**Together In Chaos**

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# 1. GAME OVERVIEW

**1.1. WORKING TITLE**

**Together In Chaos**

## 1.2. CONCEPT STATEMENT

***Together In Chaos is a single-player roguelike shooter that combines exploration, emotional storytelling, and fast-paced action. Set within the psyche of the protagonist, the game explores themes of loss, grief, and healing. The Void represents the protagonist's own grief over the loss of their father, Mark. Players embark on an introspective journey to confront and overcome the Void, restoring colour and life to their world.***

## 1.3. GENRE & AUDIENCE

**- Genre: Roguelike Single-Player Roguelike Shooter, Action-Adventure, Psychological Narrative**

**- Perspective: Isometric, Front-On View**

**- Audience: Players aged 13 and up who enjoy cooperative gameplay, emotional narratives, exploration, and chaotic combat.**

## 1.4. SETTING

**The game takes place in a symbolic universe within the protagonist's mind, represented as a vast, desaturated space consumed by the Void. As the player progresses, they restore colour and vitality, symbolizing their journey through grief toward acceptance and healing.**

## 1.5. STRUCTURE

**The game unfolds through procedurally generated levels that represent different facets of the protagonist's psyche and stages of grief. Each run offers new challenges and discoveries, aligning with roguelike elements while contributing to the overarching narrative.**

## 1.6. PLAYER

**- Play: Designed for single-player experience.**

## 1.7. GAME FLOW

**Players begin in a desaturated area, working to restore colour and life. The game flow includes exploration, combat, puzzle-solving, and narrative discovery. Progression involves moving from one level to the next, with each restored area unlocking new abilities, gear, and story elements. The emotional journey is emphasised through environmental storytelling and interactions with NPCs.**

## 1.8. LOOK & FEEL

**- Visual Style: Bold 2D-pixel art characters within a stylised 3D world. The contrast between desaturated and vibrant areas highlights the impact of the players' actions.**

**- Atmosphere: A blend of melancholy and hope, with deep, rich backgrounds and dynamic lighting effects. The desaturated environments convey a sense of loss, while restored areas burst with colour and life.**

**- Artistic Influence: Inspired by games like** [***Farewell North***](https://store.steampowered.com/app/1432850/?snr=1_25_4__318)**, but with a unique aesthetic that combines space themes with emotional visual storytelling.**

# 2. GAMEPLAY

## 2.1. OBJECTIVES

**- Primary Objective: Restore colour and life to the universe by defeating the Void's manifestations and reigniting celestial bodies.**

**- Secondary Objectives:**

* **Collect artefacts and messages from the past to uncover the story.**
* **Assist NPCs and remnants of civilisations affected by the Void.**
* **Solve environmental puzzles that require cooperative interaction.**

## 2.2. PROGRESSION

**- Level Advancement: Players progress through levels by restoring colour to areas, defeating bosses, and completing objectives.**

**- Ability Upgrades: Unlock new abilities and enhance existing ones by collecting energy fragments and artefacts.**

**- Narrative Unfolding: Story elements are revealed through exploration, environmental storytelling, and interactions with NPCs.**

## 2.3. PLAY FLOW

**- Exploration: Navigate desaturated environments, using the colour aura to reveal hidden paths and interact with the world.**

**- Combat: Engage in fast-paced, bullet-hell combat against the Void's creatures.**

## 2.4. DIFFICULTY

**TBD**

# 5. NARRATIVE

## 5.1. BACKSTORY

**In a universe once teeming with vibrant life and colour, a mysterious entity known as the Void emerged, consuming everything in its path. The Void symbolises profound loss, leaving worlds desolate and inhabitants vanished. The players, known as ‘example’, possess the rare ability to restore colour and life. Motivated by personal grief—having lost someone dear to the Void—they embark on a mission to heal the universe and confront the source of this cosmic catastrophe and their grief.**

## 5.2. CUTSCENES

**- Key Emotional Moments:**

* **Discovery of abilities.**
* **Reigniting the significant star.**
* **Personal reflections and interactions between characters.**

**- Visual Style:**

* **Stylized animations blending the game's pixel art with expressive imagery.**

**- Story Delivery:**

* **Minimal dialogue, focusing on visual storytelling and music to convey emotions.**

**- Integration:**

* **Seamlessly woven into gameplay to maintain immersion.**

# 6. CHARACTERS

## 6.1. MAIN CHARACTER

**Character A**

6.1.1. BACKSTORY

**They lost a parent, causing the emergency of the void.**

**Carries a keepsake ‘The Mark’—a pendant or star—that serves as a reminder of their loved one.**

6.1.2. PERSONALITY

**Compassionate and hopeful, yet carrying an undercurrent of sorrow.**

**Driven to honour their loved one's memory by restoring the universe.**

6.1.3. APPEARANCE

**The colour palette includes warm hues that become more vibrant as the game progresses.**

6.1.4. ABILITIES

**TBD**

## 6.2. SUPPORTING CHARACTERS

**- NPCs:**

* **Survivors, wanderers, and remnants of civilisations.**
* **Provide side quests, lore, and aid in the journey.**

**- Companion Entity ‘The Mark’:**

* **A spiritual guide representing the memory of lost loved ones.**
* **Offers guidance, hints, and occasional assistance in gameplay.**

## 6.3. ENEMIES

**Void Creatures:**

* **Manifestations of the Void, appearing as shadowy figures or distorted beings.**
* **Varied types with unique behaviours and attack patterns.**

**Bosses:**

* **Significant Void entities embodying aspects of grief (e.g., Despair, Anger).**
* **Require strategic use of abilities to defeat.**

# 7. GAME WORLD

## 7.1. LOOK & FEEL OF THE WORLD

**Desaturated Environments:**

* **Initial settings are bleak, with muted colours and minimal life.**
  + **Convey a sense of emptiness and loss.**

**Restored Areas:**

* **Bursting with colour, detail, and dynamic elements.**
* **Flora blooms, fauna returns, and technology reactivates.**

**Environmental Storytelling:**

* **Use murals, relics, and architectural details to tell the universe's history.**
* **Memory echoes appear as players restore areas, depicting scenes from the past.**

**Atmospheric Effects:**

* **Dynamic lighting and particle effects enhance immersion.**
* **Visual transitions between desaturated and restored areas highlight player impact.**