

Area 1: Luna

Main Boss: Luna

Boss Description (design):

- ?

Boss Description (combat):

- ?

Mid Boss: Kao

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- Slimes
 - *Description:* Various colours matching their respective element, and various sizes to show that individual slime's strength. [appears where within area?]
 - *Combat:* Various elements. Can wield a variety of weapons.
- Froggy
 - *Description:* Early on in the area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Birb

- *Description:* Early on in the area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Snek
 - *Description:* Early on in the area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Frug
 - *Description:* Mid area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Borb
 - *Description:* Mid area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Snekkyy
 - *Description:* Mid area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Gigafrog
 - *Description:* Late in area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Great Birb
 - *Description:* Late in area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Snekther
 - *Description:* Late in area.[needs to be detailed]
 - *Combat:* [needs to be detailed]

- Smol Dragon
 - *Description:* Late in area.[needs to be detailed]
 - *Combat:* [needs to be detailed]
- Dragon
 - *Description:* Late in area.[needs to be detailed]
 - *Combat:* [needs to be detailed]

Area Description:

- Various animals, both real and mythical
- Contains various biomes for the different creatures

Area 2: Dublin

Main Boss: Dublin

Boss Description (design):

- ?

Boss Description (combat):

- ?

Mid Boss: ?

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- [yet to be detailed]

Area Description:

- [yet to be detailed]

Area 3: Rezido

Main Boss: Rezido

Boss Description (design):

- Similar to Tagami but with a LEGO suit, OR like a Tagami+Lance fusion,
OR a modified version of his OC
- LEGO
- Blue, green, orange

Boss Description (combat):

- ?

Mid Boss: LEGO-spewing cannon thing??

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- [yet to be detailed]

Area Description:

- LEGO
- Very Colourful
- Lots of regen for enemies (rebuilding LEGO)

Area 4: Vazy

Main Boss: Vazy

Boss Description (design):

- ?

Boss Description (combat):

- ?

Mid Boss: ? Sasha still?

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- *Golem:*
 - Clay golem
 - *Description:* Rough humanoid shape. [appears where within area?]
 - *Combat:* [needs to be detailed]
 - Ice golem
 - *Description:* Made from jagged ice. [appears where within area?]
 - *Combat:* [needs to be detailed]
 - Jack'O lantern golem
 - *Description:* Has a pumpkin for a head and vines for a body.
[appears where within area?]
 - *Combat:* breathes fire
 - Stone golem
 - *Description:* Made from multiple rocks. [appears where within area?]
 - *Combat:* [needs to be detailed]
 - Guardian golem
 - *Description:* Made from wood and ceramic. [appears where within area?]
 - *Combat:* [needs to be detailed]

- *Toy:*
 - Doll
 - *Description:* Dressed in different clothes. [appears where within area?]
 - *Combat:* [needs to be detailed]
 - Assassin Doll
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* uses magic knives
 - Bomber Doll
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* uses alchemy concoctions
 - Stuffed animal
 - *Description:* Different animal types. [appears where within area?]
 - *Combat:* [needs to be detailed]
 - Collector
 - *Description:* Made up of doll/mannequins' parts, lots of hands and bags/webbing gear. [appears where within area?]
 - *Combat:* [needs to be detailed]
- *Nightmare:*
 - Crawler:
 - *Description:* Extra small, crawls on all fours. [appears where within area?]
 - *Combat:* [needs to be detailed]

- Lumberer
 - *Description:* Tall. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Screamer
 - *Description:* Screams a lot (which one??) [appears where within area?]
 - *Combat:* Screams a lot (which one??)
- Floater
 - *Description:* Hovers limply. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Skitterer
 - *Description:* Extra insectoid legs. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Watcher
 - *Description:* Lots of eyes. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Stinger
 - *Description:* Has a proboscis. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Hound
 - *Description:* Big skull face dog. [appears where within area?]
 - *Combat:* [needs to be detailed]
- Batmaw

- *Description:* Big bats. [appears where within area?]
- *Combat:* [needs to be detailed]

Area Description:

- Bunnies
- Pre Mid Boss:
 - Pastel colours (pastel coloured plants)
 - Cutesy
 - Groves
- Post Mid Boss:
 - Dark blue colour scheme
 - Abstract spooky
 - Maze-like cave system

Area 5 (“final”): Seb

Main Boss: Sebastian

Boss Description (design):

-

Boss Description (combat):

-

Mid Boss: Jonny

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- :eyes:
- @member

Enemies:

- Dancing Spirits
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Flying Masks
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Spirit Pianist
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Black-Winged Angel
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Spirit Tables with Candles
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Spirit Instruments
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Guitar Person
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Old Paintings

- *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Succubi
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Winged Demons
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]
- Spirit Music Band
 - *Description:* [needs to be detailed] [appears where within area?]
 - *Combat:* [needs to be detailed]

Area Description: !!!!!!!!!

- Masquerade

Extra Area 1: Necti

Main Boss: Necti

Boss Description (design):

- ?

