#### Nyxoria: Echoes of the Abyss - Full Game Design Document (JavaFX Version)

**Title:** Nyxoria: Echoes of the Abyss **Genre:** Dark Fantasy 2D Action RPG

Engine: JavaFX

Perspective: Top-down 2D (Chrono Trigger/Secret of Mana style)

#### I. FULL STORYLINE

### Act I: Ashes of the Crown

The game begins with a vision of the past: the city of **Velmoria**, capital of Nyxoria, burns under a sky torn open by swirling void energy. Prince **Kael**, then a child, is rescued by the royal guardian and taken underground as the palace collapses. He awakens in a remote cave years later, having survived in stasis, watched over by a mysterious monk.

Kael ventures into a nearby ruin where twisted beasts roam. He encounters **Serah**, a rogue archivist. Together, they fight off corrupted knights and discover that Kael's blood reacts with ancient relics—fragments of the power that caused the Abyssfall.

### **Act II: Shattered Echoes**

Traveling through the ruined countryside, Kael and Serah encounter the **Order of Light**, a surviving faction of Nyxoria's old faith. They meet **Brother Talan**, who claims to seek peace but subtly manipulates Kael to reclaim royal relics. Kael begins to question his allies as visions grow darker.

At the forgotten city of **Aelthar**, they recover a mural showing the **Bloodbound Pact**—a forbidden rite performed by Kael's ancestors to seal power from another plane. Kael learns that the **Abyssfall** was a failed resurrection of the "Abyss Sovereign," a godlike being trapped in the void.

#### **Act III: Veins of Corruption**

Kael's choices begin to shape his path. Use of relics corrupts his spirit. If the corruption bar is high, he gains visions of the Sovereign offering him power. Allies begin to distrust him.

As Kael journeys through the marshlands and the Hollow Depths, he confronts lost companions and visions of past betrayal. Serah's loyalty is tested.

They encounter the **Ashen Council**, a rival faction seeking to bring the Sovereign fully into the world, believing it will purge the wicked and start anew. Kael must choose to resist or embrace the power.

# **Act IV: Echoes of the Abyss**

At the heart of the ruined capital, the final relic awakens. The Hollow One, once Kael's mentor, now fully corrupted, guards it. Defeating him reveals the truth: Kael was born not just of royal blood but as a vessel in the pact.

In the final sequence, Kael faces the Sovereign within a collapsing void realm.

### **Endings:**

• Sacrifice: Kael absorbs the Sovereign, dooming himself but sealing the abyss.

- Ascension: Kael takes the throne as a dark god, ushering in an age of terror.
- Unity: Kael binds the factions and purges the corruption, restoring Nyxoria with a price.

# II. CHARACTERS (Expanded)

#### **Prince Kael:**

- Starting Age: 17
- Sword + light magic. Can learn corrupted magic.
- Player morality determines appearance and tone.
- Skills: Radiant Slash, Aegis Ward, Abyssal Lance, Blood Echo

### Serah of the Veil:

- Age: 22
- Agile, uses throwing daggers and elemental relics.
- Distrusts authority, grows to respect Kael based on choices.
- Skills: Ember Knives, Relic Bind, Mist Step

#### **Brother Talan:**

- Priest of the Order of Light.
- Politician masked as a holy man.
- Will betray Kael if corruption is too high.
- Skills: Light's Verdict, Word of Binding

## The Hollow One:

- Final boss of demo.
- Once a royal guardian, turned by the Sovereign's whisper.
- Dual-phase battle, ending with a memory scene.
- Skills: Void Spiral, Echo Sever, Reflection of Regret

# III. DIALOGUES (FULL SCENES)

Scene: Serah confronts Kael after he uses dark relic magic.

**Serah:** "You said we'd stop them, not become them. That power—it's changing you."

# Kael (Choices):

- 1. "Then walk away." (+Corruption)
- 2. "I don't want this. Help me fight it." (+Companion trust)

3. "Sometimes, fire must burn to cleanse." (+Deceit)

Serah: "Then I'll stay. Not for you. For what you were before this started."

Scene: Kael and Talan in the ruins of the Chapel of Flame.

