

Her Demons

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Overview

Theme / Setting / Genre

- Isometric platformer adventure game/ takes place in twisted imaginary land inside protagonist's daughter's mind

The Elevator Pitch

The game is an adventure game set in an imaginary land created by the protagonist's daughter. The game is in isometric view, which makes for an interesting perspective where the distance does not change the size of the object in the scene. The game's story is based around the daughter's mental illness, which is manifested as monsters in the world that the protagonist is trying to defeat. Player can explore the world and discover new areas and secrets, fight various monsters and bosses, and make decisions that will influence the daughter's mind.

Influences (Brief)

- **Dark Souls**
 - Game
 - The feeling of helplessness and isolation that the setting of Dark Souls creates inspired the general theme of this game. This game will feature large, fearsome bosses like in Dark Souls, which gives players the feeling of fighting an insurmountable foe, which is what the protagonist feels against his daughter's demons. Also, the vertical level design and challenging combat is something that I want to emulate in this game.
- **Monument Valley**
 - Game

- The isometric gameplay and dreamlike setting from Monument Valley is what inspired the visuals of this game. Although this game will be slightly darker due to themes, it will feature simple, muted colors and geometries. Monument Valley's optical tricks using isometric views (some platforms in the game looks fine at a glance, but it doesn't logically make sense) can also fit well with the theme of insanity and imagination in the daughter's mind.
- **Inception**
 - Movie
 - The story of this game was partly inspired by Inception, in that the protagonist goes inside the world created by someone's mind. The strange dream world in Inception is more realistic than the imaginary world of the daughter's, but I wanted to emulate similar type of mood. Idea of traversing physical and imaginary world gave me a basis of the game's setting.

Core Gameplay Mechanics (High-Level)

- Hope
- Memory
- Combat
- Skills

Targeted platform

- Windows / Mac

What sets this project apart?

- Unique setting that players can explore and experience
- Interesting skill-based combat system that allows for various playstyles
- Interesting story that affects the entire game
- Dreamlike visuals
- Non-linear level designs

Player Interaction Patterns and Modes

- **<Player Interaction Pattern>**
 - Single player vs environment
- **<Player Modes>**
 - Exploration mode
 - Player can move around and explore, use skills, and combat enemies.

- Status/Inventory mode
 - Player can view their status and equip or use items.

Objectives

- **Defeat the monsters and bosses**
 - Players must defeat monsters to get to bosses, and fallen bosses drops a key unique to that boss. As the game progresses, the obstacles and the enemies get stronger, and Player must use found resources to strengthen the character. To complete the game, Player must collect all of the keys to rescue his daughter.
- **Explore and discover the world**
 - Player can discover hidden parts of the world to find more items and npcs, and also discover more about the daughter and her imagination. From the beginning area, the player can choose between the four paths that lead to four individual bosses. Certain areas may only be unlocked through special items, or sequence of events.

