# THE TWILIGHT
# ADVENTURES
## IN UP AND DOWN

Game Design Document by Oscar Oders, GP18

# CONTENT

# OVERVIEW

*The girl Eve one day finds a lantern that connects her through the dimensions with the boy Dodo. They have to work together to save Dodo from the Dark of his world by solving the world wrapping puzzles and mysteries that come in their way, in this 2 x 2D platformer adventure. The lantern is key to make it to the fire of light. If Dodo´s lantern fades the game is over. Eve can on her way pick up lantern fuel.*

## Theme

Light vs. Dark. Up is a bright happy colorful place and is set to contrast Down which is a dark pale scary world.

## An elevator pitch

The Twilight Adventures in Up and Down is a 4D puzzle platformer where you switch between the worlds Up and Down to bring the adventurous girl Eve and the boy Dodo together. But you must hurry before the Dark consumes the world of Down.

### What´s unique
- 4D Platform game (2x2D)
- Connected dimensions
- Self co-operative
- World wrapping puzzles

## Influences



**Stranger Things**
the Upside down

**Braid**
2D puzzle platformer

**Fez**
Turning of the world

## Target audience and platforms

The game is intended for PC and onwards for consoles like the Xbox one as well as the PlayStation 4 and Nintendo Switch.

This game is targeted towards players who are within the age-demographic of 12+, with a love for puzzles and cute stories. - No blood, not much violence. Just a cute story and brain exercise.

## Project priorities

### Minimum viable product
- Crisp movement and whip controls
- Crisp world wrapping functionality
- Crisp Character switching functionality
- Clear story line implementation
- Lantern fuel pick up´s
- Re-mappable controls
- One starting tutorial level
- Two additional levels
- Made for PC first

### Further improvements
1. Introductory cut scene
2. Deeper dialogue between characters
3. Further disability improvements
4. Additional pick up´s
5. In world mysteries
6. Achievements
7. Further story evolvement
8. More levels
9. Support for Xbox One, PS4 and Nintendo switch.

# BACKSTORY

This is the story of the young adventurous Eve witch lives in the harmonic land of Up. But it is also about the boy, witch is just as young, named Dodo and lives in a place called Down.

One day, their faith is intertwined by a mysterious lantern. A lantern with powers that breaches the dimensions.

In Down the shadows grows large and the Dark is on its way to overturn the lands. In every corner the monsters of the Dark chases the indwellers from their lives and homes.

Dodo is in danger, grave danger, as twilight comes near. And in Up Eve tries to help!

In the tales of old there is told of a fire of light from where all the dimensions once were spawned. The fire is what now connects Up and Down. And it's now Dodos only hope for salvation from the Dark.

Together they will embark on an adventure throughout the lands, solve the mysteries it bears and protect Dodo from the vast black that will cover Down.

## Plot twist

The battle between Dodo and the Dark is somewhat mysterious. As from the start of the story Eve has helped Dodo in the belief that he will be able to join her in Up.

But as the story evolves the intentions of Dodo is harder to read. In the end it stands clear that Dodo is the king of down, that rules when "light" reigns. But the same could be said for the Dark. He is the king that rules when "dark" reigns.

For one to rule the other have to parish. Then the question stands: Was Eve right to help Dodo?

## Synopsis

### Start (storyboard)
The game starts with the finding of the lantern and the connecting of Eve and Dodo - the connecting of Up and Down.

### Mid-game event 1:
Dodo finds "the torch" (needed to light the fire of Light).
### Mid-game event 2:
They meet the servant of the Dark. ( You'll get to know that the time is short).

Mid-game event 3:
They fight the servant of the Dark. (Uses a puzzle to defeat him).

Final
Finds the fire of light! Defeats the Dark.
Dodo turns in to the king of Down! (at the cost of the Dark).

# CHARACTERS

## Main Characters

### Eve
A young adventurous girl. Always seen wearing her late faders wide brimmed sable fedora and 8 feet bullwhip. The hat is seemingly large, as it always slide down over her ears. The whip on the other hand makes for a great tool on explorations. To help make it past hazards and endangerments.

### Dodo
A boy who lives in a dark and terrible place. (But is secretly one of two who makes a claim for the throne of Down). He is during the game seen cast in shadows. (i.e. black) He is always bleak in mind, but always with a wish to overcome the Dark...

## Characters in the dark

### Monsters and Animals
In down there are a set of monsters witch kills Dodo if he comes in contact with them. In Up there are a mirrored set of animals that that moves in the same pattern as the monsters. But they also gives Eve the possibility to bounce on them.

