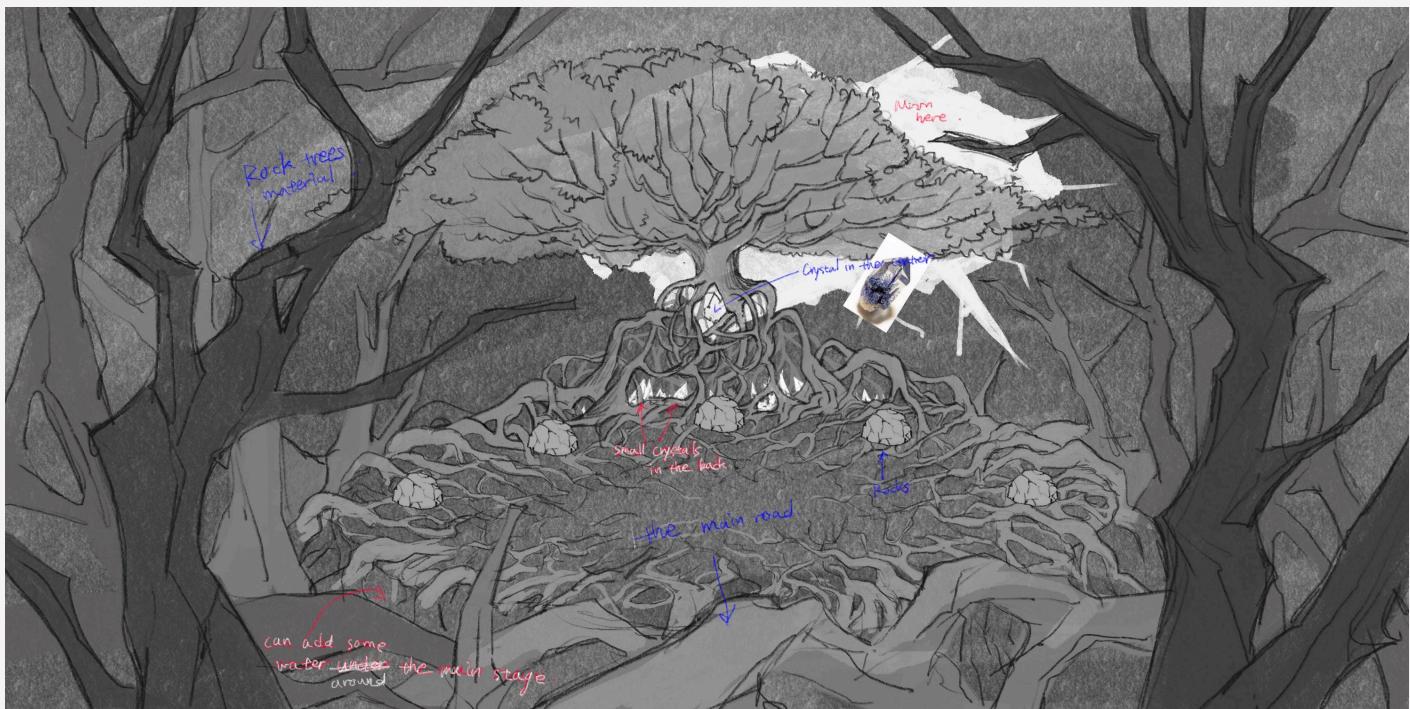
- Blighted Pounce:** A quick forward leap aimed directly at Ilyra, dealing high damage on impact. Players must dodge to avoid the attack.
- Corruption Swipe:** A broad, sweeping claw attack that covers a large area in front of Fenmor, forcing players to maintain distance or time their movements carefully.
- Blight Breath:** Exhales a toxic gas cloud in a cone in front of him. The cloud lingers for a short time, creating a hazardous zone.
- Toxic Charge:** Fenmor charges in a straight line, leaving a toxic trail on the ground that damages players who walk through it.
- Howl of Dread:** Lets out a deafening howl, temporarily stunning Ilyra and interrupting any ongoing actions.

- **Backstory:** Once Olyndra's fiercest protector, Fenmor was deeply bonded to Ilyra. He fought to keep the forest safe from external threats and shared in the ancient battles alongside her. However, as pollution and human influence spread across the land, Fenmor grew vulnerable to

the Blight—a malevolent force that twisted his loyalty into rage. Now, he's a shadow of his former self, consumed by fury and unable to recognize his old companion.

