

A Concept Paper for

EIDOLON

Unlock(): Forging Keys Towards the Doors of the Future

TPG Gameathon Concept Paper
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A. Narrative Breakdown

I. Game Title & Genre: EIDOLON — a narrative puzzle platformer

II. Story Synopsis:

You play the game as Bonnie, an adult struggling in what looks to be a dystopian city. The game is portrayed in a heavy and dark atmosphere, reflecting the mental state that the character is in. Initially, Bonnie climbs up a rooftop, suffering from some form of trauma—she plans to end it all. However, her plans change when suddenly a ghostly figure seemingly calls to her. With nothing left to lose nor anything more to gain, she chases after the glowing and ghostly figure. She doesn't fully understand why she's chasing after it, but her legs move before she can begin to ponder.

While chasing after the ghostly figurine, she encounters multiple obstacles that prevent her from getting closer to the ghostly figure. Bonnie alone can't overcome these obstacles with how she views the world. So instead, Bonnie learns to look at the obstacles from another point of view—from a child's POV. When switching into a child's POV, the city scene changes into a playful forest landscape; the buildings in the background transform into dense trees. The concrete ground she is standing on transforms into dirt and grass. And suddenly, she fits under small spaces, and she can climb vines? Everything suddenly looks like a view straight out of a child's eyes.

With her new found ability, Bonnie can now traverse the obstacles, by looking at the situation from two different perspectives—a child's, and an adult's view. The mystery remains, why does Bonnie keep chasing this "ghost"? Why does she feel the need to catch up to it? Why does it keep calling her "Boo"? Bonnie's journey is a journey of understanding and mystery—who is this ghost? And what do the hints across the story conclude to.

III. Theme Connection:

EIDOLON embodies "Keys are not given, they are forged through trials" as represented by Bonnie's journey. The ghost didn't hand Bonnie the ending message right away, but rather gave her a spark, an eagerness for Bonnie to follow and move forward. The ghost wanted her to face the problems head on and with every puzzle, obstacle, and forced perspective shift, represents her trials that will shape her growth. These challenges act as the forge, and her changing of viewpoints as the tools shape the key.

Unbeknownst to her, each key not only clears her path but also unlocks memories, doors leading her to rediscover wonder, confront pain, and uncover the truth behind the ghost. Thus, the narrative connects to *Unlock()* by showing that



keys to the future are not handed to us, but are shaped in struggle. And every challenge becomes crucial in uncovering new meaning in life.

IV. Narrative Experience

The narrative platformer takes on a deeper meaning with Bonnie's ability to shift views. Bonnie is divided into two personalities (views). Bonnie, the adult in the dystopian city, and Boo, the child who sees the world as a green forest. When Bonnie was on her quest to take the easy way out, a ghost appears and seems to call her. The ghost. A key. A reason to chase life. The ghost unlocked something in Bonnie. A purpose. To chase the ghost, and figure out why she is drawn into it. While making chase, she encounters obstacles that keep the distance between the ghost and her. Not all obstacles can be faced head on, sometimes you need to look at things "differently". Bonnie's "ability" to switch perspectives is her looking at her world through an old set of eyes. Through the eyes of her child self. It's her memory of how she used to view the world in a brighter light. Back when she had more fond memories. Now Bonnie needs to learn to use this ability and perhaps make it permanent?

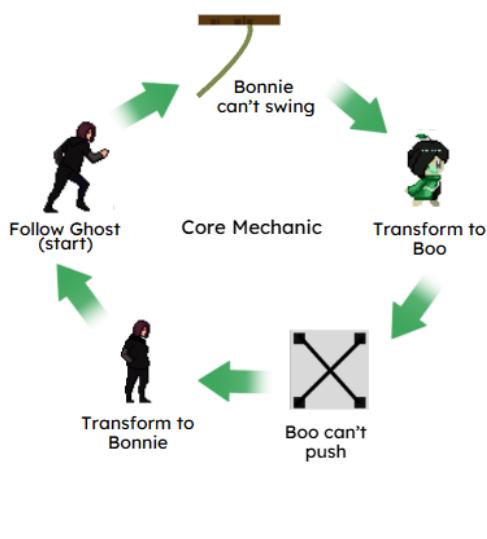
B. Game Design Document

I. Gameplay Summary:

The players follow the narrative of Bonnie as she chases after a ghost that suddenly appeared out of nowhere. The player's objective is to help Bonnie get closer to the ghost while solving the obstacles/navigating the environment. However, Bonnie can't do everything by "herself", so she enlist the help of another perspective. There are some obstacles in her path that can only be solved in the eyes of Boo, her other point of view. The player must navigate the obstacles while making use of the strengths of Bonnie or Boo, depending on what the obstacles require. Do all that while figuring out the origins of the ghost.

II. Core Mechanics:

A. Game Mechanics & Diagram



- Chase after the ghost ahead of you
- Navigate challenges to help Bonnie overcome obstacles.
- Switch between Bonnie and Boo to solve puzzles that require the strength of each individual character.
- Explore the environment as it changes while you chase further.