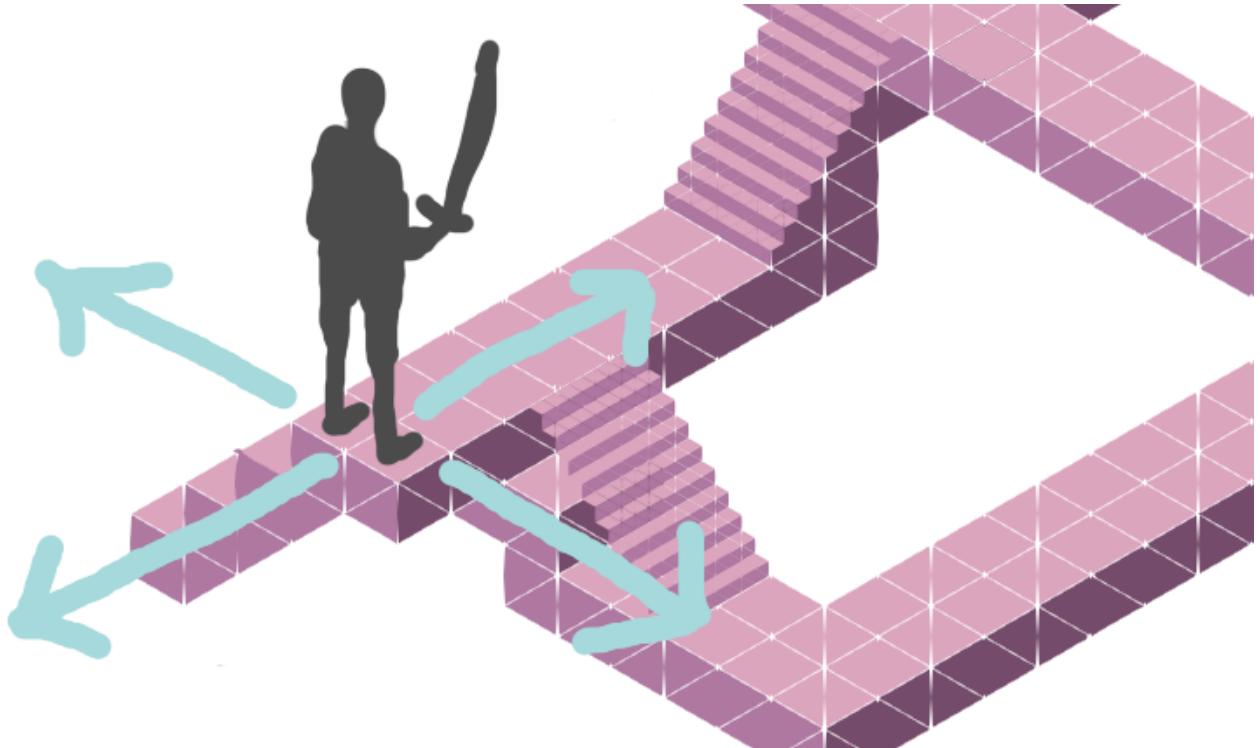
Procedures/Actions

- Movement(forward, backward, left, right)
- Running(faster movement at the cost of energy)
- Dashing(Quick way to close distance to dodge or get to enemy closer)
- Crouching(reduces the aggro range at the cost of slower movement speed)
- Basic Attack(damage using primary weapon)
- Use skills(use skills for utilities or combat)
- Use items/healing items, etc)
- Buy/sell items
- Teleport(using memory)

Rules

- Player may only move, attack, and use skills in four directions (front, back, left, right)
- There is a set speed for moving, running, and crouching
- Running, dashing, attacking, and some skills use energy to perform; if player is out of energy, they cannot perform those actions until they have recovered enough energy
- While player is moving, attacking, or using skills, they can't perform other actions

- All skills have set amount of charges, and each charges have separate cooldowns for usage
- Some items are consumables, and they are perished after single usage.



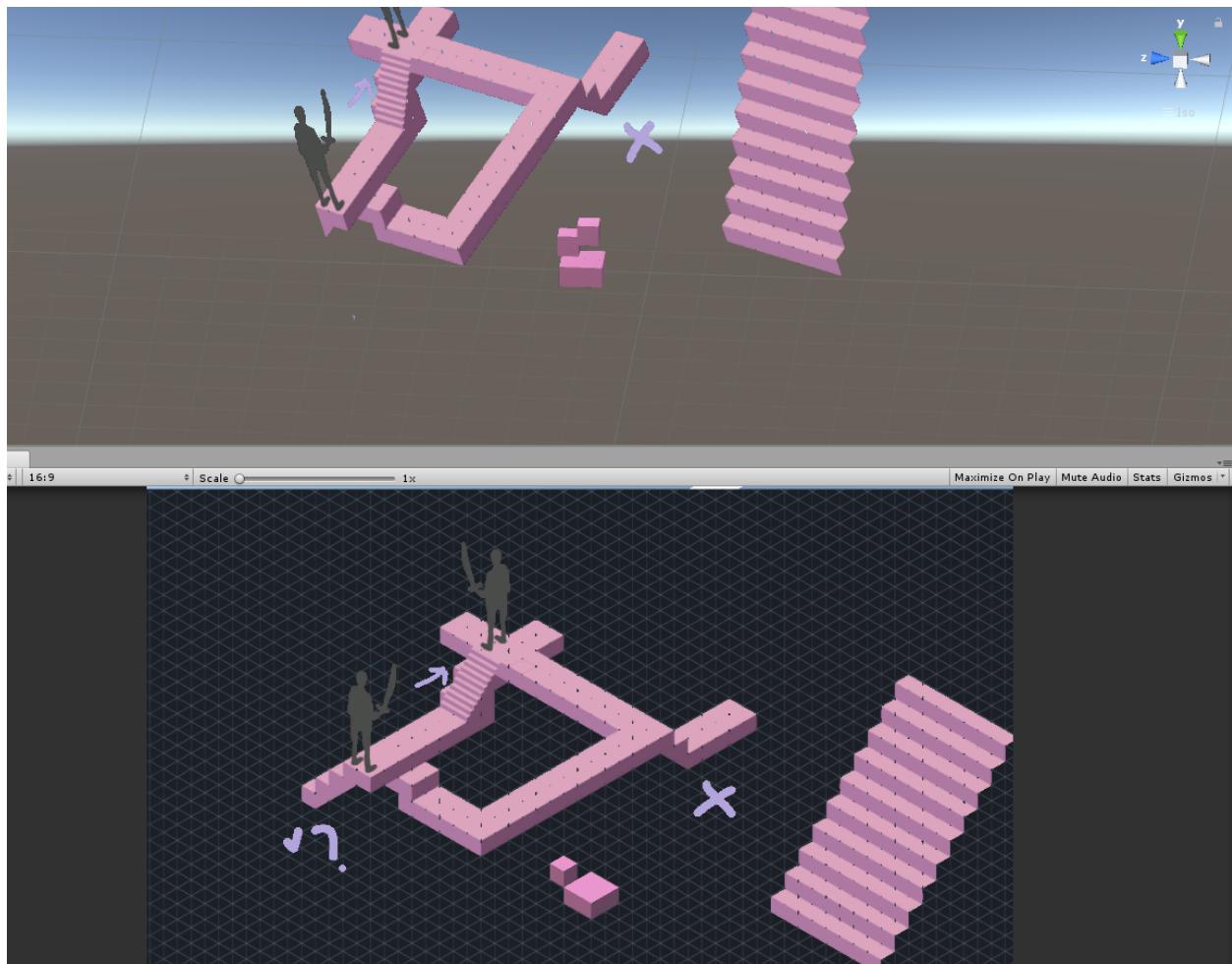
(Example of Isometric view of platform and the four movement directions; elevation is present, which adds vertical elements)

