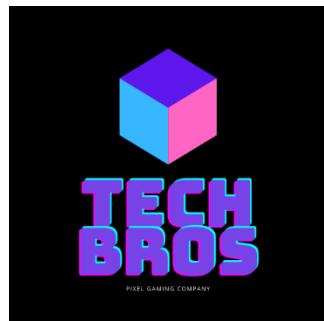




Discover and conquer in the realm of monsters

*First Treatment Draft
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Game Summary

OverCome is a 2D platform action horror game developed by the *TechBros* team. It involves a boy, the player, encountering monsters in an odd realm after waking up. The levels and mobs gets more challenging as the player progress through the game. *OverCome* is inspired by *Omori*, *Yume Nikki*, and *Spirited Away*.

***OverCome* has features such as:**

- Time-based points that awards player based on their gameplay
- Character abilities utilizing “Mana”
- A number of uniquely designed enemies
- Checkpoint systems
- Plot twists



Game Overview

Concept

A boy suddenly wakes up teleported to a dark realm called “Akumu”, the surviving beings on the dark realm assumes that he is the one that will save their world as told in the prophecy. In order to save their world, the boy must fight off various monsters and get to the castle where he has to defeat the “Yuki Onna” to bring peace to the realm and to be able to get back to his world.

Genre

OverCome is a 2D Platformer and Action Game.

Player Motivation

The player will venture to different places and fight various monsters and conquer obstacles to be able to return back to the real world.

Novel Features

- Time-based points system that awards the player with points based on how fast a level is cleared.
- Character abilities utilizing “Mana” to help the player fend off monsters.
- Single Weapon that evolves throughout the game and increases damage done to enemies.
- A number of uniquely designed enemies that the player will meet in the game.
- Checkpoint system where player respawn at a point in the game after death to continue and not restart all over again.
- Plot twist in the story of the game.

Target Platform

OverCome is available on PC under the Windows Operating System and will require very low system requirements to make the game playable for everyone owning a Windows PC. The game utilizes keyboard input to make the gameplay easy to control.

Design Goals

Rewarding – The player should feel good whenever he has defeated a monster, passed a level, and when they have completed the game.

Accessible – The game can be playable on almost all Windows PCs with the set of system requirements.

Good Pacing – Progression in the game should feel just right to the player in regards of level progression, weapon leveling and enemy difficulty.

Game Play

- The game will send the player to a realm called “Akumu” and will have an orthographic perspective as they progress along the game.
- The player will face normal and infected monsters then some levels which consist of a mini-boss that the player will have to defeat in order to progress. In the very end, they will face the final boss “Yuki Onna” the ruler of the realm.
- The player will be able to pick up varying sizes of HP Bottles and MP bottles when they defeat monsters.
- The player will enter a new level once he has defeated the enemies and mini-boss in their current level.
- The game will have “lives” apart from his health bar and will be respawned to a checkpoint when the bar is depleted, once the lives run out and the player dies again they will have to restart all over again.

**Monsters will spawn at regular intervals in each room.
The monsters will close-in upon the character.**

- The player will be able to fight back using sword skills or magic based on the weapon he has equipped.
- The player will gradually slash his way to one of the room’s exits.
- When a player reaches a room’s exit, he will be transported to another room. Each room may have multiple exits.
- The player will be able to shop or save his game in some of the rooms.

Production Details (NYD)

Developing Team

Rembranth Franco, Aristotle Buenaventura, Kathlynne Joy Moraga, Chester John Moog, and Robin Soriano are students from Information Technology at TIP and developers of *TechBros*.

Rembranth Franco is the **lead developer and concept artist** of *TechBros* with his previous experience in creating a 2D game. With the knowledge he spread to the team, it become the foundation of the ideas they came up to create *TechBros*. He created the concept of the game with *Kathlynne*.

Aristotle Buenaventura is the **AI and UI developer** of *TechBros*. *Aristotle* is a professional back-end programmer; he brings the *TechBros* into existence by constructing the AI’s and the UI of the game.

Kathlynne Joy Moraga is the **concept artist and sound engineer** of *TechBros*. She created the concept of the game with *Rembranth*. They generate the idea of writing the story of the game and how it will work. *Kathlynne* also bring the *TechBros* into life by producing the sound and effects.

Chester John Moog, and Robin Soriano are the Items and Level Designer of TechBros. By the skills of this both developer, they synchronized their ideas in designing the Levels of the game by using Aseprite and Unity.

