Soulful Ninja

1.5

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SECTION I. GAME OVERVIEW:

- GAME CONCEPT:

    Soulful Ninja is a 2d side-scrolling action platformer video game where you play '**Churo**' as he travels around a fantasy world to retrieve his fallen comrades' souls and defeat the notorious leader of the Yin clan. The player must use **Churo**'s power to fight off evil ninjas and to get through obstacles and reach the Yin clan's base.

- GENRE:

    - ❖ Side-scroller, Action-Adventure

- TARGET AUDIENCE :

    - ❖ The game is designed for casual gamers that like action / adventure games with ninjas involved.

- TARGET PLATFORM: PC

- LOOK AND FEEL:

    - ❖ Cartoon styled art set on a fantasy-like, post-apocalyptic environment.

SECTION II. GAMEPLAY AND MECHANICS:

- **A.** GAMEPLAY:
    - ❖ Churo has two sides, the dark and the light. His power depends on where he is.
        - ➢ *Yangjutsu (light side)* - if he is in a lit area, he can use a soul of a fallen comrade, allowing him to temporarily control the element around him that corresponds to the element that the soul he used had.
        - ➢ *Yinjutsu/(dark side)* - if he is in a shadow, his powers turns dark, allowing him to do parkour and assassination moves. Consequently, he loses a soul every time a uses his power.
    - ❖ His appearance change depending whether he is on a lit area or unlit area.
    - ❖ Churo acquires souls of his fallen comrades by defeating Yinjas.
    - ❖ Churo can use his powers to get past obstacles.
    - ❖ Skills require specific souls that match the skills to be used.
    - ❖ Souls have different color that corresponds to different elements:
        - ➢ Earth, Water, Fire, Air and Dark

1.SETUP:

- ❖ When the player clicks on the "Start" button, a cutscene will play, telling the backstory of Churo and how his adventure started.

❖ After the cutscene, the player is introduced into the basic controls/mechanics of the game.

2. CONTROLS

2.1 BASIC CONTROLS:

❖ **W** - Churo climbs walls/ropes.

❖ **S -** Churo ducks.

❖ **A -** Churo moves to the left.

❖ **D -** Churo moves to the right.

❖ **Space** - Churo jumps.

❖ **Left Click -** Normal Attack / release charged element.

❖ **Right Click -** Cancel charge.

❖ **1 -** Fire

❖ **2** - Water

❖ **3 -** Air

❖ **4 -** Earth

❖ **5** - Dark

2.2 ADVANCE MOVEMENT:

❖ **D + Space -** drop down.

❖ **Space + Space** - double jump. (only on unlit spaces)

❖ **Hold + W / A / S / D -** wall grab.

3. OBJECTIVES:

❖ To survive and defeat Yinjas.

❖ To get through obstacles and reach the Yin clan's base.

❖ Ultimately defeat '**Oboro**', the head of the Yinjas.

4. MECHANICS:

❖ Players can select the element they want to use by pressing the number assigned to each element.

5. Obstacles:

❖ Obstacles are present all throughout the game that can be removed by using Churo's skill

6. PLAYER SKILL OPTION:

❖ Yangjutsu

➢ Fire - Ability to emit fire from his body.

➢ Water - Ability to manipulate water.

➢ Air - Ability to manipulate air around him.

➢ Earth - Ability to manipulate earth near him.

➢ Dark - executes assassination technique

- B. GAME PROGRESSION:
    - ❖ The game consists of only one level which has two mini-bosses and a final boss. The player must overcome obstacles and defeat each mini-boss to proceed further into the level by using either Yinjutsu or Yangjutsu.

SECTION III. GAME DESIGN DOCUMENTS

- A. High Concept Document

    Play as Churo as he seeks to reverse the spell that sent him to the future in hopes of going back to the time before the world was put out of balance. Defeat enemies, battle with bosses and save the world.

