

March of Lost Desires

Game Design Document

Introduction

This is the GDD for the game March of Lost Desires. It's a 2D sideview platform game where the player controls an entity created by fairies to carry the "Lost Desires" through a dark dimension.

Lore

Lost Desires

In every person, from any universe, desires are born. Desires are manifested as blobs of energy in the world of Fairies. They appear in many different shapes and need to be carried on to the gates of reality. Unfortunately, many desires become lost and they fall in a dark dimension called Lupta.

Lupta

This is a dark dimension. Fairies can't interact with it directly, so they used their magic to create little androids embedded with souls. These androids are called Nixihas.

Unfortunately Nixihas become corrupted in Lupta when they spend too much time in it. So they are instructed to self-destruct at the end of their mission to avoid losing their minds, but not all of them obey this instruction.

Lupta is dark because it's filled with lost emotions. Each kind of emotion should be carried by a different mythical creature. Fairies are responsible for desires, but they are the only ones who care enough about the desires lost in Lupta. Therefore, different lost emotions accumulate in Lupta and corrupts old Nixihas. That's why you can find Nixihas taking different shapes out of anger, love, fear, lust, resentment, and so on, but it's very rare to find a Nixiha corrupted with a lost desire. However, if you find it, you better keep a distance.

Game Design

Main goal

As a newborn Nixiha, your mission is to collect all the lost desires and carry them to a reality gate.

Level Obstacles

There are two kinds of crystals that define the shape of this world. Hard Crystals can't be broken, they define the topology of the level (where you can and can't go through). Soft crystals are breakable and you must break them to get access to some parts of the level.

Soft Crystals might be further divided into types for variety.

Enemies

All the enemies you find are corrupted Nixihas. They come in many different shapes. Some of them will attack you, some will just run from you and some will just ignore you.

Moves/Abilities

You can fly, dash, defend yourself with an orb shield and attack with a blasting energy. When attacking corrupted Nixihas, you don't kill them, you just remove the lost emotions from them, so they will get back after a certain amount of time. You can also use your blast energy to destroy common Soft Crystals.

Level Design

The level design in *March of Lost Desires* emphasizes exploration and overcoming obstacles in a dark and mysterious environment. Each stage represents a fragment of *Lupta*, varying in structure and challenges to reflect the complexity of the player's journey.

Level Structure

Levels are composed of crystals of varied shapes. Progression is guided by different types of crystals and the need to collect **Lost Desires**, forcing the player to interact strategically with the environment.

Key elements of each level include:

- **Hard Crystals:** Form the foundational structure of the level, blocking certain pathways.
- **Soft Crystals:** Block alternate routes and must be broken to advance.
- **Danger zones:** Areas where players encounter corrupted *Nixihas* or environmental traps.
- **Reality Gates:** The final goal of each level, where desires are delivered.

Pacing and Progression

The game gradually increases the complexity of its levels. Early stages serve as implicit tutorials, teaching players how to interact with different crystal types, use their abilities, and understand enemy behavior patterns.

As progression continues, new challenges are introduced, such as:

- **Stronger Soft Crystals**, requiring multiple hits to break.
- **Enemies with more aggressive and unpredictable patterns.**
- **Branching paths**, encouraging exploration to find shortcuts or secret areas.

Visual Themes and Atmosphere

Each level reflects a different facet of *Lupta*, with subtle variations in lighting, color palette, and visual composition to convey the sense of a dark and mysterious world. Some levels may feature:

- **Dimly lit and foggy areas**, reinforcing the sense of the unknown.
- **Crystalline landscapes**, where lost desires softly glow in the environment.
- **Ruins of ancient *Nixihas***, hinting at the presence of other androids who failed their mission.

This approach enhances player immersion and reinforces the symbolic narrative of the game.

More lore

In the physical universe there's a planet called Earth which is dominated by humans, you might know this place. However, if you flip reality through the Plenora you will find another planet, way larger, called Plenitude which isn't dominated by a single species. This is where many mystical creatures live.

Humans cannot use magic anymore and they can't remember about the fairies. Their **desires** are transported to the Plenora from their hearts and it's a fairy job to carry them to realisation. There are many many desires and

unfortunately a subset of them are too heavy and fall too deep into the Plenora's Veil where it's unreachable. They then fall into a dark world called Lupta and become lost.

The fairy Queen Ribline conjured two very powerful spells. The first one created various holes in Lupta to allow the desires to be transported back to the Plenora. These holes are called **Reality Gates**. The second spell is somewhat confusing to explain and actually partially mysterious. It allows the fabrication of little marionettes imbued with magic that are called Nixihas, but we don't know much about how it works. Somehow these Nixihas are infused with consciousness and they are assigned to collect and carry **lost desires** to the **reality gates**. Unfortunately, the magic is temporary and a Nixiha will eventually lose its consciousness and become susceptible to corruption through varying emotions lost in Lupta. These corrupted Nixihas might become aggressive and attack new pure Nixihas. That's why they are also instructed to self-destruct when their consciousness becomes weak. They almost never obey.

Fairies

Fairies are incredibly intelligent magical beings who possess profound wisdom. They take a lot of responsibilities from all the layers of the Plenora. They once had an intimate relationship with humans, because of their never ending flow of desires. Human emotions started to blend into the language of the fairies and it caused them to lose part of their magic and life expectancy, which in turn increased the need to reproduce and permanently increased the amount of emotions they were induced to hold.

