

1. Title Page

- **Title:**
Nightfall
- **High Concept Statement:**
Nightfall takes place in the Fictional Medieval Age of Japan and follows the revenge story of Umbra Nyx; heir to the Nyx Clan. Follow his story as he uncovers the mystery behind his parents' killers and dethrones a corrupt king.
- **Revision Number:** 1

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3. Revision History

4. Game Overview

- **Game Concept:**
Nightfall takes place in the Fictional Medieval Age of Japan and follows the revenge story of Umbra Nyx; heir to the Nyx Clan. Umbra has lived a cruel and meaningless life since his parents death, spending years in an orphanage

run by a monster of a man. The trauma that Umbra faces in his childhood prompts him to make a change in the world to make sure no one ever suffers like he did, and he will do whatever it takes to reach his goal. Follow his story as he uncovers the mystery behind his parents' killers and dethrones a corrupt king all while mentally struggling between what's good and what's evil.

- **Genre:**

Nightfall is a Stealth based Open World RPG.

- **Player Perspective/Dimensions:**

Nightfall will be in 3D. Players will see Umbra in a top down 3rd person POV.

- **Story Brief:**

Growing up as an orphan Umbra Nyx was always told his parents died in a war fighting for his freedom. But when his childhood friend dies before his eyes he learns the truth of war and understands how corrupt his King truly is. Umbra grows stealing and killing, sharpening his skills of deceit and disguise. All in the hope of bringing his parents, his clan, and his kingdom to justice.

- **Setting:**

Nightfall will be based in a fictional Medieval Age Japan in Hason Kingdom during the year 1459. Hason Kingdom will be sunny during the day but will have rain throughout the night. Hason Kingdom will be surrounded by 3 other Kingdoms that are at war with each other. The 3 Kingdoms being Pho, Bonda, and Teng.

- **Important Characters:**

- **Umbra Nyx-** The main character of the story, he will be using his expertise in stealth and deception to bring down the corrupt King of Hason Kingdom
- **King Hason-** The corrupt King and main antagonist of the story, he will be trying his best to foil the plans of Umbra throughout the story
- **Benimaru Hason-** The son of King Hason heir to the throne, he will also become “best friends” with Umbra who uses him to get to his father
- **Nami Hitake-** Umbra’s childhood friend from the orphanage who died tragically in front of Umbra during an evacuation
- **Captain Edmund-** Umbra’s military squad captain who Umbra kills during their prince rescue mission

- **Squad 8-** Umbra's military squad who he is forced to kill to get credit for solo rescuing Benimru and befriend him
- **General January-** The General of the Brimstone district in Hason. He is seen as a weakling in his district, using his men to do his work. He is also the newest and lowest ranked General so he isn't well respected, but still much stronger than regular soldiers. He is the first General that Umbra defeats.
- **General February-** The General of the Jett district in Hason. General February is from a rich family and was chosen by King Hason due to her great control over ice magic and her looks.
- **General March-** The General of the Raze district in Hason. Was a general for King Hason during the first war. Often regarded as the great mind that led him to victory.
- **General April-** The General of the Cypher district in Hason. Was previously a General for King Pho but betrayed him when he started losing. Similar to General June.
- **General May-** The General of the Omen district in Hason. A previous love interest to King Hason. Was given General position after his wife's death, as a way to cover for her frequent visits to the King's room.
- **General June-** The General of the Skye district in Hason. Adopted as an infant and raised by a wealthy family. Previously a General for King Pho but betrayed him when he provided no more value. Similar to General April.
- **General July-** The General of the Phoenix district in Hason. Lying since he was a child just to barely survive, General July gained the King's respect when he noticed his great ability of deception.
- **General August-** The General of the Chamber district in Hason. Born as a female, she was generally perceived as a weak and lesser human but she was sure to prove them wrong.
- **General September-** The General of the Neon district in Hason. At a very young age, General September was abandoned by his mother and father along with his older brother General November. They survived by relying on each other and it made them tough and their bond even tougher.

- **General October-** The General of the Breach district in Hason. One of King Hason's old friends, she decided to stick around him and took an admiration of him. King Hason noticed and decided to make this powerful friend into his loyal subject.
- **General November-** The General of the Reyna district in Hason. At a young age he was abandoned along with his younger brother by his parents. He was forced to protect and raise his younger brother while surviving against the unfair world. To this day he will never forgive his parents.
- **General December-** The General of the Yoru district in Hason. Raised as a fighter, General December has known nothing but violence since a young age. King Hason sees him as a very reliable asset.
- **King Bonda-** King Bonda was given the throne after his uncle's death in the first Kingdom war. This uncle had no children so Bonda was chosen as the next heir. He might be new as a King but he has always been sharp witted and a great leader.
- **King Pho-** Was ruling during the first war and was betrayed by King Hason at the end causing the Kingdom to lose half its gold and territory.
- **King Teng-** He was made King after the failure of the last King. He is the youngest of 4 Kings and still making a reputation for himself as a King.
- **Key Features**
 - **2 Lives:**

A unique feature of Nightfall will be how the night and day life of Umbra are contrasted, during the day Umbra works as a government officer doing whatever he must to keep his act and not blow his cover, but at night time Umbra shows his side that seeks vengeance as he turns into a mercenary who tries to uncover the secrets of his kingdom; players get to live both lives throughout the story helping Umbra keep his cover and bring down the King
 - **Dreams of Past:**

To keep the story from being too long Umbras childhood will be lived out through dreams he has during his adult days, during the rare occasion that he does sleep players will learn how Umbra became a mercenary

- **Clans:**

In Nightfall there are many different clans that reside in the Hason Kingdom, different clans mean different features and powers for characters, for Umbra and his Nyx clan this means that he is a master of stealth and has shadow manipulation
- **Player Motivation:**

Players will get to control Umbra whose goal throughout the game is to kill the corrupt King Hason and bring Hason Kingdom to peace. With the thrill that Nightfall will bring players will imagine themselves as Umbra wanting to complete the story and free Hason Kingdom. During the day players will control Umbra as a military officer whose goal is to get close to the King without blowing his cover as an assassin. During the night players will now control Umbra as an assassin/spy in Hason whose goal is to get close to and dethrone King Hason.
- **Design Goals:**
 - The goal behind Nightfall is to make players feel like they are themselves sneaking around trying to kill their enemies as quietly as possible, the player should feel nervous when someone spots them or hears them.
 - To create a nervous environment Nightfall will have an increased sound for enemies and Umbra when breathing with all other noises being very quiet. This will emphasize how nervous Umbra is himself, making the player nervous as well.
 - The idea of living as a secret spy is sure to attract the target audience, as they will wish to live a life they can't truly live. Players will also be attracted by the idea of being able to make choices that will control Umbra's actions and story.
 - To make Nightfall more attractive it will have the best graphics possible to let players enjoy the open world environment they will play in.
- **Hook:**

The hook of Nightfall is the identity crisis that players will feel while playing as Umbra, never truly knowing if he is good or just seeks revenge as he makes controversial choices throughout the story to keep his cover from being blown.
- **Unique Selling Point:**

What makes Nightfall so unique will be its 2 Lives feature. With this feature players get to live essentially 2 lives in one character. During the day

Umbra may be ruthless to those who are innocent and during night he might be their savior. This concept is one that not many if any games have.

- **Target Platform:**

The target platforms for Nightfall are PC Windows 10 and up, PS5, and Xbox Series X. The reason for these platforms is because they will be best for the graphics and controls of Nightfall.

- **Target Audience:**

Nightfall is designed for players who love RPG story games and would like to live a life that they can't live in real life. Nightfall is also a very stealthy game so those who love strategizing and sneaking around will love that feature of the game. The target age group would likely be 15 - 38, this is because Nightfall will be gory and a very young community wouldn't be good.

- **Competitive Analysis:**

- **Assassins Creed:**

Assassins Creed is a very popular stealth game as the player plays as an assassin to complete missions. Nightfall will also have a lot of stealthy missions where strategy will be needed from players to advance through the story. Nightfall will exceed Assassin's Creed with its 2 lives feature as in Assassin's Creed once you're an Assassin you don't really live your past life ever again.

- **Skyrim:**

Skyrim is a very popular open world RPG game with amazing graphics, something that Nightfall will also be able to become. Skyrim also gives players the ability to choose what type of species or clan they want to be, giving the player different buffs or nerfs from their choices. Nightfall will also have clans and magic making it very similar to Skyrim but it will exceed it with the stealth and 2 lives element of the game.

- **Batman The Telltale Series:**

Batman Telltale Series showed the lives of both Batman and Bruce Wayne and how some choices players made as Bruce affected his life as Batman. This is a similar feature in Nightfall where players can make choices as a military Umbra that could affect his spy life. Where both games differ is how Nightfall will actually be open world while Batman Telltale Series was restricted heavily when it came to if the player could move around the map or not.

