# Engagement Types

This is what we want the player to feel and take away from the game. Our game is going to be designed with the audience in mind at all times. People’s perception of the game.

* Wit
  + The player likes to assess the environment before combat and adjust when things go wrong during combat
  + We want the player to feel slightly underestimated to feel a triumphant
  + We want the combat to feel fast-paced and energized so the player feels exultant and increasingly confident after battle.
  + Unserious combat, that allows the player to be clever
* Whimsy
  + We want the player to feel the triumphant fantasy accompanied by magical shaman powers.
  + We want the player to feel transported into a parallel playground universe where they can defeat their enemy who is two times their size with their two attacks and movement powers
  + Unserious, cartoony art

# Pillars

These are things that do not change and affect all design decisions, impacting the direction of the game. Everything is built around the pillars. The foundation of the game.

1. Exaggerated style
   1. The combat is going to be fast-paced and have high energy. The player needs to be able to interpret these in high-paced environments.
   2. Bright, flashy VFX accentuation of the elemental damage.
   3. Cartoony Art style
2. Emotional Connection
   1. The player needs to feel emboldened and empowered to defeat the antagonist and save their spirits.
   2. The player needs to feel malice towards the antagonist for destroying their island and abusing their poor spirits
3. To be discussed

# Main Mechanics

Element mechanics

\*\*\* The player may only hold one element at a time, only the elements in **bold** will be implemented this semester.

1. Air: available to the player from the start
   1. Dash – also used as a dodge (invincibility)
      1. Air, horizontal
      2. Ground, horizontal
   2. Double jump
2. Earth – second semester
   1. Punch
   2. Slam – second-semester goal
3. **Fire** 
   1. **Punch**
   2. **Fire storm** – pushing the enemy away with a burst of fire, 1st-semester goal
4. **Water** 
   1. **punch**
   2. Icicle range attack – second-semester goal
   3. Water flood/whip idea

Boss

1. Mobile
   1. Move to set areas of the combat arena – specified by level designers
2. Teleport Attack state
   1. Teleports to one of the specified spots, and throws three ranged attacks in a cone shape with a small window that the player can melee the boss.
3. Melee state
   1. Has combo moves where the boss throws 4 punches or so and has a small window where the player can get some extra damage in and then continues punching until the combo is complete.
4. Anger tantrum state – Only state in which the player can stun the boss.
   1. Teleports to the center of the arena and throws a ranged attack in a circle around it.
   2. The player can only avoid, they cannot melee attack in this state.
   3. Player is able to slam in this moment to stun the enemy.
5. Stunned state
   1. The boss is stuck in a tired state where the player can throw in a bunch of punches
6. Grab and Throw
   1. This does not necessarily mean throwing the player, but there will be some sort of block that restricts the player from just jumping over the boss when they are not allowed

# Level Design

* Outdoor temple environment
* Intro fight: does not have all the elements in the room, the player just gets a snippet of the boss’s power. This throws the player into a small room that would tutorialize the double jump, dash, and elemental mechanic as the player makes their back way to the boss arena
  + - Boss preview area: The player will be able to traverse above or below the arena and see the boss before the actual boss arena
  + Arena
    - Relatively open no cover
    - About the size of a ballroom
* Stations
  + Press F, change to element, fill the meter to capacity
  + Station has a 10-second cooldown where the player cannot take from this element
  + All fire, water, and earth spirit houses

Level beats for Prototype

1. Jump over object
2. Dash across
3. Break ice: using elemental power
4. Combat encounter

# UI

How is this going to look, how is the element going to deplete?

1. Do we only have three of the same elements
   1. Can we hold multiple elements and use them at different times depending on what’s at the top of the stack
      1. Maybe if you have three in a row, you can do a supper attack

Requirements for M2?

# Sound

## Music

Something representative of the island we are on with heavy percussion, dramatic rhythm, and Hmong/Inuit cultural influence. We’ll need to discuss this more.

## SFX

Mood board – environmental artists and level designers should get together to create a vision for a base level and mood board.

Mechanic Document - Create a mechanic user story to give an idea of how the mechanic is going to be used.

# Narrative

World

* Spirits that guard the environment and nurture it hold elemental powers. They are trapped by the antagonist and being drained of their essence and count on the protagonist to save them.
  + The spirits are working together to prevent the volcano from exploding, but they are losing their powers so they can no longer hold the volcano back
* Spirits are separated into their respective elements, meaning earth spirits have earth powers, water spirit has water powers, etc.
* Spirits offer their powers to the protagonist from their power sources (the houses)
* Death state
  + When the player dies the spirits encourage her to continue!
* Triumphant
  + When the player defeats the boss, the boss drops a key and the player unlocks the cages to the spirits, who, in their excitement and gratitude, display their affection for the protagonist through little heart VFX
* Takes place during the Muromachi period, think *Princess Mononoke*.
  + Guns were just developed

Pace

1. Setup
   1. Tutorializing movement: find your way to the 1st boss arena
   2. Fight the boss on the volcano. You see the boss and get a sneak peak into what he does/who he is
2. Hook
   1. You fail at defeating the boss, you are flung back onto the southern beach and time skip
   2. You now have to start from square one, but now you see the volcano smoking, you don’t have much time!
3. Rising Action
   1. Traversing platforming and small combat sections until we reach the volcano to fight the boss
   2. Levels 1 - 3
4. Climax
   1. Final boss fight
5. Denouement
   1. Rescue the spirits and stop the volcano from exploding

Characters

* Protagonist: A short, 90 year-old Indigenous woman who is a shaman trying to protect her little spirit family from abuse and imprisonment.
  + The spirits have raised her, as she is the only one left alive on this planet.
  + She is sturdy; has a strong posture, movement, and fight style; and acts with confidence, style, and determination.
  + We are all rooting for her and the spirits as they reclaim their power and undo the damage imposed upon them by the antagonist
  + Inspired by
    - Hmong
      * Crosses and brings back information from the spiritual plane [dies in the game and is brought back from the spirits]
      * Sees information that is not always visible [diegetic UI]
    - Inuit
      * Magic flight [double jump]
      * Obtains supernatural power from personal experience [doesn’t have elemental powers until the spirits grant it to her]
* Antagonist: A strong younger man who is dressed formally from the 1940s. He has access to technology.
  + Extracting the spiritual essence from the spirits, which adds to his strength
  + Uses metal arms that he created as an engineer, the only way they work is through the spirit essence.