- Every character transition (e.g. Bonnie to Boo) a blinking transition happens.
- Bonnie's background music is ambient depending on the level. Boo's background music is lively/bright music.
- Bonnie to Boo indicator.

B. Characters' Controls and Limitations

Bonnie Component	Corresponding Boo Component	Mechanism	Is Playable to Bonnie?	Is Playable to Boo?
Wire, Construction	Vine	Swing	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Box	Boulder/Box	Push, Pull, Platform	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Ladder, Climbable House Pipe	Mario Vine	Climb	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Ledge	Ledge	Climb	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Crawl Space	Crawl Space	Crawl	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Crane moving parts	—	Move Objects	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Oil Barrel	Wood Barrel	Platform	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Garbage Bags	Pile of Leaves	Fall negation	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PowerLine	Zipline	Zipline	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Matress	Mushroom (Trampoline)	Bounce	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Lever	Flower	Flick	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Chimney	Chomper Mouth	Death	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

III. Platform & Tools:

Eidolon is a web-based game application for PC. In making of this game, the developers will utilize these tools:

- **Engine:** Godot Engine
- **Graphic Design & Character Assets:** Piskels, Canva, Figma
- **Audio Assets:** Bosca Ceoil



IV. Asset Requirements:

The game will use a combination of original assets and free resources to bring its world and atmosphere to life.

A. Sprites

- a. Custom-designed sprites for the two main characters and their components: **Bonnie** (adult) and **Boo** (child) made through **Piskels and Canva**.
- b. Free sprite resources from itch.io and craftpix.net for other components.
- c. Additional environmental sprites for the dystopian city and the alternate childlike forest world.
- d. **Figma** for world-building and layout design.

B. Music

- a. Original background track titled “**oknotok**”, composed specifically for the game through **Bosca Ceoil** - The piece draws inspiration from *Radiohead’s “Motion Picture Soundtrack”* to reflect the game’s melancholic and atmospheric tone.
visit → <https://youtu.be/Bxh0bdeAKmU?si=NPmTR6B-DSCKy7N>
- b. The game will be **non-voice**, relying on music and sound effects for atmosphere.

C. Sounds (SFX)

- a. Ambient and interaction SFX (footsteps, switching characters, etc.) are sourced from **free sound effect libraries** available online.
<https://kronbits.itch.io/freesfx>

V. Feasibility Justification:

- The game is made possible in the short time frame by smart design choices. Free publicly available assets are utilized to speed up the design process of the development, reducing time consumption on hefty design processes. The team can instead focus on making a solid prototype of the game, to better visualize the overall concept.
- Development was divided to each members’ core strength and experiences
- Godot, a beginner friendly game engine, was used for the development. Bypassing the learning curve will allow for more time to develop than more time to allot for learning the engine.
- Game inspirations exist that are similar to the concept and premise of the game.
- Characters, level designs, graphic assets, and sounds were developed by the team, along with their corresponding in-game mechanics

(collisions, interactive systems, and perspective-switching gameplay) within the given time frame.

C. Visual Mockup

I. Character Design and Environment Assets



II. Level Mockups

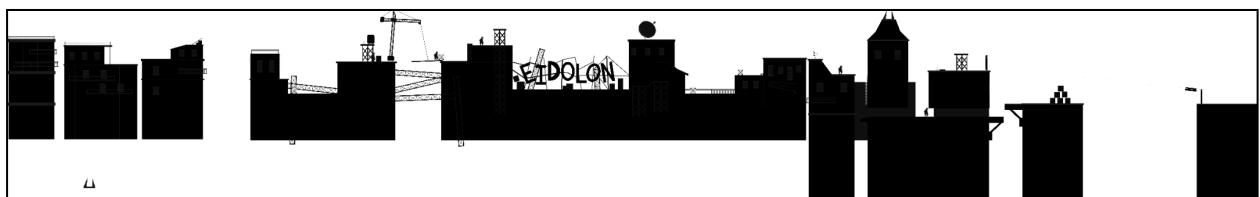


Figure 1. Level 1 - All Bonnie Roof Segment

Level 1 is designed to be an introductory level. Level designed to introduce the character, Bonnie, an adult living in a dystopian looking city. The level introduces the basic mechanics of the character.





Figure 2.1 Level 2 - Bonnie Counterpart Street Segment



Figure 2.2 Level 2 - Boo Counterpart Forest Segment

Both figures 2.1 and 2.2 are the same level, however viewed differently. Figure 2.1 is the environment that Bonnie sees, and figure 2.2 is the environment that Boo plays in. Bonnie's street counterpart allows her to **only push the boxes** in the level, and **jump higher**. Whilst, Boo's forest counterpart allows her to **climb vines** (pipes in Bonnie's view), and to also **get up certain platforms only available in her "world"**. The level was designed in a way where the counterparts are unique to their own, but still follows the general structure of the level. All vines and Boo exclusive platforms can still be seen from Bonnie's point of view but visualized in a different way. This allows for level designs where you have to switch between the abilities of both characters. In different words; view the level in another perspective.

III. Sample Gameplay

Level 1 → [▶ EIDOLON_Level1_Playthrough.mp4](#)



Level 2→ 🔍 EIDOLON_Level2_Playthrough.mp4