- B. Features
    1. Chibi-style - cute art style appealing for all ages, contrasting to the dark story and gameplay.
    2. Two-sided gameplay - players can choose to play with the light side or the dark side
    3. Challenging environment and enemies - the levels are designed to make the player think.
    4. Less Blood, More action – The blood would be turned into butterflies flying out of enemies as Churro slices them up for younger audience to enjoy.
    5. Dual Ending - Ending will be based on the amount of light or dark techniques the player used during his whole playthrough.

- C. Backstory:

Long ago, there were two rivaling ninja clans, the Yangjas and the Yinjas. The two clans equalled in power at first which preserved the balance of power between the two clans, creating a fallible sense of peace. But the new head of the Yinja clan saw that this peace represented weakness and soon grew tired of it. He set to motion a plan to trick and kill the head of the Yangja clan, **Cairro**.

Cairro had an apprentice named **Churo** who accompanied him in meeting with **Oboro,** the head of the Yinja clan. They met with Oboro and immediately fell into his trap. The two were separated from each other. Cairro and Oboro faced each other but Cairro being naturally weaker due old age, He was no match for his adversary and was easily defeated by Oboro. Oboro then went for Churo since he was the successor of Cairro but instead of killing him, Oboro used a forbidden technique, aiming to banish Cairro into the future. The Yangja clan was left leaderless, leaving no one to defy him.

As he was about to cast it, Cairro mustered all his remaining might and used a counter arte on Oboro. He transferred half of Oboro's power into Churo who was then sucked into a portal. Angered, Oboro spun towards the feeble Cairro and went towards him. He looked at the old man lying on the ground and he noticed something on his staff. Oboro picked it up and found the Yang medallion. He forged it together with his Yin medallion. It became one, a full Yin circle. Cairro saw the whole incident but he couldn't do anything but hope that Churo can bring balance to the world once again as his life withered away.

Churo regained consciousness to a place he was familiar with but looked very different from where he was a few moments ago. And it was undeniably gloomier all around. He vaguely remembered what happened. The world was out of balance. He was lost.

- D. Characters:

  ❖ **Churo** - The main protagonist of the game. A young ninja from the Yinja clan, and also the successor of the clan who was banished into the future by Oboro. The lone survivor of the Yangja clan. He possesses both the power of light and dark. He wears a ragged scarf given to by his mother on his birth. His suit is marked with either Yin or Yang symbol.

  ❖ **Cairro -** A master of Light techniques, Churo's master, who was tricked and defeated by Aemon. He is the head of the Yangja clan. Aged and weak, he took Churo as his apprentice and trained him to be his successor. Cairro always seeks peace. He carries an old wooden staff that has the Yang medallion on socketed on its tip.

  ❖ **Oboro -** The main antagonist of the game. A master of Dark techniques. He replaced the previous head of the Yinja clan. He thrives in chaos and hungers for power. He carries the Yin medallion on his neck. He later obtains the Yang medallion from Cairro. When he forged the two medallions together, it became a single whole Yin medallion. He wears a ragged red cape and a black spiked helmet. He also carries a special katana called "Souruita" which empowers the wielder's physical abilities by drawing in darkness around it.

  ❖ **Izuko and Izako** - The left and right hand of Oboro. Evil twins that worship their leader Oboro. They were inseparable ever since their birth and always fight together. They both only have one arm; Izuko being the right hand of Oboro, has his left arm missing and Izako being the left hand of Oboro, has her right arm missing. They are both wearing matching hakamas of purple and

violet. Izuko carries a huge scroll while Izako carries a huge brush. Together, they can reanimate anything Izako draws on the scroll.

❖ **Don Yoku -** Oboro's lieutenant. A big fat brute with a short temper. He commands Oboro's army. He can move suprisingly fast despite his appearance. He manages all of Oboro's finances and guards the treasury. He is known for his greed, enforcing high taxes on everyone. In battle, he uses his golden nails hidden underneath his clothes.

❖ **Yinja thugs -** hollow thugs created by Oboro and his underlings. They massacred and took the souls of the remaining Yangja clan members.

