

# PRACTICUM 2.1 DOCUMENT

Team 10 – Mojo Jojo Studios

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## GAME IDEA

Vilom Chronicles is a unique take on the traditional 2D platformer genre. The player starts the game as an evil necromancer that has the desire to corrupt and conquer the entire game-world with its magic. This differs from almost every other 2D platformer because the player almost always plays the good guy. However, the main twist of the game, is that the player, once he or she has completed the necromancer's side of the game and conquered/corrupted the entire gameworld, suddenly has to play as the good guy and fight its way back through all of the levels already completed by the necromancer. The difference is that all of the levels are corrupted (evil) and totally different based on how the necromancer acted, while still feeling like the level you visited before as the necromancer. The combat in the game will be made challenging, testing the player in multiple ways, creating a sense of achievement.

## VISION STATEMENT

World altering action-packed skill-testing perception-based combat-platformer

## TARGET AUDIENCE

Gamers that like platforming and action games that are very challenging(hardcore gamers)

## UNIQUE SELLING POINT

Unique style of combat, corruption world altering, two playable characters

## GAME EXPERIENCE ANALYSIS

Challenge: The game will give the player a challenging experience. This challenge mainly comes from the combat and platforming aspects, in which the player's capabilities to analyze, anticipate and react are being tested. Since the gameplay tests these skills in the smallest of situations, it will quickly trigger a sense of achievement. The analyzing aspect of the challenge consists of the need for the player to examine his enemies. The anticipation aspect of the challenge is formed by combining the learned behavior of the enemy in the analyzing aspect and give a clear view of the current situation. The reaction aspect of the challenge will test the player's capability to react on time in the anticipated situation. Thus the player must understand the enemies capabilities and abilities, and react accordingly.

The changing of characters and the corruption mechanic will create an extra level of depth to the challenge of the game, while the game is staying the same at its core, it will keep providing new challenges to the player.

## INITIAL DESIGN DECISIONS

### COMBAT

The combat, as explained in the game experience analysis, focusses on the feeling of generating satisfaction from small achievements. This is done by testing the player's skill in various ways. To achieve this feeling the player will be able to predict the enemy's behavior by looking at the enemies animations and listening to sound cues. The player will have to react to this behavior of the enemy in the correct way, using his abilities to dodge, block or counter the attacks. Most enemies can be beaten in multiple ways, since enemies have several different attack and defense abilities, that each have at least one countermove available to the player. Finding these counters will also create a sense of satisfaction.

### CORRUPTION: HOW TO CORRUPT

As the player starts as an evil necromancer, (s)he will want conquer the world. To create this experience the game has a corruption mechanic. This results in a feeling that the player has an influence on the world he is playing in.

Completing a level in the most difficult method would mean for the highest level completion corruption, raising the corruption for the entire stage to maximum. Making a kill would increase the local corruption slightly higher, certain spells result in more corruption from a kill than others. Capturing a checkpoint would increase the local corruption mildly. Special locations would hold unique consequences based on the location, in the case of a temple you may choose to leave it and have no effect on the corruption, corrupt the location increasing the corruption level harshly or destroy it entirely increasing the corruption mildly. In the second playthrough of the game the decisions at these locations may mean a special enemy emerges from the temple or a small dungeon is available for Tanis.

### CORRUPTION: AFFECT ON DIFFICULTY

The idea of the corruption is that it influences the world and we intend this game to be quite tough for every player, and so we give a tool to the player to influence the difficulty of his second playthrough(to a certain extent). If in the first playthrough the player decides to make the game incredibly difficult through actions he decided to take(such as not kill an enemy, or skip a checkpoint) the second half of the game will follow that difficulty, so this mechanic suits the difference in skill between players. This will mostly be done through corruption level. Enemies get stronger and platforming gets harder as the corruption level increases, thus increasing the difficulty.

A difficult path in the first playthrough means a high corruption level thus the second playthroughs difficulty goes up. This gives a feeling of control and adds a level of challenge to the game.

### TWO CHARACTERS

By having two characters the game creates a contrast between the first and second playthrough of the levels, after having corrupted the levels in the first playthrough as the evil necromancer, the player will have to play through all the same level as the good knight. This also gives an extra level of depth to the story and makes for a more

interesting combat, since both characters will have completely different skillsets. This keeps refreshing and exciting to play and new things to master.

## MOVEMENT SYSTEM

In our game we decided that control over the player is an important feature as the challenge should come from the player's own capabilities and each failure should be the player's own fault. Having momentum in the character's movement controls makes it feel less responsive, so the character movement will be consistent and instant with the player's input. So if the player wants to turn around, this will happen instantly. If the player wants to start moving from standstill to the right he will instantly be at the constant velocity.

## SOUND

To complement the action-packed feeling and gameplay of the game, the game will have a fast paced soundtrack to keep the player focused and energetic.