- **Personality:** Underneath the corruption, Fenmor's original loyalty and protectiveness occasionally break through, creating a tragic character arc. His rage and torment make him a complex antagonist; Ilyra sees glimpses of her old friend within the monster, adding an emotional conflict to their final encounter.

# Environment Design



## Setting

The game takes place in the ethereal and desolate land of Olyndra, a once-thriving forest that the Blight has now engulfed. The environment reflects themes of destruction and decay, showcasing the toll of human pollution on nature. The level transitions from small corrupted clearings to the ominous lair of **Fenmor**, the corrupted guardian.

## Key Areas

### The Awakening Glade:

- **Description:** Ilyra awakens in a small, isolated area with ash-covered trees and faintly glowing Blight tendrils creeping through the earth. The remnants of her stone form lie scattered around her.

- **Purpose:** This area introduces the player to basic movement and exploration mechanics while immersing them in the game's tone and atmosphere.

#### **The Withering Path:**

- **Description:** A narrow, twisting path that weaves through dying foliage and charred stumps. Toxic pools bubble in certain areas, and faint remnants of life struggle to survive amidst the corruption.
- **Purpose:** Serves as a linear route toward Fenmor's lair, offering opportunities for players to practice combat against minor hazards (such as falling Blight spores).

#### **The Heart of Decay:**

- **Description:** The final arena where Fenmor resides. It's a vast, corrupted clearing dominated by the hollowed remains of the **Evertree**, once the lifeblood of Olyndra. Blight tendrils coil around the massive roots, and the air is thick with toxic fog.
- **Purpose:** This area serves as the boss arena, offering both open spaces and environmental hazards to challenge the player during the final confrontation.

## **Environmental Hazards**

#### **Toxic Pools:**

- **Description:** Small patches of bubbling, corrupted liquid scattered throughout the level.
- **Effect:** Damages Ilyra over time if she steps into them, forcing careful navigation.

#### **Blight Tendrils:**

- **Description:** Writhing, thorny vines that lash out when approached too closely.
- **Effect:** Deal minor damage and can knock the player back, interrupting actions.

#### **Corrupted Spores:**

- **Description:** Floating particles of Blight occasionally fall from decayed trees.
- **Effect:** Explode on impact, dealing damage in a small radius.

## **Visual Themes**

#### **Decay and Corruption:**

- Dark, muted colors dominate the landscape, with an emphasis on greys, blacks, and sickly greens to reflect the Blight's influence.
- Twisted, skeletal trees and withered plant life emphasize the dying state of the environment.

#### **Life vs. Death:**

- Areas purified by Ilyra's abilities briefly glow with vibrant greens and soft, warm light, offering a stark contrast to the surrounding corruption.

#### **Mystical Atmosphere:**

- Subtle visual effects like faint glowing spores, swirling ash, and ambient fog create a surreal, otherworldly tone.

## **Interactive Elements**

#### **Blighted Trees:**

- **Function:** Players can cleanse these trees to temporarily clear toxic fog in nearby areas, allowing safe passage.
- **Visual Cue:** The trees pulse faintly with Blight energy, growing dimmer after purification.

#### **The Evertree:**

- **Function:** The central element of the final arena, representing Olyndra's lifeforce. Interacting with it during the final battle can trigger environmental effects such as collapsing branches or healing bursts.

## **Sound and Ambience**

#### **Ambient Sounds:**

- Whispering winds, creaking trees, and the faint hum of Blight tendrils create an eerie backdrop.
- Occasional distant howls and the cracking of corrupted wood add tension.

#### **Dynamic Changes:**

- As Ilyra purifies parts of the environment, the sounds shift to include faint bird calls, flowing water, and rustling leaves, symbolizing the return of life.

## **Environmental Storytelling**

The environment itself tells the story of Olyndra's downfall. Broken tools, abandoned human settlements, and polluted rivers hint at the destructive activities that led to the Blight's rise. Each detail reinforces the narrative of humanity's impact on the natural world, leaving players to piece together the story as they explore.

# Art and Visual Style

## Art Direction

The visual style of *The Last Breath of Olyndra* is inspired by **Kena: Bridge of Spirits**, blending **stylized realism** with a dark fantasy aesthetic. The goal is to create a world that feels both mystical and grounded, with visuals that evoke a sense of decay, hope, and wonder.

