# Engagement Types

* 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

# Main Weapons and Mechanics

Element mechanics

1. Air: available to the player from the start
   1. Dash
      1. Air, horizontal
      2. Ground, horizontal
   2. Double jump
2. Earth
   1. Punch
   2. Slam
3. Water – second semester
   1. Icicle range attack

Boss

1. Mobile
   1. Move to set areas of the combat arena

# Level Design

* **Artists, this one’s for you!** Level design template – not really possible
  + Most of the design is going to be a linear progression, similar to that of *The Last of Us*, *Crash Bandicoot*, or even *A Way Out*
    - This means the player will complete a combat section and move on to a different and distinct level, where the area behind them will be blocked and de-loaded behind them
    - If we need huts, trees, or any other kinds of reusable objects, we’ll make an asset list and we’ll brainstorm some metrics together
  + We still need to figure out level metrics which will help you get started!
* Level pacing
  + The player starts with only the air element and unlocks the rest throughout the game
    - Beginning with a boss fight
      * You can block and dodge (use air) for as long as possible, but you are shackled to the side of the arena by a chain that blocks your powers
      * Eventually the player is damaged enough (hit enough) to where they are propelled off the cliff
    - **Idea** - Hook: Linear running away sequence
      * Your punch is really weak so you must run away from enemies
      * Semester 2: run down the mountain taking rocks/boulders with you and triggering a boulder-punching scene which is when you find your earth manipulation powers
* Outdoor temple environment
  + 1st room would be traversal, tutorializing the jump double jump, and dash as the player makes their way to the boss arena
    - Boss preview: The player will be able to traverse above or below the arena and see the boss before the actual boss arena
  + Arena
    - Big, and relatively open with cover scattered throughout

# Music

* Orchestral
  + Heavy violin
  + Emphasis on trumpet

# Narrative

Characters

* Protagonist: female shaman, look based off the Itako women
  + Has the ability to control all elements from the start, but doesn’t know it yet
* Main Antagonist: Big enemy that looks big and intimidating
  + 2nd semester: make him a boss
  + Jalin’s ideas
    - boss is walking towards player location
    - player lures boss on top of water
    - player freezes water to stop their movement
    - player switches to fire from somewhere else the room to burn the connection of a hanging heavy object to land on boss and do big damage

World

Backstory and Progression

The player is a 102-year-old woman who is blind. She is a powerful shamaness who was imprisoned by the main antagonist. As she is held against the side of the arena by antique, sorcery-repelling shackles, she grasps her memories as they fall through her fingers, just before she is plunged off the cliff, out of the arena. There she begins her journey with few memories of her village. She sees remnants of the life she used to lead before she was imprisoned and her village besieged as she makes her way back up the mountain to fight the antagonist. Retribution is the only thing on her mind.