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# Basic Information

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
* **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

## Game Areas

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

* + 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