**High Concept**

Revisiting memories to generate wholeness and lift the blanket of confusion.

**Gameplay Overview**

The player starts the game with a scene from a tragic ending, yet no one knows how or why it has happened as of now. The main Character Obadiah is seen to remember a memory every time he touches a crystal in the level. His mission is to obtain these crystals so that he can see more into his past since he feels there is something missing in his life.

The game takes place as a two-dimensional platformer and the enemies are not necessarily people you know. The enemies take the form of your inner demons that seek to prevent you from learning about your twisted past.

Each level has stage hazards and other death traps just waiting for the player. Every time you complete a stage; you obtain a crystal that will play a memory in reverse chronological order. Once you complete all stages and defeat your ultimate inner demon, you will finally learn what has been missing in your life.

**Key Mechanics and Features**

In our game, the player has the basic platforming features at their fingertips. You have jumping, crouching and rolling. The rolling mechanic is an inspiration from Dark Soul’s and tends to be the main mechanic when dodging enemy attacks. I-frame (makes you invulnerable for a small period).

Your melee attacks come in the form of the Stick of Truth. The Stick is what gives the player the ultimate edge when fighting against enemies in the level. The Stick can hit in the forward, up, and down directions like the TMNT NES game. Each weapon form will have their own attack animation for each direction.

During gameplay, the player can discover different weapons that will change the dynamics of combat in game. Each weapon will have different attack range and attack power to balance gameplay. The player will have an option to choose to either keep the alternative weapon throughout the level or revert to the original weapon. This option can be toggled back and forth until the player completes the level. If the player dies, all weapons will be lost except the original weapon they begin with.

**Characters**

The main hero is a man known only as Obadiah. His age, hobbies, and story are generally unknown to the player at game start. Despite his appearance, Obadiah is a human being. He goes on this long journey looking for answers, but will he end up finding them or die trying in the long run?

Obadiah’s main love interest in the game is a woman known as Melynda. The only problem with Melynda is she is dead. How did she die, when did she die, and why did she die? All those questions will be answered in the game.

The first boss of the game is Jedidiah, Obadiah’s evil twin brother. Jedidiah is a scavenger who goes from country to country stealing wealth and other items. He is proficient in black magic and can conjure up other’s demons based off their own fears and emotions. He has found a new way to get money by stealing time crystals and selling them for insane fees. He seeks to destroy you and collect the crystals for his own profit and gain.

The second boss of the game is Mordecai, Jedidiah’s partner in crime who is also proficient in black magic. He seeks to destroy you as revenge for taking out his partner and will stop at nothing to accomplish it.

The main villain of the game and final boss is Obadiah’s inner self. Obadiah’s inner self is trying his best to prevent Obadiah from learning about the truth and he’s got some help. In each level you must fight off the inner demons that exist within you. The further you get into the game the harder they will try and push you back.

**Plot**

You start out at the resolution of the game and are forced to work your way backwards. The resolution of the game will be a tragic ending and you progress toward the start of the story which will be a positive beginning. Along the way to get to the positive beginning Obadiah will fight himself and others who seek to prevent him from finding the truth. Taking place in a post-technological environment Obadiah wields the Stick of Truth to find what he has been missing for a long time.

**Environments**

Each environment has its own theme and flare to it based on the surroundings. The time of day will usually be towards the beginning of the night while never being anywhere near the morning.

This entire game takes place way in a period way into the future called the Post Technological environment. This new environment lacks any real indication of being in the future and may look like the past to some. You must recover a crystal that will revert the future to the past and show what it once looked like before.

The first three levels will be in a forest. The forest is shrouded in darkness and despair and will keep the player guessing their next move. Jedidiah is constantly using your own emotions to create inner demons that fight you. At the end of the third level, Jedidiah is waiting to steal your crystals and kill you.

After you successfully defeat your evil twin, you travel to some hidden caves. Bats, demons, and other animals wait around the level trying to take you out. On the sixth level you face Mordecai.

The last three levels will take place in a cold mountainous region. This is where everything comes to a full circle. Every enemy that you have encountered is trying to take one last hit at you. The difficulty increases, and the chance of survival decreases. One the ninth and final level you face yourself in the ultimate battle of truth vs deception.

As with other platformer games, all our levels will have similar assets in them like powerups, pits, enemies, and other features.

**Main Progression**

There will be a total of nine levels in our game including the boss battles. Each time you get to the third, sixty, and ninth level there will be a boss waiting for you. Lost memories follows a similar progression system to most platformers old and new. You beat a level and then you progress to the next with difficulty increases as you play.

Our system will allow you to revisit old levels to get powered up and learn from your mistakes. This game follows a linear path. There aren’t multiple choices and different endings that rewards the player. We are keeping this experience as straightforward and simple as possible so that beginners and experience players can enjoy.