Luminous Bringers Ep.1

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Welcome to the wild!   
There is no place here for the weak,   
There is no place for the fragile.   
There is almost no place for the light.  
This… is the Chaotic World of Adealia.

Join the fight against different races and religions, each one with their gods and values.  
Play as different classes with their own history and personality.  
Protect the Kingdom of Nubilius as a Novice Warlord.  
Search for anomalies as a Wise Elementalist.  
Survive and find treasures as an Impulsive Ranger.

Become one with the light!  
Become the hero of this world!  
Become the one to unite them all against the Lord of Chaos!  
Become…   
A Luminous Bringer!

Git: <https://github.com/itayo96/luminous-bringers>

Trailer: TBD

**Main Concept:**

The world of Adelia has many races and groups, and our heroes are here to prevent radicals from going on a rampage using different techniques that the Lord of Chaos give them, like summoning the power of their gods and reaching unchecked power and destruction.

In episode one, we get to meet our trio- Warlord, Ranger and Elementalist, each one with its own story and abilities.  
They find out the Vikings are trying to summon their God's mighty powers and channel it into their Chief, and then go on to destroy the Kingdom of Nubilius.

The player makes way from each class's starting point in their journey, fighting the Vikings and going through hard obstacles to reach the summoning point to stop the Chief from grasping full control of his new powers!

**Gameplay:**

*Overview:*

Each level has one of the characters / classes playable, and the player travels through it, jumping over different platforms, moving boxes, and fighting annoying Vikings that are trying to stop the player from reaching the end of the level.  
Once the player reaches the end (after not dying to the enemies after losing all its health points or falling over to the danger zones like the water), the level is finished and the player is victorious.

*Objectives:*

* Learn how to move and jump.
* Learn how to control the current class's abilities.
* Jump over platforms, danger zones, and move around boxes.
* Listen to the story throughout text that shows up along the way.
* Get past or kill enemies.
* Reach the end of the journey of each class.
* Fight against the mighty Chief and his fun mechanics.
* Kill the Chief once and for all with his upgraded EX mechanics.

*Mechanics:*

The player can:

* Walk around
* Jump
* First Ability:   
   Warlord's Slash  
   The warlord hits in range enemies with his steel sword.   
   Ranger's Shot  
   The ranger shoots an arrow forward, hitting an enemy.   
   Elementalist's Fire Cast  
   The elementalist casts fire ball forward, hitting an enemy.
* Second Ability:   
   Warlord's Block  
   The warlord raises his shield to block incoming hits.   
   Ranger's Haste  
   The ranger gets a movement speed buff for a short duration.   
   Elementalist's Ice Cast  
   The elementalist casts ice ball forward, hitting an enemy.

The normal enemy can:

* Walk around in his area of patrol.
* Attack the player when in range.

The boss can:

* Against warlord: Walks to the player and he tries to hit the player with his axe.
* Against elementalist: Casts red / blue power balls that collide with the elementalist's elemental balls.
* Against ranger: Creates pillars and rocks that damage the player after a set time period.
* Ultimate / Enrage: If the player reaches the end of phase 1 (getting all three classes to their platforms), the boss casts his Ultimate Move, and then we move to phase 2.  
  If the player couldn’t do so on time (both for phase 1 platforms or phase 2 kill), the boss enrages and casts his ultimate which results in restarting back to phase 1.

*Camera:*

The game is a 2D platformer game, the camera follows the current playable class, and never goes out of bounds (for example if the player jumps from a high platform, or goes into a danger zone, the camera doesn’t move in the Y axis)

.  
There is also a mini-map to each journey level. The player is viewed as the green dot, and enemies are viewed as red dots.   


And there is a second camera, "free-view" which can be moved on both X and Y axis, to watch what's coming next.