### The servant of the Dark
Is a messenger for the Dark. He too fights for his survival. If the fire of light i lit he along with all dark creatures will parish.

### The Dark
Is the second one who makes a claim for the throne of Down. The Dark is represented by the greater and greater lack of light in Down.

# LEVEL DESIGN

(The world has to somewhat reflect each other so that you can´t flip and one character meets instant death.)

## Stages (rooms)

Each level is made up by a number of stages were the camera is still and you have to move both Eve and Dodo from the left of the screen to the right. When both have reached the right side the camera pans to the right revealing the next stage of the level. (As a reference see how the Mega man games moves the camera to the next room when "at the exit". A principal, much the same, would apply here but only scrolling to in one direction.)

## Up

Up is a bright happy place. Eve is from Up. The look and feel of up will be represented by bright temple structures, lot of vegetation and scenic views.

## Down

Down is a dark and chilling place. Dodo is from Down. The look and feel will be represented by dark and cracked temple structure, hard rock formations and shadows in the distance.

## Puzzles

The general idea of the puzzles are that they will be solved by wrapping the world and a co-operation between Eve and Dodo. Additional props can be used, such as switches, draggable and pushable items, doors and more.

The main goal of the puzzles is to get Eve and Dodo the to other side of the stage. And in addition pick up´s can be placed in tricky places to give the puzzles supplementary depth.

## Tutorial Level

The tutorial level is an introductory level where Eve finds the lantern and is Connected with Dodo. But alongside the story it's meant to teach the player the fundamental mechanics of the game, those being: World wrapping, character switching and the use of Eve's whip.

## Introduction scene

Before the tutorial level there is a cut scene that tries to present Eve as the "hero" of the game. And to give her some backstory: She is adventurous, She wears a hat and whip.

# GAMEPLAY

## Mechanics

### Basic movement
Both Dodo and Eve can run towards right and left and both can jump

### World wrapping
The magic powers of the lantern can make the dimensions wrap and change place.  This means that the structural form of Down becomes the structural form of Up and vice versa. Everything as, platforms and landforms switches, but collectibles such as Lantern fuel stays put. When wrapping the look of the dimensions does not changes. Up is always bright and happy, and Down is always dark and uneasy.

As the player presses the "world wrapping" button/key everything slows down for a second and we see how the forms of Down wraps to Up and vice versa.
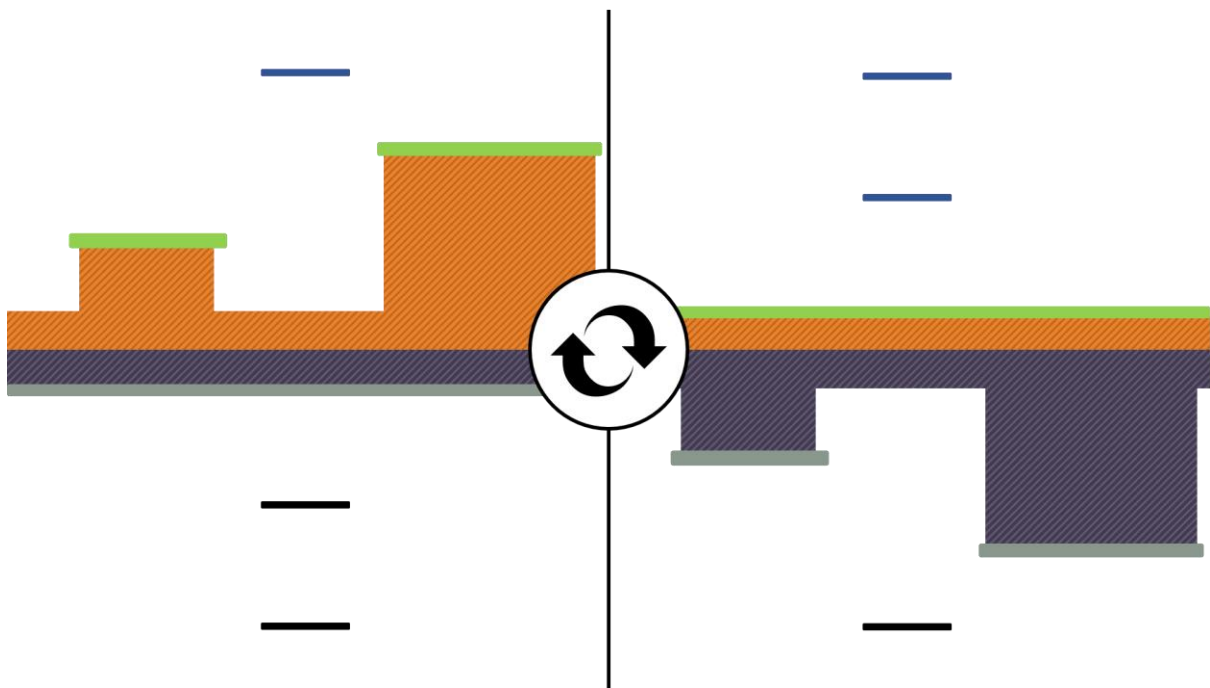