5. Story

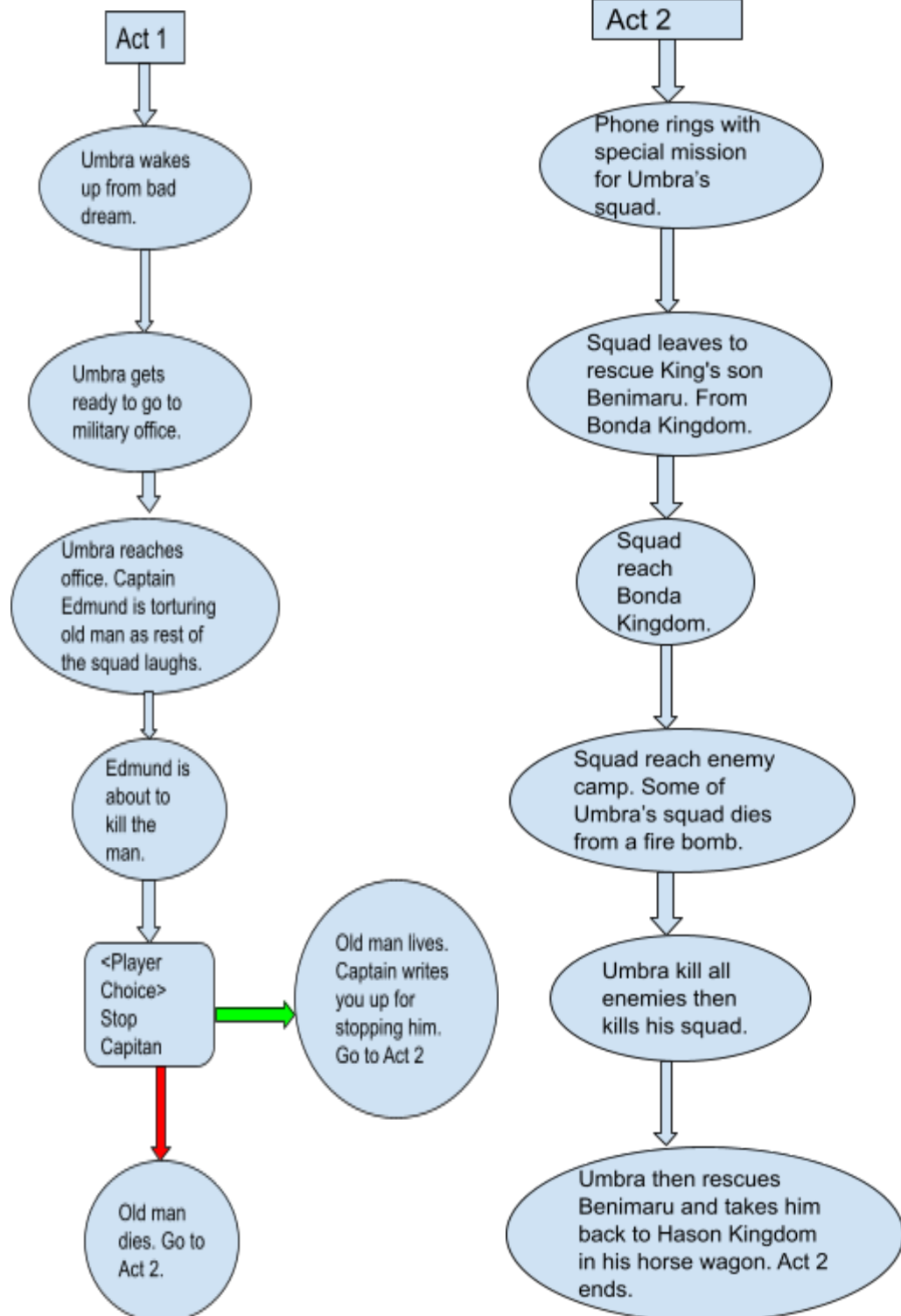
- **Synopsis-**

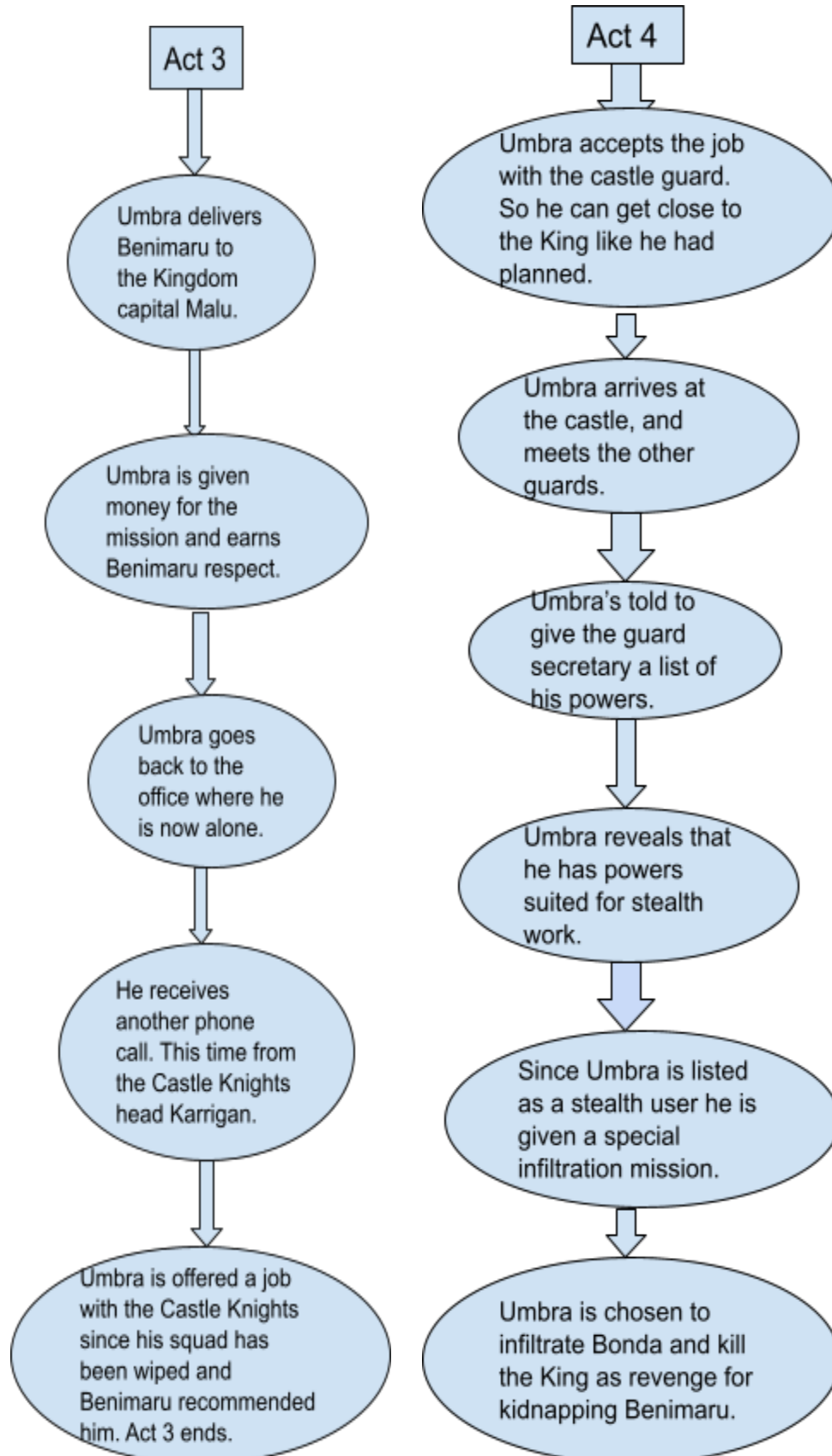
Growing up as an orphan Umbra Nyx was always told his parents died in a war fighting for his freedom. But when his childhood friend dies before his eyes he learns the truth of war and understands how corrupt his King truly is. Umbra grows stealing and killing, sharpening his skills of deceit and disguise. All in the hope of bringing his parents, his clan, and his kingdom to justice.

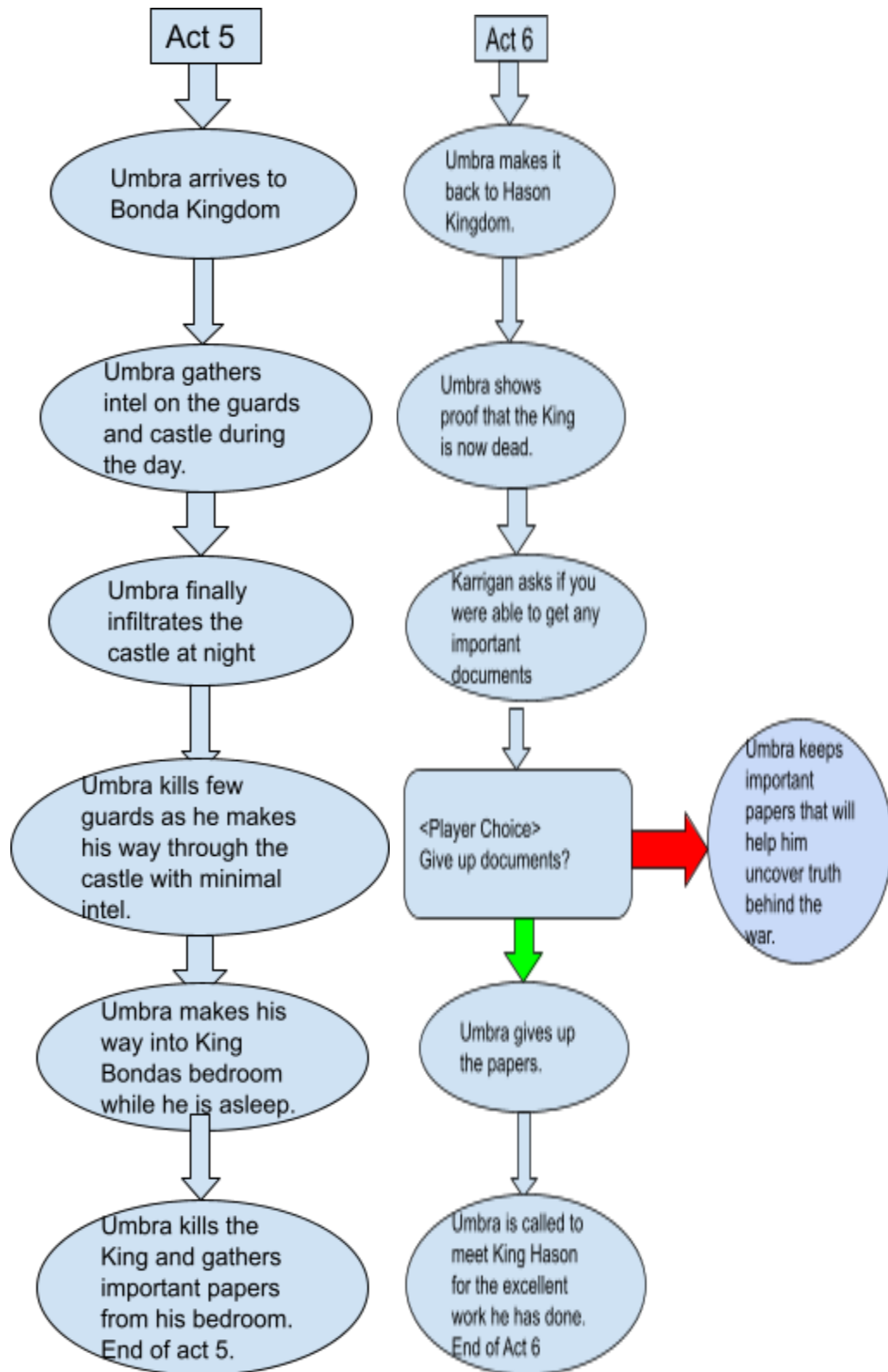
- **Backstory-**

Before the birth of Umbra, Hason Kingdom was at war with the neighboring Kingdoms Pho, Bonda, and Teng. The war lasted for 5 years, starting at the year 1456. After Umbra was born during 1459 both his parents were called into the war. Unfortunately for them they never got to see their son again, as when the war was near its end during 1461 they were both killed, leaving Umbra an orphan. Since Umbra was born he was living at the orphanage as he had no other family to take care of him while his parents were away. The mysteries behind the war will be uncovered by Umbra as he continues his missions to defeat the evil King Hason.

- **In-Game Story-**







6. Characters

- **Allies:**

- **Name:** Umbra Nyx

- **Gender:** Male

- **Race:** Human

- **Age:**

Main story age is 21, orphanage/war flashbacks he is 6-8, post-war flashbacks he is 10-18.

- **Backstory:**

Umbra's backstory will be told periodically throughout the story as the adult Umbra falls asleep and remembers the events. Umbra became an orphan at the age of 2. Since then he was under the cruel care of Jason who would mistreat the children even selling them off for money. Umbra eventually kills him when he is 6, unlocking his powers and freeing the kids. He later loses his best friend Nami Hitake as an enemy soldier impales a fire fist into her chest. From the disturbing image the 8 year old Umbra falls into a rage and kills the man.

- **Appearance:**

- Umbra has wavy purple colored hair that goes down to his shoulders which he ties into a ponytail behind his head
- He also has ruby red eyes, with white silky skin
- He will have a clean and delicate face without scars or facial hair
- He will be very desirable to women, helping him seduce women if needed
- His nose will be slim and sharp and his eyebrows will be slim
- His one imperfection will be his big ears which are a common trait of a Nyx
- Umbra will have a well toned physique weighing around 170, not too buff but not scrawny, keeping him light and agile
- He will be tall standing 6 feet 4 inches in height

- He will have a straight posture with 0 slouch and will walk a similar way. Never having a wasted movement
- Black cloak with white undershirt and dark gray trousers
- Silver watch on right wrist
- Appearance may be changed
- **Personality:**
 - Umbra will be very unattached to people around him internally, but will keep an act during his Officer shifts to make himself seem “normal”
 - He will seem jolly to his other officers while inside he suppresses his hatred for them
 - He will act any way he must to get what he wants
 - He will also at times be in a mental war with himself struggling with his own identity
 - During his Orphanage years he will be shown as a typical sweet nice little kid who tries to make friends to the best of his ability
 - He will be a natural liar able to get away with any lie and make any story within seconds
- **Behaviors:**
 - Umbra will be a calm, level headed person who doesn't let his anger cloud his judgment
 - Although he will be very vengeful his wit will outweigh his emotions
 - He will always be wary thinking before he acts and understanding what he can and can't do
 - He will be stealthy and secretive
- **Voice:**

- Talks very precise never wasting a breath on a unneeded word
- Always maintains key contact with whoever is speaking
- Always thinks before he speaks to keep himself from making a mistake
- Has a slow paced deep voice when talking
- Never shows emotion while speaking or listening
- **Drops:** None
- **Alliance:**

Umbra will be seen as both a good and bad person. Although his intentions will always be good, his methods may be seen as bad. Which is why Umbra will mentally struggle over knowing his true self. Umbra won't be truly allied with anyone as he doesn't trust anyone. He may play an alliance facade to get close to or use someone but that will be the extent of his alliance nothing more.
- **Attributes/Abilities:**
 - **Shadow Manipulation:** "Controls" Shadows, i.e. takes ears off shadows means no hearing, silent when walking in shadows
 - **Lethal Tempo:** walks in beat, increases speed and range
 - **Shadow Pulse:** Recon ability which will let Umbra scan surrounding areas even through walls
 - **Shadow Claws:** Lets Umbra conjure claws that help him scale buildings
 - **Shadow Step:** Lets Umbra teleport himself anywhere within his FOV
 - **Assassinate:** No matter the health of the enemy if Umbra can sneak up on them he can assassinate them in 1 motion
- **Equipment:**
 - Umbra will carry 2 hidden steel daggers inside of his cloak

- He will also carry food that can heal him
 - He will have armor plates under his gear
 - He will carry a zipline gun which he can use to quickly climb buildings
- **Foes:**
 - King Hason
 - King Bonda
 - King Teng
 - King Pho
 - General June
 - General May
 - General April
 - General August
 - General January
 - General February
 - General March
 - General July
 - General September
 - General November
 - General October
 - General December
 - Castle Guards
 - Soldiers from all Kingdoms
- **Stats:**
 - Speed- 100/100
 - Strength- 75—>250 dmg/hit
 - Magic- 100/100
 - Health- 2000—>5000
- **Enemies/Friends:**
 - **Name:** King Hason
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 46
 - **Backstory:**

The Hason family has ruled the Hason kingdom for hundreds of years. King Hason is known to be the most powerful King and was the main reason behind the war that took away Umbra's parents.