*Controls:*

|  |  |
| --- | --- |
| Key | Action |
| A / D | Movement |
| Space | Jump |
| Left Mouse Click | First Ability |
| Right Mouse Click | Second Ability |
| C | Change Camera |
| Escape | Exit Level |

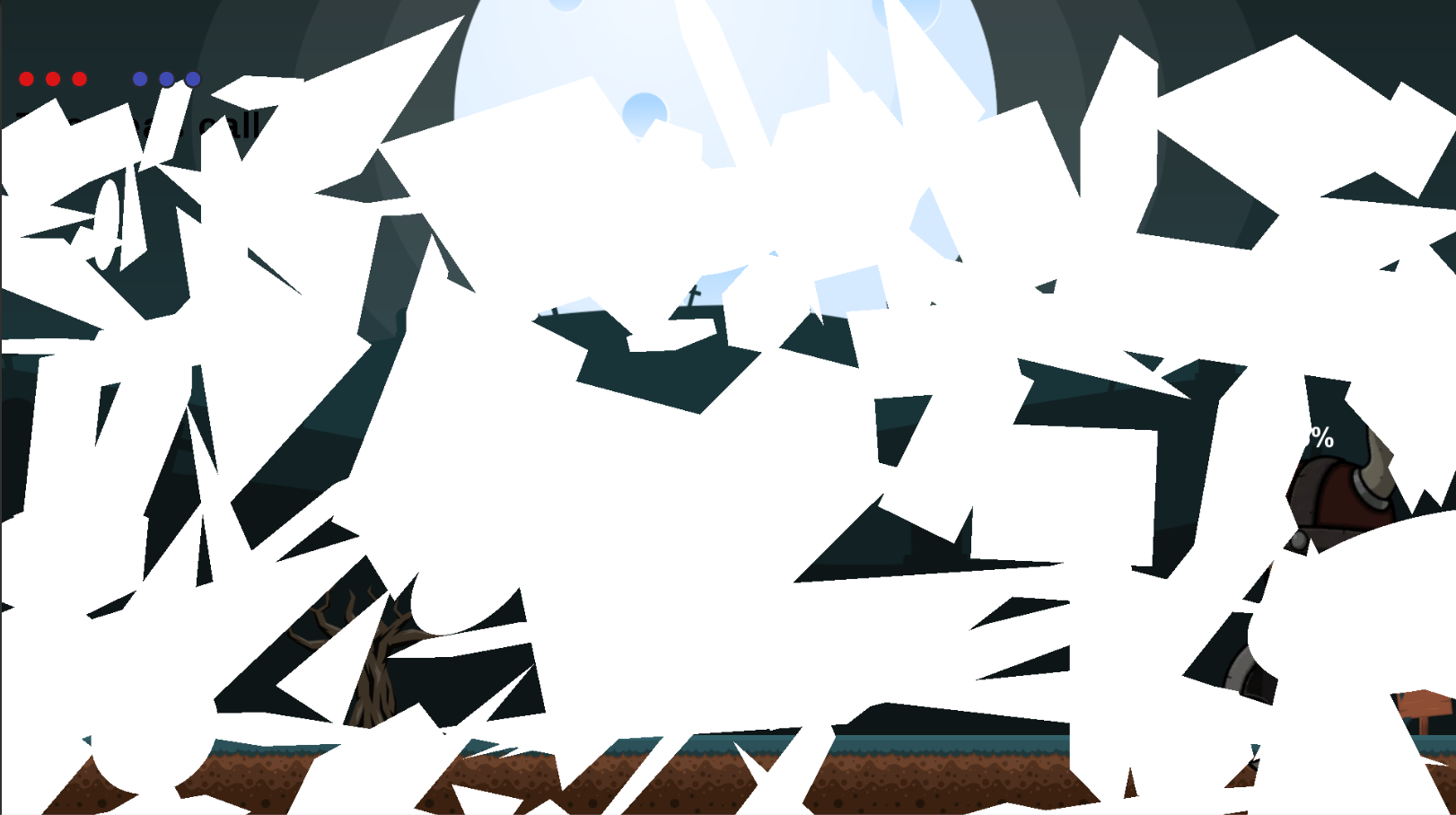
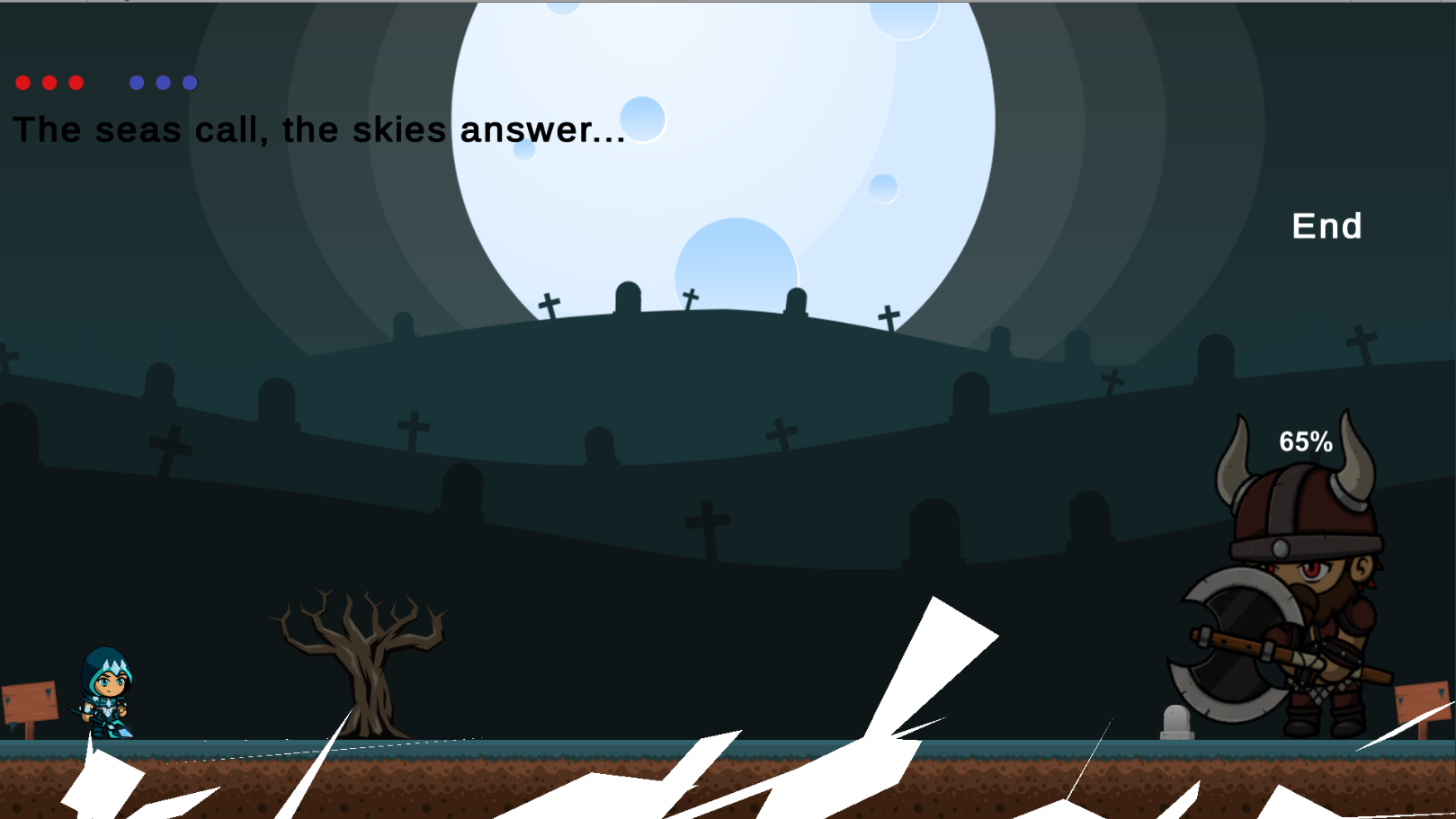
*Extras:*