### Character switching
As the player you move both characters, but only one at the time. So you have to toggle between Eve and Dodo to solve different puzzles, such as moving boxes, pressing buttons, and more.  To make sure Dodo doesn't get hurt by monsters.

When switching between the characters (you in one way switch between Up and Down) the camera will show a larger portion of the dimension you´re in. Thus moving down a

bit when switching from Eve to Dodo (from Up to Down), and opposite when moving the other way.

When switching between Up and Down the music and/or sounds will change. Being in major and somewhat upbeat in Up. Being in minor and maybe a bit slow in Down.

### Eve´s whip

Eve is always equipped with a 8 feet bullwhip. The whip is used by entering "whip mode" and aiming. In world there will be boxes with handles which you can draw towards you and grips in different places which you can use to swing yourself over obstacles.

### Lantern Light

the Lant-o-meter tells you how much lantern fuel there is left, this is also shown by the shrinking aurora of light that Dodos lantern gives out. The more fuel you got the more of the Down you see. The less fuel you got the more hurry to find some more. When Down is all dark, there is no more….

## Player experience

Scheme of the basic choices a player makes during gameplay:
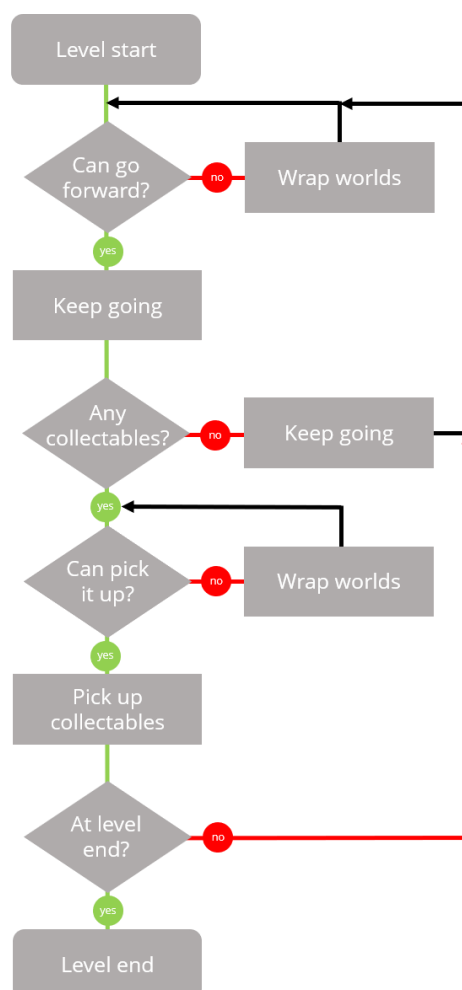
# Game Objective

## Move through the 'levels'

You want to move forward, to the end of the 'level'. Since each 'level' has to be completed by both Eve and Dodo you have to cooperate with yourself to make it through the puzzles and to the other side.

## Lantern fuel

In Up Eve will  come across lantern fuel, witch fuels the lantern in both dimensions. To make it all the way the lantern has to burn in Down. Otherwise the Dark will consume Dodo. So in order to pick up fuel you have to solve some puzzles before the lantern light has faded.

# Rewards

## Collectibles

First and foremost there will be containers of lantern fuel in Up. that you will need to collect in order for the lantern, in both dimensions, to stay lit.

In the end of the first part of the game Dodo will find a torch witch is needed to light the fire of light in the end of the game. The torch should be moderately hard to reach due to well made puzzles.

Additional collectibles such as items people "lost in the dark" can be added. And then maybe there would be moments where you could return them to its owner.

## In world mysteries

Written in secret in different parts of the world there will be two stories, One in Up and one in Down.

In up it will tell the tale of a girl, loving a friend, having to choose between saving the friend or saving the inhabitants of a world.