Talan: "The blood sings in you. You cannot hide what you are."

Kael: "I am no one's heir. Not to this."

Talan: "Then you are a broken tool, and tools are discarded."

#### Scene: The Hollow One's Revelation

**Hollow One:** "You dream of peace? There is no peace—only forgetting. I forgot who I was. You will too."

Kael: "You served my father. You knew honor."

Hollow One: "Your father made me a vessel. I was the first to fall."

## **IV. LORE ENTRIES (Full Format)**

### Scroll - The Abyssfall:

The sky cracked, and fire rained upon Velmoria. The King's final command: seal the gate at any cost. Few lived to hear it.

### **Mural - Bloodbound Pact:**

A circle of nine bleed into a chalice. A great eye opens. In the center: a child crowned in flame.

### Vision - Whispers of the Relic:

Kael sees the relic as a pulsating heart. Voices cry out: "Feed it. Bleed it. Be it."

#### **Scroll - The Hollow Doctrine:**

"To wear the mask is to forget the face. To become hollow is to hear clearly."

#### **Rumors:**

- "They say the Prince walks again, but he wears shadows like a second skin."
- "The Hollow Knights were loyal to the end—but the end wasn't loyal to them."

### V. CORRUPTION SYSTEM (Expanded)

- Choices, relic use, vision responses increase corruption
- Thresholds:
  - o 0–25%: Pure. Allies trust. UI golden. Relic effects minimal.

- o 26–60%: Distrusted. UI turns grey/blue. Background whispers.
- 61–100%: Possessed. Red/black UI. New powers. Party members can leave. Unique final scenes unlocked.

## **Corrupted Skills:**

- Radiant Slash → Vile Rend
- Aegis Ward → Blood Mirror
- Sanctum Shield → Grasp of the Deep
- Relic Pulse → Devour Soul

## VI. BOSS: THE HOLLOW ONE (Full Battle Script)

**Intro Cutscene: Hollow One:** "Your father made me a monster. I died for him... and now, you will die for him too."

### Phase 1:

- Sword combo
- Shadow slash (ranged wave)
- Screaming Lunge

#### Phase 2:

- Armor breaks, reveals abyssal core
- Screams echo in the arena
- Spawns void phantoms
- "You cannot kill what you carry inside."

# Phase 3 (if player uses corruption relics):

- The Hollow One mirrors Kael's dark powers
- Uses corrupted versions of Kael's own skills
- Final blow ends in cinematic slow motion

# VII. GAME SYSTEMS (Detailed)

# Tile-based Map Viewer (GameScene)

- Uses layered tilemaps from RPG Maker-style assets
- Camera follows player with optional shake effects
- Supports interactables, transitions, animated tiles

### LoreManager

- Tracks pickups of murals, scrolls, vision triggers
- Each lore pickup adds to journal
- UI indicator flashes when lore is discovered

## CompanionSystem

- Tracks trust/loyalty values
- Dialogue changes based on loyalty level
- Party members contribute skills in battle
- Loyalty affects cutscenes and endings

## DialogueSystem

- Branching options per NPC/event
- Flags for morality, trust, corruption
- Choices influence story, party dynamics, and UI tone
- Integrates with cutscenes and combat triggers

# CombatManager

- Real-time combat using key-based inputs
- Phases: Normal > Aggro > Finisher
- Skills have cooldowns and special effects
- Corruption unlocks alternate skill paths:
  - Radiant Slash → Vile Rend
  - $\circ$  Sanctum Shield  $\rightarrow$  Blood Mirror
  - o Light's Verdict → Mark of Decay

### CorruptionTracker

- Increases with dark relic use, choices, vision choices
- Impacts UI visuals, available skills, NPC reactions
- Corruption cap determines final ending paths

# CutsceneManager

- Handles scripted events with timing, camera pans, character animation
- Used for flashbacks, visions, major battles
- Works with DialogueSystem and CorruptionTracker to change scenes dynamically
- Party Screen UI Design Overview