- **Appearance:**

- A fat old man with amber red hair and yellow eyes
- He is short measuring at 5 foot 4 and weighing 200 pounds
- He wears many gold rings and walks around in a bring red robe that matches his hair
- Has a slouched stance and walks very slow

- **Personality:**

- He is very stingy, cutting costs for the Kingdoms welfare whenever he can
- He is very arrogant and has a spoiled rich man attitude
- He is very cruel and loves torturing the poor

- **Behaviors:**

- He has a tendency to look down on others, especially those who aren't from a rich bloodline or have lots of money
- He loves to gamble often making bets with his Generals
- He tends to flaunt his money, giving the poor curel tasks in exchange for his wealth

- **Voice:**

- They speak at a medium speed with a high pitched, breathy voice
- They replace all s-sounds with z-sounds while talking

- **Drops:**

- King Hason's crown (wearable)

- King Hason's gown (wearable)
- **Alliance:**
 - His 12 Generals
 - All of Hason Kingdoms Military
- **Attributes/Abilities:**
 - Very basic fire manipulation magic
- **Equipment:**
 - Carries a large golden sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 90/100
 - Strength- 75/hit
 - Magic- 45/100
 - Health- 1500

- **Name:** Benimaru Hason

- **Gender:** Male

- **Race:** Gender

- **Age:** 18

- **Backstory:**

The only child of King Hason. His mother died when he was 12 years old. He has been trained by General December on Ice Magic and swordsmanship ever since he turned 10.

- **Appearance:**

- He is tall despite his fathers short stature
- He has a muscular build
- Has the same red hair and blue eyes as his father almost a spitting image of him but better put together
- Loves wearing black clothing with gold hints in the clothing
- He wears a golden ring on his pointer finger and has a necklace with his mothers picture inside of the amulet
- **Personality:**
 - He is much kinder than his father
 - He's not stuck up like his father but still has similar ideals as him which makes him arrogant at times
- **Behaviors:**
 - He tends to hold his amulet with his mothers pictures when he is in distress
- **Voice:**
 - They speak at a medium speed with a medium pitched, nasal voice
 - They use "thee" and "thou" while talking
- **Drops:** None
- **Alliance:**
 - Umbra Nyx
- **Attributes/Abilities:**
 - An excellent swordsman and has great affinity with ice magic
- **Equipment:**
 - Silver Sword

- **Foes:**
 - King Hason
 - King Teng
 - King Pho
 - King Bonda
 - **Stats:**
 - Speed- 75/100
 - Strength- 150/hit
 - Magic- 100/100
 - Health- 40500
-

- **Name:** King Teng
- **Gender:** Male
- **Race:** Human
- **Age:** 28
- **Backstory:** He was made King after the failure of the last King. He is the youngest of 4 Kings and still making a reputation for himself as a King.
- **Appearance:**
 - Muscle-bound, this dark skinned man has an angry feel about him
 - His medium-long, greasy, light blonde hair is pulled into a bun
 - He has wide sets, brown eyes, a lean face, a broad nose and a rounded jaw
 - He has a muscular torso with chiseled abs, muscular arms, slender hands, and wide shoulders
- **Personality:**
 - He is very chill which makes him vulnerable in certain situation and with certain people
 - He doesn't get very angry and likes to joke around but will be serious when needed

- **Behaviors:**
 - Likes to use his angry features to scare people though he isn't very scary at all
- **Voice:**
 - They speak slowly with a high pitched, strained voice
 - They sound like they have a stuffy nose while talking
 - During the conversation, they exhibit delayed reactions
- **Drops:**
 - King Teng's Crown
 - 1000 Gold
 - Silver Bars (5)
- **Alliance:**
 - King Pho
- **Attributes/Abilities:**
 - Air Magic
- **Equipment:**
 - Silver Sword
- **Foes:**
 - King Hason
 - King Bonda
 - General June
 - General May
 - General April
 - General August
 - General January
 - General February
 - General March
 - General July
 - General September
 - General November

- General October
- General December

- **Stats:**

- Speed- 60/100
- Strength- 100/hit
- Magic- 80/100
- Health- 25000

- **Name:** King Pho

- **Gender:** Male

- **Race:** Human

- **Age:** 40

- **Backstory:**

Was ruling during the first war and was betrayed by King Hason at the end causing the Kingdom to lose half its gold and territory.

- **Appearance:**

- Standing 6' 5" tall, this pale skinned man has a disciplined feel about him. A particularly notable feature is his white, sparkly teeth, and he has a distinctive burn on his left hand
- His medium-long, thick, black hair is styled in decorative cornrows. He has a neat beard that has a blonde-ish tint
- He has soft, big, brown eyes, ears that stick out and angular eyebrows
- He has small hands, bony hips, weak arms, slanted shoulders, and a slender neck

- **Personality:**

- He is no longer very trusty ever since he was betrayed and humiliated by King Hason

- **Behaviors:**

- Wants to redeem himself as a King and is willing to betray King Teng to do so

- Tends to grip his sword a lot due to his untrustworthy nature
- **Voice:**
 - They speak at a medium speed with a medium pitched, breathy voice
 - They mutter to themselves while talking
 - During the conversation, they never look at the person talking
- **Drops:**
 - King Pho's crown
 - 1000 Gold
 - Silver Bars (5)
- **Alliance:**
 - King Teng
- **Attributes/Abilities:**
 - No magical abilities and mediocre swordsmanship
- **Equipment:**
 - A Silver Sword
- **Foes:**
 - King Hason
 - King Bonda
 - General June
 - General May
 - General April
 - General August
 - General January
 - General February
 - General March
 - General July
 - General September
 - General November
 - General October
 - General December

- **Stats:**
 - Speed- 70/100
 - Strength- 150/hit
 - Magic- 0/100
 - Health- 25000
-

- **Name:** King Bonda

- **Gender:** Male

- **Race:** Human

- **Age:** 37

- **Backstory:**

King Bonda was given the throne after his uncle's death in the first Kingdom war. This uncle had no children so Bonda was chosen as the next heir. He might be new as a King but he has always been sharp witted and a great leader.

- **Appearance:**

- Standing 6' 0" tall, this golden-brown skinned man has a respectful feel about him
- He is naturally bald. He has a tufty mustache that has a blonde-ish tint.
- He has small, brown eyes, a well-formed nose, a triangular face and defined cheekbones.
- He has a short neck, broad hips, and powerful hands
- He often wears dirty, stylish clothes that are mostly earth-coloured and loose

- **Personality:**

- Even though he is a King he still loves wearing clothes of what other Kings would call a commoner showing his carefree nature

- He is a great military mind and always has a plan brewing
- **Behaviors:**
 - Often nice to the commoners of his Kingdom and has a lot of love and respect
- **Voice:**
 - They speak rapidly with a high pitched, scratchy voice
 - They use full titles or descriptions of how they know someone while talking
- **Drops:**
 - King Bonda's Crown
 - Gold (1000)
 - Bronze Bars (5)
- **Alliance:** None
- **Attributes/Abilities:**
 - Has great control over rock magic
- **Equipment:**
 - A Silver Sword
- **Foes:**
 - King Hason
 - King Teng
 - King Pho
 - General June
 - General May
 - General April
 - General August
 - General January
 - General February
 - General March
 - General July
 - General September
 - General November
 - General October

- General December

- **Stats:**

- Speed- 70/100
 - Strength- 75/hit
 - Magic- 80/100
 - Health- 25000
-

- **Name:** General January

- **Gender:** Male

- **Race:** Human

- **Age:** 35

- **Backstory:** Was a common soldier for King Hason during the first war. Was promoted to become a General after the last General January died during the war. There weren't many suitable candidates so he was chosen as a last resort.

- **Appearance:**

- Short and solidly-built, this fair skinned man has a moody feel about him, and he has a small mark on his right ear
- He has medium-length, curly, black hair
- He has large, brown eyes, large ears, bony cheeks and an aquiline nose
- He has muscular legs, round hips, a narrow torso with chiseled abs, large hands, and very large feet
- He wears a green open shirt with red shorts showing his muscles underneath

- **Personality:**

- Timid and indecisive at times due to his inexperience

- **Behaviors:**
 - Has a tendency to rely on his men rather than do work on his own
- **Voice:**
 - They speak slowly with a high pitched, strained voice
 - They always roll their r sounds while talking
- **Drops:**
 - Bronze bars(5)
 - 500 gold
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - Good ice magic user
- **Equipment:**
 - Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Teng
 - King Bonda
- **Stats:**
 - Speed- 75/100
 - Strength- 100/hit
 - Magic- 75/100
 - Health- 20000

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- **Name:** General February
 - **Gender:** Female
 - **Race:** Human

- **Age:** 26
- **Backstory:** General February is from a rich family and was chosen by King Hason due to her great control over ice magic and her looks.
- **Appearance:**
 - Tall and gangly, this cream skinned woman has an intelligent feel about her
 - Her medium-length, fine, black hair is twisted into dreadlocks
 - She has deep-set, slanted, brown eyes, a turned-up nose, thin lips and a pointed chin. She wears ice blue eyeshadow, and subtle lipstick and blue-gray eyeliner
 - She has average-sized feet, plump hips, and a long neck
- **Personality:**
 - Very classy and well mannered
 - Spoiled
- **Behaviors:**
 - She doesn't like people from lower classes because of their lack of class
- **Voice:**
 - They speak rapidly with a high pitched, scratchy voice
 - They have a light lisp while talking
- **Drops:**
 - Silver Bars (5)
 - 750 coins
- **Alliance:**
 - Hason Kingdom

- **Attributes/Abilities:**
 - Excellent ice magic user
- **Equipment:**
 - Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Teng
 - King Bonda
- **Stats:**
 - Speed- 70/100
 - Strength- 75/hit
 - Magic- 95/100
 - Health- 25000

-
- **Name:** General March
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 38
 - **Backstory:** Was a general for King Hason during the first war. Often regarded as the great mind that led him to victory.
 - **Appearance:**
 - Short and small-bodied, this fair skinned man
 - His frizzy, black hair is very short, he has a perfectly edged mustache
 - He has alert, round, brown eyes, a softly shaped jaw and angular eyebrows
 - He has a muscular neck, muscular arms, and long legs

- He often wears ambiguous clothes that are mostly dark-coloured and loose and flowing
- **Personality:**
 - Untrustworthy
 - Loves challenges
- **Behaviors:**
 - Always on high alert trying to understand his environment
 - Always thinking
- **Voice:**
 - They speak rapidly with a medium pitched, gruff voice
 - They use nonstandard emphasis for the language while talking
- **Drops:**
 - Silver Bars (10)
 - 750 Coins
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - Fire Magic
- **Equipment:**
 - Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 70/100
 - Strength- 100/hit
 - Magic- 55/100
 - Health- 30000

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- **Name:** General April
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 37
 - **Backstory:** Was previously a General for King Pho but betrayed him when he started losing. Similar to General June.
 - **Appearance:**
 - Standing 6' 8" tall
 - He is naturally bald
 - He has triangular, dark brown eyes, a square face, defined cheekbones and puffy lips
 - He has broad hips, toned arms, and narrow feet
 - **Personality:**
 - Antisocial
 - Humble
 - **Behaviors:**
 - He doesn't like making fun of the poor like the other Generals because he has went through poverty himself
 - Does not see the other Generals as friends and hes doesnt talk much
 - **Voice:**
 - They speak at a medium speed with a medium pitched, wolfy voice
 - They mutter to themselves while talking
 - During the conversation, they stroke their chin
 - **Drops:**

- Gold Bars (5)
 - Coins 1000
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - Air Magic
- **Equipment:**
 - Carries a Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Teng
 - King Bonda
- **Stats:**
 - Speed- 70/100
 - Strength- 125/hit
 - Magic- 75/100
 - Health- 35000