In Down it will tell the tale of a boy who hunger for power and would let many perish for his own exaltation.

## Achievements

Implementing achievements gives supplementary value to the game. Making achievements feel like achievements is great.

# GAME DESIGN CONCEPTS

### Balancing

There are several parts that have to be balanced against each other in the game. The difficulty of the puzzles that has to become harder as the player grow in skills. The amount of lantern fuel available and the time it takes for it to burn out.
This is crucial to give the game "flow".  – Witch is awesome, otherwise the game would suck.

### Psychology

To give motivation and a deeper scene of progression in the game there is the possibility to build up the bond between Eve and Dodo as the game goes by. Making you feel part of their friendship. Or, as you play both characters, the bonding part in their relationship.

This is tried to be achieved by dialogue between Eve and Dodo. (And maybe the player can decide when to "make them talk to each other").

# ART

## Mood board
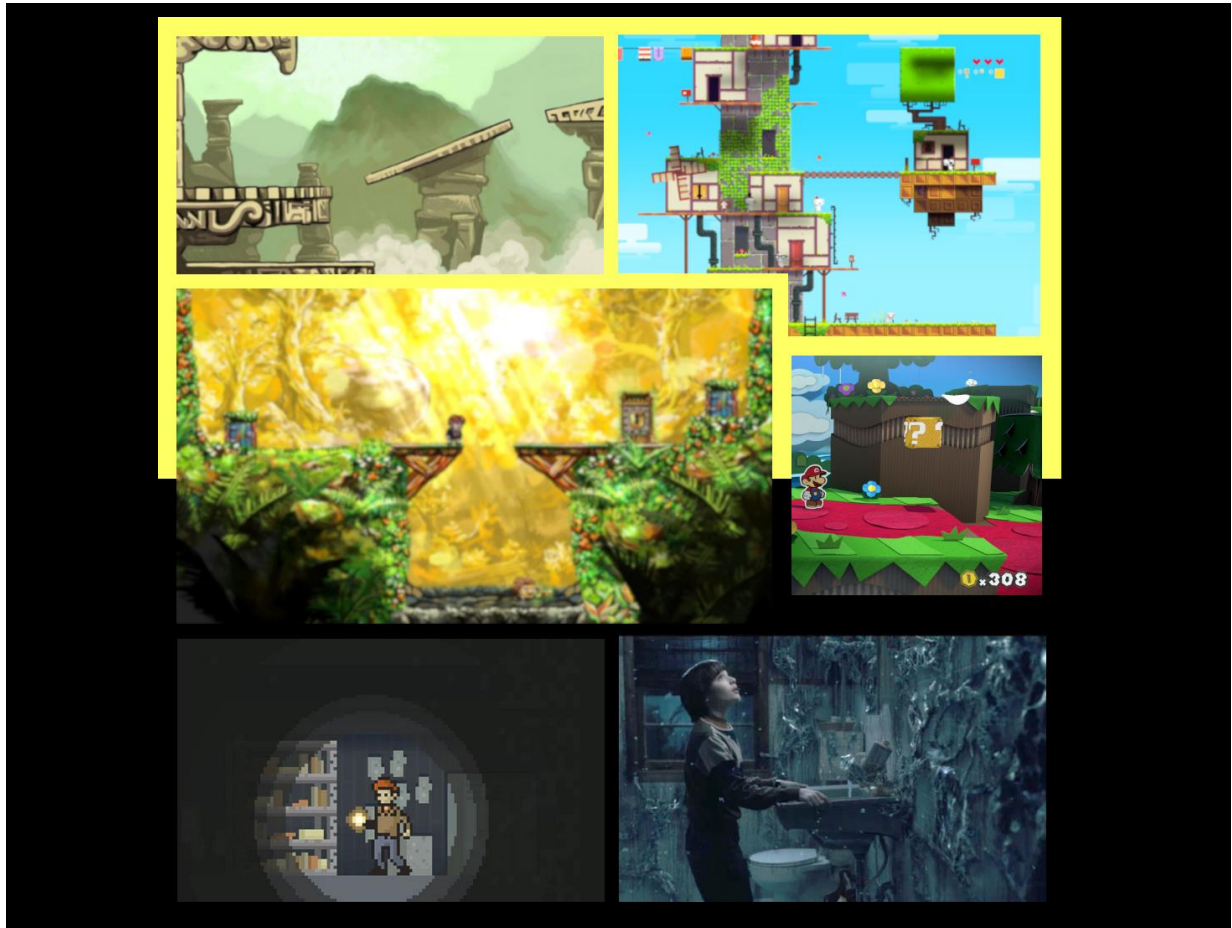


The mood board is divided in to two parts, the upper and lower part. Representing the feel in Up and Down.

