The Veil

1. Player Character

* Name: Raven (tentative)
* Late teens/early 20’s
* Long black hair, covers 1 eye
* Emo/Goth inspired
* The Veil: glowing cape/scarf
* Positive nihilist (what is going on, this is awesome!)
* Abilities: Move(WASD) Jump (Space) Interact (F)

1. Other Characters

* Enemies: Ghouls (set path motion), Ghosts (when visible, follows PC), Goblins (throw things)
* NPC: The Count
  + Robed wizard figure
  + Dark Dumbledore
  + Guide for Raven, appears/disappears

1. Environment

* The Cathedral
* Ancient building with dark magic (castle-like)
* Mainly stonework
* Different color palette for each plane
* Gardens/ other areas
* Visuals for when The Veil can/can’t be used

1. Genre

* 2D Puzzle Platformer
* Minimal Story
* Explore/Escape new world, guided by The Count
* Light-hearted, fun fantasy

1. Mechanics

* Moving
* Jump (changes model size to fit through gaps)
* Transport between planes
* Interaction w/ objects
* Rotate individual planes
* Temporary invulnerability