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:
    - 0–25%: Pure. Allies trust. UI golden. Relic effects minimal.

- 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:

    o **Radiant Slash → Vile Rend**

    o **Sanctum Shield → 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

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+---------------------------------------------------------+
|                  PARTY STATUS SCREEN                    |
+---------------------------------------------------------+
| [Kael Portrait]  [Serah Portrait]  [Empty Slot]         |
|  Name: Kael       Name: Serah      Name: ???            |
|  HP: 120/120     HP: 85/100       HP: ---               |
|  MP: 40/60       MP: 30/50        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: █░░░░░░░░░  22%                   |
| 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.") 🎬
Cutscene Timeline for Nyxoria: Echoes of the Abyss

ACT I: Ashes of the Crown

[C1] Opening Vision - The Fall of Velmoria

Trigger: New Game

Location: Burning Palace (Flashback)

Features:

Camera shake, fire overlays, screaming NPCs.

Royal Guardian grabs child Kael → fade to black.

Systems: CutsceneManager, CorruptionTracker (hidden seed: 5%)

[C2] Awakening in the Cave

Trigger: Game start post-title

Location: Stasis Cave

Features:

Monk character explains Kael's survival.

First player movement after short pan.

Systems: Player control unlock, intro tutorial flag.

[C3] First Encounter with Serah

Trigger: After relic room in ruins

Location: Ruined Temple

Features:

Combat tutorial vs corrupted knight

Dialogue choice with Serah

Systems: DialogueSystem, CompanionSystem starts tracking

[C4] Relic Awakens

Trigger: First major relic interaction

Location: Chamber of Echoes

Features:

UI shift: pulse on relic grab

Vision trigger with voice whisper: "Feed it. Bleed it. Be it."

Systems: +10% corruption, LoreManager update

ACT II: Shattered Echoes

[C5] Order of Light Arrival

Trigger: Entering burned village

Location: Emberstead Outskirts

Features:

Talan speech, light-based enemy scripted fight

Party joins for the first time

Systems: CutsceneManager, Talan trust flag set

[C6] Vision - Mural of the Pact

Trigger: Found in Aelthar ruins

Location: Mural Chamber

Features:

Static camera, pan across mural art

Kael hears voices, sees himself in the mural

Systems: +5–10% corruption, new journal entry

[C7] Campfire Debate with Serah

Trigger: Corruption > 30%

Location: Camp, night setting

Features:

Companion dialogue choices

Potential +trust or -trust based on response

Systems: CompanionSystem, DialogueSystem

ACT III: Veins of Corruption

[C8] Betrayal in the Chapel

Trigger: Talan sees Kael use dark relic

Location: Chapel of Flame

Features:

Branching cutscene: Talan can attack or leave based on corruption

Flashbacks of Kael's father's pact

Systems: +15% corruption, enemy spawn, journal update

[C9] Hollow Knights Vision

Trigger: Enter Hollow Depths

Location: Forgotten Barracks

Features:

Encounter lost companions (illusion)

Party members comment based on trust

Systems: Party dynamics, CorruptionTracker effects active

[C10] Ashen Council Reveal

Trigger: Final marshland ruin

Location: Ashen Circle

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