## Key Visual Themes

### 1. Decay and Corruption:

- Dominant colors include muted greys, blacks, and sickly greens to represent the Blight's spread.
- Corrupted elements (trees, ground, and creatures) are marked by sharp, jagged shapes and glowing toxic features.
- Visual effects such as writhing vines, ash falling from the sky, and faint toxic fog create an unsettling atmosphere.

### 2. Nature and Renewal:

- Areas purified by Ilyra's abilities feature vibrant greens, soft yellows, and warm light to symbolize hope and life returning.
- Smooth, organic shapes dominate the visual style of nature, contrasting with the jagged and chaotic forms of corrupted areas.

### 3. Mystical Energy:

- Subtle glowing effects are used throughout the game to represent Ilyra's connection to the land and the spiritual energy of Olyndra.
- Ilyra's abilities create beautiful visual contrasts, such as radiant bursts of light in otherwise dark and corrupted environments.

## Character Design

### 1. Ilyra:

- Ethereal and nature-inspired, with skin resembling bark or stone and glowing lines that pulse with life force.
- Her movements are graceful and deliberate, reflecting her guardian nature.
- Her weapon, a staff or scythe, is made of intertwined roots and glowing crystals, emphasizing her connection to nature.

### 2. Fenmor:

- A large, wolf-like creature with twisted, jagged features. His fur is darkened and patchy, with exposed areas covered in blight-like metallic growths.
- Glowing green eyes and a faint aura of corruption make him feel imposing and tragic.
- His design reflects both his former role as a noble protector and his current corrupted state.

## Environment Design

### 1. Lighting:

- Dynamic lighting highlights the contrast between corrupted and purified areas. Purified zones emit a soft, natural glow, while corrupted areas are shrouded in dim, unnatural light.
- Subtle flickers and pulsating effects are used to emphasize the life force or decay in specific areas.

## 2. Texture Style:

- Organic elements (trees, rocks, and plants) are stylized but detailed, with exaggerated shapes and textures.
- Corrupted textures are jagged and sharp, with a metallic sheen or oily residue to suggest unnatural pollution.

## 3. Particle Effects:

- Ambient particles such as glowing spores, floating ash, and drifting fog are used to create an immersive environment.
- Illyra's abilities produce distinct effects, such as glowing vines or radiant light bursts that leave trails behind.

## Art Assets

### 1. Characters:

- **Illyra:** Fully rigged and animated for combat and interaction.
- **Fenmor:** A larger, more imposing model with detailed animations for his abilities.

### 2. Environment:

- Modular assets for trees, rocks, and foliage to create varied, interconnected areas.
- Unique models for landmarks like the Evertree and Fenmor's lair.

### 3. Visual Cues:

- Corrupted areas pulse faintly, with glowing blight veins providing guidance and danger warnings.
- Purified areas emit faint light and display blooming plant life, reinforcing player progress.

## Color Palette

### 1. Corrupted Zones:

- Primary: Dark greys, blacks, and sickly greens.
- Highlights: Bright, toxic greens and purples for blight effects.

### 2. Purified Zones:

- Primary: Vibrant greens, warm yellows, and earthy browns.
- Highlights: Soft blues and whites to evoke purity and renewal.

### 3. Characters:

- **Illyra:** Earth tones (browns and greens) with glowing blue or white accents for her energy.
- **Fenmor:** Dark fur tones (charcoal and black) with glowing green accents for blight corruption.

## Art Style Reference

- The art style draws inspiration from:
  - **Kena: Bridge of Spirits:** For its balance of stylized characters and lush, atmospheric environments.
  - **Ori and the Blind Forest:** For its use of glowing accents and contrasts between life and decay.

- **Dark Souls:** For its darker, grittier tone in corrupted areas and boss designs.

## Technical Details

- **Resolution:** Targeted for 1080p and 4K, ensuring visual clarity on both PC and PlayStation 5.
- **Optimization:** Modular assets and texture atlases are used to minimize resource use without compromising quality.

# Sound and Music

## Overall Sound Design Vision

The sound and music in *The Last Breath of Olyndra* are crafted to immerse players in the decayed yet mystical world of Olyndra. Each audio element emphasizes the stark contrast between life and corruption, blending ethereal tones with dark, unsettling undertones. The soundscape enhances the emotional depth of the narrative and complements gameplay by creating tension, atmosphere, and moments of relief.

