# Gaana: The reedemer of the forest

SANTIAGO MORENO HERNÁNDEZ

GAME CONCEPT

- **Title (Working title):** Gaana: The reedemer of the forest.

- **Genre:** 2D Action and Adventure RPG.

- **Target:** Zelda or similar games players that are used to the RPG games jugability.

- **Core Concept:** Humanity is about to end the forest and the greatest catastrophe ever seen is about to begin. Soome being is corrupting the minds of the forest, these trees no longer think, they are blind because of a magic spell so they will not doubt to kill you. Its only objective is to exterminate humanity. Gaana, a girl born in the bowels of the forest, is the only capable of avoiding a disastrous end, so take quickly your bow and sword to put end to that evil entity!

- **Setting:** RPG game set in a fantasy world where humans and other strange creatures live.

- **Art Style:** Pixel Art.

- **Camera:** Top Down View (Cenital).

VISUAL REFERENCES
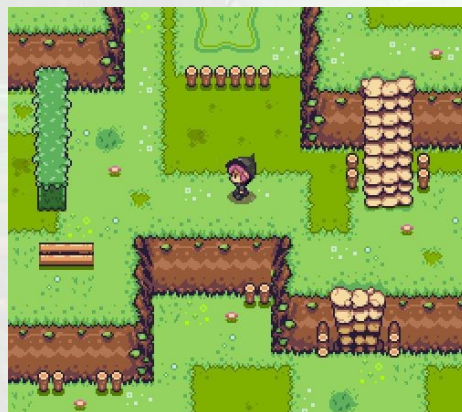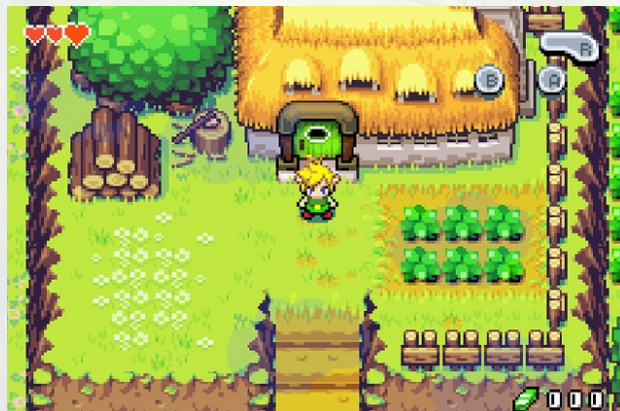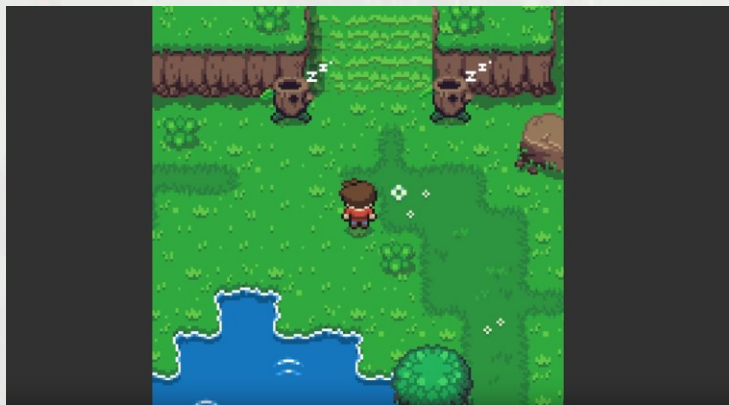
UNIQUE SELLING POINTS

- **One** playabe **character**,
  - Two **weapons**: Bow and Sword.
  - Three **skills** to improve: Attack, Defence and Special ability (has to be limited).
- **Life system** based on hearts,
  - Two types of **potions** to recover life: Normal and Flower Crafted potions (cure all life but they must be recolected and crafted).
  - *Extra: Potions that cure poison (Some forest plants can attack you and instead of taking you life, they posion you).*
- Different ways to face **enemies**,
  - Player can **kill** enemies.
  - Player can use the special hability in order to **disenchant** the trees.
- **Level rise** and game **currency**,
  - Kill enemies and complete misions gives **experience**.
  - Currency should be used to **buy** ammo and potions, for example.
- Breakable objects that **drop items**
- **Inventory**

GAME HISTORY

- Humanity and the forest have coexisted for thousand of years, but in the last decade **humans** have **cut down** a large part of the **forest**, without respeting it, which has entailed the **anger** of **nature**.

- The **King Tree of the forest** (Name to be specify) has reached his limit of hatred and anger. This millennial tree is capable of releasing a **magical dust** that forces the **victim** to **do what he wants**. This is very important, the **trees are not bad** in themselves, **they become bad** due to the enchantment.

- The King Tree hides in the bowels of the forest while its tree army devastates all the towns and villages.

- Gaana **must find** the Boss's hiding place and for that she will go into dark caves with puzles and enemy bases. Also she has to

- Our main character was found by a hunter when she was only a baby in the forest. It's not know where she comes and apart from that **she is the only elf in the game world**.

- The **game finished** when **Gaana** end up with the evil **King Tree**.

- Once she has helped to restore world peace, a **portal** will open over the Boss that will transport **Gaana** with **her family**.

- To give value to the game we can invent a **prophecy** in which a being from another world would help in a catastrophe humanity. This literary plot is know as the **savior** (*mesías*).

