



Game Design Document

[Vengeance of the Fallen]

Executive pitch

Vengeance of the Fallen is a 2D Top-Down Adventure RPG where players quest to rescue the protagonist's father, uncovering a gripping tale of betrayal, friendship, and redemption. With strategic combat, compelling dialogue, and an epic storyline spanning diverse landscapes and challenging dungeons, players must gather allies, defeat powerful adversaries, and ultimately unite the villages to vanquish the tyrannical Emperor and ensure peace prevails in the realm.

Mechanics

- Fight monsters and enemies to free the villages.
- Explore the game's world solving puzzles and avoiding traps.
- New items and abilities are opened in the progress of the story.

Unique Selling Points

- Different environments in each place in the game world
- The game world full of puzzles, traps, and enemies

At a glance

Release date

June 2025

Genre

Adventure RPG

Art Style

Top-Down 2D

Platform

PC, Mac

Price

\$4.99

- Different abilities the player will use to beat the game
- Many side quests other than the story quests

Story

1. Introduction and Call to Adventure:

- Aiden receives a note from his missing father, Finn, urging him to find him when he turns 18.
- Aiden seeks advice from Elderly Eamon, who reveals Finn's last known whereabouts and advises him to defeat Emperor Maldrak.

2. Gathering Allies and Information:

- Aiden sets out on his quest, accompanied by his childhood friend, Mia.
- They encounter various NPCs who provide guidance, including Selene Pureheart and Dorian Embersteel.
- They learn about Maldrak's deputies and the need to collect three keys to access Arcadia Castle.

3. Obtaining the Keys:

- Aiden and Mia travel to different regions controlled by Maldrak's deputies to obtain the keys.
- They defeat Zythor the Hooligan in Shadowwood Forest, Skellarn the Skeleton in Obsidian Grove, and Gloomfang the Goblin in Twilight Thicket.

4. Revelations and Discoveries:

- With the three keys in hand, they enter Arcadia Castle but find it empty.
- Exploring the castle, they uncover Maldrak's plan to attack Avalon, confirming their suspicions of imminent danger.

5. Race Against Time:

- Aiden and Mia rush back to Avalon to warn the villagers and prepare for the impending attack.
- They face waves of Maldrak's soldiers in Midnight Hollows, further cementing the urgency of their mission.

6. Defending Avalon:

- Arriving back in Avalon, they lead the defense against Maldrak's forces, including revived deputies.
- After a fierce battle, they repel the attackers and save the village from destruction.

7. Unification and Victory:

- Aiden emerges from his coma to find the villages united against Maldrak.
- With the support of his allies, he leads the final assault on Maldrak's stronghold and defeats him in an epic showdown.

8. Reunion and New Beginnings:

- Aiden frees his father, Finn, and declares victory over Maldrak.
- Finn is chosen as the leader of Avalon, symbolizing the triumph of good over evil and the beginning of a new era of peace and unity.

9. Epilogue:

- Aiden reflects on his journey and vows to prevent the Vengeance of the Fallen from ever happening again.
- With his father by his side and the support of his allies, he looks towards a brighter future for their world.

Objectives

- Free the conquered villages
- Find the **truth about the protagonist's father disappear**
- Face the dark Emperor and make sure that the Vengeance of the Fallen will never happens again

Reference art



Secrets of Grindea



Anode Heart



Potion Permit