

# ***EVOJIN***

## **Game Concept Document**

Diego Santa Cruz Meono

**Version 1.0**

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## DOCUMENT HISTORY

The following table outlines this document's creation. Minor versions denote small changes to individual sections where major changes denote milestones or widespread changes affecting much of the document.

Please note that there is only one table in the document starting on page 18, so there will be no table of figures.

Revision	Date	Change Description	Author(s)
1.0	03-12-2022	• High Concept, Game Pillars	• Diego Santa Cruz
2.0	04-12-2022	• Overview, Gameplay Summary	• Diego Santa Cruz
3.0	05-12-2022	• Mechanics, Dynamics, Aesthetics	• Diego Santa Cruz
4.0	06-12-2022	• Controls, Camera	• Diego Santa Cruz
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## **I. HIGH CONCEPT**

Evojin is a 2D action side-scrolling platform game where the player takes the role of Evojin, a magic-user soldier, who uses a conjured glaive (a Chinese pole weapon) to obliterate anyone and anything standing in her way to hunt down the person who betrayed her and her team.

## **II. GAME PILLARS**

### **II.1. I will erase you! (Powerful fighter)**

The game will reward players who kill enemies instead of players evading them. Also, will give more rewards to players who manage quick kills with fewer strikes. Learning about enemies' weaknesses will yield better results.

### **II.2. Take this! (Powerful techniques)**

Some powerful skills will trigger a unique animation, which will give the sensation it is one of the character's signatures moves and the enemy will receive great damage.

### **II.3. I will do this my way (Highly customizable)**

The game will allow the player to pick different skills to favor the players style of game. Furthermore, some skills are very useful against some enemies, improving the possibilities of a quick kill.

## **III. OVERVIEW**

### **III.1. Setting overview**

The game takes place 50 years after the events of slaughter in the lands of the Alfar Reich.

The continent of Nilber was the cradle of magitech technology, machines fueled by magic. That made Alfar, the kingdom in the south, the center of research in the region.

Hungry for knowledge, Alfar began to dwell in dark uses of magic. Sometime later the beginning of dimensional discovery experiments, the Alfar kingdom declared itself as the Alfar Reich and declared war against its neighbours.

During the years of the war, ways to militarize magic became the sole purpose of all research in the kingdom. One of those experiments would turn wrong and a spirit from another dimension would possess the main character, creating the Spirit of Vengeance, an unstoppable force seeking to slaughter all inhabitants of the Alfar Reich.

The Spirit of Vengeance will slaughter all empire citizens and disappear for many years. During those years, some survivors will reappear and rebuild the empire, seeking to continue the war and the plans of expansion.

### III.2. Character Overview

#### III.2.1. Appearance

A slim, yet muscular, woman with short black hair silver eyes. Have a black and yellow military jacket and pants, dark gloves and boots.

#### III.2.2. Weapon

Evojin weapon is a conjured glaive. It's similar in size to the character when placed vertically.



Figure 1: Female character with a glaive  
Source: *Pinterest* – @abadtecles

### III.2.3. Backstory

Evojin was born in the city of Gasban, the capital city of the Alfar Reich. Born as a noble of the House of Narda, she was selected to be part of a special military team of magic users, code name M5.

Trained to be a spellblade - warriors that enhance their power using magic - participated in different missions during the war times of the empire helping in combats too risky for normal troops.

During one mission, the team was trapped by a secret military division of the empire. It is explained that M5 grew too powerful, and they became a risk if they turn against the Reich. In consequence, all members are turned into experiment subjects. Evojin, was selected for an occultism experiment – she will be the vessel of a great spirit from another dimension. The experiment goes wrong, and the spirit transforms her into the Spectre of Vengeance. Without mercy, the slaughter of the Alfar empire began.

Two years later, having killed everyone, the Spectre, was lured by a mysterious voice to an unknown place. There, it is trapped for 50 years. When she manages to escape, the spirit who turned her into the Spectre is no longer bound, but now, she possesses new powers.

## III.3. World Overview

The world of Wirela, is a place where magic and technology have flourished. A new branch of technology called “Magitech” boomed in recent years, and the continent of Nilber is the promised land for those looking to exploit this new science.

One of the kingdoms of Nilber is Alfar. Automatic and magic-powered cities explain why is considered the most advanced kingdom in the region. A booming economy and constant investment in technology made scientists from all over the world look for an opportunity here.

Before the events of the game, the city is transformed into a big machine. Metal took over most of the city architecture, and black fumes coming out of the factories are a common view.

The game takes place in different cities in Alfar, where machine-powered cities are the stages where Evojin will have to break through to defeat the enemy bosses.

