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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

# 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**
* **This is a test**

### 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

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

* 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

# Game Demo

### Summary

The scene opens in a room with a chest in it in a stone temple in the dark forest. The exit to the room is locked until the player opens the chest. The chest will have an item of value in it. The player says something along the lines of “Lets get this back to [insert the merchant’s name here]”. Once the player leaves the room, he follows a somewhat linear path and fights through it until he reaches a miniboss at the gate to the town where the merchant is. This town is the biggest in the game, and where the main character of our game lives. He goes to the merchant and trades what he found in the chest for a map that he can’t read that leads to some important thing in the plot

### Goals

* Not focused on the story here, I just want to focus on the gameplay and how the environment looks
* The mechanics that are available in this area of the game:
  + Basic attack
  + Heavy attack
  + Blocking
  + Jumping
* This area needs to be very detailed and pretty to impress the user
* Gameplay needs to be fun and set the tone for the rest of the game

### Relevant Areas

Dark Forest, Medieval City