

# Divine Ruin

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## **Game Concept**

### **Title**

Divine Ruin

### **Genre**

2D Platformer

### **Game Description**

Divine Ruin is a fast-paced 2D platformer set in mythical sanctuaries of four different gods that integrates plot with engaging gameplay and diverse enemies. Levels are unique in theme, enemies, and environmental hazards in accordance to the god they represent. Special abilities are given to the player at the beginning of each level. These special abilities keep players engaged by preventing repetitive mechanics. The unique enemies that appear in each level adds to the changing dynamics of the game. It leaves the player with a sort of anticipation. What will I be able to do next? What enemies will I face? Each level also has an outlined goal—get to the heart of the god. This heart is an object that is recognizable and the player has the ability to drain it of poison.

Each level increases in difficulty as the player gets a feel for the game. The last level has the ultimate boss of the game, Eros. Eros is an altered version of the mythological son of Aphrodite, he's turned into an evil entity. The player knows from the beginning that Aphrodite is behind this, but when they reach her sanctuary, they discover it's actually Eros. After killing Eros, the game has ended.

### **Plot Description**

Set in Ancient Greece, Divine Ruin surrounds the story of Heron, a retired soldier who was injured in battle and forced to retire. Heron holds a lot of guilt for his actions in the many wars where he led soldiers to their deaths and killed everyone in his path. The Gods have begun their ruin, the sun has risen in the west and the ground begins shaking under Heron's feet. He meets his death when the roof collapses over his head, and he is sent to the underworld due to his actions in life. After he had been there for just mere moments, taking in his eternal damnation, a woman steps out of seemingly nowhere. She tells him of the ruin the gods have brought to earth, and how Heron can help her stop it, and in return she will send him to the Elysian fields. Heron agrees, this is his chance for redemption. The woman is Psyche, the goddess of souls, and she describes the gods' sanctuaries he must travel through in order to return them to their sanity by ridding their hearts of poison that has filled them.

She drops him into the sanctuary of Ares, where eternal war rages and the land burns with fires so strong the horizon is stained red. There, he fights to reach the end of the sanctuary, where Ares' heart is stored. Luckily, Psyche has blessed him with a special ability to aid him in his fight with Ares and his minions, wings that allow him short bursts of flight. When he reaches the heart, he is able to rid it of its poison. He then travels to Posedians sanctuary, where Ares blesses

him with another ability to aid in his fight with Posedian and his minions. After returning Posedian to sanity, Heron makes his way to Zeus' sanctuary, where Posedian gives him the ability to help him in his fight. Finally, he makes it to Aphrodites' sanctuary, where he learns Eros is the mastermind of the ruination. There, with the abilities that were given to him by Zeus, he kills Eros and saves Earth. He is taken to the Elysian fields to live out his eternity, finally at peace.

## **Mechanics**

### **Main Mechanics**

#### **Run**

Running is the base level of movement speed for Heron, he does not walk. Movement is only allowed left and right.

#### **Jump**

Heron can jump in multiple ways. He can do a single jump, which is his main jump mechanic. To climb upwards, Heron jumps back and forth between walls to get further up.

#### **Double Jump**

Heron can also double jump.

#### **Pogo Jump**

Heron can jump off of enemies.

## **Sword**

Heron always carries his sword with him and can use it at any time. His strikes are quick and strong, allowing him to fight enemies in hordes as well as enemies that move quickly.

## **Lives**

Heron has four lives per level, he loses a life when he loses all his health. When a life is lost, Heron is spawned in the same place he died, with the UX showing that he lost a life. If Heron dies by falling off-screen, he is spawned to the last platform he was on. When all four lives are lost, Heron is spawned at the beginning of the level he was in.

### **Special Abilities**

Heron is granted special abilities by Psyche and the previous god he had saved at the beginning of each level. After the level is completed, the special ability is lost and he gains the next ability. There will be a bar for special ability stamina in order for the player to keep track of how long they have to use the special ability.

#### **Wings**

In the first level, Psyche gifts Heron with wings he can use to fly and evade large hordes of foot soldiers and trees that have been lit on fire. They also assist in avoiding falling when a platform is broken by a ranged spear sent by Ares. Wings have a timer so that they cannot be used indefinitely and need to be strategically used in gameplay.

### **Underwater Fire**

Ares gifts Heron the ability to throw fireballs at enemies above and below water. This can help hold off waves and deal with raindrops by stopping them before they reach him. However, they are not as helpful with the crabs, who are better defeated with melee combat.

