



# WHAT WOULD YOU DO

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## Overview:

Aria is a normal girl in the suburbs. All she wants is to get in and out of high school as fast as she can, and go to college. This all is taken to the backburner when she saves an undercover genie from a falling tree in the woods, and she gets a peek into the world of magic, Elysia. Unlocking her inner potential with every adventure hence forth, she will learn spells and tricks from the magical beings she comes into contact with. Will she use her power for good, or will she succumb to the allure of getting some payback on humans back home? When the time comes, will she defend her world, and all the others from the Thens? What would YOU do?

## The Quest:

The game will take place over several levels, with each one unlocking a new spell or points to use towards already learned spells. Aria will traverse the world in 2D Metroidvania-like map using stealth and trickery to go on increasingly difficult quests for the people of Elysia. From retrieving a lady's cat, to unearthing the Cloak of Truth for the ensuing war effort against the Thens. The scenes between levels will include dialogue where the player can explore the world and go through the events that lead to the next "level" or adventure. Obstacles include enemies that can hurt Aria by touch, or later in the game, by their own long range spells. Riddle Bramble riddles the landscape and can hide essential items or hidden gems that can boost her strength, but must be conversed with and tricked into opening.

## Main Character:

Aria is a mostly normal 16 year old girl who thinks she's anything but. She an excellent liar and storyteller, so naturally she's also a Thespian and dreaming of college so she can study Creative Writing and finally weave the worlds in her head into fantastical tales. She begins to train with the genie after saving his life, learning to turn into a shimmer that can pass by enemies, throw her voice to distract and trick others and other sneaky tricks that make her even more adept at her craft. She will be presented with many moral complications, and the player will decide how Aria will turn. Will Aria become apathetic to the world and obsessed with herself, or will she see her powers as a way to help the world?

## Sketch of the Main Character:

## Opponents:

From living shadows, to corrupted trees, to the dangerous Thens, the world will have different enemies that can be dealt with in different ways and have their own weaknesses. The shadows, for example, are terrified of the light, but can be tricked into light rays to get stunned. Corrupted Trees can spam leaves that do damage.

## Sketch of Opponents:

## Environment:

The world Aria lives in is a normal town, a concrete suburbia. The magical world Elysia however, is ripe with foliage and fruits and greenery galore. Some levels are in the daytime, some at night, and the locations are always within the same biome, but different maps from the last.

## Sketch of Environment:

## Menus:

## Controls:

Regular WASD control for character movement, and different spells are hotkeyed to different letters on the keyboard. Holding shift will engage “sneak” mode, where Aria will move slower and draw less attention from enemies. Useful for sneaking near enemies without getting attacked. Aria will have 4 health in the beginning, and may upgrade her health later.

## Sounds:

Many nature sounds will sound like a cacophony when in Elysia, and a fantastical soundtrack that is different for every level. The scenes in Aria’s world are filled with the sounds of a normal world, like passing cars and yelling people in the distance and barking dogs. There will be a jingle whenever an item is picked up, much like in most Nintendo games.

## Summary: