**PERHONEN***Butterfly*  
GAME DESIGN DOCUMENT

**INFORMATION**

**TITLE:** PERHONEN

**GENRE:** Story-based Metroidvania-like platformer

**PLAYER:** The game will be singleplayer

**TECHNICAL SPECS**

**GRAPHICS & CAMERA:** The game will be a 2D side-scroller and digital hand-drawn art. The game will be black-and-white.

**PLATFORM:** PERHONEN is mainly designed to be played in the browser, but the project’s site will also include downloadable versions for Windows, MacOS, and Linux.

**TOOLS:** The game will be done entirely with the Godot game engine and I’m going to be using GDScript as my programming language. For art I will use Krita and for music I will use FL Studio 24. This GDD is made with Microsoft Word.

**DEVICE:** PC

**GAME ELEMENTS**

The game has four (4) chapters with two phases each. The first phase is always in the mind of our protagonist and the second is in what is referred to as a memory world. In the first phases the player controls the father and in the second phases the player controls the daughter. The title of this game, *Perhonen*, refers to the daughter whose father calls her his “little butterfly”.

The father’s first memory is located on a rooftop with his daughter. The game starts after an opening scene that transitions into the mind of the father. The father’s goal is to survive his, for a lack of better words, “inner demons”, to finally reach a Memory Altar at the end of the first phase. The altar transitions into the next phase.

In these worlds there are always 5 types of enemies, 5 types of dangers/traps, 2 types of powerups, a new ability to gain and a final boss. The damage powerups will do the same in all worlds, although their names and descriptions will be different. The health powerups look like parts of the wings of a butterfly.

**THE POWERUPS AND ABILITIES**

* Damage powerup | Default damage = 1 | Powerup bonus += 1
* Health powerup | Default health = 1 | Powerup bonus += 1
* Ability | Strike and Upwards strike | Dash | Downwards strike | Levitation

As the game progresses, the game becomes more difficult, requiring faster reflexes and carefulness.

**COMBAT**

At the start of the game, the player can’t attack at all. In the first chapter’s first phase, the player gains the ability to strike left, right, and up. Player uses his fists to attack. Attacking an enemy causes it to be slightly knocked back, and of course, damaged. The player’s combat style is not meant to be offensive but rather be focused more on defensive playstyle by dodging attacks, traps, and other dangers.

**HEALTH SYSTEM**

Player’s starting health will be one (1) HP that can be upgraded (+1HP) by visiting a Health Altar.

**OPENING SCENE & LORE**

**OPENING SCENE**

Opening scene is on a roof top, where the protagonist is holding a cigarette, looking into the distance. In the horizon there is a big forest and a lake. The ambience on top of the roof is windy and not much else can be heard. After a small break, he smokes his cigarette. The camera will show the protagonist’s eyes, which begin to morph into hearts as he enjoys his cigarette. As he smokes, a figure walks behind him, his daughter. He looks at the figure, and upon realizing that it’s his daughter, he quickly puts out his cigarette.

Our protagonist and his daughter seem to be talking about something. After a while, she leans on her father’s shoulder as the frame cuts to a scenic view with the two sitting next to each other. A butterfly can be seen flying towards the daughter. It lands on the daughter’s hand as the camera cuts to show a close-up shot of it.

The camera fades to black, revealing the title of the game, *Perhonen*. The camera fades back in, to show the butterfly again for two seconds, before cutting to show the pair’s smiling faces. A close-up shot of the father’s face shows before the camera zooms in

**LORE**

Our protagonist lost his daughter due to an unspecified illness and now relives their shared memories. There will be four memories in the game. The memories are cutscenes, and the fourth one will be the one where it is revealed to the player that our protagonist’s daughter died. Though, it can be figured out by paying attention while playing.

**THE MEMORIES**

**1st MEMORY: The Butterfly**

The pair is sitting on a roof looking at a butterfly that landed on the daughter’s hand.

**2nd MEMORY: Wood Towns**

The pair is in a forest, feeding a family of ducks that are swimming in a pond.

**3rd MEMORY: On top of the World**

The pair

**4th MEMORY: The Final Hug**

The pair is in a heavenly garden looking at plants. The daughter looks worried as she feels sad for

**1ST PHASE**

The first memory sets the scene inside the brain of our protagonist. He must fight bad thoughts that present themselves creepy humanoid creatures. The ambiance is dark, the “walls” are black and clearly worn out.

**ENEMIES**

* A crawling creature with no face that leaves a trail of **self-doubt** behind it.
  + 7HP, 20 damage
* A small flying head with no face that “throws” **hate** towards the player.
  + 2HP, 10 damage
* A magical humanoid creature with no face that teleports and conjures black holes of **loneliness** in the player’s path. | SCRAPPED
  + 3HP, 10 damage
* A slow wandering humanoid creature with no face that attacks with its fist of **pain**
  + 2HP, 10 damage

**BOSS**

The first boss will be a tall humanoid with long limbs. The boss lurks in the background and only its head can be touched and damaged.

