**REZIN (Project Name)**

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 some of 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 peripheral vision.

**Aesthetics**

Themes:

1. Isolation
2. Dreams
3. Death

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** (provides benefits for abilities)

**Essence** (used to upgrade skillsets)

**Speed** (overall movement speed)

Basic Move-sets:

1. Run
2. Dash/teleport
3. Jump

**Player Abilities**

**Player:**

Life: 60

Energy: 100 - for dashing with fast recovery rate (-50 energy per dash).

**Momentum: Momentum is gained when dealing damage to enemies via mobility moves. When no longer in combat for 5 seconds, it will naturally go down back to 0.**

Once over 50%, player will also do more damage in all moves (+1 per 10% increase).

100% would then = +5 dmg on all attacks

Once over 50% player will heal more per 10% increase (+3 per 10% increase).

100% would then = +15 life additional heal

**Heal: When momentum is above 50%, player can use that power to heal themselves at a base +20 life – this however would use up all their gained momentum.**

**Dash upgrades: Allows one to dash/teleport over a small distance – when gained concussion, player will release concussion both where the dashed from and where they arrive.**

Upgrade: Life steal per concussion hit (+2)

Upgrade +5 additional concussion damage to stunned enemies

**Slam upgrades: when in air, can slam onto the ground or on top of an enemy to release a concussion – if slam into an enemy who is mid-air, player will be propelled back up.**

Upgrade: Stun enemies and increase damage based on momentum (+1 for every 10% over 50%)

Upgrade: Life Force: for every life steal, add + 2 damage to this attack (resets after attack)

**Air Jump: Allows for an additional jump when mid-air**

Upgrade: Unleash Concussion

Upgrade: +5 additional Momentum per air jump

**Blast: Unleashes a projectile in direction facing – if in air, will propel the player up and back**

Upgrade: Release Concussion on hit for large AOE and stun enemies

Upgrade: Gain 1 additional Air Jump if fired in air.

**Concussion: When gained, Dash and Slam abilities will release concussions. Will also allow for additional concussions on Air Jump and Blast if upgraded.**

Upgrade: Addition +1 life steal for every concussion hit on any move

Upgrade: Additional +2 damage to all concussions.

**Upgrades Design**

Initial upgrade moves are gathered from the dead armour of other Aumeta’s. Each Aumeta armour holds a dream or memory that will pass on knowledge to the player.

Addons for each upgrade will be found from an Aumeta splinter – a small remaining piece of their soul that hangs about. When you speak to one, you can choose to consume it, gaining only one of two addon options that you must choose from.

**Add-on Design**

The addons are there to give the player greater variety and control over how they want to play, as well as to provide means of strategy and creativity. With the way that momentum, upgrades and addons are interacting, the goal is to encourage more aggressive play by providing different benefits; it’s important for addons to give more value and to align with fast-paced play, as the player will be encouraged to move quickly and explosively through the levels in a satisfying manner.

Note: Keeping in line with the theme, players can only choose addons when they explore particular sections of the map. As the game is ultimately about making a final tough choice about the fate of the world, the player will like-wise have to make some tough choices with what addons they decide to get, as they can only choose once, and only choose one of the options.

At a later date, should time permit, there will be an option to change your addon, however that will require finding a secret merchant and spending a lot of essence on making that change

To inform the player about addons so that they can plan ahead, they will come across a book of knowledge, revealing the various upgrades – they find this when they come across the healing mechanic. The book of knowledge will reveal to the player the various ways that Aumeta specialised their abilities and combinations.

**Momentum and Addon C# logic**

Momentum logic: if engaged – wait 6 seconds. If no more hits after 6 seconds, set loseMomentum to true and increment down current momentum.

PlayerMain needs to set concussion size and damage manually.

Dash, Air Jump, Slam and Blast will all release concussions.

All will need to check what addons they have to set additional behaviours

Addons will be placed in a separate script with a separate set of bool sand functions that will be called mostly by PlayerMain

Momentum will have its own script, changing based on what’s going on.

When a concussion hits and enemy, it will send information back to the player, adding momentum on successful hits.

<https://answers.unity.com/questions/225213/c-countdown-timer.html>

**Sound Design**

To keep with the themes of death and isolation, music will be sparse, and SFX will have an echo like quality to it to give a dream-like feel.