

REZIN

Platform:

- PC
- XBOX/PS4

Style/Genre: 2D Platformer, Metroidvania with sci-fi/fantasy elements mixed in.

Player Experience:

- Curiosity/Wonder
- Isolation
- Creativity
- Accomplishment

Target Audience: People who enjoy Metroidvania/Open World games where exploration, puzzle solving and combat are core features.

Due to the short amount of time for producing this game (by the end of next year), we are aiming for it to be a relatively short open world style game, focusing on a polished experience with these core emotions in mind:

1. The wonder of exploring a foreign world
2. The joy of mobility and traversing the levels
3. The fun of combat and overcoming challenges
4. A constant changing of perspective about the world's geography through finding secrets and new interconnecting passages.
5. The inner creative, who finds many ways to use their abilities to play the game
6. The challenge of making tough choices, both story-wise and in how players progress their character.

Design Philosophy:

The story, narrative, level design, art, mechanics and all other aspects cannot be designed exclusively. All aspects of the game are inter-connected, and each element must justify the other. For example, if a new mechanic is introduced, it must also be represented on a narrative level within the game world. Another way of putting this is that "form follows function". Form is shaped by function, and function is represented through form.

Narrative

Premise

You play a being known as an Aumeta; “A hunter of gods, spirits and nightmares”. Upon being awakened you discover that the world spirit Yilg)has fallen into a deep sleep and that the Moon God Kelgori has taken possession of the realm, sending it into a coma-like state.

A lonely worshiper of Yilg (a woman named Quetos), is your first encounter. You learn from her that the great kingdoms waged a war against Kelgori in an attempt to loosen his “tyrannical” grip. They blame him for the cause of Yilg’s demise. Obliteration followed and from the cracks in the grounds arose terrible nightmarish creatures. For centuries since, the lands have been in disarray; scattered remnants of the old kingdoms held up in their forts and underground - between them the world dissolves as colossal creatures slowly pull it apart.

Quetos pleads for you to end this pain and conflict. Other Aumeta were used for ill purposes during the war (she is not clear on what this was). She hopes that you will succeed where they had failed.

She urges you to go out into the world and regain your forgotten strength, much of which you will find from the corpses of other Aumeta, who’s dreams and memories still remain within their armour.

Conclusion

In the end, you learn that Yilg had grown frail due to an old corruption that plagued her; in an attempt to save his mother, her son Kelgori sent the world spirit into a deep sleep, hoping that she would recover from her illness. He did this both to protect her and the life that she’d created.

You see the love that a son has for his mother and his efforts to protect the realm.

You also see the suffering of a world, and the mother’s pain which has spawned nightmarish creatures

Do you hold onto the same hope that Kelgori does and defend his shrine?

Or do you end the Moon Gods reign, allowing the mother to pass in peace?

If you choose to defend Kelgori, you will face off with the Son of Fire, a worshiper of the Sun who has come to free the world from the moon’s gaze and return it back to the sun (or so he believes). He led the original war against Kelgori and seeks to finish what he had begun. You defeat him and remain at the shrine, sharing Kelgori’s hope that the world can recover.

If you choose to fight Kelgori, you will face the moon god yourself, defeating him in combat and freeing the world from his reign. This frees Yilg from her suffering and allows her to

finally pass in peace. As a result, the world falls peacefully into a deep ice-age. Perhaps one day something new will grow here...

Aumeta History

The word Aumeta is derived from 'Aumoton' – an empty suit of armour combined with the spirit of a dead soldier. These were used as super-weapons during ancient history and have since been abandoned due to the spiritual trauma they caused to those nearby on the battlefield (to both friend and foe alike). They were also notoriously difficult to control and were prone to going rogue.

An Aumeta is similar to an Automon in that they are bound to armour, however Aumeta's still retain their human form beneath. Due to their binding, an Aumeta can live for centuries at a time and are often put in cryogenic chambers to further prolong their life. Some even prefer to sleep, waiting for their masters or empires to re-awaken them only for emergencies.

Studies confirm that when in cryogenic sleep, their spirits leave their bodies. Where they go, no one knows. This has been known to happen at times in normal sleep also, though that is extremely rare. Rarer still as Aumeta do not require rest.

An Aumeta can take off their armour off at will, however this will not break the binding. At the time of binding their form is blackened, and their features become difficult to perceive. Without their armour, they will appear as a dark wispy smudge. Their true shapes can only be discerned when observed from one's peripheral vision.

Aesthetics

Themes:

1. Isolation
2. Dreams
3. History

Some **Rough** References:

Games:

1. Hyper-Light Drifter
2. Hollow Knight (for gameplay and art lay-out)
3. Ori and the Blind Forest (beautiful art and atmosphere)

Film/TV References:

1. Wolf's Rain (some thematic similarities and atmosphere)

Core Gameplay

Activity through mobility. Mobility will be an important core feature to the gameplay. How the player moves will determine the kind of damage that they can deal to enemies. It will also allow them to traverse the world and achieve their goals.

Skill Tree

Stats:

Health (life)

Energy (for dashing)

Momentum (when enough momentum, can perform certain moves)

Momentum is gained when you deal damage to enemies through mobility moves

Essence (used to upgrade skillsets or stats)

Speed (overall movement speed)

Basic Move-sets:

1. Run
2. Dash/teleport
3. Jump
4. Cast (fire a basic energy blast) – requires momentum

Upgraded Move-sets:

1. Dash: Arrival Concussion (the place where you dash to will release a damaging shockwave)
2. Dash: Departing Concussion (the place you dash from will release a damaging shockwave)
3. Jump: Air Jump (allows for one mid-air jump)
4. Jump: Double Air Jump (allows for two mid-air jumps)
5. Slam: When in the air, the player can shoot like a meteorite towards the ground, unleashing an explosive force that will stun enemies
6. Cast Rebound (energy blast deals less damage, but can rebound and hit multiple enemies for a certain time)
7. Cast Normal Upgrade (now when cast button is held down, energy will build up over time allowing for a stronger blast)