Game World

Story

The player is a 9 year old boy who keep seeing things that is unusual for the human eye. He was being diagnosed to have a “Third Eye Abnormality” which is a rare genetic disease that allows a person to see a glimpse of a dark figure from certain objects it possesses. He does not have any friends because he would often see creatures on people’s faces. After a while, he shuts himself in his house and prefer to do homeschooling for this year.

In the middle of night, the player woke up to his bed. However, instead of his normal bedroom, he teleported to an alternative dark realm called “Akumu” (Nightmare). The place was ominous and dark with flickering lights helpful enough to guide the player on the pave way to whatever comes ahead.

Venturing through the unfamiliar territory, he soon realized that the place was occupied with monsters that he also see in the real world. On his way to town he discovered that the creatures were infected because of the evil queen’s poisonous fume spreading across the realm- mostly on the village.

The untainted creatures figured that the player was not infected by the fumes and so has the prophecy begun assuming the player will be the savior of their world.

The prophecy states about a human arriving into this uncharted land and saving the surviving few that is living in this realm by defeating the ruler who secluded herself in the castle. It had been planned by the “Great One” ever since and is waiting for the time to come. Now that the player is here, he becomes the hero that is bound to defeat the evil queen and save infected monsters of their agonizing pain by defeating them.

Characters

Player – an unnamed main protagonist who has been diagnosed with “Third Eye Abnormality”. A young shut-in because he was bullied by his classmates and decided to do homeschool instead. He will soon be a hero in his dreams- something that he felt proud of.

Health: 50/50
(Attack depends on the sword)

Equipment

Swords – the player's toy sword become a major role in this realm. It cuts sharp depending on its length dealing damage to the creatures. It soon upgrades into a long sword to defeat the final boss.

1st Level – toy sword

- The player's default sword the deals with 10 damage.

2nd Level – small sword

- Stronger blade that deals with 20 damage and looks like a dagger.

3rd Level – medium sword

- Normal sword used by soldiers in the castle that deals with 35 damage.

4th Level – long sword

- The strongest and sharpest sword that deals 50 damage and is called the “Hero’s Blade”

Items

HP Bottle – bottle that varies in sizes that is dropped by the enemy. It fills the player's health.

S: +5

M: +10

L: +15

MP Bottle - bottle that varies in sizes that is dropped by the enemy. It fill the player's mana from using magic.

S: +5

M: +10

L: +15

Monsters

Forest

Forest Skeleton – a mindless creature that roams and guard the forest area. It was believed that a parasite infected the deceased body of the soldiers and create this anomaly. Their green skeletal figure is caused by the moss in the forest.

Health: 15/15 ATK: 5 damage to player

Paku (Water Blob) – a blue blob that protect themselves by submerging their whole body in the water. Once they are noticed, they will pop out and wail loudly as if they are in pain. Their wailing is so loud that the impact of their air can send the victim's body on air.

Health: 20/20 ATK: 10 damage to player

BOSS: Oni (Demon Orc) – a red orc with long horns dwelling in the forest to guard trespassers. They hold a huge sharpened stone bat to bash their enemies and survive in the wild. Due to their rambunctious and bad temper, they are not allowed to stay in town.

Health: 50/50 ATK: 20 damage to player

Village

Kitsune (Demon Fox) – in the mortal world, it is believed that they were the ones who portray a beautiful maiden. Once they catch their prey and they are alone in the middle of the night, the kitsune will transform into its beastly form and devour the internal organs of their victims. In the demon realm, they usually wander around villagers to lead stray mobs and kill them mercilessly.

Health: 35/35 ATK: 10 damage to player

Banshee (Screaming Lady) – a terrifying creature that is in a form of a beautiful lady. She acts like a normal human but when threatened shrieks a loud noise breaking their victim's eardrum completely.

Health: 40/40 ATK: 15 damage to player

Yurei (Ghost) - a transparent creature that floats around freely. They are sometimes depicted as a fish-like humanoids and possess real-world items. They can get hurt once they interact with a physical object.

Health: 20/20 ATK: 15 damage to player

BOSS: Shuten Doji(Demon Warrior) – a great warrior that chooses to back down for honor and instead engulf himself with pride and greed. He was executed by decapitation for killing his comrades in the battle to keep the honor to himself. Now he nestles in this realm and bring havoc to the townspeople. He is the right hand man of the queen.

Health: 100/100 ATK: 20 damage to player

Castle

Ninja- a sentinel who guards the entrance and inside of the castle. Using the long sword, they can be easily defeated.

Health: 30/30 ATK: 10 damage to player

Mage – magic casters that helped with the queen's plan into supposedly creating the cure. They were supposed to back down after the worst had happened however the queen threatened them that if they leave, they will be killed all at once.

Health: 75/75 ATK: 20 damage to player

Hyottoko (Jester) – a comical character that can be encountered somewhere in the castle.