**Attacks**

* Bullets of self-doubt | Damage: 1
* Small black holes of loneliness across the room | Damage: 1
* Raining spikes of hate | Damage: 2

**POWER-UPS**

* **A friend**. Represented in the game as a floating creature around the player that looks like the protagonist’s eye but colored. +1 creature with every upgrade (damage powerup)
  + Player will acquire two (2) of these upgrades in The World of Light.
* **Joy**. Represented in the game as a pulsating circle on the protagonist’s heart that grows bigger with every upgrade (health powerup)
  + Player will acquire three (3) of these upgrades in the World of Light. The third (3rd) will be acquired right before the mirror room. It will cause the player to become numb. A text will appear on screen that says:

“*You become numb*”.

This causes the health to drop back down to three (3).

* **Confidence**. Represented in the game as an aura of light that gets bigger with every upgrade (jump powerup)
  + Player will acquire one (1) of these upgrades in the World of Light.

**HEALING ITEM**

* A bundle of joy (heals player by 1HP)
  + 20% chance of dropping from an enemy, disappears after leaving room

**DANGERS** (All of the dangers are represented as texts that say exactly what they are)

* Self-doubt (Dangerous pools of self-doubt)
* Hate (Falling spikes of hate)
* Loneliness (Black holes of loneliness)

**MIRROR ROOM**

The mirror in The World of Light is positioned in the left side of the room. The player walks towards it from the right. When the player reaches the mirror, after looking at it for a while, he says to his reflection (in symbols):

“*I wish I could feel anything at all*”

A while passes, and a text appears on screen (in symbols):

“*You hear no response”*

**AFTER SCENE**

After the first phase of gameplay, a cut scene of our protagonist will start where he laughs and smiles a lot. At first, he feels joyful and thinks that he is truly happy. But when he gets a note from his postbox, he goes into a spiral and everything starts to crumble.

The note will read (in symbols):

“*EVICTION NOTICE. Due to multiple missed payments, you have one (1) month to move out or the police will be notified. ~Your landlord”*

The protagonist’s face will turn from happiness into worry and shock as he starts hyperventilating. After this scene, the second phase is ready to begin.

**2ND MEMORY WORLD**

The second phase is the **Dark World**, where the “evil” version of the protagonist must fight good thoughts, that present themselves as smiling creatures and toys. Player’s damage is 3 at the start of this world.

**ENEMIES**

* A bouncing rubber-duck that leaves a cloud of **joy** under it.
  + 10HP, 1 damage
* A running humanoid creature with a smiley face that throws balls of **pleasure** towards the player.
  + 4HP, 1 damage
* A magical female creature that teleports around and conjures bright holes of **confidence** around the player and launches them at him.
  + 7HP, 1 damage
* A slow wandering pig humanoid with a smiley face that hugs with its hooves of **ecstasy**.
  + 4HP, 1 damage

**BOSS**

**POWER-UPS**

* **Self-doubt**. Represented in the game as a floating creature around the player that looks like the protagonist’s eye. +1 creature with every upgrade (damage powerup)
  + Player will acquire two (2) of these upgrades in The World of Dark.
* **Hate**. Represented in the game as a pulsating circle on his heart that grows bigger with every upgrade (health powerup)
  + Player will acquire three (3) of these upgrades in the World of Dark. The third (3rd) will be acquired right before the mirror room. It will cause the player to become numb. A text will appear on screen that says:

“*You become numb*”.

This causes the health to drop back down to three (3).

* **Loneliness**. Represented in the game as an aura of light that gets bigger with every upgrade (jump powerup)
  + Player will acquire one (1) of these upgrades in the World of Dark.

**HEALING ITEM**

* A bottle of hate (heals player by 1HP)
  + 20% chance of dropping from an enemy, disappears after leaving room

**DANGERS** (All of the dangers are represented as texts that say exactly what they are)

* Joy (Dangerous pits of joy)
* Pleasure (Falling balls of pleasure)
* Confidence (Approaching bright holes of confidence)

**MIRROR ROOM**

Before entering the mirror room at the bottom of The World of Dark, the player acquires a scroll which lets the player understand the symbols, so the dialogue/monologue text is not in symbols anymore. When the player goes into the mirror room, he is in unbearable pain at that point, and says to his reflection:

“*I am in unbearable pain*”

A while passes, then a text appears: “You hear a response”

*“I wish I could feel anything at all”*

After this, the final scene will start.

**FINAL SCENE**