-
- **Name:** General May
 - **Gender:** Female
 - **Race:** Human
 - **Age:** 38
 - **Backstory:** A previous love interest to King Hason. Was given General position after his wife's death, as a way to cover for her frequent visits to the King's room.
 - **Appearance:**
 - Standing 5' 1" tall, this olive skinned woman has a warm feel about her, and she has a beauty mark on her right leg
 - Her shoulder-length, curly, black hair is usually neatly braided

- She has a close set, dark brown eyes, bushy eyebrows, small ears and puffy lips
- She wears dark lipstick and a slightly off-coloured foundation
- She has weak hands, short arms, a thin torso with modest breasts and a typical waist, narrow shoulders, and bony hips
- She often wears immaculate clothes that are neutral-coloured
- She also wears multiple rings on both hand
- **Personality:**
 - Charming
 - Seductive
- **Behaviors:**
 - Has a very seductive nature and is often seen with King Hason
- **Voice:**
 - They speak rapidly with a medium pitched, relaxed voice
 - They use nonstandard plural endings for the language while talking
- **Drops:**
 - Gold Bars (5)
 - Coins 1250
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - No powers
 - She has lots of security around her

- **Equipment:**
 - A Silver Sword
 - **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
 - **Stats:**
 - Speed- 45/100
 - Strength- 25/hit
 - Magic- 0/100
 - Health- 1000
-

- **Name:** General June
- **Gender:** Male
- **Race:** Human
- **Age:** 26
- **Backstory:** Adopted as an infant and raised by a wealthy family. Previously a General for King Pho but betrayed him when he provided no more value. Similar to General April.
- **Appearance:**
 - Tall and fragile, this ruddy skinned man has an impressive feel about him
 - His elbow-length, frizzy, dark brown hair is curly permed. He has a medium-length goatee that is a shade browner than his hair
 - He has soft, triangular, dark blue eyes, small lips and ears that stick out
 - He has slanted shoulders, a narrow torso with no chest muscle tone, short legs, and a slender neck
- **Personality:**
 - Chivalrous

- Well mannered
- **Behaviors:**
 - Often will go out of his way for women
 - Only relies on himself and will never ask for help
- **Voice:**
 - They speak rapidly with a medium pitched, smooth voice
 - They never stop to breathe while talking
- **Drops:**
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - Fire Magic
- **Equipment:**
 - A Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 45/100
 - Strength- 130/hit
 - Magic- 80/100
 - Health- 40000

-
- **Name:** General July
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 29

- **Backstory:** Lying since he was a child just to barely survive, General July gained the King's respect when he noticed his great ability of deception.
- **Appearance:**
 - Tall and fragile, this fair skinned man has a naive feel about him. A particularly notable feature is his bad smell, and he has a large port-wine stain on his shirt
 - His thick, red hair is closely shaved. He has a medium-length goatee
 - He has small, blue eyes, large ears and a broad nose
 - He has toned arms, long legs, large feet, a wide torso with lightly defined chest muscles, and a short neck
- **Personality:**
 - Flattering
 - Deceptive
 - Misleading
- **Behaviors:**
 - Has a habit of seeing others as possible opportunities of his own benefits instead of real people
- **Voice:**
 - They speak rapidly with a high pitched, gruff voice
 - They use full titles or descriptions of how they know someone while talking
 - They like to maintain key contact
- **Drops:**
- **Alliance:** Hason Kingdom
- **Attributes/Abilities:** Rock Magic

- **Equipment:** A Silver Sword

- **Foes:**

- Umbra Nyx
- King Pho
- King Bonda
- King Teng

- **Stats:**

- Speed- 85/100
 - Strength- 135/hit
 - Magic- 85/100
 - Health- 45000
-

- **Name:** General August

- **Gender:** Female

- **Race:** Human

- **Age:** 30

- **Backstory:** Born as a female, she was generally perceived as a weak and lesser human but she was sure to prove them wrong.

- **Appearance:**

- Standing 5' 4" tall, this dark skinned woman has a recognisable feel about her
- Her short, straight, black hair forms a small afro
- She has soulless, large, hazel eyes, ears that stick out, angled lips and an oval face
- She wears dark lipstick, orange eyeliner, a glittery foundation, subtle eyeshadow and vivid blue
- She has a long neck, wide shoulders, and straight hips
- She often wears ripped clothes that are mostly neutral-coloured and form fitting

- **Personality:**
 - Loyal
 - Sloppy
- **Behaviors:**
 - Never lets anyone talk down to or disrespect her
 - Very short tempered and hot headed
- **Voice:**
 - They speak at a medium speed with a low pitched, breathy voice
 - They use nonstandard c language while talking
 - During the conversation, they chew their nails
- **Drops:**
- **Alliance:** Hason Kingdom
- **Attributes/Abilities:** Rock Magic
- **Equipment:** A Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 50/100
 - Strength- 140/hit
 - Magic- 80/100
 - Health- 55000

-
- **Name:** General September
 - **Gender:** Male
 - **Race:** Human

- **Age:** 25
- **Backstory:** At a very young age, General September was abandoned by his mother and father along with his older brother General November. They survived by relying on each other and it made them tough and their bond even tougher.
- **Appearance:**
 - Standing 6' 1" tall, this tan skinned man has a disinterested feel about him, and he has a large bruise on his chest which resulted from foolish behavior years before
 - He is bald
 - He has alert, droopy, pale gray eyes, a square jaw, a hooked nose and smooth cheeks
 - He has a short neck, strong legs, average-sized feet, and short arms
- **Personality:**
 - Irritable
 - Egotistical
 - Arrogant
- **Behaviors:**
 - He never backs down from a fight and is known as a narcissist. His overconfidence will betray him
- **Voice:**
 - They speak rapidly with a high pitched, breathy voice
 - They sound like they have a stuffy nose while talking
 - During the conversation, they act bored
- **Drops:**

- **Alliance:** Hason Kingdom
 - **Attributes/Abilities:** Ice magic
 - **Equipment:** A Silver Sword
 - **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
 - **Stats:**
 - Speed- 75/100
 - Strength- 145/hit
 - Magic- 85/100
 - Health- 60000
-

- **Name:** General October
- **Gender:** Female
- **Race:** Human
- **Age:** 41
- **Backstory:** One of King Hason's old friends, she decided to stick around him and took an admiration of him. King Hason noticed and decided to make this powerful friend into his loyal subject.
- **Appearance:**
 - Standing 6' 1" tall, this tan skinned woman has an attention seeking feel about her
 - She has slanted, gray eyes, a broad nose and angled lips
 - She has weak legs, a long neck, weak arms, a heavy torso with no chest muscle tone and a wide waist, and narrow shoulders
- **Personality:**

- Loyal
 - Overprotective
- **Behaviors:**
 - She never lets anyone who disrespects the King get away with it and will give the harshest punishments for the littlest things.
- **Voice:**
 - They speak at a medium speed with a high pitched, gruff voice
 - They repeat the last few words of a sentence/thought while talking
- **Drops:**
- **Alliance:** Hason Kingdom
- **Attributes/Abilities:** Rock Magic
- **Equipment:** A Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
-
- **Stats:**
 - Speed- 70/100
 - Strength- 150/hit
 - Magic- 90/100
 - Health- 65000

-
- **Name:** General November
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 28

- **Backstory:** At a young age he was abandoned along with his younger brother by his parents. He was forced to protect and raise his younger brother while surviving against the unfair world. To this day he will never forgive his parents.
- **Appearance:**
 - Well-built, this fair skinned man has a perverted feel about him
 - His elbow-length, greasy, black hair is styled in decorative cornrows
 - He has mysterious, wide, brown eyes, a small nose and thick eyebrows
 - He has a short neck, broad shoulders, and strong hands
 - He often wears old, fabulous clothes that are mostly colorful
- **Personality:**
 - Intimidating
 - Merciless
- **Behaviors:**
 - Never lets anyone talk bad about his brother and acts very overprotective
- **Voice:**
 - They speak at a medium speed with a medium pitched, breathy voice
 - They mutter to themselves while talking
 - During the conversation, they never look at the person talking
- **Drops:**

- **Alliance:** Hason Kingdom
- **Attributes/Abilities:** Fire Magic
- **Equipment:** A Silver Sword
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 80/100
 - Strength- 155/hit
 - Magic- 95/100
 - Health- 70000

-
- **Name:** General December
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 30
 - **Backstory:** Raised as a fighter, General December has known nothing but violence since a young age. King Hason sees him as a very reliable asset.
 - **Appearance:**
 - Standing 5' 10" tall, this bronze skinned man has an aloof feel about him, and he has a large burn on his face.
 - His curly, dark brown hair is very short and currently dyed completely magenta.
 - He has small, dark brown eyes, large ears and full lips. He wears an unsuitably-coloured foundation for highlights, thick eyeliner and dark eyeshadow.
 - He has average-sized feet, large hands, and a thick neck. He has multiple tattoos on his lower back, face, neck, right arm, chest and upper back.
 - He often wears sensible clothes that are mostly dark-coloured. He is usually seen wearing a watch.

- **Personality:**
 - Loyal
 - Emotionless
 - **Behaviors:**
 - Has an unbeatable work ethic and enviable focus which helps him complete assignments with haste and perfection
 - **Voice:**
 - During the conversation, they hold their head high
 - They speak at a medium speed with a low pitched, strained voice
 - They never stop to breathe while talking
 - Only during serious conversations they will show emotion
 - **Drops:**
 - **Alliance:** Hason Kingdom
 - **Attributes/Abilities:** Air Magic
 - **Equipment:** A Silver Sword
 - **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
 - **Stats:**
 - Speed- 100/100
 - Strength- 160/hit
 - Magic- 100/100
 - Health- 75000
-
- **Name:** Castle Security

- **Gender:** Male
- **Race:** Human
- **Age:** 20-35
- **Backstory:** None
- **Appearance:**
 - All security officers wear the same creme brown work uniforms with dark brown pants and brown boots
- **Personality:**
 - They are all very serious about their job due to fear of making a mistake or angering King Hason
- **Behaviors:**
 - Will follow any order given by a highly commanding superior
- **Drops:**
 - Coin(10)
- **Alliance:**
 - Hason Kingdom
- **Attributes/Abilities:**
 - They have no magic abilities
- **Equipment:**
 - They all use steel swords
- **Foes:**
 - Umbra Nyx
 - King Pho
 - King Bonda
 - King Teng
- **Stats:**
 - Speed- 60/100
 - Strength- 50/hit
 - Magic- 0/100
 - Stealth- 0/100

■ Health- 1500

● **Shopkeep (Same Owner In All Stores)**

- **Name:** Eden
- **Gender:** Female
- **Race:** Human
- **Age:** 25
- **Backstory:** None
- **Appearance:**
 - A tall strong female with broad shoulders
 - 5 feet 10 inches and weighing around 180
 - Has muscular build
 - She has 2 pig tails and blonde hair
 - Wears a yellow sundress with blue heels
- **Personality:**
 - A happy shopkeeper who wants no trouble just good business
- **Behaviors:**
 - She never asks questions making her the perfect shopkeeper for Umbra
- **Drops:** None
- **Alliance:** None
- **Attributes/Abilities:** None
- **Equipment:** Holds whatever is being sold in the shop. Can be different items depending on player level.

