HARSH REALITY

DESIGN DOCUMENT

# Harsh Reality

After a long run, defeating bosses, the game may give you hope when you get a new item or resource meaning for you run, for your life.

The purpose of this is to give you hope. Within the momentaneous hope you have at the present exact moment, break it with a harsh reality and enemies willing to **really kill you**.

If you be able to

You know the things said are true, and may be true. But you must decide what you want to do, ignore it and act as it doesn’t exists or accept it and keep fighting.

Either way, it wont change what still happening to you, it may change how you will deal with the outcome and things that will keep happening to you. Because as you already know at this point, they will never stop to exist. Bad things will always exist as good does.

## Harsh Reality - Phrases Examples

You were too kind, so

The world has become meaner

You were hopeful, so

The world showed his face, again

You had a beautiful life, so

They will try to take it back

You've come so far, so

They will certify it won’t be worthy

You’ve become so strong, so

They will show your weakness

You've got many friends, so

Now you may lose all of them

You've discovered a lot of new things, so

They will make you take it to the grave

You've got so far, so

Now you will have to do everything once again

You already know what will happen now

Suffering is unavoidable

Nothing lasts forever

As your born and existence will do

The universe is not at your side, because

Its not a living thing

There's no entity or spiritual energy that will help you

You are by yourself

This world is cruel and

Accepting it or not, it’s not your option

You are feeling alone, and

You will feel it again until you die

You feel powerless

Because you really are

Everyone has their problems

You are nothing special

Your soul and your body are in the physical world

As you just came to the world, you will go

As life was gifted to you when you were born

It will be taken from you when you die, you are not eternal

The world is unfair

Because it wasn’t made for us

The universe is not at your side, because

Its not a living thing

There's no entity or spiritual energy that will help you

You must to solve all your problems

This world is cruel and

Accepting or not, it’s not up to you

These people are evil

You will find worse

You’ve got what you deserved

Now deal with it

Things could go the way you wanted

It’s all your fault

It’s not their fault

It’s your fault

The world is darker

And will not change to worse or better

There’s no afterlife

And there’s nothing you can do

Keep doing what you have always done, so

Always get what you have always got

Remember

You will die

Everything being finite, perhaps was too extreme by universe

But remember that it wasn’t projected for you

What you think is right works for you

The world is not singular

Life is meaningless

And we are all gonna die

Don't project your problems

They are only yours

When you die, you will cease to exist

Just like your body

When you die, you will cease to exist

The same way you born

Everyone is a possible threat

Until continually proven otherwise

Too much effort to show that you are an example of good morals

You are not an example for anything

## Good Will – Phrase Examples

Justice is blind

But not heartless

Most things are much more complex and beyond our control

Than we will ever imagine

Do your best

Don’t let them win

Apologize when you’re wrong

Stop looking for quotes that support your stupidity.

Even if you think your life is worthless, keep fighting

You only have this life

Keep fighting to make your tomorrow

A easier tomorrow

It's attitudes that we live by. It's not about dreams, it's not about desires, much less about inspirations.

We live by attitude.

Never be so understanding that you ignore the fact

That you are being disrespected

Those who defend their leader blindly

Defends his own slavery

The trick to life is recognizing the “good old days”

Before they become the good old days.

Everything being finite, perhaps was too extreme by universe

But enjoy while you still alive

Don't let yourself forget what they did

Because you know they will end up doing it again

Don't face unnecessary difficulties

Everything is already hard enough

Your life isn't about the beginning or the end, it's everything in between

Enjoy while it lasts

Be a big fan of your story

And everything you are building

People will judge you even for what you didn't do

Move forward with a clear conscience and a calm heart

The one person who is least likely to break your trust

Is yourself

When you understand what human beings are capable of

You are unlikely to be disappointed again

Let's make our dreams come to life

Before the world ends

May your lonelyness

Become solitude

Start where you are. Use what you have

Do what you can

Make things relevant

And make relevant things.

