



# FURI

JAILER IS THE KEY

Game Dev Doc  
By **AbhiTechGames**

## OVERVIEW :

**FURI** - A 3D game about a nameless **samurai** who is prisoner and have to defeat the jailer/s to achieve freedom...

## INSPIRATION :



Hyper Light Drifter[2D Version of Our Game]



Art Style - Toony, Anime Like, Vector Art



# TARGET AUDIENCE

Audience of age [15-22] who likes playing action packed games.

## STORY LINE

**Player** is imprisoned & Tortured by the jailer, one day a guy wearing a rabbit mask in face arrived (his name is Voice), he freed the **Player** and give him arms to Fight to his jailer for Freedom, Once **Player** Defeated the **Jailer, Voice** (guy wearing rabbit mask) told him that there are **more jailers** who is waiting for him and he must Fight with them for his **freedom**.

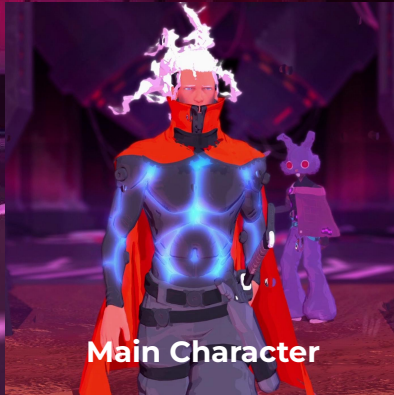


# CORE MECHANICS

## PLAYER MONITOR'S PREVIEW:



The Game Camera gives kind of Top-Down View



## PLAYER MECHANICS:

- **WASD** to move forward, left, back, right.
- **Left Mouse Click** for **Sword Attack**.
- **Player** also **have a Gun** which he can use for long distance fights using **Mouse Right Click**.
- **Space bar** for very speed movement

## CHARGED CONTROLS

For All the moves mentioned above other than WASD, Player can charge some attacks or movements like :  
Player can charged a gun by holding **Mouse Right Click** for a more impactful attack, same for other controls.



# ENVIRONMENT DESIGNS

## ENVIRONMENT:

- It's like a Circular Arena where **Player** and **Enemy Fights**.
- **12 Unique** Environments / Levels.
- Reference - **Background Image**.

## ENEMY MECHANICS

- There are **12 Jailers [Bosses]** have their own **3-4 Unique Attacks Patterns**.
- Player needs to defeat all those to be Free...
- There is no small enemies / troops.

# UI DESIGN



Main Menu



HUD



The background of the slide is a dark, atmospheric landscape. It features a river or path that flows through a dark, rocky terrain. In the distance, a small boat is visible on the water. The overall color palette is dark, with shades of blue, green, and brown. There are some glowing elements, like a small green light on the riverbank and a small orange light on the boat. The text is overlaid on this background.

# CLIMAX

At End, When the last Jailer is killed by the **Samurai / Prisoner**, Prisoner enters a spaceship where an AI asks him Either **“To Destroy the Earth and be Free”** or **“To save the Earth and get into jail”**

**Player needs to select one option,**

If Player selects the first option the AI bots attack the earth and destroy everything,

If Player selects the 2nd Option, Player Needs to defeat the **Spaceship AI** and his **bots** to be free and Fall as a star on earth and live life Freely....