- **Friends/Foes:**
 - Umbra Nyx
- **Stats:**
 - Unkillable
- **Smith (Same Smith In All Stores)**
 - **Name:** Edgar
 - **Gender:** Male
 - **Race:** Human
 - **Age:** 37
 - **Backstory:** None
 - **Appearance:**
 - A short man with a dad bod but strong build
 - Stands 5 feet 6 inches and weighs 190
 - Has muscles which show out of his small sleeve white shirt
 - Has on navy blue jeans and brown boots
 - **Personality:**
 - A man trying to make a honest living doing what he loves
 - **Behaviors:**
 - Doesn't ask questions, something Umbra likes about him
 - **Drops:** None
 - **Alliance:** None
 - **Attributes/Abilities:** None
 - **Equipment:** Gives back whatever item you give him to upgrade. Different upgrades require different materials and levels.
 - **Friends/Foes:**

- Umbra Nyx
- **Stats:**
 - Unkillable

7. Shop

- **Food:**
 - Food will cost 50 coins
 - Umbra can only hold 5 food at once
 - Food can be used any time to heal Umbra to full health with the H key
 - Cannot be sold
 - Will look like a brown cloth bag with a heart symbol on the side representing that the food will heal you
 - The heart print will be black border with the inside being empty
 - The heart will be facing towards the player
- **Materials:**
 - Bronze Bars
 - 100 coins
 - Can buy 5
 - Can be sold for 50 coins
 - Will be a solid bronze colored rectangle bar with an small indent at the top of a smaller rectangle
 - Silver Bars
 - 500 coins
 - Can buy 5
 - Can be sold for 250 coins
 - Will be a solid silver colored rectangle bar with an small indent at the top of a smaller rectangle
 - Gold Bars
 - 1000 coins
 - Can buy 5
 - Can be sold for 500 coins
 - Will be a solid gold colored rectangle bar with an small indent at the top of a smaller rectangle

- Platinum Bars
 - 2500 coins
 - Can buy 5
 - Can be sold for 1000 coins
 - Will be a solid platinum colored rectangle bar with an small indent at the top of a smaller rectangle

8. Blacksmith

- Upgrade:
 - **Bronze**
 - Costs 10 bars
 - Costs 1000 coins
 - Must be level 10 for upgrade
 - **Silver**
 - Costs 20 bars
 - Costs 2000 coins
 - Must be level 20 for upgrade
 - **Gold**
 - Costs 30 bars
 - Costs 3000 coins
 - Must be level 30 for upgrade
 - **Platinum**
 - Costs 40 bars
 - Costs 4000 coins
 - Must be level 40 for upgrade

9. Magic Abilities

- Umbra's Powers:
 - These are powers that throughout the story only Umbra will be able to use
 - **Lethal Tempo:**
 - walks in beat, increases speed and range
 - Will increase movement and attack speed by 20%

- Has a 10 second cooldown
 - Does no damage
- **Shadow Pulse:**
 - Recon ability which will let Umbra scan surrounding areas even through walls
 - Will give Umbra xray vision, scan enemies and objectives thru walls
 - 2 second cooldown before next use
 - Does no damage
- **Shadow Claws:**
 - Lets Umbra conjure claws that help him scale buildings
 - No cooldown
 - Does no damage
- **Shadow Step:**
 - Lets Umbra teleport himself anywhere within his FOV
 - Has 15 second cooldown
 - Does no damage
 - Opponents won't be able to detect Umbra for 2 seconds
- **Fire Powers:**
 - **Fireball:**
 - Caster shoots a circular ball of flame that will do 100 damage if it makes a connection on the enemy
 - Move is unlocked for fire users with 0 magic or above
 - Dissipates after 3 seconds from launch
 - 5 extra damage for every 5 extra magic the user has
 - Max damage for someone with 100/100 magic is 600
 - 5 second cooldown
 - **Fire Wall:**

- Creates a horizontal wall 10 feet long in front of the conjurer
- Can be used to block other powers and will also do 100 damage to anyone standing in or passing through it
- Move is unlocked for magic users with 50 magic or above
- Base damage is 100 and for every 5 magic it will do 20 more damage
- Max damage for someone with 100/100 magic is 300
- Will last 5 seconds
- Will block any abilities that pass thru the wall
- Will leave a burn effect for 2 seconds that does 25 damage per second no matter magic level
- 10 second cooldown

○ **Fire Pit:**

- Creates a 5 feet radius circle with fire inside of it on the floor under the enemy
- The fire pit will do 50 damage every second the enemy stands in it.
- This move is only unlocked for fire magic users with 70 magic and above
- Base damage 50 and for every 5 extra magic the user has the damage increases by 25 per second
- It can end at 200 damage per second for someone with 100/100 magic
- Will last on the ground for 7 seconds
- Has a slow effect for enemies in the pit, slow effect is 5%
- 15 second cooldown

- **Air Powers:**

- **Air Slash:**

- Conjures a sharp claw made of air that will slash the opponent
- Does 100 damage base and 1 more for each 5 extra magic
- Unlocked for air users with 0 magic and above
- Max damage can be 300 for wind users with 100/100 magic
- Will have a 5% chance to stun increased by 5% for every 25 magic
- Stun will last 2 seconds
- Max stun chance for air user with 100/100 magic is 25%
- 5 second cooldown

- **Air Push:**

- Creates a gust of wind that pushes the enemy back
- Won't do any damage but will have a 100% chance to stun the enemy for 2 seconds
- Unlocks at 50 magic for air users
- 10 second cooldown

- **Air Tornado:**

- Creates a tornado that will suck the enemy into it
- Has a 6 foot suck radius
- Will do 200 damage and stun for 5 seconds if sucked in
- Unlocks at 75 magic
- Does 20 more damage for every 5 extra magic
- Stun won't change

- 15 second cooldown

- **Ice Powers:**

- **Ice Spike:**

- Creates a sharp icicle under the enemy
- Unlocks at 0 magic for ice users
- Will do 100 base damage and 3 more damage for every 10 magic
- Max damage is 400 for ice user with 100/100 magic
- Will slow enemy hit for 2 seconds reducing speed by 50%
- 5 second cooldown

- **Ice Field:**

- Creates a 10 ft radius field of ice
- Does no damage but will slow enemies by 50%
- Unlocks for ice users at 50 magic
- For every 5 magic slow will be increased by 5%
- Max slow can be 100% leaving enemies immobilized for the 5 seconds that the field is up
- 10 second cooldown

- **Ice Blast:**

- A mist of ice shoots out 7 ft ahead of the user
- This mist will slow enemies down by 25% and do 250 damage
- Unlocks at 75 magic
- For every 5 magic slow will increase by 5% and damage will increase by 20

- Max damage and slow will be 50% and 350 for user with 100/100 magic
- 15 second cooldown

- **Rock Powers:**

- **Rock Throw:**

- Throws a big brown rock with a 3ft radius
- Will do 200 damage on impact
- Unlocks for users with 0 magic
- For every 10 extra magic it will do 10 additional damage
- Max damage is 300 for user with 100/100 magic
- 5 second cooldown

- **Rock Wall:**

- Creates a horizontal wall 10 feet long in front of the conjurer
- Can be used to block other powers and gives back 10% damage taken
- Move is unlocked for rock users with 50 magic or above
- For every 5 magic it will do 5% more recoil
- Max recoil for someone with 100/100 magic is 60%
- Will last 5 seconds
- Will block any abilities that pass thru the wall
- 10 second cooldown

- **Rock Rain:**

- Miniature rocks will rain from the sky above the enemy

- The rain radius will be 5 feet while the rock will be 1ft radius big
- Each rock that will hit the enemy will do 100 damage
- A total of 20 rocks can fall in the span of 15 seconds
- Unlocks at 75 magic
- Damage will increase by 20 for every 5 magic
- Max damage will be 200 per rock for a user wit 100/100 magic
- 15 second cooldown

10. Setting/Game World

- **World:**
 - Nightfall takes place in a fictional world called Guta.
 - In Guta there are 4 Kingdoms that are at war with each other; Kingdom Hason, Kingdom Bonda, Kingdom Pho, and Kingdom Teng.
 - The main core of the story will take place in the Hason Kingdom where Umbra lives.
 - The Guta world as a whole will be a lot like how a 1400's medieval age Japan would look. With horses, swords, and kingdoms split into smaller parts.
 - Nightfall would be happening in real life summer, so the temperature will be hotter, trees will be full of leaves, birds will be seen, there can be rain, but there won't be any snow or colder temperatures. This weather will be universal for all of Guta no matter what Kingdom you are in.
 - All people on Guta will be human and will all speak the same language
 - Kingdom Hason itself will also be split into 12 districts each governed by Hason's 12 Generals, with Hason's castle in district Yoru governed by his strongest General; General December.

- The 12 Districts are Yoru, Phoenix, Reyna, Jett, Cypher, Breach, Skye, Omen, Raze, Chamber, Brimstone, and Neon
 - The General at each District will be the strongest opponent that Umbra will face at the District
 - The architecture at all Districts will be the same with poorer areas having more run down housing while the Yoru district will be full of rich buildings.
- **Playable Areas:**
 - **Hason Kingdom:**
 - **District Yoru:**
 - **Hason Castle:**
 - The castle that the Hason family resides in
 - Umbra works here as a part of the castle security
 - It's a large marble castle with two spiral staircases as you enter the castle leading upstairs. Upstairs you can find Benimarues room down the hall to the left and the King's room down the hall in the middle. The Security room in the castle is at the bottom floor to the left as you enter the castle. At the back of the castle there is a big yard with perfect grass, where security and Benimaru train.
 - The castle is filled with golden furniture and large portraits of King Hason and some of Benimaru as well
 - **December Stronghold:**
 - This is the main base of General December
 - It is a rich looking building similar to the castle but much smaller

- The General's room is up the stairs and to the left. His room has a big bed and with two dressers on each side

- **Bloom Town:**

- A town with the richest people in Hason Kingdom
- They are kept in District Yoru so they have the best protection and are the closest to the King
- The town is filled with guards from the December stronghold, some of the strongest soldiers in the Kingdom
- The city's filled with pristine white horses a staple for the rich
- The roads are made from white marble as are the houses
- Black lamp posts standing 10 feet high cover the roads, a source of light only found in rich towns
- The town is very clean with a total of 40 houses all big enough to fit a town worth of people inside
- There is a big green backyard for every mansion with finely trimmed green grass
- To enter the town gates you must have a letter signed by the King or General December

- **District Phoenix:**

- **July Stronghold:**

- Main base of General July
- A open camp base
- Several burned out fireplaces with smoke rising out
- A few tents scattered out for General July's men

- A building at the middle of the base where the General lives
- The building is made out of stone and has a brick roof with a stone chimney
- Inside there is a king side bed, a desk with papers scattered across it
- General July also has a wooden chest on the end of his bed with all his important papers inside

- **Glint Town:**

- A poverty filled town
- A lot of poor people lying dead on the streets
- Few of General July's men are there
- Houses are without roofs and made of wood and cracking stone
- Houses are very small and many are dying from starvation
- No shops inside the town

- **District Reyna:**

- **November Stronghold:**

- Main base of General November
- Has a mansion similar to General December
- Has men patrolling 24/7
- All his men stay at his stronghold

- **Diya Town:**

- A town full of rich people similar to Bloom Town

- Has the same landscape and buildings as Bloom town
- Gates aren't as well protected
- No patrols from General November's men but there are some men from General October's camp

- **Charles Town:**

- Charles town is one of 5 magic research towns in Gaya
- The town is prosperous and has a lot of funding from the King
- The town has marble roads and marble buildings where the research takes place
- All the researchers are given free housing in Sun Town

- **District Jett:**

- **February Stronghold:**

- Main base for General February
- Is a poor slum due to poor funding in the District, similar to the January stronghold
- Base will be open area with no walls
- Base will have few tents and campfires
- Some tents will be knocked over
- The camp will be a mess
- February's main living area will be a shack with a bed and a desk with bags of money and boxes of liquor

- The stronghold will be guarded but most men will be patrolling Hason Kingdom

- **Military Office:**

- A base with a majority of King Hason's military
- This base has men training in preparation for another war
- The base is a wide open arena
- Inside there are several training facilities and dummies
- At the middle there are 10 arenas where soldiers can test their strength against each other
- Where Umbra and his unit were trained

- **District Cypher:**

- **April Stronghold:**

- A open camp base
- Several burned out fireplaces with smoke rising out
- A few tents scattered out for General April's men
- A building at the middle of the base where the General lives
- The building is made out of stone and has a brick roof with a stone chimney
- Inside there is a king size bed, a desk with papers scattered across it

- **Spy Agency:**

- A intel hub for King Hason

- A place where most of his intelligence is stored
- Holds many secrets on all 4 kingdoms and the truth behind the first war
- Is a big stone building guarded by General April and a large number of his men

■ **District Breach:**

● **Slum Town :**

- Will be the same as Glint Town
- The people will be completely isolated with no help as General October will take care of Sun Town

● **October Stronghold:**

- Main base for General October
- General October is often seen at Sun Town as a protector there with his men
- He is also sometimes found at the stronghold
- General October lives in a mansion similar to General November

● **Sun Town:**

- A town existing inside of both Breach and Skye district
- This town is where all researchers are given living quarters
- The town has the richest housing possible similar to that of Bloom town

■ **District Skye:**

● **Sun Town:**

- A town existing inside of both Breach and Skye district
- This town is where all researchers are given living quarters
- The town has the richest housing possible similar to that of Bloom town

- **June Stronghold:**

- Main base for General June
- Has limited security as most of it is used guardian both Gold and Sun town
- Base is same as the July base

- **Gold Town:**

- Where most of the Hason Kingdoms treasure is kept
- Is very protected with June, July, September, and August's men
- No habitants can be found here but it is riddled with men protecting it

- **District Omen:**

- **Haunted Town:**

- A town that was completely destroyed during the first war
- Many believe that the whole town is haunted now with the souls of the dead
- There can be no men found here
- The buildings are cracked and mossy

