## **Summary**

Tanis (the good character) makes Vairl(the evil character) leave in frustration. Vairl finds a staff of immense evil power. Vairl corrupts the land and captures the princess. Tanis then moves through the same lands as Vairl did to rescue the princess. Vairl and Tanis have both their arc’s be played.

**Mechanics**

Both playable characters(Vairl and Tanis):

* Melee attack as basic attack
* Jump arch dependant on input(held down = higher jump, midair full controll?Or less?)
* Crouch?
* Dodge?(and if so how, roll, spot dodge?)

Vairl (name is anagram of rival):

* Gains evil powers as he corrupts more land.
  + Hover
  + Fireball
  + Raise dead
* Impervious to **evil** terrain(can traverse it without taking damage, due to being **evil** himself)
* Takes large damage from **good** terrain
* Takes moderate damage from neutral terrain.
* Evil actions
  + Steal
  + Kill
  + Destroy

Tanis (name is anagram of saint):

* Impervious to **good** terrain(can traverse it without taking damage, due to being **good** himself)
* Takes large damage from **evil** terrain
* Takes moderate damage from neutral terrain.
* Good actions:
  + Heal civilians
  + Eradicate evil creatures(on evil creature corps perform a spell with a cast time)

Terrain

* Corruptible
  + Corrupted by evil actions done by Vairl
  + As corruption level increases the area becomes easier for Vairl to traverse(good terrain is being converted into evil terrain, NPC’s turn into evil NPC’s too)
  + only reversible by the princess

NPC’s

* Several types:
  + Shops
  + Melee combat creatures
  + Casters ( may heal or restrict ability dependant on corruption and reputation)
  + Hunters\* (may be from either side good or evil regardless of corruption of the land, \*if the majority of the world is corrupted the evil variant is less frequent and vice versa, meant to aid whoever is behind(for live multiplayer))
* Corruptible
  + Corrupted by evil actions done by Vairl
  + Reversible by any saintly character(this Tanis can do this)
  + Behavior and appearance change relating to the corruption level

Corrupting

* Special stones that act as checkpoints also act as source of corruption. Vairl does not NEED to corrupt each checkpoint; corrupts to 100% falling of the further away from the stone.
* Clearing the stage; corrupts the whole stage(to a certain extent)
* Killing certain (optional?) enemy’s corrupts the local area some(based from death location?)

## **Game Flow**

Single player game flow:

1. The player starts with a cutscene to display a grand hero character(Tanis) and Weak character (Vairl). Vairl becomes frustrated and leaves angrily. Vairl finds a staff with massive **evil** power. To become more powerful Vairl must conquer the land around made **good** by the princess of the world.
2. Player gains control of the Vairl.
3. The staff Tells Vairl about the potential of the staff, but to become more powerful Vairl must conquer the land around. To the left of Vairls “Castle” is a corruption point. By doing evil things around it the land will become corrupted and the staff will gain more power
4. Vairl corrupts the nearby land and gains a power(temp hover?)
5. Vairl must continue to corrupt the land. In this process he gains more powers and has to defeat some bosses.
6. Vairl captures the princess to ensure she cannot return the land to it’s normal state.
7. Player gains control of Tanis, who in reality claimed the honour from his knight(he was a squire in reality)
8. Tanis now through pressure from the people of the land must recover the princess and bring an end to Vairl.
9. Tanis starts from the princess castle and traverses the land through the inverse route as the player did while playing Vairl.
10. Ultimately the final battle between Tanis and Vairl *\*insert final battle sequence here\**