**Game**

2D Platformer where almost every ability will have multiple applications.

Aim: Easy to learn but difficult to master. Multiple ways to tackle game challenges and gives players some creativity in how they want to play. Lot’s of places to explore and lots of secrets to uncover.

**Theme**

Question: What if the moon possessed the earth?

Allegory: Imagine that there was someone in a coma and you had to decide on whether or not to pull the plug. If you don’t pull the plug, do you prolong their suffering in vain? Would it be better let them go? Or would should you fight for their life and hold onto the hope that they can recover? Either way, their life is in your hands, and you don’t have any meaningful way of communicating with them.

Narrative Themes:

Dealing with inevitability

Dealing with hope

Dealing with isolation

A sense of history

In-game world themes:

Mysterious

Combat intensive

Exploration intensive

Inter-weaving paths and loops, with secret areas, back-tracking and short-cuts to emphasis the interconnectedness of the world.

Ever-changing perspective of geography and game-play.

**Story**

Yilg, the spirit of the world has died. Her child, the moon god Kelgori, goes to great lengths to preserve the realm from its inevitable decay. This preservation however comes at a great cost, placing the world into half-dead dream-like state.

Yilg’s creations (aka all life) do not understand – they do not see Kelgori as the saviour of their realm, but rather as a tyrannical god and the cause of all their trouble.

We as the player initially seek to free the world from Kelgori’s hold… only to later learn of the terrible truth. From that truth we must make a choice; to let the world spirit die in peace, or to fight for its life.

During the game, there will be implications that “from the ash rises new life…” this is not concrete, though it is a pattern seen throughout nature and a possible likely-hood should Yilg be allowed to die. Death of all life in the realm is not permanent and may allow for something new to be born.

There will also be evidence that this may have happened before, potentially implying a cycle, or at least hinting that Yilg may yet recover and that Kelgori’s efforts are not in vain.

Ultimately, the choice is based on possibilities and what the player values most.

The World:

In her dreamlike state, Yilg unleashes strange and powerful creatures from the depths of her mind. Good, bad and everything else in-between.

During gameplay, the world will slowly dismantle itself; chunks of it will separate and float in an outward direction.

This is a slow process, and we do not see it’s beginning nor end, only the mid-way.

Who is the player? A nameless hero? (Undecided)

**Player Emotions**

This is a game based on consequence and tough choices – tough choices in how you want to strengthen your character, and the ultimatum; the final choice of how to end the game.

The emotions that this game aims to elicit revolves around wonder (through exploration and grand sights) and isolation (a sense of smallness in the face of inevitable death).

There will also be moments of high intensity and great challenge. This will not be an easy realm to traverse, however the gameplay is not aiming to be incredibly difficult or cryptic either.

Target Audience: Metroidvania/Open world (sort of)/ exploration-based adventure that allows for creativity in play-styles.

Hand-holding aims to be somewhat minimal.

**Mechanics**

Current: PLAYER

1. Fire projectiles – speed and fire-rate depend on how close the mouse is to the player
2. Dash – currently works as a sort of teleportation – goes through enemies but cannot go through walls
3. Jump and double jump
4. WallSlide/Wall jumping
5. Rebound projectiles
6. Concussion on Dash (dash becomes an aggressive move)

Current: ENVIRONMENT

1. Boost pads
2. Ground and walls

Current: ENEMIES

1. Basic move and shoot player
2. Basic hop enemy
3. Basic move, shoot and shield in front
4. Moving obstacles
5. Damage zones

Planned: PLAYER

1. Power-up laser. The longer you hold it for, the strong it gets, until you unleash it at an enemy.

Planned: ENVIRONMENT

1. Areas unlockable only by having certain skills, upgrades or items.
2. Colour coding – certain colours in the environment will indicate to the player a number of things: Special items, dangerous enemies, interesting places of power.

Planned: GAME:

1. Essence for further character tweaks:

- Movement speed

- Jump height

- More energy

- More health

- One-off bonuses to upgrades

**Game Loop**

**Overarching game-loop:**

Story Objective

Progress Character Traits

Gain new skills

Explore the lore

**Moment to moment game-loop:**

I want to explore

I fight enemies and overcome challenges

I find an unreachable place

I discover new mechanic

I finally reach the new place

I want to explore some more

**Design Pillars and features:**

Platforming skills: puzzles, movement, timing – twitch based skills.

Combat – twitch based in moment to moment, strategic in overall playstyle and character progression

Item hunt (essence for character progression and more upgrades)

Lore

**To Learn**

1. Parallax scrolling for background art
2. Implementing art at a consistent scale and in high-quality
3. Focusing on modularity and component-based programming
4. Proper data management and security
5. 2D lighting
6. Interesting AI Behaviour or AI combinations