

SkyVault Design Document

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1 Abstract

SkyVault is a passion project for me

2 Story

2.1 Characters

2.2 Plot

In the world there is a virus, and people carry many different strains of this virus. This virus was constructed by a device called the 'Terminal'.

Our main character is a plague doctors apprentice.

2.2.1 Scene 1

2.3 Ending

3 Gameplay

3.1 Combat

The combat is a lot like Paper Mario, but with a twist, so our goal is not to kill the monster, but instead cure it. So the player will have main attacks, but they will be quite powerful and will do plenty of damage. The challenge comes from the player using different cures against the enemy. Each cure will have a difficult mini game.

3.2 Overworld

3.3 Interactions

3.3.1 Dialog

3.3.2 Menus

4 Art

5 Sound Design