

Soul Hunter GDD



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1. CONCEPT

1.1 OVERVIEW

Soul Hunter is a lineal platformer game in which the player will be provided with the most agile mobility so that he feels that he is the protagonist. The game also will have a high difficulty because of its fast movement and its limited life of the main character, since with a few hits he will die. This way, players with great control of the movement and able to avoid hits will benefit.

Our suitable players would be those who are searching for a unique and special experience, lovers of platformer games and pixel art styles.

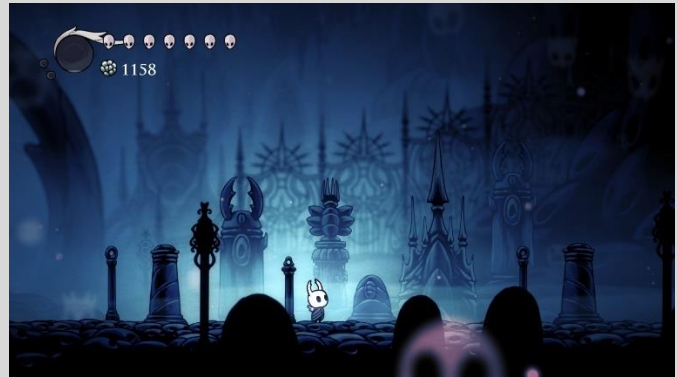
We have been based on different games of the same style such as *Hollow Knight* or *Dead Cells* for the game style, but we decided to give an environment more like the game *Celeste*. This will be our base, but we want to give an additional dimension to the history of this world.

This project looks for exploring the world not only internally but also externally of *Shadow*, our protagonist, and understanding the reason for the adventures. As we progress through the game and fulfill *Shadow's* objectives, we will see how these events affect his own being.

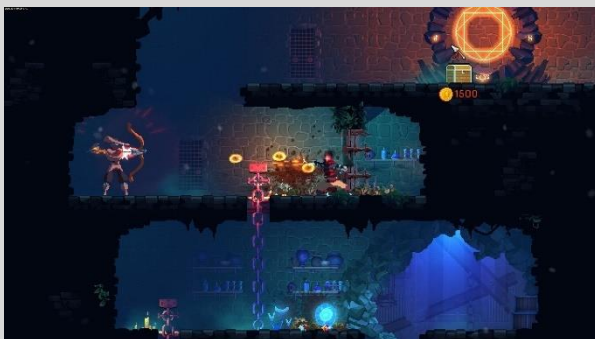
This game is set in a medieval fantasy world, in where the deities and powerful entities abound. The whole project will revolve around this situation and environment.



Celeste



Hollow Knight



Dead cells



Blasphemous

2. DESIGN DOCUMENT

2.1 THE GAME

2.1.2 BACKSTORY

Our protagonist was an inhabitant of **Cefrein**, a kingdom under the protection of the celestial beings known as **Shards of Light**. It is told that **God of Goodness** decided to split his own soul in three to give life and will to these beings, so they were their **Spear, Shield, Voice** and **Balance** in Earth. And so it was, they kept the demon army forces on the sidelines for millennia, bringing protection to their followers and terror to their opponents.

But these beings were still an imperfect image of their creator, and as such, they failed. The army of the **Demon King Yohrir**, after millennia away from their goal of conquering the heavenly lands, achieved one of their first victories against the Fragments of Light, thus defeating the Fragment of Balance Light and thus reaching the earth.

They devastated everything and had no mercy on anyone, killing and torturing everyone they met, thus quenching a part of their anger and powerlessness generated by thousands of years. After this event, our character became a mere shadow, moving hidden from everything and having lost everything important to him, even his soul mate and life partner. This Shadow swore revenge on all the entities that see and let the suffering continue to spread through the land, as if it were a twisted play.

He managed to get in front of Yohrir, but he was obviously no match for him and he was quickly defeated. The Demon King saw potential in Shadow's hatred and gave him the option to get what he longed for most, the soul of his beloved. In return he would give her the power to finish off his enemies and I swear that once his goal was accomplished, he could rule over everything in this world so that Shadow could be calm and live with his soul mate forever. Shadow took that opportunity and decided to finish off the Shards of Light first thanks to the swords given by the Demon King ...

