

Dolma Awaken

Core Gameplay

Dolma Awaken is a 2D Metroidvania focused on exploration, survival, and jinn manipulation. The player explores the interconnected depths of the Well of Jinns, unlocking new areas through acquired abilities and spirit pacts. Combat is deliberate and tense, emphasizing positioning and timing rather than brute force. Using a cursed mask, the player can perceive, communicate with, and bind jinns to gain traversal abilities, environmental control, or temporary assistance. Progression is driven by exploration, narrative discovery, and the strategic use of jinn allies, reinforcing a constant balance between power and psychological cost.

Core Gameplay Loop

- Encounter jinns and environmental threats
- Use the mask to understand or bind jinns
- Gain abilities or assistance
- Unlock new paths and deeper areas



Core Pillars

- **Exploration:** Non-linear, interconnected world
- **Horror:** Psychological tension and atmosphere
- **Manipulation:** Jinn pacts instead of direct domination
- **Progression:** Ability-based Metroidvania structure

Target Audience : PGE +16

Key Mechanics

Exploration (Metroidvania Structure)

The game features an interconnected underground world where progress is driven by exploration and backtracking. New areas are unlocked by acquiring abilities and forming jinn pacts rather than through linear progression.

Jinn Pact System

Using the cursed mask, Dolma can communicate with and bind jinns to gain temporary abilities or environmental assistance. Jinns can be used to create platforms, reveal hidden paths, disable hazards, or alter the environment, often at a psychological or gameplay cost.

Mask Perception

The mask allows Dolma to see and understand the true nature of jinns and cursed objects. Activating the mask reveals hidden elements, enemy intentions, and spirit seals, but prolonged use increases tension and risk.

Combat & Survival

Combat is deliberate and tense, focusing on positioning, timing, and limited resources. Players are encouraged to avoid unnecessary fights by using jinn manipulation and environmental interaction.

Ability-Based Progression

Progression is tied to abilities gained through trials and jinn alliances, such as spirit dash, wall binding, or temporary invulnerability. These abilities unlock new traversal options and deeper areas of the well.

Psychological Consequences

Repeated use of jinn power affects Dolma's mental state, influencing visuals, audio, and gameplay difficulty. This reinforces the horror atmosphere and emphasizes meaningful player choice.