### **Bubble Shield**

The bubble shield is gifted by Poseidon and made of water to protect Heron from Zeus' ranged attacks and the clouds that blow wind at Heron. It completely covers him and allows for higher jumps. The bubble shield has a timer that is long enough to be useful but not to be used indefinitely.

### **Wind and Lightning**

For the final and most challenging level, Zeus gifts Heron with two abilities, the use of wind to blow back enemies and lightning for ranged attacks. These help deal with the demon Eros and Eros himself on Aphrodite's level. Wind can be used to stop large hordes of demon Eros from overwhelming Heron and lightning provides a way for Heron to defeat flying enemies that would otherwise be too challenging to defeat with a melee-based weapon. They are both helpful with any enemy, though. Both of these abilities have a timer so they cannot be used all the time and their bar needs to be refilled.

### **Repairing Hearts**

Heron is given the ability to hold onto the poisoned hearts and melt the poison from them. This would be done with the player holding down a button for a set amount of time.

## **Characters**

### **Heron**

The protagonist of the game. Heron is a retired warrior who lives alone. He wakes up in the underworld after the gods have caused ruin to the earth and he is killed in his home. Psyche brings him back to life, believing him worthy in part due to the guilt he holds for the amount of people he killed. Even though Heron had been retired for five years, he is still a practiced and skilled swordsman. When Psyche resurrects him, he is given back an uninjured body that he has no problem maneuvering in. This allows him to jump and run with ease.

### **Psyche**

Psyche is the goddess of souls and brings Heron back to life after his death. Psyche does not walk and instead floats and flies with the shimmering wings on her back. She explains the plot partly to Heron, drops him off on other levels, and gives him special abilities.

## **Enemies**

### **Attacks from the Gods**

### **Spears**

Ares is the Greek god of war. He attacks Heron from off-screen with a spear, making platforms break and fall with the impact if they are hit. He only appears at the end of the level as a sprite who does not engage in active combat with Heron.

### **Poisoned Raindrops**

Poseidon sends raindrops of poisoned water to defeat Heron. Poseidon is off-screen during fights and is never faced directly, instead opting to rely on

### **Lightning**

Zeus himself is not presented until the end of his level, where he still sits as a sprite. During combat, he controls off-screen ranged attacks with lightning that shatter platforms and damage Heron.

## **Enemy Types**

### **Soldiers**

Soldiers act as grunts in Ares' level. Their distinctive red skin sets them apart from Ares and Heron and is caused by the constant war that rages in his layer. They engage only in melee combat with their spears and are fairly easy for Heron to defeat. However, there are times when Ares' soldiers come to Heron in force, inciting players to be skillful in gameplay.

### **Waves**

Poseidon sends waves to damage Heron when he reaches platforms above water.

### **Crabs**

Most crabs in the level are small and use their claws to damage Heron. At the end of the level, before Heron is able to reach the heart, he faces a large crab that acts as a heavy enemy.

### **Clouds**

Clouds are found in Zeus' level. Their main focus is using wind to propel Heron backward. Complete with facial features, they use their mouth to blow air at Heron. He takes a small amount of damage from the wind but is blown back. The special ability of this level, the bubble shield that wraps around Heron, can be used to avoid getting damaged and lessen the momentum that the wind causes.

### **Mouth Hearts**

These hearts are full of sharp teeth that extend to damage Heron. They are fixed onto walls and do not move.

### **Demon Eros'**

Demon Eros' walk and fly. Flying Eros use bows to shoot heart-shaped arrows at Heron as he goes through the level. Walking Eross have scythes they use as melee weapons.

## **Bosses**

### **The Sun**

The sun is large and acts as a boss at the end of Zeus' level. With facial features, human arms, and an angry personality, the sun is a strong enemy that uses his fists as his melee weapons. His reach is long and Heron must be specific about how he goes about fighting him.

### **Eros**

Eros is the boss of the game. During gameplay—before the player confronts him at the end—he sends heart arrows to dissipate platforms and damage Heron. Eros is directly confronted at the end of the level and engages in combat with Heron.

## **Environmental Challenges**

### **Trees**

At Ares' level, trees can catch on fire and shoot fireballs around the environment, potentially hitting the player.

### **Spikes**

Spikes are made of natural material from the environment, usually in the form of rocks.

### **Falling Between Platforms**

In some places, the spaces in between platforms do not have a lower floor that can save the player. When the player falls into these places, they automatically lose a life.