2.1.2 CHARACTERS

SHADOW/KATHERINE

Shadow is the main character of our video game, he is an ex-soldier from the Cefrein army who lived in retirement with his partner. Then the demon king came to earth and his adventure began.

VADEM

Vadem is an ordinary civilian from the kingdom of Cefrein. He fell in love with a former army soldier, and they moved in together. When the demon king arrived on Earth, he died in one of his attacks.

GOD OF GOODNESS

The god of goodness is a being who has lived for all eternity and is worshiped throughout the continent. To keep the demon king's army at bay, he divided his soul into 4 Fragments, which today have managed to keep the evil army isolated from the material plane.

DEMON KING YOHRIR

The Demon King is a being opposed to the god of Goodness, always looking for weaknesses in people. He has always had the desire to invade the material plane and overthrow the god of Goodness to take the absolute throne. He has been assembling the army for millennia, and after defeating Balance he has achieved his first objective, destroying everything he finds.

LIGHT FRAGMENTS

There are 4 light fragments (which actually they are soul fragments from the god of goodness soul), and they are called as: Balance, Spear, Shield, Voice. They protected the material world (the earth) from the evil army of Yohrir.

Once Balance is defeated by the Deamon King, all the earth is invaded by the Yohrir soldiers.

2.1.3 OBJECTIVES

In this game there are 4 great objectives, these objectives will be to defeat each of the Fragments of Light, the Spear, the Shield and the Voice. During the whole adventure, Shadow is going to have to face one of them in each zone. Finally, the game will end when, after managing to defeat all three, he returns to the Demon King and confronts him with his new power.

Apart from this, the player must survive this journey and be victorious. We have not decided to put secondary objectives since we want to keep the focus on the main plot.

2.1.4 WINNING & LOOSING

To win this game, the player must survive all the enemies that he faces, either by fleeing or facing them. If the player loses, and his life is reduced to 0, he will return to the most recent checkpoint. When the player defeats each Fragment of Light, it will be rewarded by obtaining a unique ability.

2.1.5 GENRE

We plan this game to be of the linear 2D adventure platform genre. With a very fast-paced gameplay, that will give a touch to the classical 2D adventure platformer.

2.2 THE PLAYER

2.2.1 ACTIONS

The player can attack with his weapon forward or backward. You can also jump and run left and right.

The player will be able to use their unique abilities both in combat and outside of it.

From the main menu you can start the game or adjust the settings.

2.2.2 INFORMATION

The player's name is Shadow and he struggles to win back his loved one. Our main character is nobody important before the game but during the game he shows his spirit and his willpower, fighting incessantly against endless enemies in order to get his loved one back.

2.2.3 STARTING ABILITIES

At the beginning of the game, the player will simply have one ability, which will be a fast side scrolling (*Dash*), on the other hand he will have a single jump and the possibility to attack with his weapon.

As an additional ability, the player will receive souls from killing enemies, these souls will potentiate temporarily the base abilities of the player, for example, more speed, extra jump, more damage or more attack range.

With these souls we want to motivate the player to play very fast and take advantage of the temporary potentiation, that killing enemies give to him to rush every level and seek for these souls.

2.2.4 ABILITIES

The player will have basic skills: multiple jumps and one dash (this is only a quick lateral movement that will make the player invulnerable for a short period of time).

On the other hand, the player will obtain skills when killing the **Fragments of Light**:

- By killing **Spear** the player will get a dash upgrade in which the dash not only makes him invulnerable but also damages the enemies he touches.
- By killing **Shield** you will get an ability that will allow you to activate a shield that will give you a free hit, that is, the next attack you receive from an enemy or trap will not take away life.
- By killing **Voice**, you will gain an ability that will allow you to fire cone-shaped projectiles at enemies at a distance.

2.2.5 LIMITATIONS

The player will have several limitations, the first and most obvious will be life, the player will start with 3 life points, each hit received will subtract one life point until it reaches zero. Once it reaches zero, the player will resurrect at the nearest checkpoint.

Another indirect limitation will be the movement, which being so fast will make players have to learn to control it very well to avoid losing too many lives.

