***LEVEL NARRATIVE | FINAL CONCEPT | 14.03.25***

**SCHOOL**

* Arnion is 10 years old.
* Arnion wakes up in the school **foyer**.
* A mixture of **curiosity**, **survival** and **shelter** has lead Arnion to the school. More detailed motivation may come later.
* Arnion must get from the **foyer** to the **hallway** (perhaps tutorialise puzzle elements).
* Arnion finds the **spirit** in the main **hallway**.
* Arnion likely will keep the **spirit** safe in their **backpack** (perhaps this will tutorialise the inventory system).
* Arnion encounters one **spider enemy type** in the hall. The encounter is used to tutorialise the basic combat. This is the only encounter throughout the game that Arnion will be able to escape. Player should realise enemy is undefeatable without the replenished **spirit**.
* Arnion finds the **lantern** in a **disused classroom**, **theme TBC** but will likely be dictated by the surrounding puzzle.
* [puzzle section, optional branching paths, exploration, stalked by **Golem** boss]
* Nearby the **library**, in a partially-scripted sequence, the **Golem** chases Arnion and the lantern into the **library**. Here, the **Golem** [is tricked?] walks over section of **weak floor**. At this moment, the Golem collapses through into **the cave**.
* [optional continued exploration of school by player]
* The player, of their own choice, will jump into **the hole** to reach **the cave** when they are ready.

**CAVE SECTION**

* Once in **the cave**, the player [encounters/is gifted] a new buff for the lantern (shown how to use it with a combat section?).
* [puzzles and several combat areas of increasing difficulty/number of enemies, new enemy type **cultist** makes appearances]
* [both “buffs” will be used to solve gameplay puzzles]

**LAB SECTION**

* An inescapable arena where the **Golem** boss will be fought and defeated.
* **Golem** can be attacked with the **ultimate attacks** throughout, but the **basic attack** only works [before/after, TBC] the **Golem’s health** is reduced by half.
* Periodically, most likely, waves of **minions** of **spiders** and **cultists** will be released.
* The **Golem’s main attack** will be throwing heavy debris. Likely, this can be **parried** **back to the boss** to inflict heavy damage if executed well, in order to encourage parrying.
* Once the **Golem is defeated**, the Golem leaves behind (in the vertical slice) a narrative clue which would lead on to the rest of the main game. (In the main game, the **golem will leave behind a new lantern buff).**

**“WOULD BE NICE” on the MOSCOW priority order:**  
(i.e., idea was well-liked by the team but there are questions whether we have the scope/time to implement them):

* A **courtyard** area
* A more involved **school section**

***INVENTORY SYSTEM | FINAL CONCEPT | 14.03.25***

**LIMITATIONS**

* There are no limitations on how many types of inventory items you have, but there likely will be limitations on the **quantity** of those items you can carry. **Quantities TBC,** will require balance testing.

**INTERACTIBLES IN GENERAL**

* **Interactible inventory items** in the environment should be apparent to the player due to a soft glow.
* **Picked up by choice** through use of the interact button (tooltip).

**HEALTH**

* Health items are **not crafted**, but they take time to **prepare in-game**, to prevent cheesing combat sections by spamming health. A limit of perhaps **three healthitems** can be prepared at one time.

**REVIVE**

* When Arnion runs out of health, there is a timeout, perhaps **5-10 seconds**.
* During this time the lantern can revive Arnion using the **“Totenpass revive”**, which can only be used once during a single combat section, and of which there only a small handful hidden well throughout the entire level.

**“KINDLING”**

* In order to power-up the lantern for its “**gameplay buff**” (so far, fire is “illuminate dark areas for a time” and rock is “clear paths, destroy/absorb rocky obstacles for a time”), the lantern should be fed some “**kindling**” (since we did not decide on what it was yet, I’m just using this name for now, but it could be anything).
* This resource should be **inexhaustible** to prevent soft-locks; if the player runs out, more can always be found somewhere in the level.

**PUZZLE ITEMS**

* **Puzzle items** will be stored in the inventory.
* **Puzzle items** might need to be examined to learn some information (dependent on Rui’s puzzles).
* **Puzzle items** might need to be combined with others to be used. **Combined items** might separable (if so required by Rui’s puzzles).

**TRANSLATED MATERIAL**

* **Translated material** will be visible in the scrapbook and act like “invisible ink”. The lantern (or cursor of lantern) will need to be shone briefly to re-translate stored message (Ren, Drew, Josh F).