- E. Comparative Analysis:
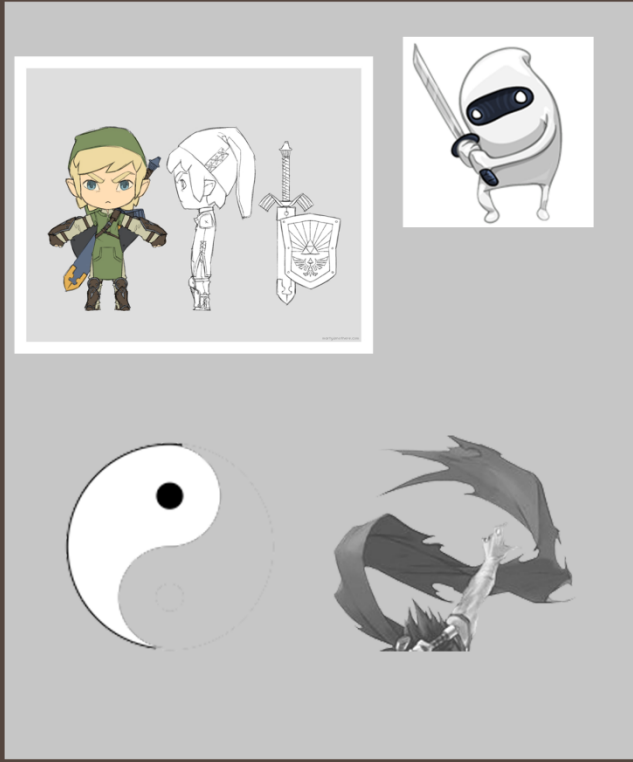
Feature	Mark of the Ninja	Magicka: Wizards of the Square	Muramasa: The Demon Blade	Avatar: The Legend of Korra	*Soulful Ninja*
Dimension	2D	2D	2D	3D	2D
Art Style	Cartoon	Cartoon	Anime	Cartoon	Chibi
Genre	Stealth / Action / Platformer	fantasy / action / brawler	Action / RPG	Beat 'Em Up	Action / Adventure / Platformer
Camera View	Side-scrolling	Side-Scrolling	Side-Scrolling	Third Person	Side-scrolling
Power Ups / Upgrades	Yes	Yes	Yes	Yes	Yes
Has Inventory	Yes	Yes	Yes	Yes	No
Environment Interactivity	Yes	-	-	-	Yes

SECTION IV. ART BIBLE

    A. CHARACTER CONCEPT

        1.   Churo
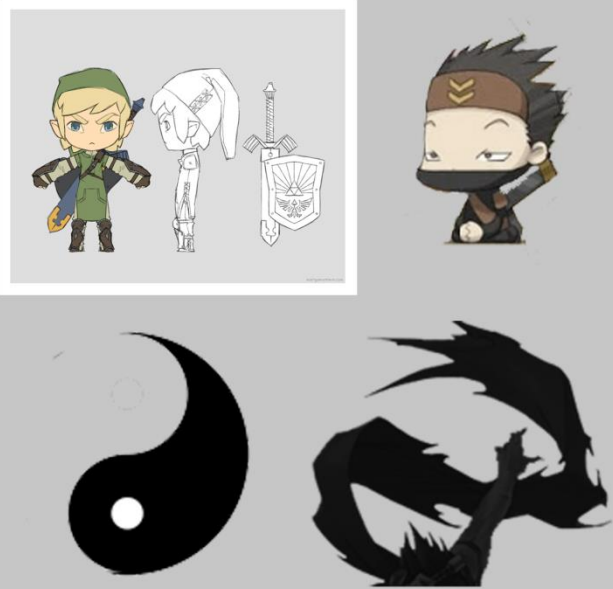
            1.1 Churo(White)

REFERENCE	FINAL GAME ART
SOULFUL NINJA	Churo (White)

Sample Art:

1.2 Churo (Black)

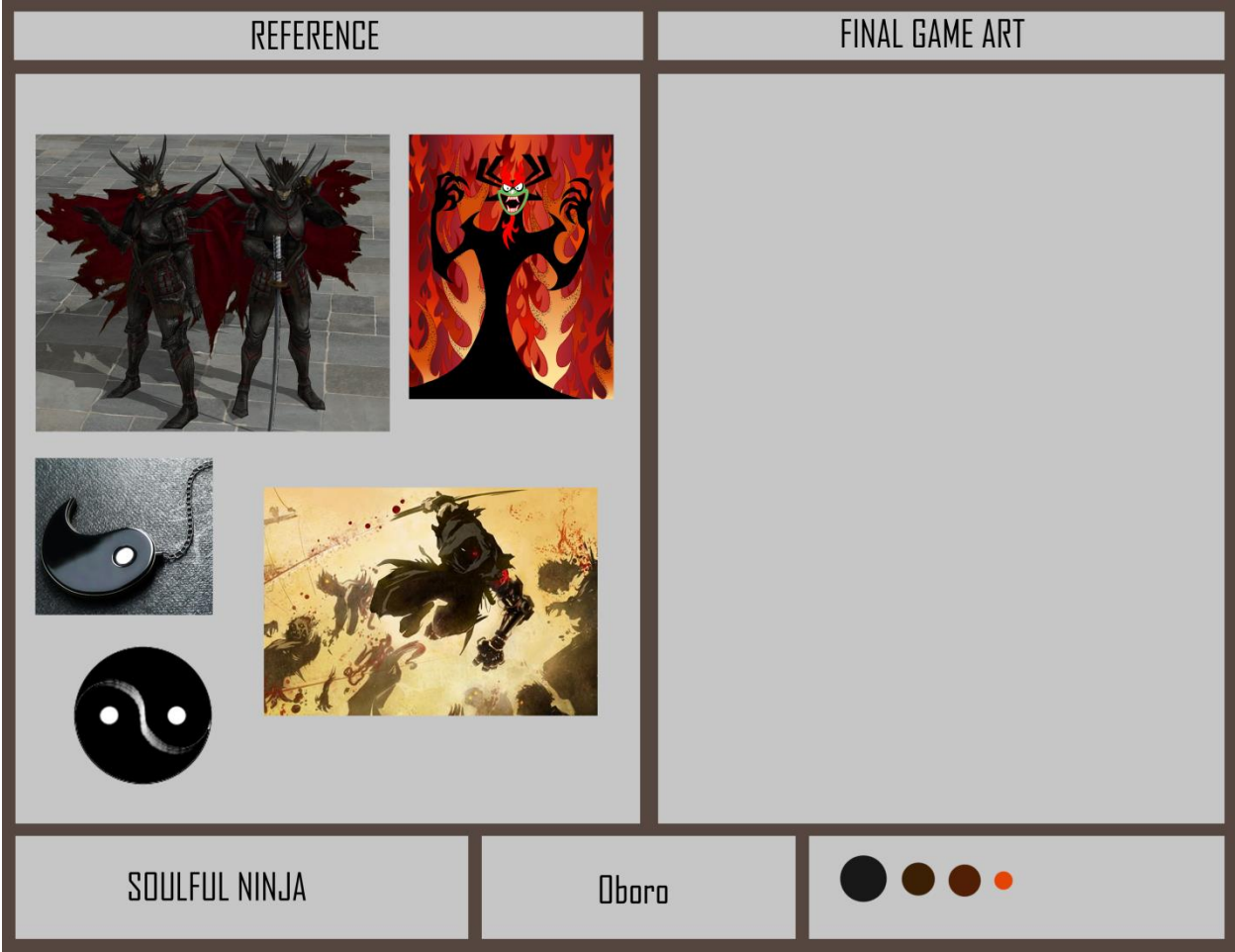| REFERENCE	FINAL GAME ART
SOULFUL NINJA	Churo (Black)

Sample art:

2. Cairro

REFERENCE

FINAL GAME ART

SOULFUL NINJA

Cairro

3. Oboro

REFERENCE
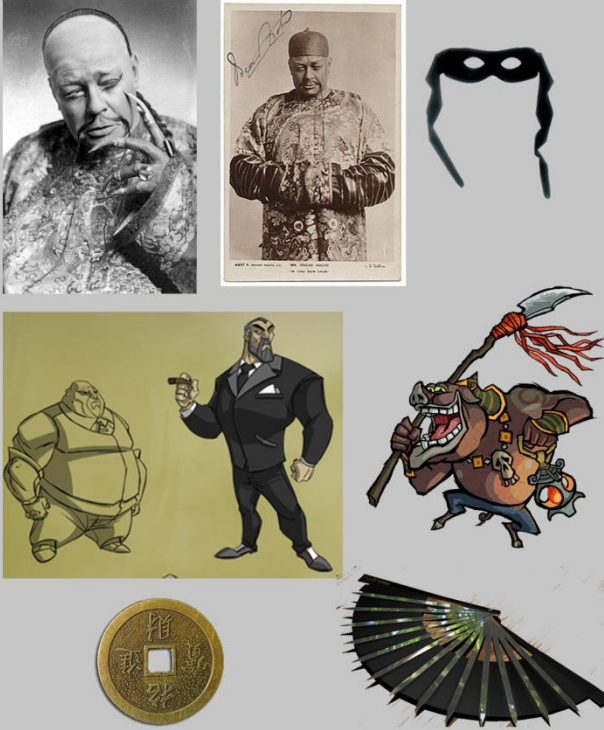
FINAL GAME ART
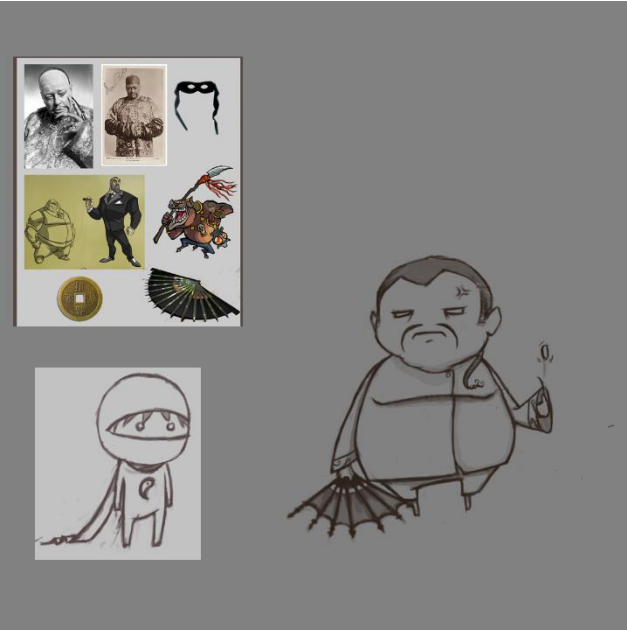
SOULFUL NINJA

