

Executive Summary:

A platformer, like Mario, except when reaching the end to clear the level(s) you must go through a DDR, or OSU, like system. If you clear it you pass the level, if you don't you'll have to keep retrying. Unless I do spin-offs of you get a bad ending of the sort if you fail more than however many levels are implemented.

Game Description:

The beginning would start off with the main character and his view of the current world. Basically, like an opening cutscene of what the game "is" about. It's not about it entirely but it gives you an idea of what is going on and what more to expect. The current name I have for the Main Character is "Xeny" (pronounced ZEN-E). So, when you open up with the starting quote of the boy you get a flash back of the past with a "painted like structure of drawings" like in the game of Okami. Each of his sentences would switch to the corresponding detailed painting of that sentence. After his ending quote, you'd see his face closing a book and looking at the current day world.

Opening quote:

MC Xeny: "'A world without you' those are the words that are always spouted from people around me. Humans and Monsters alike. Humans saying it to the Monsters and Monsters saying it to the Humans. As far as the legend goes back, it says that we've been here, together, at the same time. The Great Book of Past Tales has it written there. That on one side originally resided the Monsters Territory known as the Dark Origins; while on our side, was the Light Origins. We were technically two halves of one whole. But according to the Past Tales the

Monsters did not like that we obtained a bit more land than them and decided to intrude on our side. They made threats to our kind in a way that they'd kill off our people if we didn't give them a portion of our side to make it truly equal. The humans could not agree to this, but were uncertain on how they were to fight back beings stronger than them. It doesn't say how it happened in the book, but a war eventually started and many on each side succumbed to fighting each other. Many lives were lost and the Humans were losing a lot faster than the Monsters because their skin was made to handle "difficult situations" they come across by. Knowing that, the Elders of Light Origins decided to try a truce with the Monsters. This would eventually lead to what the current day society is like. A smaller side of Light Origins with a dominating Dark Origins. I'm not saying that what the Humans did that day were in the wrong, but I wish we could go back to be an equal, Light-Dark halves."

End quote.

At this point, "Xeny" will close the book he was looking at, which is the Great Book of Past Tales, and look at the current situation in front of him. There are monsters every corner, acting as guards, to see if the Humans do anything bad. They don't really do anything unless provoked. The Monsters are the Authorities of his current hometown which is – Ambient Town. Xeny looks to the side and his pet cat – Ragnar, alongside him. He wanted to find out a way to talk to the Elders of Dark Origins to see if there was any way to resolve going back to the two halves they once knew.

Tutorial starts.

Since it's a 2-D platformer game you only have jump, moving front and back, climbing and hiding; or "Spacebar" for Jump, "A" for back, and "D" for moving forward, "Q" key for hiding/unhiding, and "W" key for going up climbable objects, while "S" key going down them. The point of the Tutorial will show how to avoid getting caught by the guards heading towards the Dark Origins land. Xeny will have the option to either run or use his skateboard. The "F" key

will allow him to go on his skateboard, and go off his skateboard. Running is obviously slower than using the skateboard, but it's safer because of how fast you can stop and hide to avoid getting caught; while skateboarding is faster, it's a lot harder to stop and hide. The tutorial will show how to jump up on top of buildings, climb, move, and reach a checkpoint stage that will be considered "finished" only if you pass a certain "DDR, or OSU" like patterns of keys. I think this is an interesting thing to add because of giving you the idea that "you're not finished until you get this right." If you fail it I may instill two options: to try again, or to let it go and the number amount of fails leads to whether you get a good ending, or a bad one. After reaching the end of the road, the Tutorial will end and another cutscene will being.

Tutorial ends.

Cutscene of the boy reaching an entrance to the Dark Origins happens. He overhears how the Elders are staying resident in a close by place and the boy looks to his cat and smiles. Stage 2 will commence.