Health: 10/10 ATK: 5 damage to player

BOSS: Yuki Onna (Queen) – a leader of pretentious light. Due to the death of the king and having no offspring, she ruled the land only to terrorize this realm with her evil schemes. She is white as snow and knows sorcery.

Health: 150/150 ATK: 30 damage to player

Cemetery

Yama-Uba (Elder) - a kind mountain ogress who seem hostile and grumpy. He guides the player thorough their journey and tells the player he's the long waited savior. She is mostly in the cemetery guiding the door as well.

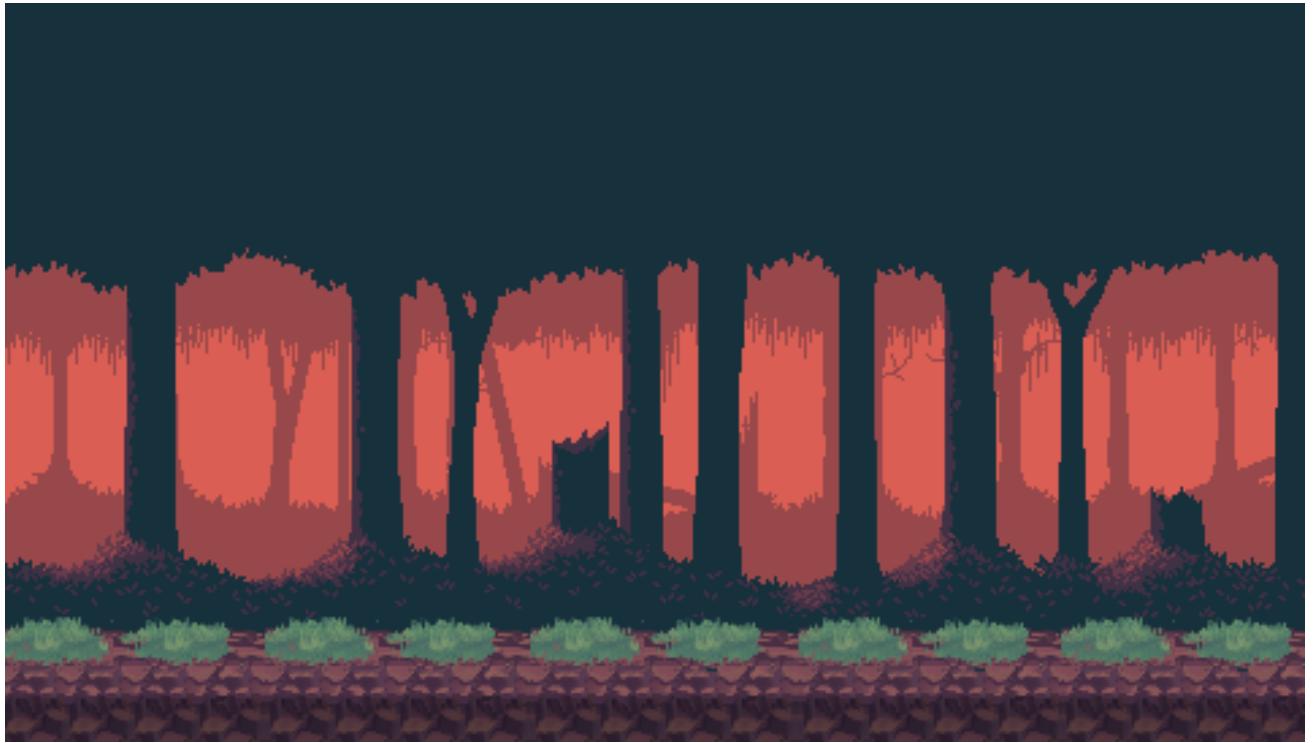
Health: 10/10

Stuff-toy (Great One) – a mysterious character that appears to be talking and moving. He shows up seldom in the game but serves a great purpose in this realm.