GAANA - MAIN CHARACTER
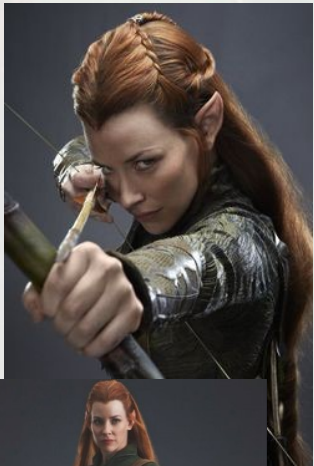
- She follows the archetype of "*Légolas*", an elf with excellent management of the bow and amazing aim.

- Her dress and appearance would be similar to that of the reference images, **red hair** and **green suit** with **brown armor**, making reference to the tones of the forest.

- Her **destiny** is to **sabe humanity**, once she has **done** it she will **return home**.

- Three **types** of **attacks**,
  - **Bow attack** which throws arrows.
  - Basic **melee attack** with sword.
  - **Disenchanting trees attack** that is arrested by an **area** (*This attack when is activated activates a counter and when a symbol appears on screen the player must have the perfect timing to execute it. If the player isvery slow, the attack will be counted as failed*).

- **Skills**,
  - It would be cool if the **appareance** of her **weapons changed** in relation to the level of their **attack ability**. As there will be only **three our four levels for each**, it will not require many sprites of weapons.
  - **Improve defense** ability provides **more hearts to HUD**.
  - **Improve special ability** provides **more scope/area** to the **attack**.

ENEMIES

- As we said before, the tres become bad due to an enchantment. There will be bad trees that want to kills us but also there will be good trees who wants to help us.

- It is esencial that the player distinguish which are the bad and good enemies. The idea is that the **bad** ones maybe can be with a **darker brown tone** in the **trunk** and have **red eyes** and some **flames** around.

- If the **player** makes the **special attack correctly**, the **enemy's sprite** will **change** to the **good** one and as a consecuence this will **stop attacking** us apart form **giving** us the **thanks**. _IMPORTANT!: They are suffering so they must give us the thanks for end their suffer._

- The enemies for the moment can only **attacks us** by **melee** with a **branch** of their own trunk, **simulating a sword** (_If we have time we could reuse the character's arc attack code for the enemies and then implement them this new attack_).

- Their **logic** is simple, they are waiting in **iddle** but if they **detect player** they **attack** her. Once they **stop detecting** palyer, they will return to their **iddle** state.

- The **Boss** logic will be specify later, but he will have **two attacks** and then **one special** attack,
    - The **special attack** is **deadly** for the **player** and consist of throwing the **magical powders**, player must avoid it.

ENEMIES – REFERENCES
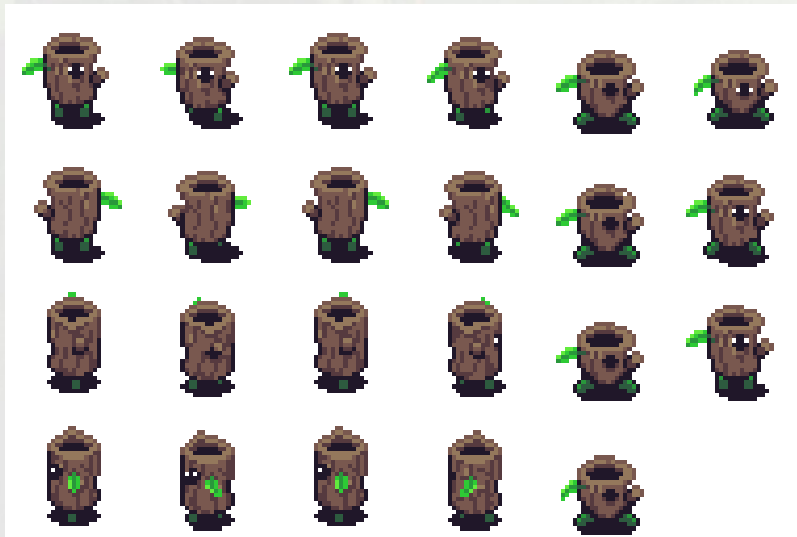
Basic Good Enemy
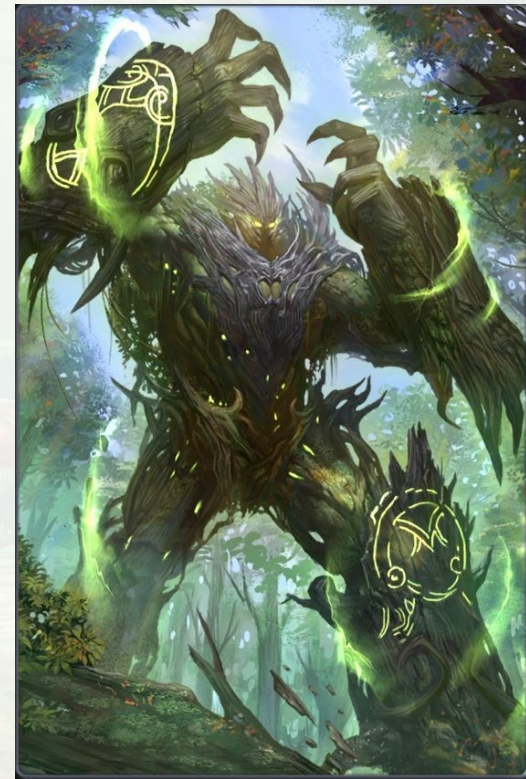
Boss reference

WORLD REFERENCES

Gaana: The reedemer of the forest

SANTIAGO MORENO HERRERA