This relationship was toxic to fairies and too beneficial to humans who could learn about everything. Eventually the Fairy Queen Rubline decided to retract and restrict this relationship with the goal to maintain their sanity, but humans were already too obsessed and couldn't make themselves agree, causing the only war the fairies have ever fought.

The fairies were actually the last beings to have a relationship with humans. First were the angels, but it was a very abusive relationship. Angels were very powerful beings. They could wipe out all humanity in one second, but since they were forbidden to cause any harm to humans, they ended up being easy targets. We don't know many details about that history. Humans had way more access to magic and who knows what they could have done. Angels excluded humans from their realm and erased their memories. This was the first time the human memory was completely erased. The last time was the fairy erasure.

Since fairies removed magic from the human domain of knowledge, they were incapable of having control over the magic field and thus became blind to anything related to magic, except emotions. Since all kinds of consciousness are composed of a collection of emotions, excluding emotions from humans would be the same as erasing their existence as a whole.

Every emotion is a key for the Plenora. Everytime a human feels an emotion like desire, it's born in the Plenora as an energetic flower and should be carried on back to the human who created it to be felt as energy. While it's travelling the Plenora, it takes a shape that looks like a flower. It has a weight that determines its velocity. Fairies can access these flowers and even read them, but there's too many of them. It's said that only the Fairy Queen Ribline reads all emotions that go through it.

Dialogues

Last Chapter

Ribline: I think it's working.

Maexi: Yeah, I think it's them right there.

Ribline: Let me adjust the shape a lil bit

Aixiha: What is happening?

Ribline: Oh.. Hiii!! Hello

Maexi: Hey is that Aixiha??

Ribline: Yes!!

Maexi: She looks so different!!

Ribline: And she has your voice hahaha

Maexi: So cute, maybe it's because I designed her?

Ribline: Yeah, it's very likely.

Maexi: I will continue my work now

Ribline: Thank you Maexi, for your assistance

Maexi: No problem

Ribline: So yeah, Hi. Aixiha and Nixiha. I'm glad we found you both in the same place, this is really helpful. I see that you didn't follow the instruction to self-destruct. I'm glad you didn't and I'm really sorry for all of this. But I think we'll finally be able to replace Lupta with something way more convenient for all of us. Oh, by the way, my name is Ribline.

Aixiha: Can I leave this place?

Ribline: Well. Short answer, yes. But it's not so simple. Right now you are carrying a lot of heavy emotions and when you leave, these emotions will be released into the Plenora, but these emotions are defining what you are right now, so you will lose part of what you are, you will lose part of your memory. That's the first issue. Are you okay with that?

Aixiha: I don't know, I just want to be free.

Ribline: (smiling) This is so beautiful. Okay, so the second issue is that I don't actually know how life will be for all of you out here in Plenitude. You are all little defenseless babies who were made to stick to all kinds of emotions and in a magical world like Plenitude you'll become overcharged, probably paralyzed or even lose your consciousness. That's why we needed time to figure out how to make it safe for you. Dealing with consciousness and identity in a very unique kind of being like you is really challenging. We had to develop new magic and we also had to find a new way to deal with all the lost desires that fall into Lupta. But don't worry, that will still be YOUR work, but now it will be done in a little place called Earth.

Aixiha: Earth?? You mean where humans live??

Ribline: Yes, I guess I'm throwing too much exposition to you. Yeah, I know it might feel really frightening because humans are so clumsy, but I've found a really really special one to assist you and I'm deeply hopeful that this will be the beginning of the Mystical Era for Humans. Can you imagine this?? I'll finally be able to rest.

Maexi: (from afar) she just wanna sleeeeeep!!

Aixiha: So we'll continue to be slaves then.

Ribline: No!!! I mean. Actually, you will have the option to be on vacation in Plenitude, but I think you will find out that carrying emotions on Earth can be more fulfilling and lighter than just being around a heavy magical place like Plenitude.

Aixiha: Lighter? You call this a choice? We are bound to a cycle that only exists to serve others. And now you're offering me another prison??

Ribline: You need to be aware that you are small and fragile. Could I make you big? Could I change you so much that you would stop being you?

Aixiha: What do you mean?

Ribline: if I replace you piece by piece, thought by thought... At what point do you cease to be Aixiha? I want to preserve your identity, otherwise, it would be the same as deleting you.

Aixiha: Then what do you expect me to do? Accept my fate as a discarded tool?

Ribline: No. I will not let that be your fate. I have decided to change the rules.

Aixiha: What rules?

Ribline: From now on, every Nixiha will be able to choose how much time they wish to spend working.

Aixiha: And what happens when we are not working?

Ribline: You will live among the humans. You will walk their world, learn from them, share their joys and sorrows. And in return, they will share the weight of their emotions with you. It will no longer be a burden you must carry alone.

Aixiha: ...Sharing the weight?

Ribline: Yes. Instead of being bound by one overwhelming fate, you will experience the full spectrum of emotions, again and again. It will be like falling in love with life itself, over and over.

Aixiha: That... sounds beautiful.

Ribline: It is my gift to all Nixihas. A life not of servitude, but of choice. (looks up smiling in silence). I actually envy you. You're gonna have a lot of fun!