- There will be flies making noise and occasionally on screen
- Mist will cover the whole town
- Eerie music will play

- **Land Of The Dead:**

- A place where the dead are presumed to live
- No man is brave enough to guard it
- Will have scattered tombstones and mist surrounding it
- Will have eerie music playing when player goes there

- **May Stronghold:**

- Main base for General May
- All security is at the stronghold
- No one dares even travel past the Omen district from fear of the dead
- The stronghold has a great mansion similar to that found in Yoru district

- **District Raze:**

- **Tommy Town:**

- Town full of war veterans all with a story to tell about the war
- Many worship KingHason and see him as their savior
- Housing will be simple stone houses with minimal furniture

- Veterans will rarely come outside and occasional cries can be heard when passing by from the veteran's PTSD attacks

- **March Stronghold:**

- A open camp base
- Several burned out fireplaces with smoke rising out
- A few tents scattered out for General April's men
- A building at the middle of the base where the General lives
- The building is made out of stone and has a brick roof with a stone chimney

- **District Chamber:**

- **August Stronghold:**

- A open camp base
- Several burned out fireplaces with smoke rising out
- A few tents scattered out for General July's men
- A building at the middle of the base where the General lives
- The building is made out of stone and has a brick roof with a stone chimney
- Inside there is a king side bed, a desk with papers scattered across it

- **Polly Town:**

- A beautiful town filled with flowers and music
- The town is very energetic and lively

- The buildings are all made of colorful stones and have lots of flowers around them
- There are many citizens all wearing great clothing such as suits/ dress shirts and dresses
- It is a town of love
- There is minimal protection from General August's men as many are stationed at Gold Town

■ **District Brimstone:**

● **January Stronghold:**

- Main base for General January
- Was given this post as he is the weakest
- Barely has any men due to many dying from pollution
- Base is very run down and seems like a slum more than a base for a general
- Base is same as February Stronghold

● **Smoke Town:**

- Where most production for the Kingdom happens
- The area is very polluted and smokey
- There are men protecting it but many die due to the pollution
- There will be many factories scattered around

■ **District Neon:**

● **September Stronghold:**

- The main base for General September

- Most of his men are placed in Gold Town
- He is able to protect his base well as he doesn't have any towns in his district
- Base is same as General December's as his funding is only used towards his base

11. Weapons

- **Name:**
 - Umbras Daggers
- **Detailed Description:**
 - Two small daggers that Umbra always keeps with him. They were the first ever things he had stolen as a child after the first war
 - These daggers never let Umbra down during his first days so he carries them with him no matter what
 - The daggers will be Umbras sole weapon throughout the story so the player can upgrade them through 4 stages
 - Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree
 - Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
 - Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree
- **Stats:**
 - Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree

- Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
- Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree
- Hit speed will not change
- Light attack will be 1 hit per second
- Heavy attack will be 1 hit per 2 second, with a 5% stun chance which will increase 5% with every upgrade
- Stun chance can reach 25% max at the Platinum upgrade
- **Name:**
 - Steelsword
- **Detailed Description:**
 - Used by all non boss enemies
 - A silver colored Steel Sword that is 4 feet long and has a wooden hilt with white cloth wrapped around it
- **Stats:**
 - It does 50 damage per hit
 - Will hit 1 time every second
- **Name:**
 - Silver Sword
- **Detailed Description:**
 - Used by all bosses
 - Has a silver blade that is 4 feet long and has a golden hilt at the bottom embedded with gems

- **Stats:**
 - It will do damage based off the strength of the boss using it
 - Will hit 1 time every second

12. Tutorials

- **Intro Tutorial:**
 - **Combat Tutorial:**
 - Will show how face to face combat will work with enemies
 - Umbra will be using his daggers to fight a group of 7 men
 - He will be dodging attacks and doing counters against the men
 - This will help players become comfortable with the beginning stages of the game making them accustomed to the combat
 - **Magic Tutorial:**
 - Will be paired with the combat tutorial
 - Players will get to learn about Umbras special powers and get to use them in combat
 - Players will learn about cooldowns and be shown all other magical abilities and their effects via an image
 - **Movement Tutorial:**
 - Player will use WASD movement keys to move through a course set up
 - Players will also be taught to jump over obstacles and crouch under them
 - **Climbing Tutorial:**
 - Will be combined with the movement tutorial

- Players will learn how to climb a building and move across the building when climbing
 - They will also be introduced to how much freedom they have to climb before they run out of stamina and fall
- **Wagon Tutorial:**
 - Will be shown during the Benimaru rescue mission when players will travel to Bonda Kingdom via wagon to free Benimaru Hason
 - Players will learn how using a wagon is much similar to moving Umbra via an image
 - Players will also learn how different wagons have different speeds via an image

13. Vehicles

- **Name:** Common Wagons
- **Detailed Description:**

A common wooden wagon with wood wheels. Seen often among middle and lower class citizens throughout all Kingdoms. Pulled by brown or black horses.
- **Stats:**
 - **Speed:** 50/100
 - **Health:** Unbreakable
- **Name:** Golden Wagon
- **Detailed Description:**

Wagons that are common amongst the rich areas of the 4 Kingdoms and often used by the Kings themselves. Are made of pure gold and have velvet red seating. Pulled by beautiful white horses.
- **Stats:**
 - **Speed:** 100/100
 - **Health:** Unbreakable

14. Gameplay/Game Mechanics

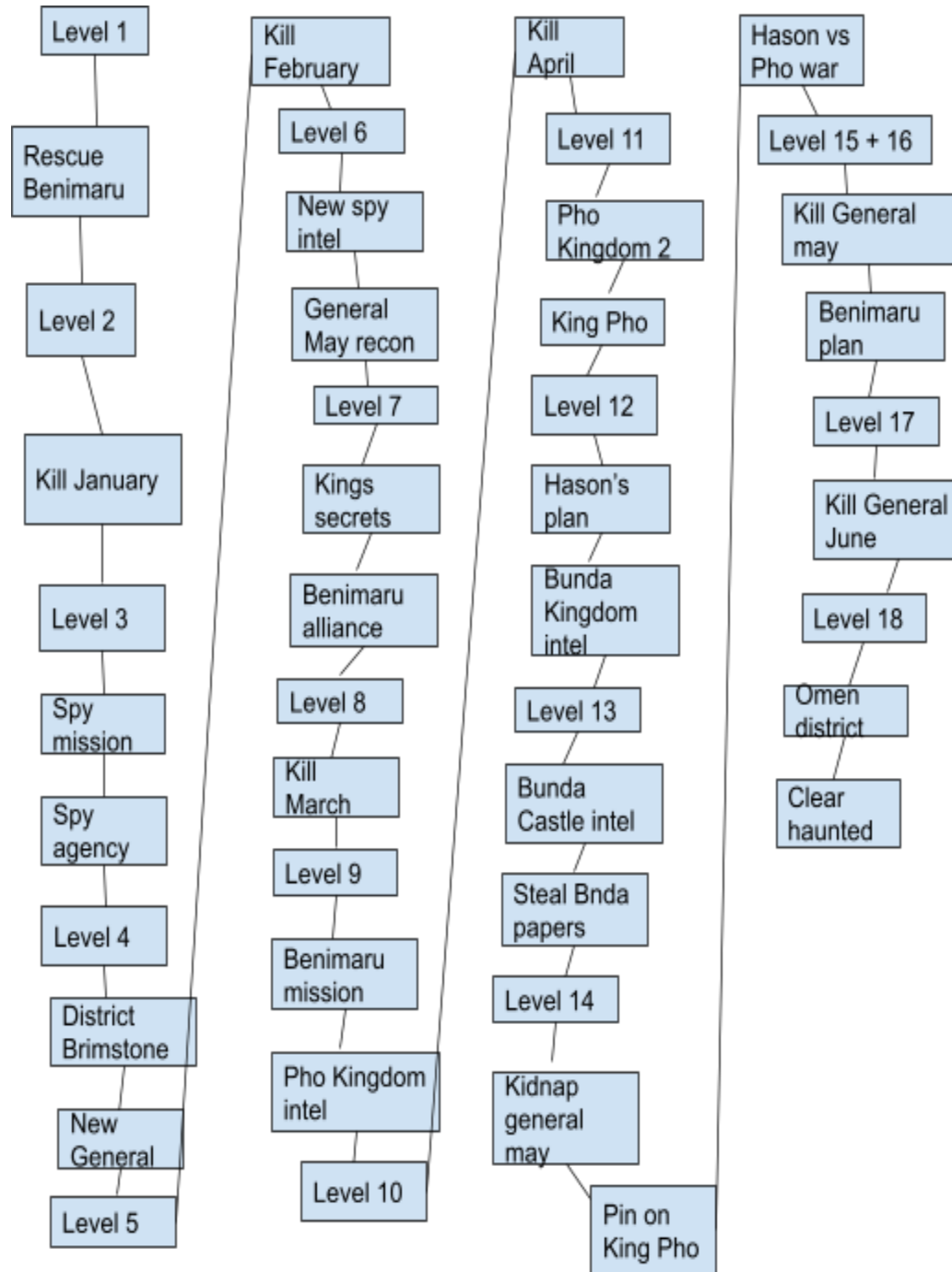
- **Game/Player progression:**

- There will be a total of 40 character levels in Nightfall and they will all follow the same principals
- Players will progress through quests or missions given to them by the game and then be rewarded with loot or experience to advance a level
- The way to level up will stay the same throughout the game and players will be forced to complete missions to advance with the story
- Without completing missions and leveling up players cannot continue the game
- As long as players keep playing they will unlock new mission and new areas from where they can advance even further
- Many times to level up players will be faced with bosses that they must defeat to progress
- These bosses can be defeated if the player can get their health down to 0
- All bosses will have different health so the player must be better than the last fight to win
- Boss health can be taken away by using you weapon on the boss
- Umbra will have 2 daggers that will do different damage based off the upgrade the weapon is on
 - Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree
 - Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
 - Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree

- **GameFlow:**

- Nightfall will be a branching open world rpg. Players can make choices as Umbra that will change ways characters see you or even change the game completely

- **Game Flowchart:**



- **Rules:**

- Player cannot walk or run through walls/ buildings
- Players can only vault objects elevated 3 feet or under any higher and the player cannot vault
- To kill enemies player must damage them until all their health is gone
- Magic can be casted as long as players have mana and they are not on cooldown
- If player runs out of health a game over sign will show up and the player can respawn to the last saved checkpoint, if any checkpoint has been made
- Complete all given missions
- All given side mission can be completed but are not necessary
- Players have unlimited time to complete missions

- **Goals and Objectives:**

- Kill General January
- Kill General February
- Kill General March
- Kill General April
- Kill General May
- Kill General June
- Kill General July
- Kill General August
- Kill General September
- Kill General October
- Kill General November

- Kill General December
- Kill King Hason
- Kill King Pho
- Kill King Teng
- Complete all given missions
- All given side mission can be completed but are not necessary
- **Gameplay Mechanics:**
 - **Health:**
 - Will be a number showing how much health the person has
 - Health will deplete as damage is taken and the number of damage will also be a factor
 - Health can be increased only for Umbra
 - Only all health is gone the enemy or Umbra have been defeated
 - Can be increased by 300 everytime its upgraded in the skill tree
 - Health will be at 2000 at base and can be max 5000
 - **Magic:**
 - Will be on a scale from 0-100
 - Some people will have magical powers while other might not
 - Magic scale will show how good you are with magic
 - Higher your level the more moves you will have
 - Umbra starts with all his moves no restrictions
 - All other NPCs won't be able to increase their magic level and will have moves based off of their level

- Umbra and all NPC's can only use 1 magical power no one can have 2
- All powers are random and can be learned by anyone no matter the bloodline
- **Stamina:**
 - Each time this skill is upgraded Umbra will increase stamina by 2 seconds
 - Umbra will have a base Stamina of 10 seconds while all NPCs will have infinite stamina
- **Strength:**
 - Will be shown as damage per hit made
 - Strength will depend on the enemy or person
 - Weapon will not change strength unless you are Umbra
 - Umbras weapon upgrades will give him more damage
 - Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree
 - Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
 - Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree
 - Umbra starts at 75 damage per hit as base and can increase the damage with weapon upgrade and skill tree
 - Each time this skill is upgraded Umbra will gain 15 damage per hit
- **Wall Climbing:**
 - Only Umbra will be able to climb walls

