

**Title:** "Aswang King"

**Genre:** Action-Adventure

**Platform:** Arcade-style gameplay, with potential for adaptation to modern platforms like PC and consoles

**Story:**

Set in a mystical world inspired by Filipino folklore, "Aswang King" follows the journey of Miguel Dela Cruz, a courageous hero determined to save his sick wife, Eva, from the clutches of the Aswang King. The Aswangs, fearsome creatures of the night, have taken Eva to their fortress deep within the enchanted forest, hoping to harness her mysterious illness for their own dark purposes.

**Gameplay:**

**A. Arcade-style Action:** The game features side-scrolling action reminiscent of classic arcade games like Contra. Players control Miguel as he traverses various environments, battling hordes of Aswangs and overcoming environmental hazards.

**Examples of Environmental Hazards:**

1. **Quicksand Pits:** Miguel must avoid sinking into treacherous patches of quicksand as he traverses the swampy regions of the enchanted forest. Players must time their jumps carefully to leap over these hazards or find alternative routes to bypass them. Such as **ladders** or **vines**.
2. **Poisonous Plants:** Miguel must avoid these plants or find protection against them. Protection such as a mask or the holy cross shield can also be used against it. The plants can be inspired from the poisonous plant common to the Philippines called Atropa belladonna. The player's health will slowly decrease when the player gains contact with these plants, as all poison does it will take a while before the poison is fully removed from the player's body. Also add a red aura in the plant to be recognized as harmful to the player.
3. **Falling Debris/Platform**
4. **Magical Traps:** The Aswang King's minions have rigged various traps throughout their fortress to deter intruders. These traps may include pressure plates that trigger spikes to emerge from the ground, hidden tripwires that activate shooting arrows, or having illusions of buying high class weapons with small amount of money or also called as "budol-budol" (it is being persuaded by another person, to buy an unneeded product) .

**B. Power-ups and Weapons:** Miguel can collect power-ups and weapons scattered throughout the levels to aid him in his quest. These weapons includes:

1. **Cross:** The cross can generate a barrier protecting the player from any danger from enemy attacks and all Environmental Hazards. But it will have limits/durability.
2. **Sword:** The sword can damage plants and aswangs but it will also have limits/durability.
3. **Asin:** The “asin” can only be used to damage the enemies and will also have a limit of uses depending on how much the player picks up (but will also have a limit on how much the player can pick up).
4. **Bawang:** The “bawang” can be used as a shield but everytime it is being used as a shield the amount of “bawang” you have will reduce, It can also be thrown to damage aswangs, and will also have a limit of uses depending on how much the player picks up (but will also have a limit on how much the player can pick up).
5. **Healing Plants:** Miguel will get his health back/cure the poison he will get from the poisonous plant upon consuming the Healing plants. The plants can be inspired from the healing plants common to the Philippines such as yerba buena, lagundi, and bayabas/guava. If the healing plant is a tree then within that area the player can be healed.
6. **Food:** Miguel can pick up native Filipino foods such as adobo and longanisa. These foods can also make the pets' duration accompanying the player longer.

**C. Pet & Allies:** Along the way, Miguel can encounter and lost pets such as:

1. **Cats:** Cats can make the ghost type monsters scared or won't harm you. But aswangs and other types of monsters can still harm you. (will have a duration time accompanying the player but can be longer when fed by food)
2. **Dogs:** Dogs can help you damage enemies but they can't be harmed by the monsters only the traps/environmental hazards. (will also have a duration time accompanying the player but can be longer when fed by food also will have more consumption in food than the cat)
3. **Priests:** Priests can help you damage enemies but they can't be harmed by the monsters only the traps/environmental hazards. (will also have a duration time accompanying the player but can be longer when fed by food also will have more consumption in food than the cat and dog)
4. **Fake Healer/Albolaryo:** Albolaryo can help you damage enemies but they can't be harmed by the monsters, only the traps/environmental hazards, and when the player is accompanied by them the player can't be affected by the “Budol-budol”. (will also have a duration time accompanying the player but can be longer when fed by food also will have more consumption in food than the cat and dog)

**D. Enemies:** Enemies will be consist of (Note: These are minions meaning compared to the mini-bosses these are monsters should be smaller):

**1. White lady/ghosts**

- Can't be harmed by swords and dogs but can be harmed by bawang, asin, and cross.
- Will run away from the player if accompanied by a cat
- Slow movement
- Low maximum health

**2. Tikbalang**

- Can be harmed by any weapon
- Fast movement
- High maximum health

**3. Tiyanak**

- Can be harmed by any weapon
- Fast movement
- Low maximum health

**4. Mananangal**

- Can be harmed by any weapon
- Fast movement and flying
- Low maximum health

**5. Kapre/Giant**

- Can be harmed by any weapon
- Slow movement
- High maximum health

**6. Aswang King (Final Boss)**

- Can be harmed by any weapon
- Slow movement
- High maximum health
- Have different special attacks
- Can fly in random

**(IF POSSIBLE)**

**E. Mini-Boss Battles:** Miguel must face off against formidable Aswang bosses guarding key checkpoints throughout the game. Each boss presents a unique challenge, requiring the player to strategize and adapt their approach to defeat them. Mini bosses such as tikbalang, Kapre/Giant with big cigar, tiyanak, white lady/ghost, and manananggal. (Note: The Aswang King is the last boss)

**F. Puzzle Elements:** In addition to action-packed combat sequences, the game incorporates puzzle elements inspired by classic platformers like Mario. Players must use their wits to navigate through traps and obstacles, finding hidden pathways and be rewarded by weapons and power-ups.

**G. Multiple Endings/Plot Twist:** Miguel's choices throughout the game impact the outcome of his quest, leading to multiple endings based on the player's actions and decisions. Example of this is a plot twist where Miguel needs to find the medicine to cure Eva's curse. When Miguel can obtain this medicine/cure then Eva will be cured when Miguel finally rescues her but if Miguel can't find this medicine/cure then the story will have a bad ending where in the end Eva will die in Miguel's hand.

**H. Emotional Narrative:** The game's narrative is driven by Miguel's love for his wife Elena, adding depth and emotional resonance to the action-packed gameplay. As Miguel journeys deeper into the heart of the Aswang fortress, he must confront his own fears and doubts while remaining steadfast in his determination to save his beloved.