**Layout Sections** 

```
pgsql
Copy
Edit
            PARTY STATUS SCREEN
| [Kael Portrait] [Serah Portrait] [Empty Slot]
Name: Kael Name: Serah Name: ???
| HP: 120/120 HP: 85/100 HP: ---
               MP: 30/50
MP: 40/60
                             MP: ---
| Status: Normal Status: Wary Status: N/A
| >> Selected Character: Kael
Level: 12 EXP:
                                      72% to Level 13
| Weapon: Twilight Blade
| Armor: Emberbound Plate
| Relic: Heart of the Echo
| Corruption:
| Loyalty: Serah: ★★★☆ | Talan: ★★☆☆
| Skills:
| - Radiant Slash (Light)
| - Relic Pulse (Magic)
| - Abyssal Edge (Dark) [Locked - 40% corruption required] |
| [X] Close [Tab] Switch Character [Enter] Equip [L] Lore |
```

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JavaFX Component Suggestions

Portraits: Use ImageView inside an HBox for alignment.

Bars (HP, MP, EXP, Corruption): Use ProgressBar with custom CSS colors (e.g. red for HP, blue for MP, purple for corruption).

Loyalty Display: Custom HBox with filled star icons (★) as Labels or using a star sprite.

Skills List: ListView<String> or custom-styled VBox with Labels showing locked/unlocked status.

Buttons: Use Button with hotkey bindings (X, Tab, Enter, L) defined in scene controls.

Theming Tips (Dark Fantasy Aesthetic)

Background: Dark parchment texture or smoky black fade.

Fonts: Use pixel/medieval styled font for names, lore.

Borders: Silver or abyss-blue metallic borders around boxes.

Effects: When selecting a character, softly pulse their portrait.

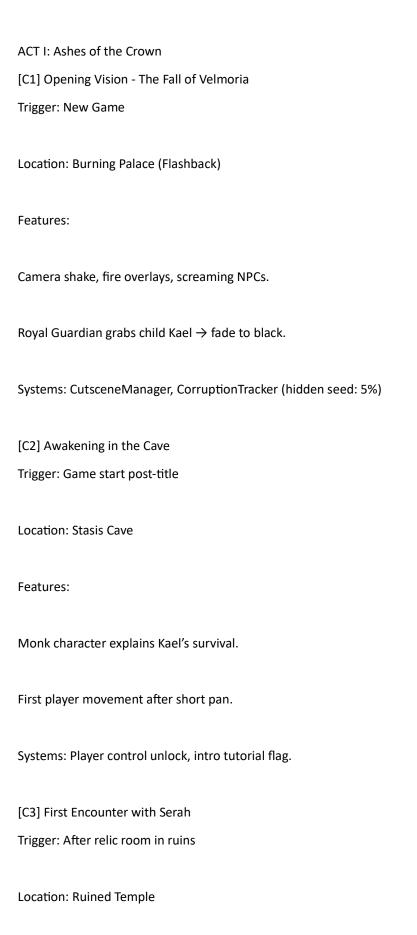
Sounds: Cursor move (whisper or arcane tone), confirm (relic chime), back (low rumble).

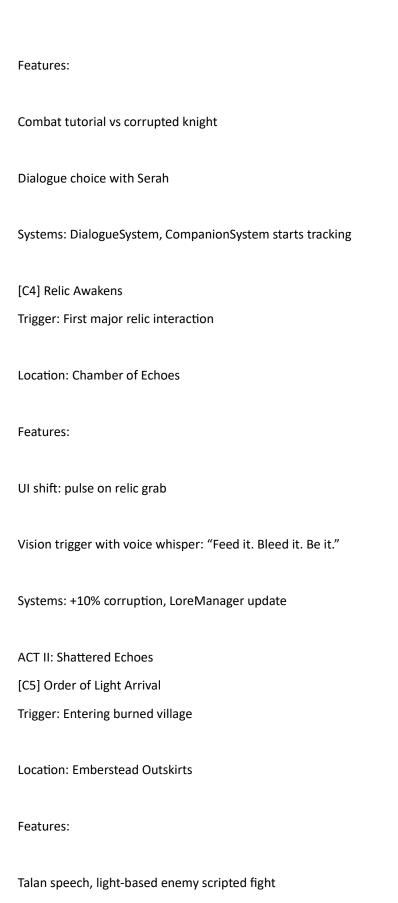
Extra Touches (Optional but Thematic)