Stage 2:

The same mechanics will remain and the boy will have to get by without getting spotted within the "Dark." In this stage, he'll have to use his phone to light the path to know where he's going while avoiding guards. The stage will tell him that to turn "on" and "off" his phone will be the "F" key. In this stage, he will not be able to use his skateboard as it's been replaced by the phone. He'll be able to use it again in the next stage. There will be vines he can climb since he's going to be outside of his town and swing from them to make it to the next going stage.

End of stage after checkpoint completion.

Oncoming Stages are a Work in Progress right now...

Health System

What about health? If this is a game of hiding, how do you handle the Health Points system? Well, it's simple. If you get caught you lose. The point is to not get caught. Do I want to make it as hard as Dark Souls? No, not really. But you're trespassing in territory as a child; do you want to fight off monsters that are stronger than you? Probably not. This is not a super child, he may be a curious genius, but he's not a superhero. I may do a three (3) warning system, where if he's close to getting caught he'll get a "!" symbol on the top of the screen. If you get three "!" "!" "!" you'll lose the level and must start again from the beginning. I think it's fair game at that point. Honestly, I don't want to make the story about a child who doesn't know he's the experiment to get rid of the monsters and that's how he's going to do it. **Xeny** wants knowledge and he wants to go directly to the source. He wants to help his people, and surely there are others too, but this is like the prequel game to all sequel games. It's like he's the spark. This is the story of him starting a spark to try and emit change and that people will see this and want to follow him, which then leads to all the searching for powers in secrecy from the Monsters. I think doing this will lead to a wide variety on changes of the game for the future. But for now

I just want to make it a search and hide game where the end goal is to approach the elders and get knowledge on what you can do. Will it leave a cliffhanger? Most definitely.

Sketches of Characters, Places, Enemies, and Menu:

VERY ROUGH SKETCH OF XENY AND HIS CAT WITH HIS SKATEBOARD.



VERY ROUGH SKETCH OF THE MAIN CHARACTER
AND HIS CAT ON HIS HEAD, WITH HIS
SKATEBOARD ON THE BACK OF HIM,
CONNECTED WITH STRAPS, ETC.

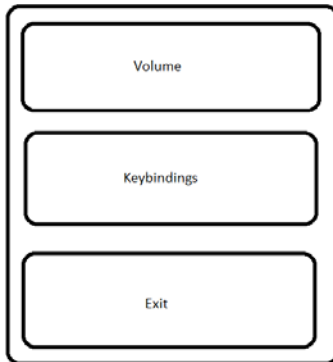
VERYYYYYYYYYYYYY ROUGH SKETCHES OF ENEMIES



VERY ROUGH ENEMY SKETCHES
GOOP , FLOWER MONSTER, FOX MONSTER, TINKERBELL LOOKING CREATURE
MORE TO COME EVENTUALLY!

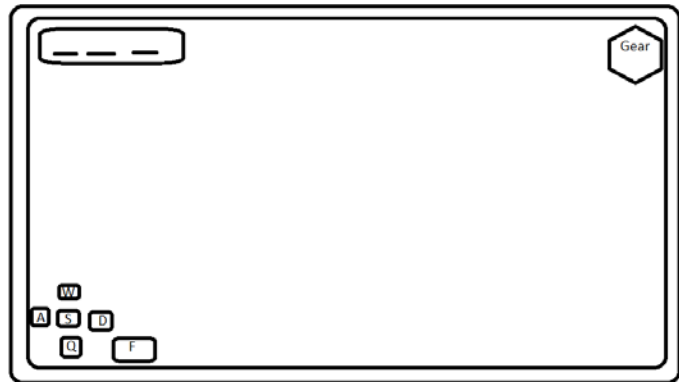
MENU LAYOUT:

Menu Layout



Click the option gear
then the following
options appear.

Lives



This is how the layout
looks like (This is a very
rough sketch and it's
planning to change if
chosen)

VERY ROUGH LAYOUT OF STAGE 1. (EXTREMELY ROUGH. HARDER DIAMOND ROUGH)