End of each level has victory screen:

Five Triggers:

* Story texts are triggered when player collides with the writer objects.
* Protective Platforms are triggered when the player goes through them to activate them.
* End of level triggers the victory screen to be shown.
* Enemies are triggered and change their state from patrol to combat when the player collides with their area boundaries objects.
* The desert scene has a place in which triggering it shows the box that is needed to keep going forward.

Four Colliders +/ Physical Objects:   
There are a lot of colliders, like the elemental balls, power balls, the pillars, the arrows, the rocks, etc…

Breaking object: The boss second phase starts with the screen breaking and then showing the battlefield.  
   

Rayrendering: The protective platform uses line render to cast a ray up that protects the player.

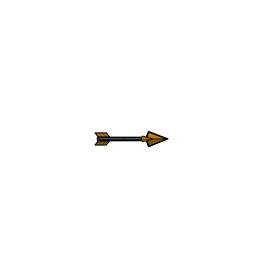
Raycast: The ground check for the player uses raycast down. Also, the protective platform uses it to check where the end of the ray should be.

Players can stick to walls, which is very important in some extreme areas of the levels

**Characters:**

*Warlord (Playable):*   The warlords are the elite soldiers of the Nubilius Kingdom, their duty is to protect its people and its king. The warlord has a sword to slash his enemies and a shield to protect his friends and people.  
Because of his big armor he is a lot tougher than the rest, but he is slower to run around and jump.  
His journey begins outside of the kingdom borders into the woods, goes on to his first patrol after being selected to become a warlord, his dream had come true! But right off the bat, he is encountered by the Vikings and he goes on to find out the source of the problem and accomplish his duty.

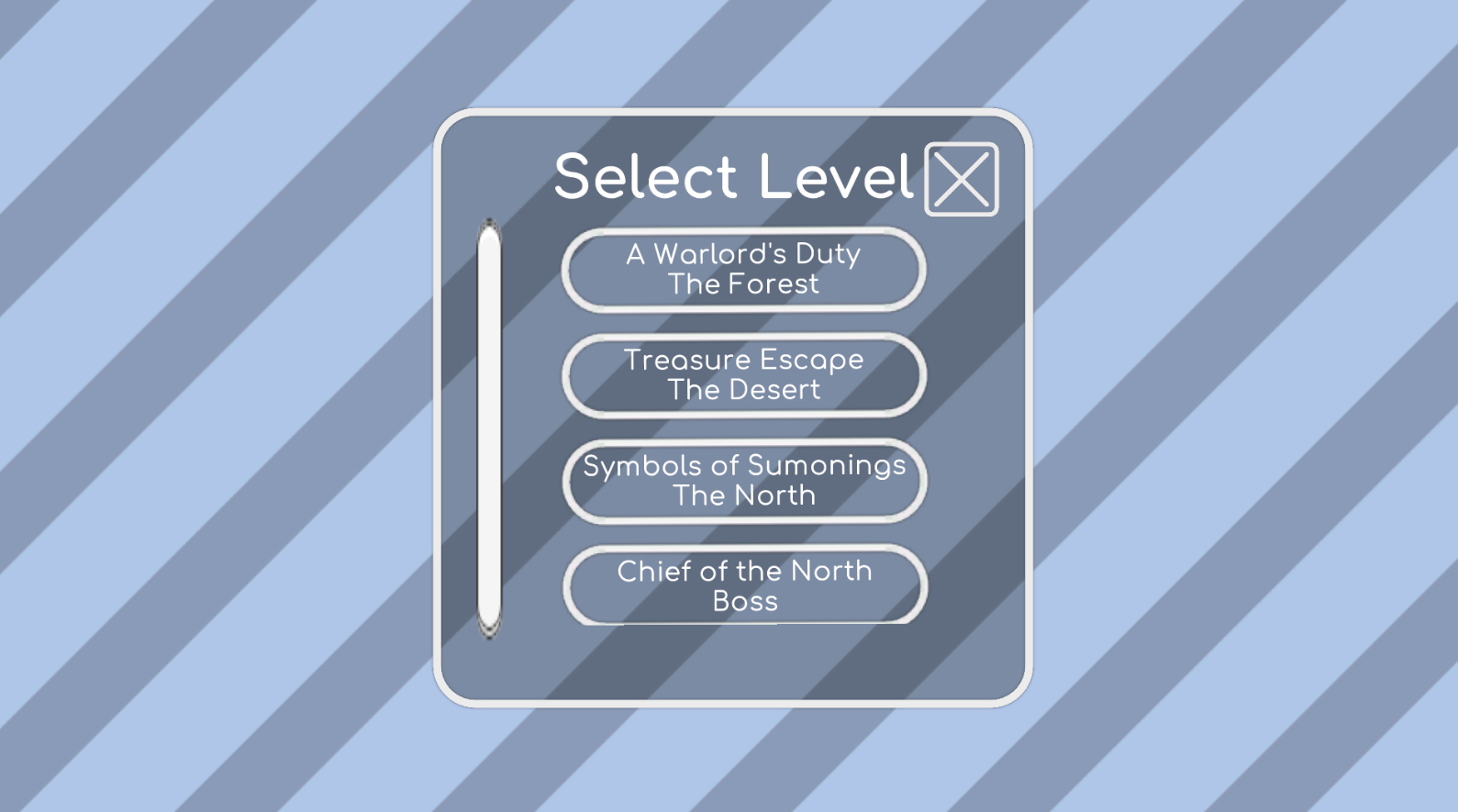
*Elementalist (Playable):*    The elementalist is very intelligent and can sense weird occurrences and anomalies. She searches for summoning and dark magic usages around the world and gathers parties that would help her stopping what she finds.  
Her journey begins while traveling the far north, sensing a summoning and locating the source. She meets up with the other two accidently, and together they stop this anomaly.  
The EL, in contrast to the other two, also has mana points that are used when casting, and refresh every few seconds.