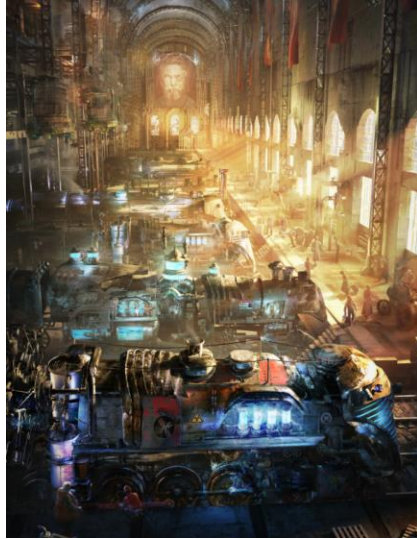


Figure 2 : Left, concept of Alfar before turning empire. Right, machine powered empire.

Source:

Left <https://spelle.cgsociety.org/a9ze/steampunk-world-stat>

Right Pinterest - @misamorr11

## IV. GAMEPLAY SUMMARY

### IV.1. Vertical and Horizontal Movement

The player will need to move through the stage either running or jumping to overcome the terrain obstacles. During the progression of the game, the character will gain other abilities to explore further: double jump and blink are some examples.

### IV.2. Combat or flee

There will be different enemies on each stage run. The player can decide to destroy them, using its weapon or skill, or just avoid the enemy. Only destroying an enemy can yield spirit shards, for which avoiding too much will slow the characters grow.

### IV.3. Skills

The different skills are grouped in two: Combat skills and utility skills. Utility skills are skills gained through the gameplay and are required for the player to access endgame zones. Combat skills are unlocked using spirit shards and are not required to progress through the game.



#### IV.4. Defeat enemy bosses.

Defeat enemy bosses to get their skills and open new scenarios. The game starts with few bosses, and after gaining skills the player will be allowed to access a new set of scenarios.

### V. MDA - MECHANICS

#### V.1. Navigation

##### V.1.1. Basic Movement.

The player will run and jump as basic movement. During gameplay, the character will be animated as running, so that expression will be used to indicate normal horizontal movement.

##### V.1.2. Shadow step

The character can use a quick movement (dash) to quick positioning or avoiding damage.

#### V.2. Combat

##### V.2.1. Health bar.

When health reaches 0, the character dies. By default, its 100 units. It can grow through combat skills.

##### V.2.2. Energy

Are the points required to use a combat skill. It starts at 100 units. Each skill varies its energy consumption. It can grow through combat skills.

##### V.2.3. Melee attacks

Slashing is the basic melee attack. This can change depending on the picked combat skills.

##### V.2.4. Combat openers

Some skills will allow the player to break an enemy defense (if had it) and make damage. Not every combat opener works with all enemies (enemy types explained next).

### V.3. Enemies

#### V.3.1. Enemy types.

4 enemy types are considered: minions, bulk, armored, bosses.

- General minion: Weak armor, low health, can attack, can not defend.
- Bulk minion: Medium armor, medium health, can attack, can defend.
- Armored minion: Heavy armor, medium health, can attack, can defend.
- Bosses: Heavy armor, big health, can attack, can defend, special skills.

### V.4. Core Loop

The core loop is: ***Beating minions -> get spirit shards -> power up -> defeat bosses.***

## VI. MDA - DYNAMICS

The player will face two decisions during gameplay (core loop): try to destroy an enemy or avoid it (This don't apply to boss fights which are unavoidable).

In majority of situations, the player should be encouraged to destroy enemy minions to obtain spirit shards and unlock skills. The game will reward precision and swiftness, yielding more shards when an enemy is killed fast and with less quantity of hits. Tougher enemies will give more shards, making the player think if its worth killing.

The player must defeat bosses to obtain their utility skills and gain access to end game zones.

With enough shards, the player can access the skill interface to pick the most desired ability available to them.

## VII. MDA - AESTHETICS

### VII.1. Great power - Excitement

Once the player masters the combat skills, they should have the feeling that are an unstoppable force. With a correct skill selection and mastery of the game, the player could achieve be able to destroy enemies while moving.

## VII.2. Beacon of power – Courage/Fear

The character will have some light added to her design. While at full health, the character will have the feeling of “power running through her” with shining lights, and dim lights when HP is low.



Figure 3 : Example of embedded light in design. Source: Nintendo

## VII.3. Intriguing story - Curiosity

Within the gameplay, the player will know more about the past of Evojin, the story of Wirela, and the plan behind the war.

## VIII. CONTROLS

Basic movement will be controlled with a stick. A button for jumping and other for attack. Different skills can be set and activated with upper buttons.

## IX. CAMERA VIEW

A 2D Camera following the main character in the center of the screen