## Ambient Sound Design

### 1. Corrupted Areas:

- **Soundscape:**
  - Low, rumbling tones that give a sense of unease.
  - Subtle, high-pitched whispers, as if the Blight itself is alive and malevolent.
  - Ash falling, creaking wood, and faint distant howls to evoke a decaying world.
- **Dynamic Changes:**
  - The intensity of the soundscape increases when enemies or hazards are nearby, subtly alerting the player.

### 2. Purified Zones:

- **Soundscape:**
  - Gentle wind rustling through leaves.
  - Faint bird calls and soft water trickling in the background, symbolizing life returning.
- **Dynamic Changes:**
  - As Ilyra purifies an area, the corrupted sounds fade, replaced by harmonious tones.

## Character Sounds

### 1. Ilyra:

- **Footsteps:** Light and organic, as if she blends naturally with the forest floor.
- **Abilities:**
  - **Life Purge:** A soft, radiant hum builds to a crescendo, ending with a burst of light.
  - **Briar Spear:** The sound of vines rapidly twisting together, followed by a sharp whoosh as the spear flies through the air.

- **Ultimate Ability (Circle of Renewal):** A low, resonating chime builds into a cacophony of overlapping nature sounds (branches creaking, roots cracking, and vines whipping).

## 2. Fenmor:

- **Growls and Roars:** Deep, guttural sounds that echo across the arena, instilling fear and tension.
- **Movement:** Heavy thuds as Fenmor prowls, with faint metallic creaks from his corrupted body.
- **Abilities:**
  - **Blight Breath:** A wet, hissing sound followed by a sinister bubbling as the toxic gas spreads.
  - **Howl of Dread:** A piercing, bone-chilling howl that reverberates, temporarily disorienting the player.

## Environmental Sounds

### 1. Toxic Pools:

- Bubbling and gurgling sounds, with occasional splashes when disturbed.

### 2. Blight Tendrils:

- Subtle crackling and snapping noises, as if the tendrils are alive and constantly shifting.

### 3. The Evertree:

- A faint heartbeat-like thrum emanates from the tree, symbolizing its fading lifeforce.

### 4. Dynamic Layers:

- The environment reacts to Ilyra's actions. For example, purifying a tree triggers a soft, uplifting chime that contrasts with the harsh tones of corruption.

## Music

### 1. Main Theme:

- **Tone:** A melancholic orchestral piece with a hauntingly beautiful melody. Soft strings and woodwinds are layered with distant, echoing vocals to evoke a sense of loss and hope.
- **Purpose:** Sets the emotional tone for the game and highlights the stakes of Ilyra's journey.

### 2. Exploration Tracks:

- **Corrupted Areas:**
  - Slow, dissonant strings paired with faint percussion to create tension.
  - Subtle ambient pads that fade in and out, mirroring the creeping nature of the Blight.
- **Purified Areas:**
  - Light, uplifting harp melodies with soft strings to convey peace and renewal.

### 3. Combat Music:

- **Regular Combat:**
  - Intense, rhythmic drum beats with sharp string stabs to build adrenaline.
- **Boss Fight (Fenmor):**
  - A multi-layered track that evolves during the fight. Starts with slow, foreboding percussion and deep brass, building to a chaotic crescendo with frantic strings and choir vocals as the battle intensifies.

### 4. Victory and Defeat:

- **Victory:** A triumphant but bittersweet melody with rising strings and a soft fade-out to symbolize Ilyra's sacrifice.

- **Defeat:** A somber, minimalist piece with low, drawn-out strings to emphasize the weight of failure.

## Dynamic Audio

- **Adaptive Soundtracks:** The music dynamically shifts based on player actions and the environment. For example:
  - During combat, the intensity increases as the fight progresses.
  - As players approach Fenmor's lair, the ambient music becomes darker and more ominous.
  - Cleansing areas softens the music, introducing soothing motifs.
- **Positional Audio:** Sounds are spatially designed to immerse the player, such as hearing Fenmor's growls from a specific direction or the faint whispers of the Blight nearby.