Resources

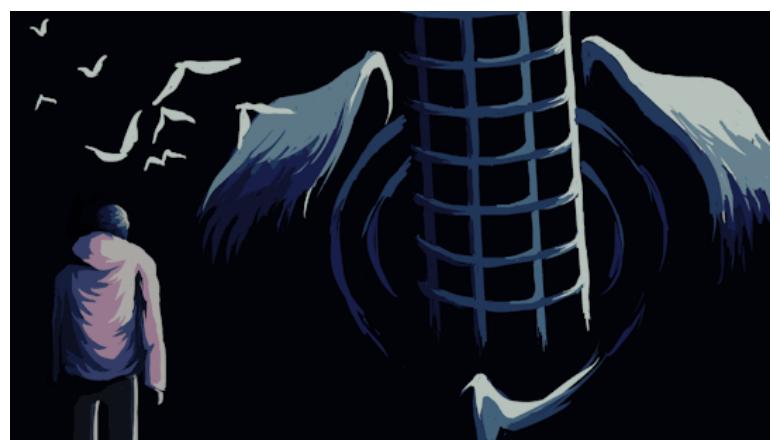
- Health
- Energy
- Time
- Weapons
- Hope
- Keys
- Memory
- Emotion
- Items (healing, etc)

Objects/Entities

- Monsters and bosses
- NPCs
- Landmarks as memory checkpoints
- Buttons/switches that can be interacted to change the environment
- Traps



(Example in unity of 3d and 2d assets in isometric view)



(Concept Arts)

Core Gameplay Mechanics (Detailed)

● Hope

<Details>

- Hope is the main currency and resource in the game, that can be used in various ways that helps the player's progress. Hope has multiple uses, but it is limited in its availability, making players decide what they want to invest it on for their character.

○ <How it works>

- Hope is primarily acquired from fallen enemies and bosses. Then, player can spend them in the starting area to level up stats, buy goods and weapons, or learn skills. If player dies, they lose all of their light that they have. However, player can store some of their lights for safety in respawn points. The amount of Hope held by the player also influences the daughter's emotion, giving a balance of risk-vs-reward type of gameplay.

● Memory

○ <Details>

- Throughout the world, player can also find "memories," rare items that can be found at a difficult-to-reach areas or by killing a boss. Memories can then be used to unlock respawn and travel options for players.

○ <How it works>

- When player dies, they have certain set respawn areas. However, players can use memories in certain indicated landmarks that "unlocks" that landmark into a respawn point. Unlocking also allows player to travel from that place to starting area or another place marked by the memory. Some of the landmarks may be located near a shortcuts (such as elevator), a convenient place for moving fast between areas, while some of the landmarks may hold a hidden area or treasures.

● Combat

<Details>

- Combat between enemy involves attacking or using skills to decrease the enemy's health. If an enemy or player's health decreases to 0, they die.