*Ranger (Playable):*   The ranger is a swift and agile, going different places to find relics and treasures, he is not looking for money nor fame, he just wants a big collection to display on the wall, or maybe one day open a museum.  
His journey begins right after locating an item he thought would be a fitting one to his collection, but unfortunately it was nothing special. On his way back, trying to survive the hot desert with almost no water left, he gets into a fight with some Vikings that are there to guard any one who tries to cross the desert towards the northern waters. He fights them and as he gets closer, he understands he is about to get into something bigger than just a treasure…

*Vikings (Sword Enemy / Axe Enemy):*   
  
Soldiers of the north, protectors of the northern sea, workers of Riorf, the God of Destruction, controller of both the northern waters and the rays of the sun.  
Their job is to stop anyone who is trying to stop the summoning and protect their Chief.

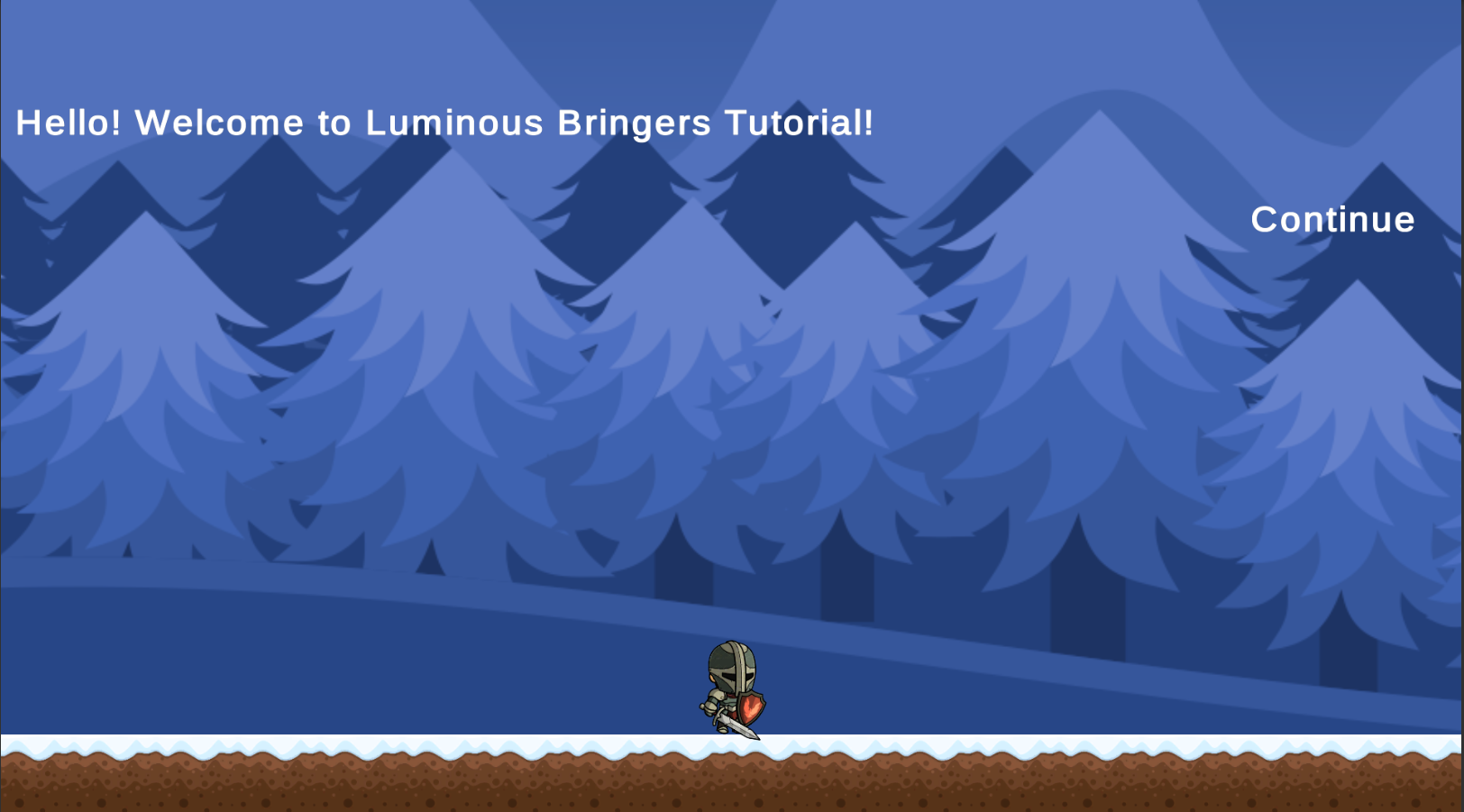
*Chief (Boss):*   
The leader of the Vikings, little is known about him, only that he gets tremendous powers after channeling Riorf's powers into him.

**Scenes:**

*Main Menu:*The main menu has three options: How To, Play and Exit.  
In How to, you can view the buttons or play an interactive tutorial (playground).  
In play there are four levels available- journey level for each class and one for the boss.  




*Playground (Interactive Tutorial):*A tutorial for the game, learning which buttons to use and some of the mechanics. It works with dynamic text thus once the player clears an objective, the next one is written and requested.