It was never what you do, but who does it

Keep fighting for what you believe

Life is extremely short and too harsh

We must keep fighting while we still live, and try a good life

Don't force others to do what you don't do

Don't do to those you love what you wouldn't want done to yourself.

Follow your own concepts

In the end, you will understand that you need to do what has to be done

The clock of life is counting and will not stop counting

Don't die, make your short time worth for yourself

# Real Killing Will

Real will to kill is one of the base states of the game. In this state, the entity will do anything to kill its enemies and overcome its objectives.

In this state the entity show its real face and become meaner, stronger than can ever be, faster than can ever be, brutal than can ever be.

# Pure Evil

Pure evil is one of the base states on the game.

# Negative Attributes

Negative attributes always come from positive attributes, meaning that loneliness for example may follow for the fact you always have friends.

They are never good, and the intention is to make you feel bad.

# Story

“Even though we make good decisions, with each day that passes the weight of each decision, the weight of living becomes greater and greater. For every memory that happened and for every one that passed. For all the time that remains.”

“I will not give up, I will keep fighting this harsh reality.”

“I will keep fighting while I live.”

“Life is extremely short and too harsh, but I don’t want to give up.”

“We must keep fighting while we still live, and try to keep having a good life, a good present, a good future.”

# Overview

Skill Impact would be a game where the focus would be battles between two combatants, or one combatant to more.

## Main User Experience Objective

The user experience would mainly rely how the skills are affected when hit a shield, when hit a combatant with armor.

The more aggressivity and killing will, the better user will be rewarded.

## The Game Must Be Close To Real Life

The game would mainly rely in how things would behave in real life, even with powers, they must beave how actually it would in real life.

Including damage, in a world where powers exist, people would behave how they would if around powers in real life. The safety rules would need to change, health care rules would need to change.

## Inflicting and Receiving Damage Behavior

As when you can kill somebody by crushing their head in real life, in the game that would be an instant killer too, everybody is human, everybody suffers the same in this game, the only thing that most matters are to keep alive, and to survive.

Permanent damage also exists, if you break a leg, you must fix it if you can fix it, if you can’t it won’t bring to its original form. There would be power that could help you to regenerate or make pain less, but as medicine, everything has their own limitations, this world has its own limitations as real life.

# Concept Art

# Reference Examples

## Momodora



1Momodora: Reverie Under The Moonlight

## Riot Games

### Yasuo

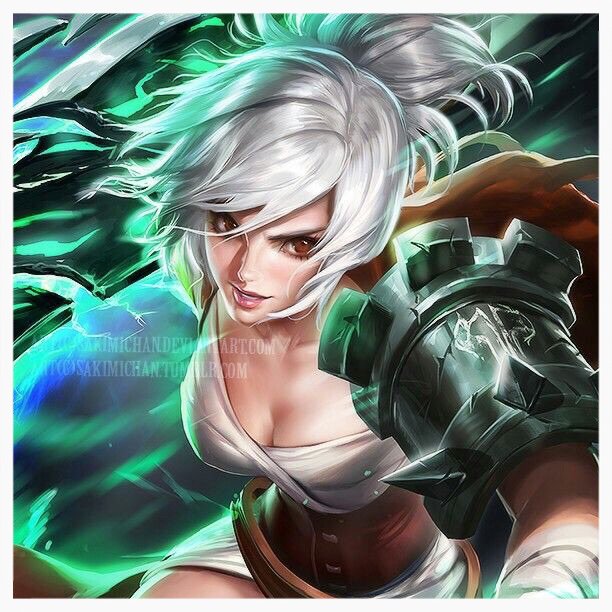








### Riven

















### Jett



b

## Undertale

Desenho de monstro com olhos vermelhos

Descrição gerada automaticamente com confiança baixa











## Gears of War



## The Binding of Isaac



## Hollow Knight

 ‘



# Project Requirements

|  |  |
| --- | --- |
| Battle System | Battle system would be a bit like momodora. |
| User Interface (UI) | 1. Main Menu with “Start”, “Settings” and “Exit” buttons    1. Settings       1. Audio Control |