## **Platforms**

In all the levels, platforms break in different ways from the gods' ranged strikes. However, they break in varying ways in accordance with their setting.

### **Breaking Platforms**

Platforms break in Ares' and Aphrodite's levels. They are broken by Ares' spears or Eros's arrows. They're not broken constantly, but every now and then to keep the player engaged platform-to-platform.

### **Moving Platforms**

Happened in Zeus', Aphrodite's, and Poseidon's levels. They are either moved on their own due to wind, waves, or enemies.

## **Progression**

### **Levels**

There are four main levels that are the sanctuaries of an individual god and based on some of the basic mythology surrounding them.

### **Ares' Level**

Ares' level is set in a land that glows red from long-burning fires and unending war. It's forested with grass that's browned and beaten down.

### **Poseidon's Level**

Poseidon's level takes place both underwater and on land.

### **Zeus' Level**

Zeus' level ups the difficulty by adding stronger enemies. The level is set in a stormy sky where the platforms are mountain peaks and clouds.

### **Aphrodite's Level**

As the final level with the boss fight at the end, Aphrodite's level is subsequently the most challenging. With a pink-themed layout set in a city full of nightlife and platforms that reflect their setting, the enemies that roam are in stark contrast.

### **Prototypes**

Overall, there would be one prototype for the entirety of the game. Multiple iterations of prototypes for each level may be needed to ensure fluidity of mechanics during gameplay, especially concerning the special abilities that are unique to each level.

### **Playing Time**

The aim for playing time would be a total of 8-10 minutes. There would be a brief interactive cutscene in the beginning to introduce Heron and the basis on the plot, but the player would still be able to interact.

### **The Goal**

#### **Per Level**

The goal in each level is to reach the heart at the end of the level and cure it of the poison that Eros infected it with.

#### **Overarching Goal**

The overall goal of the game is to save the earth from the ruination that the gods had begun to bring upon it. This is achieved by curing the gods' hearts of poison, thus making them sane again, and killing Eros at the very end. Eros is the mastermind of poisoning the hearts of the gods in hopes of causing absolute ruin to the Earth due to his heartache over Psyche. Additionally, saving the Earth saves Heron from spending eternity in the underworld, and he is taken to a type of "heaven" at the end.

## **Art Styles and Reference**

### **Art Style**

For art style, it could potentially be vector or flat art.

### **References**

#### **The Many Faces of *Cuphead***

Some enemies from Zeus' level are influenced by *Cuphead* including both appearance and mechanics. A lot of the Sun's combat would be based on using its arms as melee weapons





### Big Bosses in *Cuphead*

*Cuphead* has many examples of great 2D boss fights, but one I wanted to reference included moving platforms and players having access to ranged weapons, which can be watched [here](#). This could be referenced in the boss fight against Eros with a flying enemy who uses ranged attacks while the player can also use ranged attacks.

### Giving the Player Wings

I have used *Owlboy* as a reference for the wings that are given as a special ability in Ares' level. This reference gives a loose basis of what flying would feel like, though it would not be as constant as *Owlboy*.

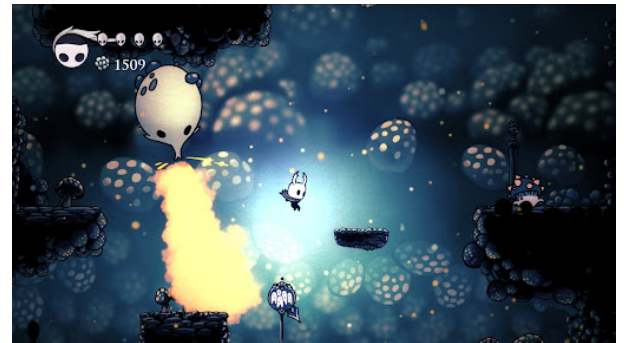


### Sword Mechanics in *Hollow Knight*

For basic sword mechanics, I wanted to reference *Hollow Knight* where the melee strikes are fast-paced, the video can be found [here](#).

### Small Platforms

*Hollow Knight* also has a good reference to how I would want some platforms to be small, including when the player is engaged in combat with an enemy with ranged weapons.



### Dialogue In-Game

*Celeste* is a reference I wanted to use for the short dialogue that would be included in Divine Ruin. It would be only text on the screen and, instead of the face of the character like the example in *Celeste*, it would be the name of the character currently speaking.