Boss Description (combat):

- ?

Mid Boss: ?

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- [yet to be detailed]

Area Description:

- ?

Extra Area 2 (mini): Weedfish (Floralfish? Other?)

Boss: Weedfish (Floralfish? Other?)

Boss Description (design):

- Weedfish (man)

Boss Description (combat):

- Fight has a permanent blind effect (smoke)
- Can give various effects that are unique to him:
 - [unknown what effects exactly yet]
- Has various minions in the fight with him(?) <is this where the warped neon coloured types go? Or elsewhere? And minions with him or alone?

Enemies:

- [yet to be detailed]

Area Description:

- Unlocked by gathering all four highlighter colours:
 - *Pink*: Possessed by [Sebastian, Lily, Kathryn, or Ren?]. Obtain requirements: [add detail]
 - *Blue*: Possessed by [Sebastian, Lily, Kathryn, or Ren?]. Obtain requirements: [add detail]
 - *Green*: Possessed by [Sebastian, Lily, Kathryn, or Ren?]. Obtain requirements: [add detail]
 - *Purple*: Possessed by [Sebastian, Lily, Kathryn, or Ren?]. Obtain requirements: [add detail]
- Before being unlocked, appears inaccessible in Area [Which one?] as a peaceful, enchanted lake, with a small island in the middle. Bringing all four highlighters there causes [a path of some sort not sure what specifically?] to appear that gives you access to the island. (the highlighters reveal stuff hidden by magic from Weedfish himself).

“*Town*”: From the town, you can get a clear view of the lake. Overall, it is quite lovely and pretty and peaceful. In the town itself, [add detail]. In the very center of the town sits a well.

“*Stage*”: Goes down to the bottom of the lake, through way of the island’s well. Quite creepy.

Past Weedfish: Where you find the Unstable Globe, one of the items required to unlock Baghead's area. **Not much of anything else here? What does it look like? How exactly is it accessed within the area after you defeat Weedfish?**

Extra Area 3 (strongest): Biggy

Main Boss: Baghead

Boss Description (design):

- Baghead has four forms (active in this game):
 - 1: [add name and details]
 - 2: [add name and details]
 - 3: [add name and details]
 - 4: Demonlord form. [add details]

Boss Description (combat):

- 1st [put name]:
 - Weak-ish defence
- 2nd [put name]:
 - Weak-ish defence
- 3rd [put name]:
 - Weak-ish defence
- Demonlord form:
 - ?

Mid Boss: Assorted characters of Biggy (?)

Mid Boss Description (design):

- ?

Mid Boss Description (combat):

- ?

Enemies:

- [yet to be detailed]

Area Description:

- Unlocked through special conditions relating to the collection of baghead items:
 - *Torn Bag:* [no details currently on how to obtain it]
 - *??? Shirt:* [no details currently on how to obtain it]
 - *??? Shorts:* [no details currently on how to obtain it]
 - *??? Pendant:* [no details currently on how to obtain it]
 - *Sword of ???:* [no details currently on how to obtain it]
 - *Unstable Globe:* Obtainable in Weedfish's area after defeating Weedfish

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## ***Other Server Members***

**Secret Boss:** Rig

**Minor Server Member Enemies:** ~empty, unknown limit~

## **Various NPCs**

### **Save/heal:**

*Area 1:* [vacant], [vacant], [vacant]

*Area 2:* [vacant], [vacant], [vacant]

*Area 3:* [vacant], [vacant], [vacant]

*Area 4:* [vacant], [vacant], [vacant]

*Area 5:* [vacant], [vacant], Lily

*Extra 1:* [vacant], [vacant], [vacant]

*Extra 2:* [vacant], [vacant], [vacant]

### **Shopkeeper:**

*Area 1:* Ristar, Zarfynn

*Area 2:* [vacant], Pistachio

*Area 3:* [vacant], [vacant]

*Area 4:* [vacant], [vacant]

*Area 5:* [vacant], [vacant]

*Extra 1:* [vacant], [vacant]

*Extra 2:* [vacant], [vacant]



Unknown which area: Doremi, Nyn

### Potential Party Members:

*Reina* –

Combat Info: Physical offense. Has a katana.

Personal Info: a spirit

Location: Beginning of Vazy's world

Quest Info: ?

*Riri* –

Combat Info: Magical tank. Offensive magic. Wields a flail.

Personal Info: A witch. Has a familiar.

Location: Beginning of Vazy's world

Quest Info: ?

*Kathryn (Kit)* –

Combat Info: Support character. Buffs/debuffs (anything else?). Wields a  
candelabra staff. (needs more info)

Personal Info: ?

Location: Area 5 first town

Quest Info: Involves her wanting to attend the masquerade. After completing, besides unlocking her as a playable character, you also obtain the [which colour?] highlighter. (needs more specific info)

*Zarfynn* –

Combat Info: Unable to equip weapons, and in most cases not armour either. Uses fire related magic. Magic attack is incredibly strong, but other stats are overall weak.

Personal Info: A fireball with a face. Is unable to hold objects because they burn up.

Location: Earlier part of Area 4 (Vazy)

Quest Info: ?

Additional Info: Can have certain armours equipped (robe type mage-y armour) if you first complete a quest to obtain an item that allows you to make those armours fireproof. Bearer of quest: [not yet determined]. After moving to area 4 from area 1, gets replaced by a non-server member NPC. **Note: NPC needs to be designed by someone (won't be Zarfynn)**

*Ren (Eti)* –

Combat Info: Magic based attacks. Wields a fan. (needs more info)

Personal Info: They/them. Design notes: eye gradient top to bottom: apricot to pink. Kimono should be folded left over right (not dead!) (needs personality info, at least?)

Location: ?

Quest Info: After completing, besides unlocking her as a playable character, you also obtain the [which colour?] highlighter. (needs more info)

### Miscellaneous NPCs:

- [empty, unknown limit]

### Possible non-server member characters (if there is room):

- *Saki*: A mysterious NPC that occasionally appears throughout and gives some clues, especially in relation to obtaining the items required to unlock Baghead's area. Also possesses one of the items herself. Baghead Item: [yet to be determined]

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Currently Unassigned Members:

- Smol, Mary

Possible Members: Cosmo [by this I mean active members that we haven't yet heard if they want to be included in this (and when I say included, I mean like a representation of them in-game)] <-please tell me who you think I should add here!

Possible Story People: Rein

Possible Programmers: zarfynn

Possible non-pixel Artists: Kit, Biggy, Riri, Lily

Possible pixel Artists: zarfynn, Rein

Possible Area Designers: Dublin, Vazy, Lily

Possible Enemy Designers: Vazy, Lily, Kit

Possible NPC Designers: Rein, Biggy, Lily, Mary, Riri, Kit

Music Slave: Seb

Possible Additional Help: Pistachio, Doremi, Mary

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## **Story Notes:**

- *Basis of story (as quoted from Rein):* The story talks about this 15 years old boy (in this game/story we've been talking about) that WAS a human, he has been walking around his home village, went over to his father's and mother's bakery and kept asking his father some questions about magic and stuff, this little boyo by the end of his questions asked "Dad, what's up with that one Minacious Forest?", his father told him not to ever step a foot on that forest and to stay away from it, no one knows the chaos that's in there. The kid was playing around with his football and he kicked it so hard that it fell off a cliff, the boy wondered where it went and found out that it went in a really dark looking forest, but he DIDN'T know how that Minacious Forest that his father told him about looked like, so he tried to find a way to go under the cliff and unto the forest. So basically yeah he walked through the forest, looking for his soccer ball and found this really weird looking heart necklace, it looked elegant and dark, he basically opened it and yeah he got sucked

into the necklace, that was basically some sort of portal. He ended up getting transported to a completely colorful and blooming realm, and so goes on the story. And what I mean by "he was a human" is that after being transported into that portal, he became a spirit magician. Like, some sort of fantasy world.

- Types of characters in world: Demons/angels, etc. Think DSP~
- **Side Character Related:**
  - Rein and Riri know each other and are close

## Game Design Notes:

- **Menu Items:**
  - *An NPC glossary featuring:* quest details, detailed character illustrations, flavourful character information to help show their place in the world (and possibly reference their place in the server if applicable?)
  - *An enemy glossary featuring:* helpful info on enemies, detailed illustrations, flavourful information to help understand the enemy and world better
- **Other:**
  - [possibility]: Different art styles for different types of things. Ex: One person draws glossary entries, another draws portraits and/or talk sprites, etc.

## Lore Notes:

- You can think of Weedfish as the “god” of the world and Baghead as its “devil” if it helps
  - *Baghead personality notes:*
  - *Weedfish personality notes:* usually more aligned with the neutral face (like the original drawing)/more reserved from the rest in the world/generally just kinda chill in the background, but then sometimes more playful, energetic, snarky (humour), entertained. So becomes more **chaotic**. Overall, his chillness and approach (even though he does care for the people there and want them to live) can come off as quite creepy, though he isn’t creepy in an “evil” way. Just spooky and unsettling in a more mysterious way.
- *In the beginning, there was nothing. And then, with a flash of otherworldly light, Weedfish entered the abyss. No one knew exactly where he came from, or why he seemed so warped, but from the smoke trails left by his following fish, life was born.*
- Where exactly Weedfish came from is never elaborated on, instead just left an odd mystery. It is addressed though that he is from somewhere else.
- On Weedfish’s possession of the unstable globe: *Weedfish has kept it safe, but in order for you to wield it, you must prove to Weedfish that you are worthy of having such an extremely dangerous item.* Perhaps this is related to essentially a test of sorts? Somehow in some way it is a first step (him having the unstable globe) to getting Baghead to stop influencing [Weedfish’s] world. But how exactly? Does this sound good to you?

## Other Notes:

- Program: VX Ace (640x480)
- LobsterKing can possibly teach people VX Ace somewhat