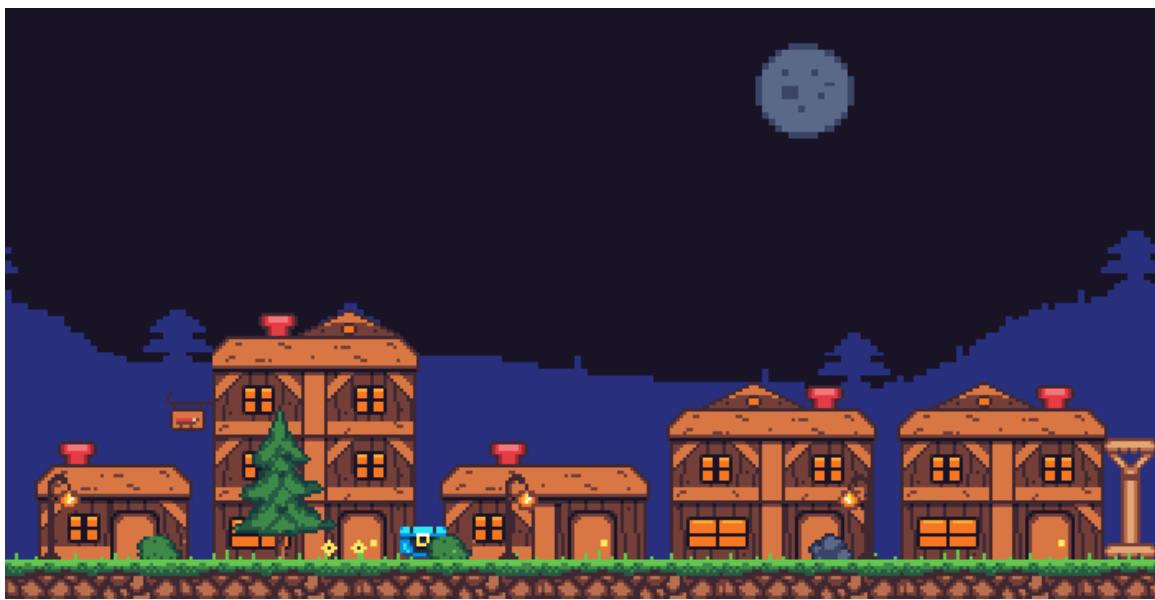
Health: 75/75

Game Level Design

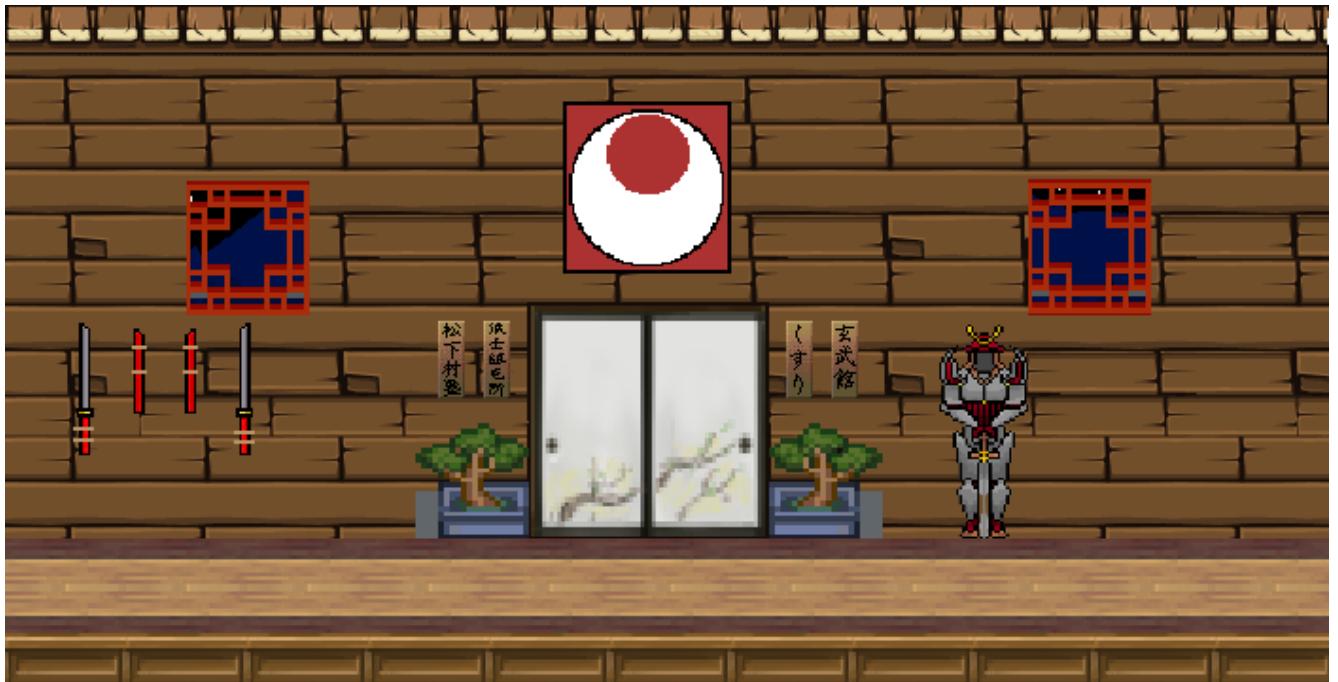
Forest Level



Village Level



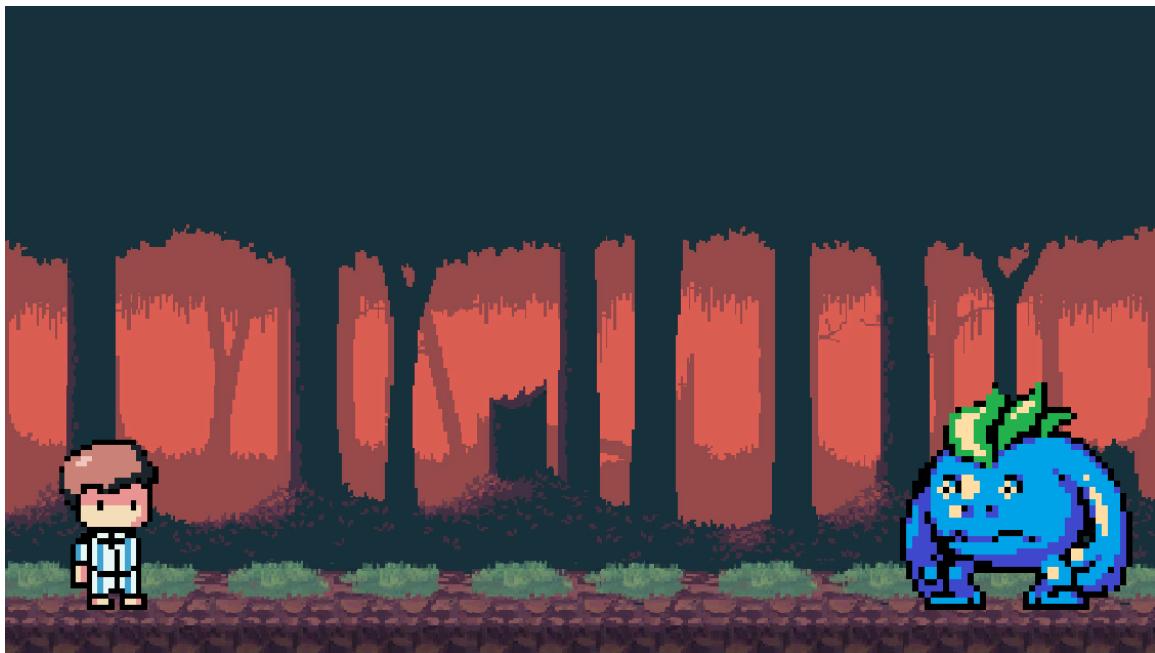
Castle Level



Cemetery Level

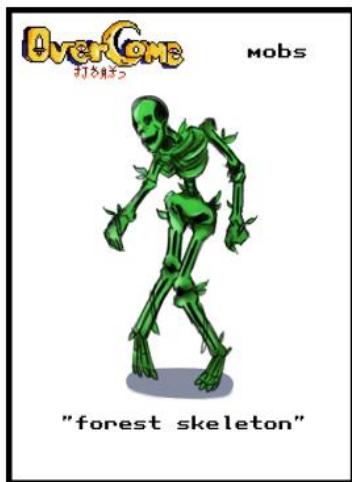


Screen Mock Ups



Concept Arts

