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# Basic Information

Name**:**  I don’t know yet…

Game Genres: Fantasy game set in a semi-open platformer world with souls-like combat

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
* Final Fantasy VII – Characters, Story

# Minimum Viable Product (Demo)

### Map

A screenshot of a video game

Description automatically generated

## Details

* Takes place in the dark forest area
* Key is guarded by a mini boss
* After defeating the boss, the entrance is locked, and player is forced to take the path downwards
* All other locks are opened after obtaining key

### Mechanics

* Run, Jump, Attack, and blocking/parrying
* Ledge hang unlocked after boss fight

### Enemy Types

* Basic
  + Player takes damage on touch, no attack or defense
  + 2 hits to kill
* Intermediate
  + Pursues player, damage on touch, no defense
  + 3 hits to kill
* Complex
  + Player takes damage on touch and by sword
  + Sword Attacks and Shield
  + Player can only damage by parrying
  + 2 hits to kill

#### Boss

* Mini Boss with three phases
* Extension of the complex enemy
* Player can parry to stagger
* After 4 hits, the boss goes to the next phase
* On the 3rd phase the boss ledge hangs and shoots projectiles
* New attacks thrown in every phase
* Cinematic finishing blow to end the fight (Fancy attack animation)
  + Maybe player jumps up and slams the sword down onto the boss

### Key

* After boss is killed, the entrance to the area will lock and a new path will open
* Player will get option to “absorb the boss’s soul” which will give them the boss’s ledge hang ability
* This ability is the key, and the locks are areas that can only be accessed by ledge hanging
* This mechanic is taught in the route to the objective after the boss fight

#### Chest

* The chest room is accessible after obtaining the ledge hang ability
* Once player is in the chest room, they will find 1 complex and 1 intermediate enemy guarding it
* There is a rest bench inside the room to maintain balance
* The intermediate will pursue immediately, and the complex will join in after a set time to not bombard the player
* The loot in the chest will be a charm that buffs the player’s damage to reward exploration

# Full Gameplay Details

* World Areas unlock with story progression, there can be exceptions to this rule
* **Everything below that has a \*\* after it is a maybe**

### 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
  + Dodging \*\*
  + Dodge Counters \*\*
  + Enemy attack windup time variation
  + Aerial Attacks
  + Status Effects like poisoned, frozen, or drowsiness
  + Complex enemy behaviors
  + Elemental Attacks

### Traversal Mechanics

* + Running/Walking
  + Jumping
  + Wall Jump, Ledge hang
  + Climb Ladders
  + Grappling
  + Dashing \*\*

### Upgrades and other stuff

* + Skill Tree/Skill Points \*\*
  + Stat based level system, like Elden Ring\*\*
  + Buying items from merchants
  + Side quests for extra currency
* Mechanics unlock with story progression

## Main Character

* Knight that wears a cloak over his armor with large sword
* Reference Images here: [Main Character References](https://docs.google.com/document/d/17Mp4mccDJxCwMh8AHURxjzooSrxKPG-I9L9LV00CZNk/edit?usp=sharing)
* Potential Story Arcs:
  + Last human alive in a world where they have been systematically hunted to extinction, the main character’s goal is to get to a fortress at the bottom of the world to access the underworld and defeat some kind of ancient evil and to use its powers to destroy the world
  + Corrupted God/Creator of game world that harvested the souls of humans and put them in the bodies of monsters

## Game Areas

* These are not final, just making ideas for areas and then we will narrow down
* Also these are NOT the final names of each area, they are more of descriptions

Dark forest, Start – Midgame Area, Size – 8

* Reference Images here: [Dark Forest Inspiration](https://docs.google.com/document/d/1DSl0Vzj8dSK38BG5RBStpJR8Cce28OxI4ODk-KpdnJ8/edit?usp=sharing)
* 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 side quests
* 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

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

* Can not be exited once entered
* Area at the bottom of the world similar to the crumbling farum azula in elden ring
* Second last area of the game that challenges the player in every aspect
* Boss will be something cool like a dragon

The Underworld, Endgame, Size – 2

* Area under the citadel accessed by a portal or elevator after killing the citadel boss
* Small area, just a couple rooms with a rest spot, maybe some secret treasure, and then the boss arena

## Dungeons