Oboro

4. Izuko & Izako

REFERENCE

FINAL GAME ART

SOULFUL NINJA

Izuko & Izako

REFERENCE	FINAL GAME ART

SOULFUL NINJA

Don Yoku

6. Ninja thug

REFERENCE	FINAL GAME ART

SOULFUL NINJA	Yinja Thug	

B. Environment Design
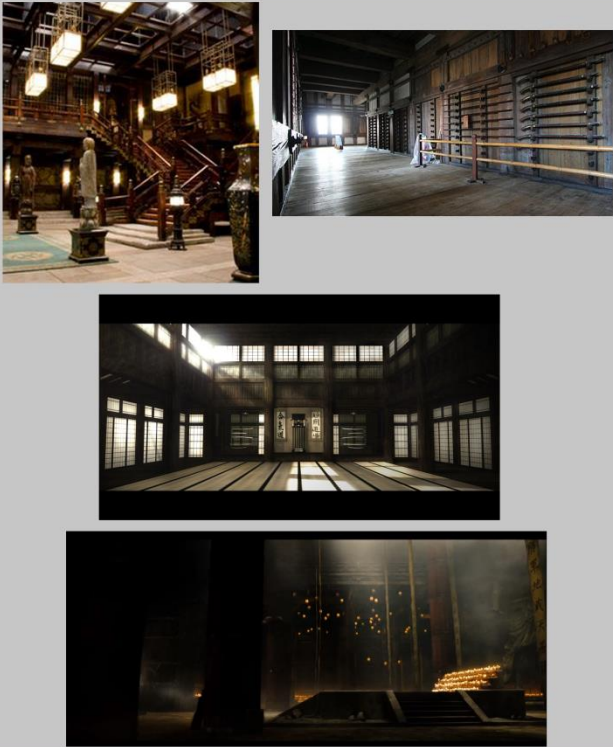
1. Ground

REFERENCE

FINAL GAME ART

SOULFUL NINJA

Environment A
Ground

2. Roof

SOULFUL NINJA

Environment B
Roof

3. Interior

REFERENCE	FINAL GAME ART

| SOULFUL NINJA | Environment C Castle Interior | |

SECTION V. TECHNICAL DESIGN DOCUMENTS

A. Development Tools

1. **Adobe Photoshop**

Adobe Photoshop is an image editing software used in coloring and texturing the game assets and cutscenes of the game.

2. **Adobe Flash**

Adobe Flash is a multimedia software used for animations used throughout the game.

3. **Paint tool sai**

Paint tool sai is a lightweight raster graphics editor used for sketching, clean-up and outline of the game assets.

4. **MonoDevelop**

MonoDevelop is an open source integrated development environment used for coding C# scripts in Unity.

5. **Unity 5**

Unity is a cross-platform game engine used to develop the game.

6. **Reaper**

Reaper is a digital audio workstation used for creating and manipulating audio for the game sound effects and background music.

SECTION VI. PROJECT MILESTONES

Milestone	Time Alloted (in months)	Estimates
Protoype	**0.25**	- Basic mechanics implementation - Player Movement - Camera Panning - Skills and attack - Basic enemy AI - Obstacles Interaction - Collisions - Physics - Platform - Art - Basic Geometry shapes
Asset Completion	**0.25**	- Completion of Game Art - Character Sprites - Background - Animations - Cutscenes (story) - Visual Effects - User Interface - Basic Audio

		➢ Background music ➢ Movement sound effects

Pre-Alpha	**0.25**	• Integration of all assets into the game.
		
		    ➢ Character Sprites
		
		    ➢ Background
		
		    ➢ Animations
		
		    ➢ Cutscenes (story)
		
		    ➢ Visual Effects
		
		    ➢ User Interface
		
		    ➢ Audio
		
		• Gameplay:
		
		    ➢ Boss AI
		
		    ➢ Advanced Movement (wall grab/ double jump)
		
		    ➢ Soul Usage
		
		    ➢ Skill casting
		
		    ➢ Soul drops (from mobs)
		
		    ➢ Tutorial

Alpha	**0.25**	• Gameplay:
		
		    ➢ Win/Lose Conditions and scenes
		
		    ➢ Ending / Credits
		
		• User Interface:
		
		    ➢ Health bar

		➢ Element system
		➢ Mini-map
		➢ Pause menu
		➢ Settings
		➢ Main Menu
		➢ Title screen

SECTION VII. REFERENCES

Mark of the Ninja [Online Image]. Retrieved December 14, 2015 from

http://www.wallpaperup.com/uploads/wallpapers/2014/04/30/347019/6c520c4e66e4f3e55c67f40eb02360d1.jpg

Playable Teaser Poster [Online Image]. Retrieved December 14, 2015 from

https://www.youtube.com/watch?v=yo8HZs97iAo

Firebending Pose [Online Image]. Retrieved December 14, 2015 from

http://img00.deviantart.net/3bf4/i/2014/171/4/b/firebending_open_palm_by_moptop4000-d7n6s72.png