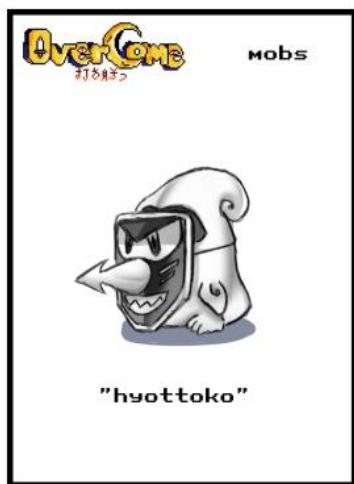
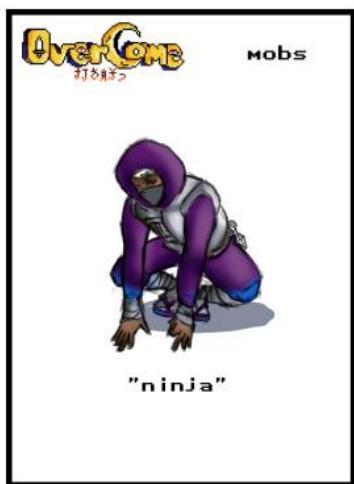
Forest Monsters



Village Monsters



Castle Monsters



Cemetery Monsters



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Game Level Design

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