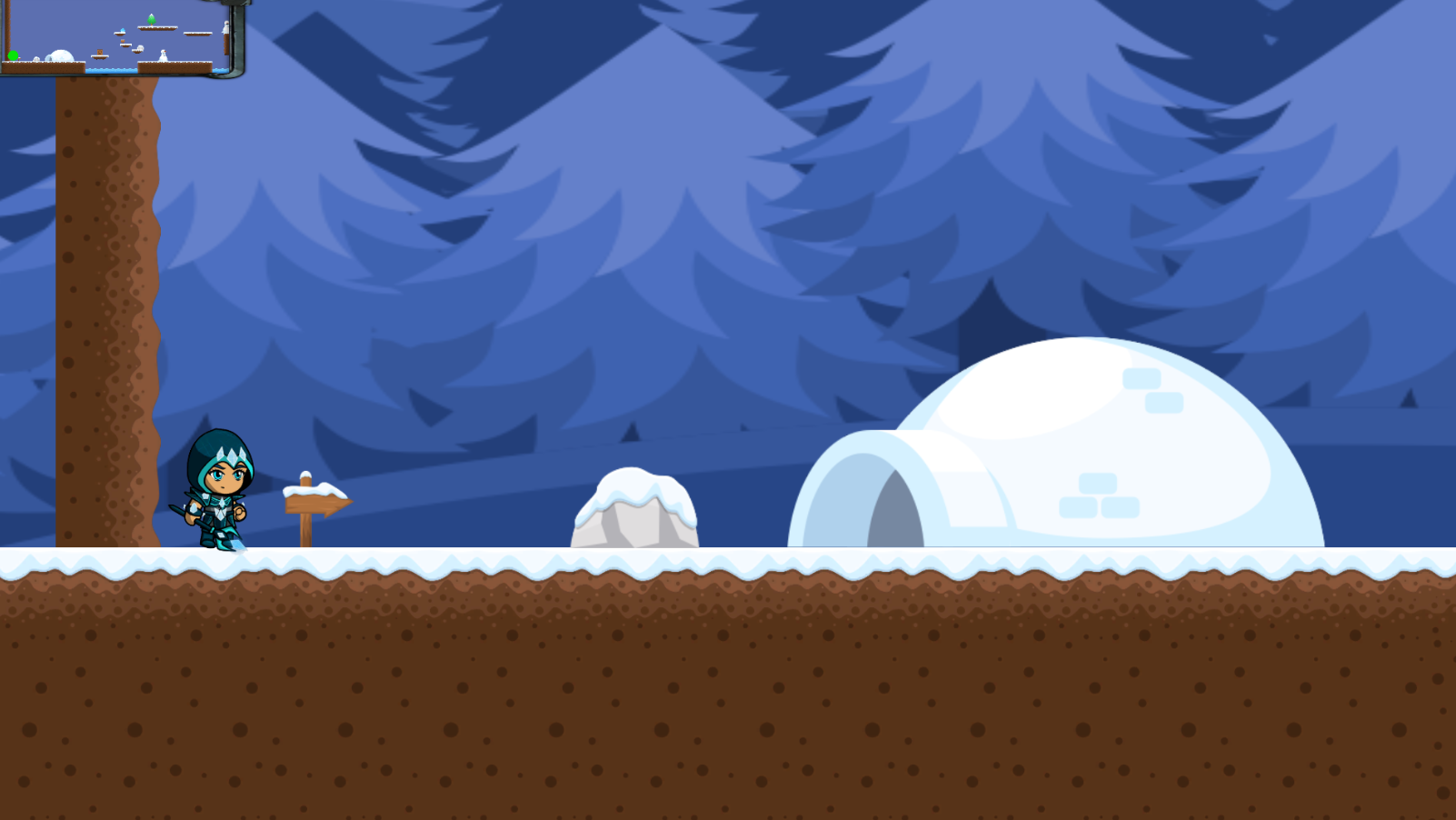
*A Warlord's Duty – The Forest:*The journey of the warlord, patrolling the forest and protecting it from the Vikings that start influencing the borders of his kingdom.



*Treasure Escape – The Desert:*  
The journey of the ranger, escaping the dangerous and hot desert, while getting rid of Vikings that are unfortunately for him, are scouting the place for might-be-enemies.



*Symbols of Summoning – The North:*The journey of the beloved elementalist, trying to understand what this sensation she feels, locating the summoning point and stopping the Vikings!



*Chief of the North – Boss Phase 1:*The chief of the north is now bigger than ever! With the power of his god channeled into his body and soul, connected with the north and the sun above, he is ready to take on the party of heroes' heads on… Or maybe he needs more time to understand his new powers?!



*The Last Requiem – Boss Phase 2:*  
This is the final battle, do or die, the last requiem of the north to their god. Will the Chief who is now fully controlled and powerful win, or our heroes would finish him off and become this world's Luminous Bringers!



The end… Or maybe this is only the beginning.

*"The seas call, the skies answer!"*