**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?

Theme: Learning to let go.

Dealing with inevitability

Dealing with hope

Dealing with isolation

A sense of history

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.

**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 a kind of life-support coma state.

Yilg’s creations however do not understand – they do not see Kelgori as the saviour of their realm, but rather as their tyrannical leader and the cause of all their trouble.

We as the player seek to free the world from Kelgori’s hold… only to learn of the terrible truth. From that truth we must make a choice; to let the world die in peace, or to hold out hope that things can one day return to normal, thereby keeping the world in Kelgori’s clutch.

Who is the player?: You are known as a Wielder – a wielder of the realms power.

**Player Emotion**

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. Do we destroy the moon, or let it have its way?

The second and more present foundation for the game is exploration and isolation. This world is drifting into a cold sleep, but there is still many places to explore and much history to uncover, whether by sight or text. Text however will be rare – history must come more visually. The more focused the player is on the game world, the better.

**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

Current: ENVIRONMENT

1. Boost pads
2. Ground and walls

Current: ENEMIES

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

Planned: PLAYER

1. DASH – on first upgrade, wherever the player ends up, they release an explosion around them
2. DASH – on second upgrade, the position they dash from will also have an explosion released
3. Jump upgrade – will unleash a damaging shockwave that also stuns targets
4. WALL CLIMBING – allows player to jump up walls – this might be a late game feature

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 upgrades

**Game Loop**

**Overarching game-loop:**

Story Objective

Progress Character Traits

Gain new skills

Explore the lore

**Task to task game-loop:**

Explore

Find unreachable place

Discover new mechanic

Reach new place

Explore some more

**Design Pillars and features:**

Platforming skills: puzzles, movement, timing

Combat

Item hunt (for character progression)

Lore

**Learn**

1. Parallax scrolling
2. Implementing art at a consistent scale.
3. Focus on modularity
4. 2D lighting
5. Interesting AI Behaviour