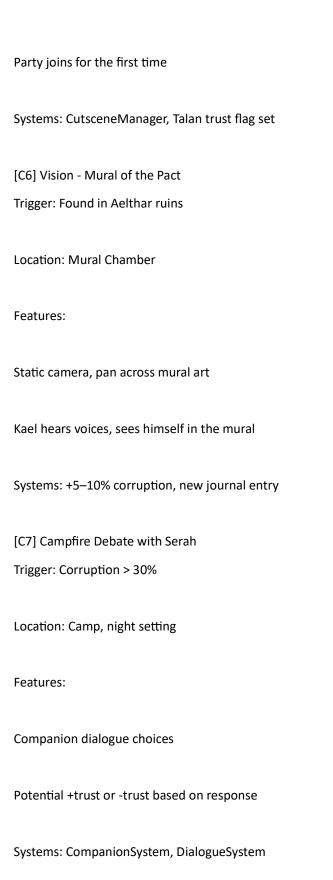
Relic Glow: If the character has an active relic, a faint glow pulses around their portrait.

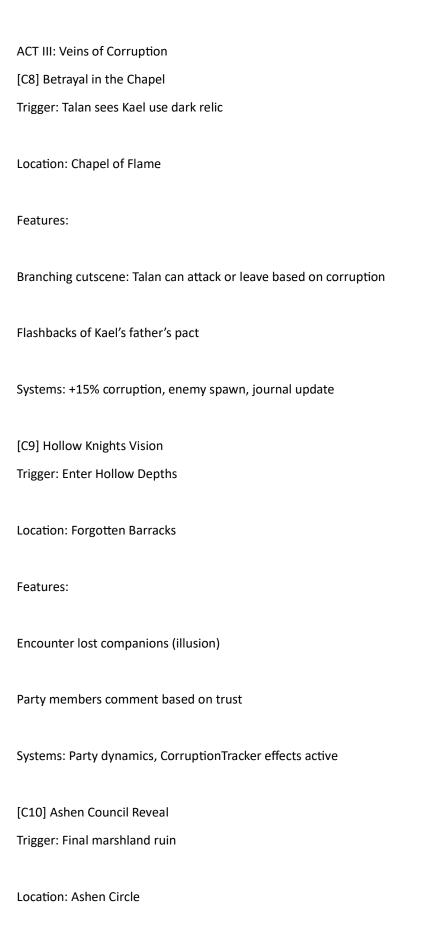
Corruption Flicker: If corruption > 60%, portrait subtly flickers with void energy.

Voice Line Playback: On selecting a companion, play a short quote (e.g. Kael: "Stay sharp.") **E**Cutscene Timeline for Nyxoria: Echoes of the Abyss









Features:
Cult-like council offers alliance
Kael choice: reject (battle) or accept (corruption +20%)
Systems: Flags next boss state, dialogue branches
ACT IV: Echoes of the Abyss
[C11] Confrontation with The Hollow One
Trigger: Enter throne hall
Location: Throne of Echoes
Features:
Boss intro speech
Custom camera pan, ambient voices
Systems: CutsceneManager, CombatManager, CorruptionTracker (boss adapts to Kael's corruption)
[C12] Memory Echo - The Pact's Truth
Trigger: Hollow One defeated
Location: Memory plane (visual overlay)
Features:
Kael sees his own birth in the ritual

Voice of Sovereign echoes, first direct contact Systems: +10% corruption, triggers final realm gate [C13] Sovereign Realm - Final Decision Trigger: Enter void realm Location: Abyssal Plane Features: Dialogue confrontation with the Sovereign Choice-dependent ending (Sacrifice / Ascension / Unity) Systems: CutsceneManager, DialogueSystem, ending flag triggers [C14] Epilogue Scene (3 Variants) Trigger: Final choice made Location: Varies Sacrifice: Fade to empty world with sun rising Ascension: Kael on a throne of void, party gone Unity: Rebuilding scene with remaining allies

Systems: CompanionSystem final states, ending journal summary