- When climbing walls Umbra can climb as long he has enough stamina
- Once his stamina runs out he will fall but wont take any damage from the fall
- Umbra is the only character in Nightfall that can climb buildings
- **Weather:**
 - Weather will be the same throughout the world
 - If it rains in Hason Kingdom it will rain in all other Kingdoms
 - The same will be true for all weather conditions
- **Fire Magic:**
 - **Fire Powers:**
 - **Fireball:**
 - Caster shoots a circular ball of flame that will do 100 damage if it makes a connection on the enemy
 - Move is unlocked for fire users with 0 magic or above
 - Dissipates after 3 seconds from launch
 - 5 extra damage for every 5 extra magic the user has
 - Max damage for someone with 100/100 magic is 600
 - 5 second cooldown
 - **Fire Wall:**
 - Creates a horizontal wall 10 feet long in front of the conjurer

- Can be used to block other powers and will also do 100 damage to anyone standing in or passing through it
- Move is unlocked for magic users with 50 magic or above
- Base damage is 100 and for every 5 magic it will do 20 more damage
- Max damage for someone with 100/100 magic is 300
- Will last 5 seconds
- Will block any abilities that pass thru the wall
- Will leave a burn effect for 2 seconds that does 25 damage per second no matter magic level
- 10 second cooldown

- **Fire Pit:**

- Creates a 5 feet radius circle with fire inside of it on the floor under the enemy
- The fire pit will do 50 damage every second the enemy stands in it.
- This move is only unlocked for fire magic users with 70 magic and above
- Base damage 50 and for every 5 extra magic the user has the damage increases by 25 per second
- It can end at 200 damage per second for someone with 100/100 magic

- Some people in Nightfall have fire magic as it is all random
- Fire is known to be the most aggressive magic type
- Different users will have different ways of using the magic

- **Rock Magic:**

- **Rock Powers:**

- **Rock Throw:**

- Throws a big brown rock with a 3ft radius
 - Will do 200 damage on impact
 - Unlocks for users with 0 magic
 - For every 10 extra magic it will do 10 additional damage
 - Max damage is 300 for user with 100/100 magic
 - 5 second cooldown

- **Rock Wall:**

- Creates a horizontal wall 10 feet long in front of the conjurer
 - Can be used to block other powers and gives back 10% damage taken
 - Move is unlocked for rock users with 50 magic or above
 - For every 5 magic it will do 5% more recoil
 - Max recoil for someone with 100/100 magic is 60%
 - Will last 5 seconds
 - Will block any abilities that pass thru the wall
 - 10 second cooldown

- **Rock Rain:**

- Miniature rocks will rain from the sky above the enemy
- The rain radius will be 5 feet while the rock will be 1ft radius big
- Each rock that will hit the enemy will do 100 damage
- A total of 20 rocks can fall in the span of 15 seconds
- Unlocks at 75 magic
- Damage will increase by 20 for every 5 magic
- Max damage will be 200 per rock for a user with 100/100 magic
- 15 second cooldown
- Some people in Nightfall have rock magic as it is all random
- Rock is known to be the most defensive magic type
- Different users will have different ways of using the magic
- **Ice Magic:**
 - **Ice Powers:**
 - **Ice Spike:**
 - Creates a sharp icicle under the enemy
 - Unlocks at 0 magic for ice users
 - Will do 100 base damage and 3 more damage for every 10 magic
 - Max damage is 400 for ice user with 100/100 magic
 - Will slow enemy hit for 2 seconds reducing speed by 50%

- 5 second cooldown

- **Ice Field:**

- Creates a 10 ft radius field of ice
- Does no damage but will slow enemies by 50%
- Unlocks for ice users at 50 magic
- For every 5 magic slow will be increased by 5%
- Max slow can be 100% leaving enemies immobilized for the 5 seconds that the field is up
- 10 second cooldown

- **Ice Blast:**

- A mist of ice shoots out 7 ft ahead of the user
- This mist will slow enemies down by 25% and do 250 damage
- Unlocks at 75 magic
- For every 5 magic slow will increase by 5% and damage will increase by 20
- Max damage and slow will be 50% and 350 for user with 100/100 magic
- 15 second cooldown

- Some people in Nightfall have ice magic as it is all random
- Ice is known to be the most oppressive magic type
- Different users will have different ways of using the magic

- **Air Magic:**

- **Air Powers:**

- **Air Slash:**

- Conjures a sharp claw made of air that will slash the opponent
- Does 100 damage base and 1 more for each 5 extra magic
- Unlocked for air users with 0 magic and above
- Max damage can be 300 for wind users with 100/100 magic
- Will have a 5% chance to stun increased by 5% for every 25 magic
- Stun will last 2 seconds
- Max stun chance for air user with 100/100 magic is 25%
- 5 second cooldown

- **Air Push:**

- Creates a gust of wind that pushes the enemy back
- Won't do any damage but will have a 100% chance to stun the enemy for 2 seconds
- Unlocks at 50 magic for air users
- 10 second cooldown

- **Air Tornado:**

- Creates a tornado that will suck the enemy into it
- Has a 6 foot suck radius
- Will do 200 damage and stun for 5 seconds if sucked in

- Unlocks at 75 magic
- Does 20 more damage for every 5 extra magic
- Stun won't change
- 15 second cooldown
- Some people in Nightfall have air magic as it is all random
- Air is known to be the fastest magic type
- Different users will have different ways of using the magic
- **Umbra's Shadow Magic:**
 - **Umbra's Powers:**
 - **These are powers that throughout the story only Umbra will be able to use**
 - **Lethal Tempo:**
 - walks in beat, increases speed and range
 - Will increase movement and attack speed by 20%
 - Has a 10 second cooldown
 - Does no damage
 - **Shadow Pulse:**
 - Recon ability which will let Umbra scan surrounding areas even through walls
 - Will give Umbra xray vision, scan enemies and objectives thru walls
 - 2 second cooldown before next use
 - Does no damage
 - **Shadow Claws:**
 - Lets Umbra conjure claws that help him scale buildings

- No cooldown
- Does no damage

- **Shadow Step:**

- Lets Umbra teleport himself anywhere within his FOV
- Has 15 second cooldown
- Does no damage
- Opponents won't be able to detect Umbra for 2 seconds
- Umbra was given these powers by his dead parents and he is the last of his clan
- This makes Umbras powers very rare and would make him very desirable among the Kings if they are to find out

- **Player Movement:**

- Players will be able to have fully 360 directional movement
- Movements can be made with default WASD movement keys
- W for forward movement
- A for movement towards the left
- S for backwards movement
- D for movement towards the right
- The mouse will also be used to move the camera in any direction the player chooses for different camera angles when moving
- Umbra will be able to walk forever as long as he is not colliding with another entity while walking
- Umbra can run depending on the stamina of the player

- Each time this skill is upgraded Umbra will increase stamina by 2 seconds
 - Umbra will have a base Stamina of 10 seconds while all NPCs will have infinite stamina
- If Umbra is to ever collide with another entity he will stop running or walking
- Umbra can not phase through entities so players must either go around the entity or climb it if possible
- **Drop Pickup:**
 - All drops will fall onto the ground after the enemy is defeated and have a slight silver glint
 - The drop can be picked up by walking over the drop or walking near it
 - The farthest away you can be from a drop is 2 feet, any farther and the drop wont come towards you and into your inventory
 - The silver glint will help notify players if there is a drop that still needs to be picked up
- **Upgrades:**
 - The only possible upgrade in game will be to Umbra's daggers
 - Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree
 - Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
 - Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree
- **Wagon Travel:**

- Wagons can be used by all NPC's as well as Umbra if the player chooses
- Players can control the wagon by driving it similarly to how the player controls Umbra's movement
- W will be accelerate
- A will be steer left
- S will be the brake
- D will be steer right
- There will be different wagon types
 - **Name:** Common Wagons
 - **Detailed Description:**
 - A common wooden wagon with wood wheels. Seen often among middle and lower class citizens throughout all Kingdoms. Pulled by brown or black horses.
 - **Stats:**
 - **Speed:** 50/100
 - **Health:** Unbreakable
 - **Name:** Golden Wagon
 - **Detailed Description:**
 - Wagons that are common amongst the rich areas of the 4 Kingdoms and often used by the Kings themselves. Are made of pure gold and have velvet red seating. Pulled by beautiful white horses.
 - **Stats:**
 - **Speed:** 100/100

- **Health:** Unbreakable
- **Dialogue:**
 - All dialogue will be shown at the bottom center of the screen as shown in UI
 - The dialogue box will be transparent with whitefilling for the text
 - All dialogue will be read aloud by the character as well as shown on the screen
 - Dialogue can be skipped by holding space, this will completely skip all dialogue that is part of the conversation no matter time skip or not
- **Choices:**
 - Players can make choices as Umbra throughout the game
 - Choices can help Umbra in the short term and hurt in the long term or do vise-versa
 - These choices must be made in a way so they don't ruin Umbra's image as a castle guard but still help him achieve his goals
 - Players can achieve this by hiding some facts that might help Umbra's enemies and giving some up so that he is more trusted
 - The player will always get a choice as to how they want to steer the game
- **Stealth Missions:**
 - Players will find most success using Umbras magic by sneaking around and assassinating clueless enemies
 -
- **Player Combat:**
 - Umbra will be fighting enemies with 2 daggers
 - Umbras daggers will do 75 base damage per hit
 - The daggers can be upgraded to do more damage per hit

- Bronze upgrade will give the daggers 150 damage and add on any extra damage from the skill tree
 - Silver upgrade will give the daggers 200 damage and add on any extra damage from the skill tree
 - Gold upgrade will give the daggers 250 damage and add on any extra damage from the skill tree
 - Platinum upgrade will give the daggers 300 damage and add on any extra damage from the skill tree
 - Hit speed will not change
- Combat will work so that the enemy that loses all their health first will be the one that loses
- Health can be taken from enemies by doing damage with your weapons or magic
- Umbra's magic won't do any damage as his magic is made for stealth not damage
- All other magic will have at least 1 move that does damage
- Damage causing magic moves must make contact with the enemy to do damage, if the attack misses or is dodged it will do no damage
- **Flashbacks:**
 - Players will experience Umbra's childhood through flashbacks that he gets while sleeping
 - Players will be able to play as a childhood Umbra and relive the moments he is dreaming about
 - This will help players understand Umbra better without disrupting the flow of the main story
- **Fall Damage:**

- Umbra cant take any fall damage because of his shadow magic powers
- All NPC's will also not take fall damage

○ **Stats:**

■ **Speed:**

- Will be on a scale from 0-100
- 0 speed will mean user can move 0 inches in a second and for every speed added will show an extra $\frac{1}{4}$ inch that can be moved per second
- Max speed for 100/100 is 2.08333 inches per second
- Speed can not be increased
- Stamina is linked with speed, but only Umbra has a stamina restriction
- Umbra can increase stamina to keep speed going

■ **Strength:**

- Will be shown as damage per hit made
- Strength will depend on the enemy or person
- Weapon will not change strength unless you are Umbra
- Umbras weapon upgrades will give him more damage

■ **Magic:**

- Will be on a scale from 0-100
- Some people will have magical powers while other might not
- Magic scale will show how good you are with magic
- Higher your level the more moves you will have

- Umbra starts with all his moves no restrictions
- All other NPCs won't be able to increase their magic level and will have moves based off of their level

- **Health:**

- Will be a number showing how much health the person has
- Health will deplete as damage is taken and the number of damage will also be a factor
- Health can be increased only for Umbra
- Only all health is gone the enemy or Umbra have been defeated

- **Skill Tree:**

- **Skill Points:**

- Everytime the player gains a level they are awarded 1 skill point
- The max skill points obtainable will be 40
- Each skill can be upgraded 10 times

- **Health:**

- Each time this skill is upgraded Umbra will gain 300 health

- **Damage:**

- Each time this skill is upgraded Umbra will gain 15 damage per hit

- **Mana:**

- Each time this skill is upgraded Umbra will increase mana amount by 3

- **Stamina:**

- Each time this skill is upgraded Umbra will increase stamina by 2 seconds

- **Tutorials:**

- **Intro Tutorial:**

- **Combat Tutorial:**

- Will show how face to face combat will work with enemies
 - Umbra will be using his daggers to fight a group of 7 men
 - He will be dodging attacks and doing counters against the men
 - This will help players become comfortable with the beginning stages of the game making them accustomed to the combat

- **Magic Tutorial:**

- Will be paired with the combat tutorial
 - Players will get to learn about Umbras special powers and get to use them in combat
 - Players will learn about cooldowns and be shown all other magical abilities and their effects via an image

