**Name:**  I don’t know yet…

Game Genres: Metroidvania, Souls-like, Platformer

Mood: Dark, Adventurous

Inspirations:

* Hollow Knight – World Design and Art
* Lord of the Rings – Dark Fantasy and Medieval themes
* Dark Souls – Combat
* Legend of Zelda – Dungeon Design and storytelling
* Elden Ring – Combat, Story, Enemy design

Gameplay Details:

* World Areas unlock with story progression, there can be exceptions to this rule
* Complex Combat System
  + Weapon can be sheathed or held (Doesn’t affect time it takes to attack)
  + Parries
  + Attack Combos
  + Magic or Special Attacks that use MP
  + Maybe Dodging
  + Enemy attack windup time variation
  + Aerial Attacks
  + Status Effects like poisoned, frozen, or drowsiness
  + Complex enemy behaviors
* Traversal Mechanics
  + Running/Walking
  + Jumping
  + Wall Jump, Ledge hang
  + Climb Ladders
  + Grappling
  + Maybe dashing
* Mechanics unlock with story progression

Game Areas:

* Dark forest: Start – Midgame Area, Size - 8
  + Player wakes up here and fights through tutorial then ends up in the medieval city
  + We will revisit and expand on this area later in the game
* Medieval city: Start – End, Size – 6
  + A safe area with lots of shops, rest areas, npcs and such
  + Maybe look into it becoming dangerous at a point in the story
* Poisonous Grotto: Secret Area, Size – 4.5
  + A cave with glowing blue fungi, remains of a medieval research facility, and lots of water
  + Sprawling with life like fungi, fish, crabs
  + Holds a magical weapon that is protected by some type of boss
  + Researcher’s notes scattered that give clues to the sword’s whereabouts
* Frozen Abyss, Size - 10
  + Large, icy caverns with enemies that can freeze you
  + Desolate and unforgiving area, falling spikes, breaking platforms etc.
  + Ice prevents player from wall jumps or platform grabbing
  + Maybe have spiked shoes that can be purchased in order to not slide on the ice
* Graveyard of the giants, Size – 6.5
  + Wasteland filled with the remains of giant thought-to-be extinct creatures
  + Boss is a giant that you have to kill and take its heart for some reason
* Sky Ruins, Size - 8
  + I want to take heavy inspiration from Legend of Zelda: Tears of the Kingdom’s sky islands
  + Area is at the top of the world and will be accessed via portal
  + Enemies that are kinda like sky versions of the blaze from Minecraft, with stuff orbiting around them
  + Bird Enemies like eagles or vultures
* Crystal mines, Size - 9
  + Cave filled with large caverns with crystals and stalagmites
  + Dwarf like species lives in these mines that can be traded with at their small mining town
  + People are cursed and you have to free them in order to access information to progress the plot
* Desolate Citadel: Endgame, Size – 7.5
  + Area at the bottom of the world similar to the crumbling farum azula in elden ring
  + Final Area of the game that challenges the player in every aspect
  + Final Boss will be something cool like a dragon

Dark Forest Inspiration:

A person standing on a bridge over a waterfall

Description automatically generated A dark forest with trees and moss

Description automatically generated A stone building with moss covered walls

Description automatically generated

A stone staircase leading to a stone building

Description automatically generated A dark blue landscape with rocks and a cave

Description automatically generated with medium confidence 

A video game screen with a white character standing on a bridge

Description automatically generated