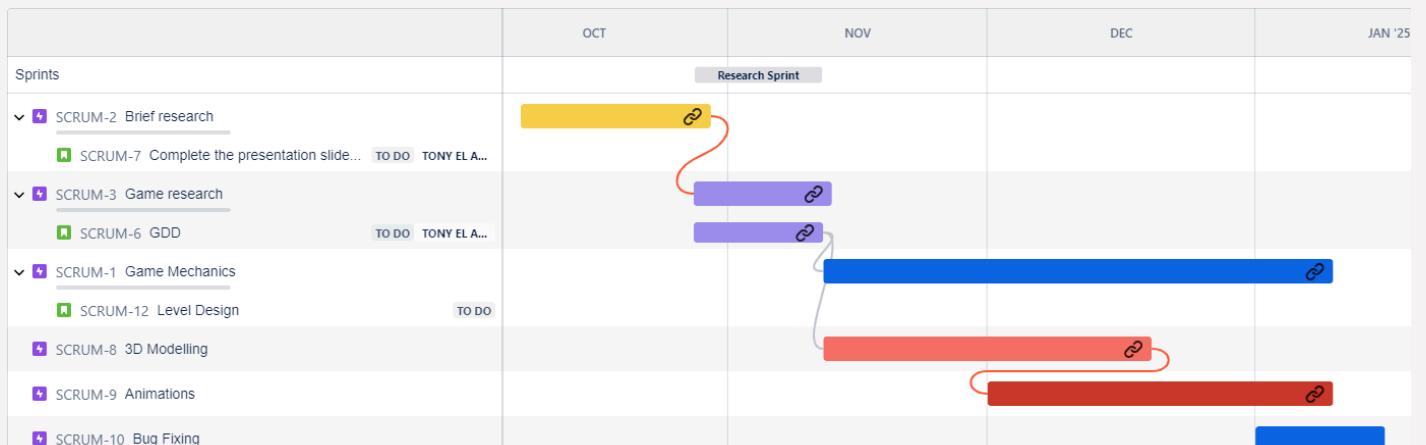
## Inspirations

1. **Ori and the Blind Forest:** For its emotional and adaptive music.
2. **Dark Souls:** For atmospheric soundscapes and impactful boss fight tracks.
3. **Kena: Bridge of Spirits:** For its balance between mystical, melodic themes and environmental immersion.

# Project Timeline and Milestones

## Overview

The development of *The Last Breath of Olyndra* is divided into distinct phases, each with specific objectives and deliverables to ensure steady progress. The project follows an iterative approach with regular evaluations to maintain quality and meet deadlines.



## Milestones and Phases

### 1. Research Sprint (October):

- **Objective:** Finalize the game concept, narrative, and technical requirements.
- **Key Deliverables:**
  - Completion of the Game Design Document (GDD).
  - Research on sustainability integration and gameplay mechanics.
- **Team Tasks:**
  - Designers focus on level layout concepts.
  - Animators and programmers explore tools and pipelines for animations and combat systems.

### 2. Game Mechanics and Prototyping (November):

- **Objective:** Develop a working prototype with basic mechanics and placeholder assets.
- **Key Deliverables:**
  - Combat system implementation (close-range, ranged, and ultimate abilities).
  - Basic character movement (walking, running, dashing, jumping).
  - Initial AI behavior for Ilyra and environmental hazards.
- **Team Tasks:**
  - Programmers develop combat mechanics and enemy AI.
  - Designers create placeholder environmental assets for prototyping.

### 3. 3D Modeling and Animation (November – December):

- **Objective:** Create and animate game-ready models for Ilyra, Fenmor, and the environment.
- **Key Deliverables:**
  - Finalized character and enemy models.
  - Rigged and animated characters (idle, combat, and movement).
  - Modular environmental assets for level design.
- **Team Tasks:**
  - Animators finalize character animations and integrate them into Unity.
  - Designers polish environmental assets and textures.

### 4. First Playable (Early December):

- **Objective:** Deliver a playable version of the game with implemented mechanics and visuals.
- **Key Deliverables:**
  - Complete level with all gameplay elements integrated.
  - Functional combat system with Ilyra and Fenmor.
  - Basic audio and placeholder sound effects.

### 5. Polish and QA (December – January):

- **Objective:** Refine the game's visuals, sound, and mechanics based on feedback.
- **Key Deliverables:**
  - Enhanced visual effects (e.g., particle systems, lighting).
  - Full audio integration (ambient sounds, combat effects, and music).
  - Bug fixing and performance optimization.
- **Team Tasks:**
  - QA team identifies and resolves gameplay and performance issues.
  - Final adjustments to animations, sound, and UI.

### 6. Final Deliverable (Late January):

- **Objective:** Submit the final version of the game.

- **Key Deliverables:**
  - Fully playable level with all polished elements.
  - Presentation-ready version for review and feedback.