- **Movement Tutorial:**

- Player will use WASD movement keys to move through a course set up
 - Players will also be taught to jump over obstacles and crouch under them

- **Climbing Tutorial:**

- Will be combined with the movement tutorial

- Players will learn how to climb a building and move across the building when climbing
- They will also be introduced to how much freedom they have to climb before they run out of stamina and fall

■ **Wagon Tutorial:**

- Will be shown during the Benimaru rescue mission when players will travel to Bonda Kingdom via wagon to free Benimaru Hason
- Players will learn how using a wagon is much similar to moving Umbra via an image
- Players will also learn how different wagons have different speeds via an image

15. User Interface

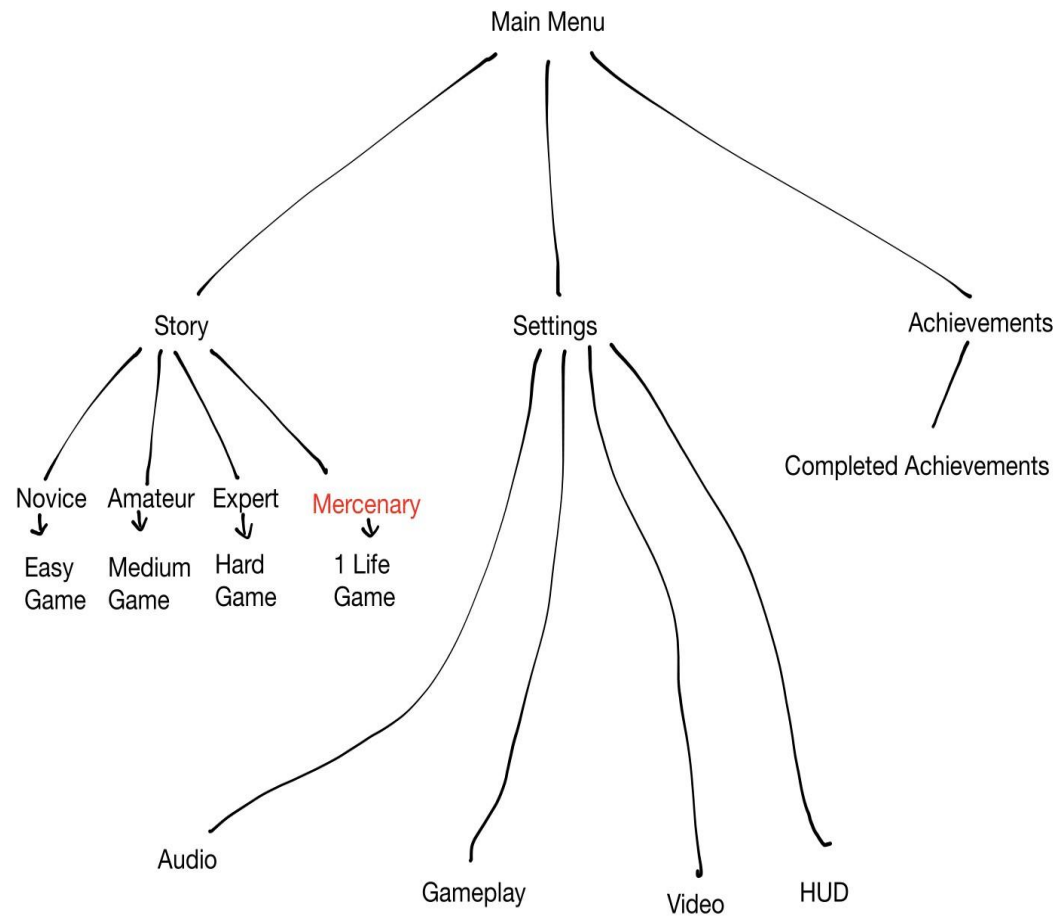
- Graphical:
 - Menu Systems:
 - Mockups:



- **Description:**

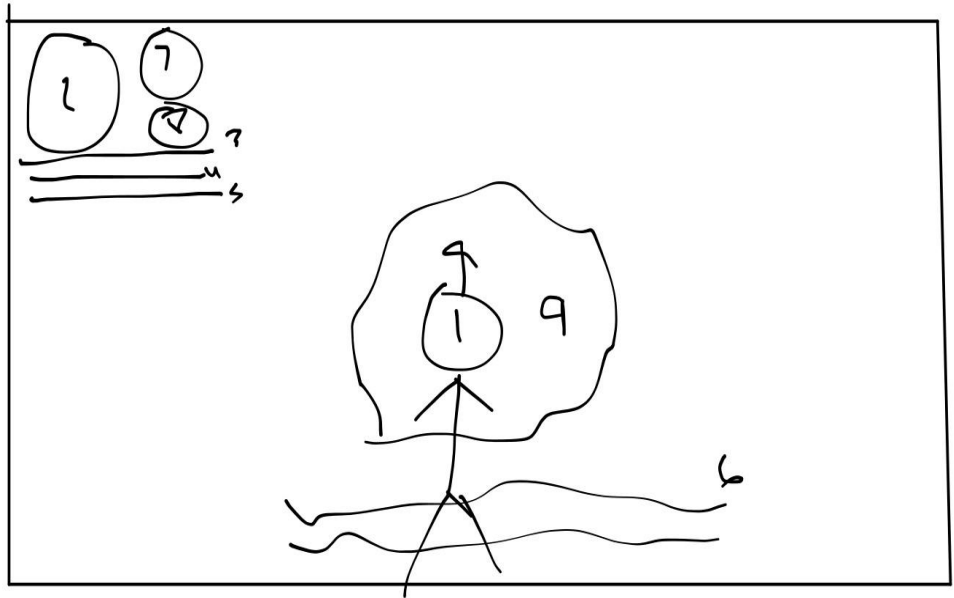
This will be the main menu screen for Nightfall. Since Nightfall will be a single player story game it will have a very simplistic main menu, with only a story, settings, and achievements section on the screen. There will be a still image depicting Umbra standing over a pile of bloody bodies with his two daggers in his hands. Umbra is also shown with his purple hair, red eyes, and a black mask which he wears at night to hide his identity. At any point the player can leave the game by clicking the escape key, after which they will be asked if they are sure they want to leave the game. They can choose yes with the space key or no by pressing the escape key again.

■ **Menu Flowchart:**



- HUD:

- Mockups/wireframes:



- 1 - 3rd person top down player model pov - The model will be how players will see Umbra as they play the game. The camera will be 360 degrees so you could see Umbra's face just by moving your mouse left or right enough.
- 2 - Mini-map - Will show players enemies/ buildings/ allies/ loot within a certain range of Umbra. Will be paired well with his shadow pulse ability helping him see enemies on the mini-map as well as players screen. Will be transparent in combat and while running but solid when standing still.
- 3 - Health - Will be colored white as default. Damage incurred will be highlighted red as it gets taken off health bar. When Umbra is at 10% or below health players screen will faintly grow red and Umbra will breath louder to urge player to heal up. Health will be increasable as player levels up, if chosen from the skill tree. Will be transparent while running but solid in combat and when standing still.
- 9 - Stamina - Will be used up when players dash to dodge while in combat. Will be blue as default and be used up until Umbra runs out of stamina at which point he will breath heavy and take 5 seconds before slowly regenerating his stamina. Stamina can be increased as players level up if they choose it from the skill tree. Will be transparent while running but solid in combat and when standing still.
- 5 - Mana- Will be used as Umbra uses his magical abilities. Abilities will cost different amounts of mana. Mana will be purple as default and go down as abilities are used. Mana can be increased as player levels up and chooses it from the skill tree. Will be transparent while running but solid in combat and when standing still.

6 - Dialogue - All in game dialogue will be shown in text in lines as solid white. There will be no box holding the dialogue.

7 - Clock - Will help players know the time so they can juggle the two lives. Players can also skip ahead in the day when not in a mission or in combat. The clock will be transparent in combat and while running but solid when standing still.

8 - Player level & skill points - Will appear when the player has leveled up. It will show what level they are and showing how many skill tree points they have to spend. It will not be visible unless player has leveled up and will stay for 10 seconds then disappear after 10 seconds until player levels up again.

9 - Loot pickup - loot that player picks up as Umbra will be shown within a circular area around him to show players what loot they have picked up. The area will be highlighted based off rarity. White for common, blue for uncommon, red for rare, and orange for legendary.

■ Description:

The image shows the basic look for the player while they are in game as Umbra. The screen will have a mini-map, health, stamina, mana, dialogue, a clock, player level and skill points, and show what new loot the player has picked up. There will also be visual prompts for the player when they run low on mana, health, or stamina. With these helpful prompts the player can easily heal up or try to escape a difficult situation.

- **Physical:**
 - **Keyboards/Mice/Gamepads/other:**
 - **Mockups/wireframes:**



Key	Function
W	Forward
A	Left
S	Back
D	Right
Shift	(Tap) Dodge (Hold) Run
M	Open Map
Esc	Open Game Menu
Space	(Tap) Jump (Hold) Climb
1	Ability 1
2	Ability 2
3	Ability 3
4	Ability 4
5	Ability 5
Tab	Open Inventory
Alt	Sneak
C	Crouch

Mouse	Move Camera
Left Click	Fast Attack
Right Click	Heavy Attack
F	Interact
Q	(Tap) Assassinate (Hold) Drag Body
E	Heal

■ **Descriptions:**

Due to the immense amount of PC gamers, I decided to show the controls on a keyboard. PC gamers are drastically growing as new gamers would rather own a PC than a console. Since Nightfall will be targeted to a younger audience I assume that many of its players will be on PC and giving the keys for a keyboard made most sense. The controls for Umbra will be fairly simple, as the player will be able to use default keys to move and interact around the world. These same keys are very popular in other open world games so players won't find it difficult to pick up. Additionally the keys can always be changed in the settings section whether in the main menu or in game.

16. Graphics

● **Weather:**

○ **Rain:**

- Will be small drops visible falling from the sky
- Raindrops will fall into the ground and create small splashes that will also be visible
- Rain will be transparent colored

○ **Snow:**

- Will be small drops visible falling from the sky

- Snow will fall into the ground and absorb into the snow in the ground
- Snow will be white like paper
- **Lightning:**
 - Lightning will create a white ripple in the sky
 - Lightning will branch out like a tree branch in the sky
 - It will last for 1 second per strike
- **Sunny:**
 - When it is sunny the world will look bright and colors will be easily visible
 - When sunny the sky will be sky blue and there will be white clouds in the sky
 - Bird and other animals will also be visible during the day if it is sunny
- **Night:**
 - Sky will be black with white dots to represent stars
 - There will be a large moon that will be a big light source during the night
 - The moon will illuminate the world like the sun would in the day but with 50% less brightness

17. Audio

- **Battle:**
 - **Damage:**
 - When damage is dealt or taken the recipient will make a low pitch grunt

- The character that gets hurt will have the grunt tailored based off their voice actor
- **Sword:**
 - Sword making contact will make a steel clashing against steel sound
- **Magic:**
 - Fire:
 - Whoosh of explosive swirling in dense proximity
 - Upon impact loud explosive firework sound effect to show great explosive power
 - Ice:
 - Crystallization sound effect signifying the coolness
 - Upon impact cold and freezing sound effect
 - Rock:
 - Crumbling rocks clumping sound effect
 - Upon impact loud hard ball of mass hitting solid object effect
 - Air:
 - Silent until right before attack showing swiftness sounding like a ferocious wind
 - Upon impact windy tornado like sound effect swallowing the victim
- **Heal:**
 - Umbra gasping sound and then a upbeat surge sound effect to signify him having healed up

- A additional sound that's higher pitched will play in game coming from the health bar
 - **Music:**
 - **Menu:**
 - A high sound version of the in game music
 - Menu music can be louder as players try to load into the story or try to change settings
 - **In Game:**
 - Default in game music will be a basic low pitch melody that can play in the background during the whole game while players explore the game
 - Music will be low sound so players won't be distracted mid game and can hear everything that happens in game
- **Cutscene:**
 - No music during cutscene just character dialogue will be playing
 - Dialogue will be dependent on characters present and their voice actors
- **Weather:**
 - **Rain:**
 - Loud splash if player walks over a puddle
 - Rainfall will make a sound similar to snow but much louder sound for the drop
 - **Thunder:**
 - Loud boom everytime there is thunder
 - **Sunny:**
 - Birds will be chirping in the background

- **Snow:**

- Will create a low pitch crunch if player walks over snow
- Snow falling will make a light tap sound on the ground similar to rain but quieter