**INVENTORY SPACE**

* The inventory space is Arnion’s **backpack** and **scrapbook**. This will be an “in game” implementation to liken the player to **Arnion** and the **spirit**.

***COMBAT SYSTEM | FINAL CONCEPT | 14.03.25***

**ARENAS**

* **Arenas** are locked during combat, for enemy/player.
* **Controls** are TBC. They will be remappable but a **base control system** must be established for controller + keyboard/mouse (during testing?). For now me + Josh F will go with majority.

**BASIC ATTACK**

* **Achilles spear** style basic attack, in the direction of the cursor/aim stick.
* **Lantern can’t be directly controlled** (in terms of movement) during combat.
* When aiming, if Arnion moves away from the lantern, the lantern will move to keep up but **much more slowly** so that it doesn’t disrupt aim.

**ENEMIES**

* There are two main types of enemies, the **spider** and the **cultist**
* Enemies of a type comes in as many flavours as there are buffs (for vertical slice, just **two flavours**).
* Possible two flavours for v/slice demo: enemy with **melee damage** attack (basic/fire buff), enemy with **ranged damage** attack (rock buff). **TBC** when implementing enemy attacks.
* Suggested (for GDD/main game, but could be used instead) other buffs were: enemy with **melee slowdown** attack (i.e. spider splats you with a web, Arnion move slowly) and enemy with **ranged hallucination** attack, where a ranged attack poisons you and distorts vision/balance or some other metric.
* Depending on the **equipped buff**, matching **enemy flavours** will receive a regular dose of damage, but for enemies that don’t match the equipped buff, the basic attack will not be very effective.
* If enemies will leave behind **inventory items after death,** they should be **health items only**. There will be a relatively **low drop chance** (**tbc** on balance testing).

**PARRY / DODGE / CHARGE METER**

* Lantern conjures a **forcefield** for **parry**.
* The **forcefield** is centred on the lantern, so if you **achilles spear** the lantern and try to parry, Arnion will not be protected.
* The **dodge** by Arnion is a simple dodge mechanic which will probably **minimally** charge the meter.
* The parry must be **executed very well** in order to charge the meter, but it gives a big chunk of charge.
* The **parry** will charge the meter **very much more** than the **dodge** will.
* **Enemy deaths** may **possibly** drop a little bit of charge for the meter, **tbc** on balance testing.
* **Charge meter** is charged with a fair amount (5-10) parries, but amount will need to be balance tested.
* **Charge meter** is **completely spent** by use of one ultimate.
* **Charge meter** is immersively displayed as a ring/halo around the lantern during combat, because immersion.

**ULTIMATES**

* Ultimates will likely be **loosely tied into the deities’ dominions**, to bridge the narrative gap of “why do we have ultimate attacks” and “how come they hurt the goo monsters”.
* In terms of narrative, we agreed this would be a **loose connection** maybe involving an **epithet** of some kind to save Ren from having to retcon the buff elements (fire, rock, etc) into the lore of each deity too much (although I’m sure they will come up with extensive and sound reasoning!!).
* **Fire: basic attack+++, with AoE explision on contact (with enemy or wall)**
* **Rock: basic attack+++, except spear staked into the ground to cause a wide ranging short earthquake (screen effects)**

**AGREED BUFFS**

* **Fire (default)**
* **Rock**

**MOSCOW “WOULD LIKE” BUFFS FOR GDD:**

* **Ice (priority over others due to popularity)**
* **Lightning**
* **???**

***PUZZLE MECHANICS | FINAL CONCEPT | 14.03.25***

**AGREED PUZZLE MECHANICS:**

* **Pickup/drop heavy items to pressure plates**
* **Light up and translate messages (stored in scrapbook)**
* **Pulling switches, finding keys/puzzle items**

**BUFF GAMEPLAY MECHANICS:**

* **FIRE: Light up/illuminate very dark areas**
* **ROCK: absorb/destroy rocks in the way**

***MISCELLANEOUS INFO | FINAL CONCEPT | 14.03.25***

* **NPC conversations are one-sided**
* **The bosses will be more of a tactical and strategic enemy encounter versus the normal arenas**
* **The child will not attack enemies**
* **We will aim steer clear from arcade/gamification for combat/mechanics**