○ <How it works>

- Movement and combat in this game are set in 3d locations, but there are only four directions that can be used (front, left, right, back). Combat happens in real time, using energy and cooldown as resources. Energy replenishes over time, much quicker when player is out of combat. All actions have cast time, and when player is hit during cast time, that action is canceled without refunding their costs. Attacks and skills have hit range, and if enemies are within that range after the cast time, they are hit by them. Different attacks and skills have different damage values, cast time, and range, and some of them may inflict status effects

such as slow, stun, or damage over time when successfully hit. Players may also utilize their environment for combat, such as luring the enemies into a trap.

- **Emotion**

- <Details>

- Some actions that the protagonist can take can influence the daughter's emotional state. Emotional state can change the status and behavior of the monsters, change the environment, or directly affect the character's stats.
 - <How it works>
 - Usage of certain items, amount of Hope carried, death of the Player, and many other factors may influence the daughter's emotional state. The daughter's four emotional states are: happiness, sadness, anger, and fear. Happiness is the only state that grants purely benefits to the player, and other three states could either benefit or harm the player. Emotional states can also alter some of the environment, unlocking or restricting certain areas.

Story and Gameplay

Story (Brief)

In order to save his daughter from mental illness, the protagonist goes inside her mind to battle the demons in her head.

Story (Detailed)

The protagonist enters his daughter's imaginary land and finds her daughter unconscious in a large cage with four locks. The daughter's guard, Teddy, the teddy bear, informs the protagonist that the world was created through imagination of the daughter, but it was plagued by her mental illness that is manifested as aggressive monsters and demons. The protagonist also learns that the four great demons each possess a key that can free the daughter from the cage, and goes to find them. In the process of his journey, he relives the daughter's experiences through fragments of memory and people that impacted the daughter's life. After defeating the demons, the father breaks the cage, and game ends, leaving the audience to decide if the journey was real and the mental illness is cured, or it was just a metaphorical journey of father fighting through inevitable death of the daughter.

Gameplay (Brief)

Isometric exploration adventure

Gameplay (Detailed)

The player can explore an open world, in search for the four bosses that they must defeat to acquire keys that finish the game. Player must combat enemies through use of their weapons and skills, and dodging enemies' attacks. If the enemies are fallen by their health reaching 0, the player receives Hope that they can use to strengthen their character. This can be done by buying items and weapons, leveling up their stats, or learning a new skill. If the player's health falls to 0 at any moment, they die and lose current light that they hold, and they are respawned. Originally respawn point is at the starting area, which acts as a central hub between the areas. However, player can acquire memories, which can be used to unlock certain landmarks, which can then be used to teleport to other landmarks and starting area, or be used as a respawn point. Although risky, player may choose to hold their Hope, which benefits them by affecting the daughter's emotional state. The emotional state of the daughter is influenced by choices that players make, usage of certain items, interaction with certain enemies, or the player's death. These emotional state may benefit or deter the player's journey by influencing the character, enemies, and the environment.

Assets Needed

- **2D**
 - Textures
 - Player character face and body with dark desaturated tones
 - Enemies full bodies with frightening features
 - Environment Textures
 - Matte painting backgrounds which changes based on emotion
 - Characters List
 - Player character
 - Daughter
 - Teddy
 - Item vendor
 - Etc.
 - Bosses
 - Environmental Art List
 - Platforms
 - Buildings
 - Plants and animals

- Landmarks(savepoints)
 - Enemies and bosses
 - Melee minions
 - Small grunts with short range weapons such as swords or axes
 - Short range enemies which can move around and chase player
 - Archer warrior
 - Taller warriors with arches
 - Long range enemies which stay in place to attack using arrows
 - Mini-bosses
 - Big monsters which look strong/powerful
 - More powerful enemies which can be long or short range. Defeating this minibosses unlocks doors or passageways to proceed in the game
 - UI
 - Health meter bar
 - Hope meter bar
 - Points count
 - Inventory
 - Items picked up or bought which can be used to improve emotion
 - Map of the world
-
- Sound
 - Music (Ambient)
 - Changes based on emotion
 - High paced music for anger
 - Slow sad music for depression
 - Spooky music for anxiety/fear
 - Sound List (Ambient)
 - Rain sound
 - Waterfall sound
 - Wind sound
 - Animal sound
 - Background musics
 - Boss battle musics
 - etc.
 - Sound List (Player)

- Character Movement Sound List
 - Walking sound
 - Dashing sound
 - etc.
- Character Hit / Collision Sound list
 - Weapon sound
 - Skill sound
 - etc.
- Character on Injured / Death sound list
 - Damaged
 - Inflicted status effect
 - Death
 - etc.
- Player/npc dialogues
- Sound List (Enemies)
 - Enemies Hit/Injured sound
 - Enemies roaring/grunting
 - Enemies death sound

Template based on work by: Benjamin Stanley and Alec Markarian