2.2.7 CONTROLS

The game controls try to achieve maximum comfort for the player. Because the game is very hectic and fast, the player needs precise controls that respond well, as well as being comfortable when it comes to using skills and movements.

Dash → Left Shift

Jump → Spacebar

Right → D

Left → A

Attack → K

2.4 GAME WORLD

2.4.1 SCENE

The setting of the game is the earth.

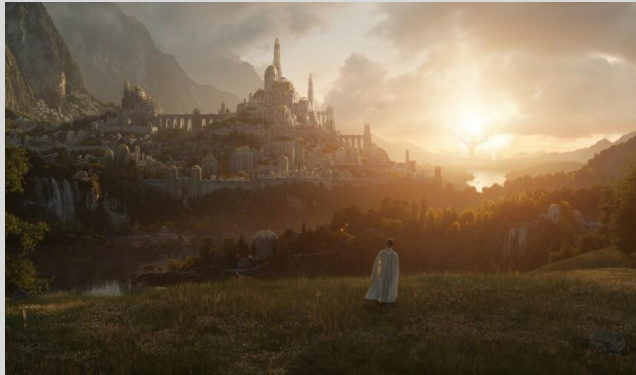
This would be the general area, subdivided into 3, one representing each Boss where the player must go and face each one of them. The areas where the game takes place are: Forest, high mountains and the ruins of a castle.

While in the forest trees predominate, in the high mountains rocks and caves predominate, finally in the castle the setting is interior, and it differs a lot from the others since it is the one that has been built by humans.

Each of the areas is linked to one of the Light Fragments, the Spear is in the forest, the Shield is in the Mountains and the Voice is in the Castle.

2.4.2 CULTURE & SOCIETY

To design this game, we have been based on Medieval times, combining touches of fantasy in the style of **The Lord of the Rings** by J.R.R Tolkien or Medieval Fantasy in the style of **Dungeons & Dragons**. To inspire the game's setting, we've referenced Medieval Catholic Church culture, coupled with fantasy.