## Time-Tracking Tools

- **Trello:** Used for task management and tracking progress through detailed timelines and sprints.
- **Gantt Chart:** Provides an overview of the project's schedule, showing task dependencies and deadlines.

## Monitoring and Evaluation

- **Weekly Check-Ins:** Team leads host meetings to review progress, ensure accountability, and adjust tasks as needed.
- **Mid-Milestone Reviews:** Progress is evaluated mid-phase to address potential issues and align tasks with project goals.

# Team Roles and Responsibility

Our team is composed of six members, divided into three key roles: **Programmers**, **Designers**, and **Animators**. Each member is responsible for specific deliverables, ensuring an efficient workflow and clear accountability.

## Programmers

1. **Rerragio Fernando:**
  - Player character controls, including movement, combat mechanics, and environmental interactions.
  - Implementation of Ilyra's abilities (close-range, ranged, and ultimate).
2. **Marco Minganna:**
  - Enemy AI behavior for Fenmor and environmental hazards.
  - Boss mechanics, including Fenmor's abilities and interactions with the arena.
  - Integration of dynamic environmental effects (e.g., toxic pools, Blight tendrils).

## Designers

1. **Yuxuang Wang:**
  - Creation of visual assets for the environment, including modular level pieces.
  - Design of UI elements that align with the game's mystical theme.
2. **Niyati Gosar:**

- Level design with a focus on gameplay flow and environmental storytelling.
  - Development of intuitive UI elements and integration with gameplay mechanics.
3. **Tony El Antoury:**
- Narrative development and story integration into gameplay.
  - Level design with a focus on pacing and combat placement.
  - Gameplay mechanics and feature refinement.

## Animators

1. **Raven Xing:**
- Character and environment modeling, focusing on creating a visually cohesive art style.
  - Animation of environmental interactions (e.g., vines, Blight tendrils).
2. **Alisija Litavora:**
- Ilyra's animations, including movement, combat, and interactions.
  - Ensuring animations feel fluid and responsive in gameplay.
3. **Fajiyaz Mohammed:**
- Animation of Fenmor's abilities and enemy behaviors.
  - Creation of dynamic, impactful animations for boss battles.

## Collaboration and Workflow

- **Interdisciplinary Work:** Designers collaborate with programmers and animators to ensure assets, mechanics, and animations align seamlessly.
- **Agile Workflow:** Tasks are tracked in Trello with weekly check-ins to review progress and make adjustments.
- **Shared Milestones:** Each role contributes to major milestones like the prototype, first playable, and final polish.

# Risk Assessment

## Overview

Every project carries risks, and identifying potential challenges early is crucial for mitigation. Below is an analysis of the primary risks associated with *The Last Breath of Olyndra*, alongside strategies to address them.

### 1. Scope Creep

- **Risk:** The team may add extra features, mechanics, or visual elements beyond the original plan, leading to delays and overextension.
- **Mitigation:**
  - Define clear goals and stick to the agreed scope.
  - Use the GDD as a reference to evaluate whether new ideas fit within the project timeline.
  - Regularly review progress during weekly check-ins to ensure tasks remain on track.

## 2. Time Management

- **Risk:** Tight deadlines might lead to rushed work, compromising quality in key areas like animations or gameplay mechanics.
- **Mitigation:**
  - Use Trello and Gantt charts to track progress and identify delays early.
  - Prioritize essential tasks (combat mechanics, boss fight, animations) before non-critical polish elements.
  - Schedule buffer time during the polish phase for unforeseen delays.

## 3. Technical Challenges

- **Risk:** Implementing complex mechanics, like Fenmor's AI or dynamic environmental effects, may exceed the technical expertise of the team or Unity's capabilities.
- **Mitigation:**
  - Start with simplified versions of mechanics and iterate based on feedback.
  - Allocate time for technical research and prototyping early in the timeline.
  - Use Unity's existing tools and assets where applicable to reduce custom development.

## 4. Team Coordination

- **Risk:** Miscommunication or uneven workload distribution could lead to delays or inconsistent outputs.
- **Mitigation:**
  - Hold weekly meetings to review progress, share updates, and reassign tasks if necessary.
  - Use collaborative tools like Miro and Discord to centralize communication and maintain alignment.

## 5. Resource Constraints

- **Risk:** The small team size may limit the ability to create high-quality assets, animations, or mechanics within the timeline.

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