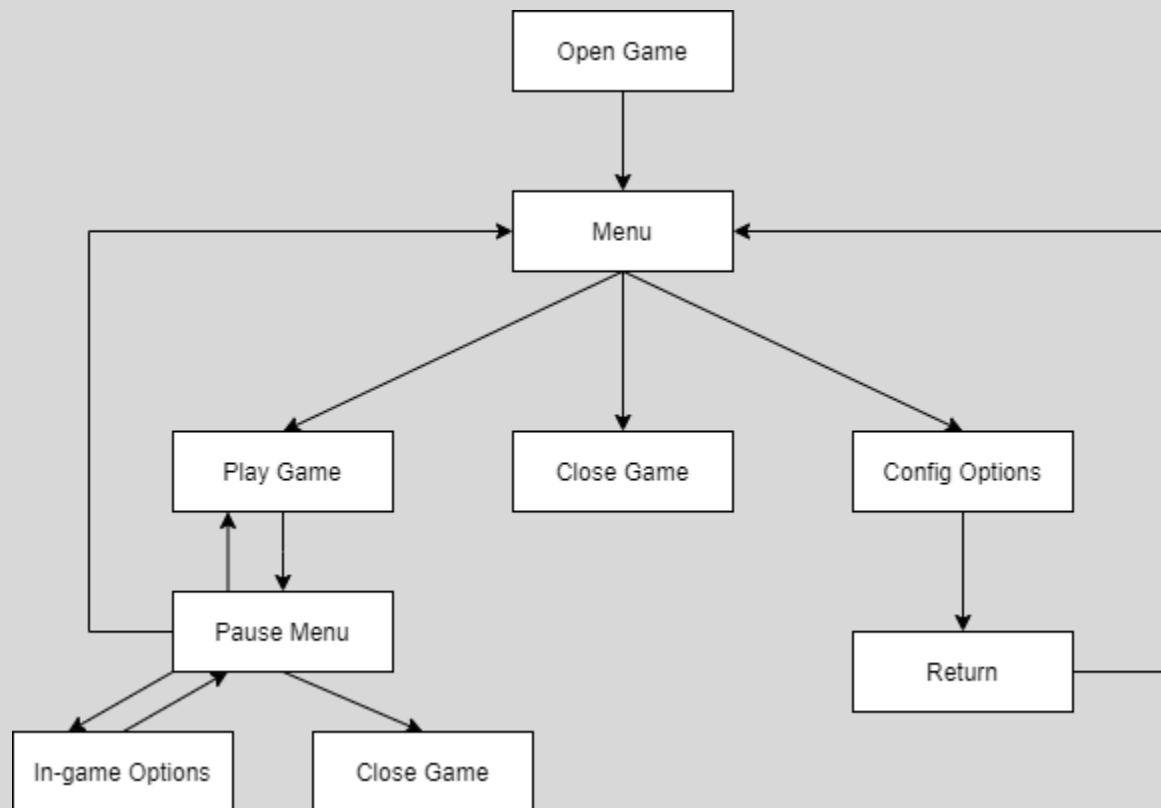
The Lord of the Rings



Dungeons & Dragons (D&D)

2.5 LEVEL DESIGN

2.5.1 PLAYER ROUTE



2.5.2 PUZZLE LEVELS

We thought that we wanted to have a very fast paced game, but we came to the idea to introduce some puzzles in the middle of the game, these puzzles can be movement skill puzzles in which the movement abilities of the player will be tested or could be time trial puzzle.

We also thought in adding some puzzles related with each of the abilities that the player can earn from killing the Light Fragments.

2.6. AUDIENCE

Regarding the audience, that is, the player profile that we seek to attract with "Soul Hunter" and to whom the game is especially aimed, in the first place, for obvious reasons, it would be someone who likes video games. More specifically, single player platform video games, with fast dynamics and actions and pixel art, which is what our game is based on.

In addition, the target player would be someone who likes indie video games with combats, a fast movement, typical of platform games, and with a narrative that, although it does not usually appear directly, except on rare occasions, it does accompany the player implicitly at all times.

It is precisely for this reason, due to the fact that to understand the story behind it, you also have to pay attention not only to what seems obvious but also to the details, and also to the fact that said story deals with transcendental or profound issues, that the target player would be someone between 15 and 30 years old. An age in which you are mature enough to enjoy the game to the fullest, understanding the story, and that is within the age range of the most abundant players, the youth.

Being a quick game to play, that does not require a lot of time, it also implies that it is perfectly compatible with the life of an average student or worker, people who tend to have a busy life and who may come to prefer games of this style above others, which can be longer and tedious.

Finally, "Soul Hunter" is a video game open to all genres and inclusive due to the fact that the main character does not have a defined gender, he is simply a shadow that wanders the world in search of fulfilling his last objective.

2.7 TECHNICAL ANALYSIS

2.7.1 TECHNOLOGY

Our game is for PC, even so, it will be possible to play it with a controller or with a keyboard.

2.7.2 SOFTWARE

For the logic part of the video game and its engine, we will use Unity since it offers us all kinds of tools to manage the project as we want.

For the art part, we will use Asperite, since it is a software dedicated to pixel art and it even allows animating the character or objects from the same program.

2.7.3 ALTERNATIVES

As alternatives of the graphical motor, we could use Unreal Engine or GameMaker and for the art Pixilart.

2.7.4 ESTIMATED RESOURCES

At the resource level, we will obviously need computers powerful enough to carry out this project, as well as software if it were to be paid. As the game will be Single player, it will not be necessary to connect to a server to find other players, nor a database since the account will be local.

On the other hand, we estimate that this project will take us about 8 months.

2.8 MUSIC AND SOUND

The project will have 8-bit music on all the possible screens. This way the music will feel according to the pixel art and so that a global game uniformity. As a reference to the music style, the Castlevania, Klagmar's Top... Fast and spooky 8-bit music.

For the sounds will also be made of 8 bits, including environmental, combat, speech, and particles sound. The speech dialogs will not be understandable, that is because we will be reproducing sentences without real words, such as what Animal Crossing uses.

2.9 CONCEPT ART

2.9.1 MAIN CHARACTER

Idle Animation:



Dash Animation:



Run Animation:



Jump Animation:



Fall Animation:



Attack Animation:



2.9.4 ENVIRONMENT

Regarding the environment of the game, there will be three main scenes.

The scenery of the first zone (The forest) will be created using the following tileset (Prototype):