The pictures in the upper part is represented by games that has the "feel" of Up. And in the upper left a picture of a potential "look", with the adventurous/templey look.

The two lower pictures represent the feel and look in Down.

## 2D assets and visual design

The hope is to be able to make the graphics specifically for the game.

Sprites for Eve: Idle, Running, Jumping, Whip mode, Whipping.

Sprites for Dodo: Idle, Running, Jumping, Stunned.

Background for parallaxing in "opposite" direction of player movement.

Platforms, gates, walls, boxes, handles and more. Things to jump on and interact with during gameplay.

Vegetation for filling.

## Sound and Music

As for music decisions – that lays in the future (for music is not the strong side of the author of this document)

To keep with the theme of Up and down, there should be "happy" music in Up and slower, more "sad" music in down. The music and/or sounds should be in major and somewhat upbeat in Up. And be in minor and maybe a bit slow in Down.

Transitioning between Up and Down should play some kind of changeover tune to emphasis (along with the camera movement) the transition between the dimensions.

When wrapping the worlds there need to be a sound acknowledging the fact that everything slows down and then wraps. Something like the seismic charge form Star Wars: attack of the clones.

Sounds should also be implemented for jumping, landing, whipping, and picking up collectibles.
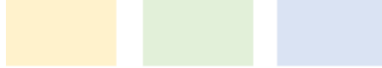
## Interface

### Menus

The Pictures below shows the intended layout of menus in the game. And last the animated "movement" between the menu parts.

**MAIN MENU**

CONTINUE

NEW GAME

SETTINGS

HOW TO PLAY

ABOUT

QUIT
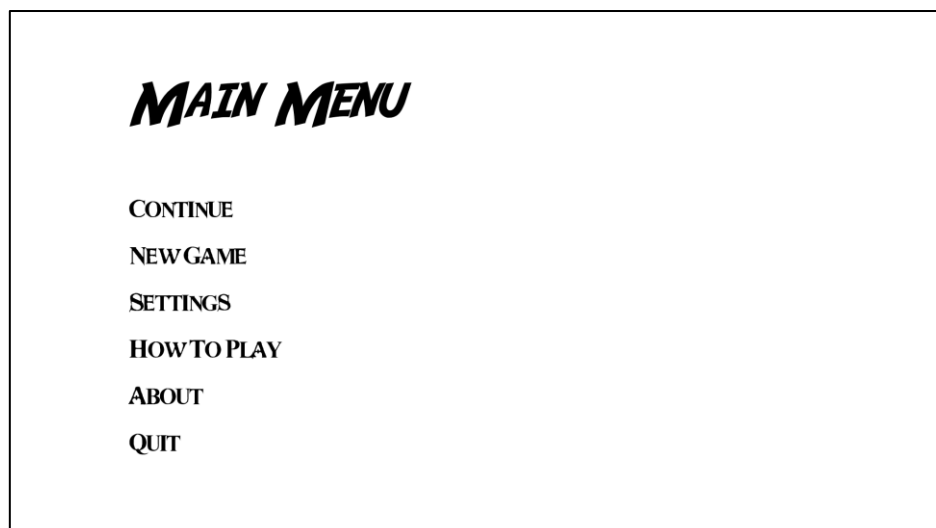
# SETTINGS

## COLOR MODE

## SUBTITLES

ON ⬤ OFF

ENGLISH ⬤ SWEDISH

## CONTROLS

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# CONTROL SETTINGS

< Choose control function to relocate >

| LT | Hold to enter whip mode | | RT | Use whip |
| LB | Wrap worlds | | RB | Toggle characters |
| LS | Move | | A | Jump |
| | | | RS | Aim whip |

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# ABOUT

## THE GAME

Lorem ipsum dolor sit amet, consectetur adipiscing elit. In non neque erat. Morbi vitae nisi nibh. Aenean eros mi, dignissim quis maximus in, porttitor vel lectus. Aenean quis bibendum ipsum. Nulla sit amet venenatis libero. Phasellus varius justo est, facilisis gravida odio dignissim a. Phasellus convallis pellentesque urna, a dapibus odio placerat cursus. In hac habitasse platea dictumst. Sed interdum libero non semper placerat. Praesent hendrerit turpis.

## CREDITS

Harrison Ford – Karen Allen – Paul Freeman – John Rhys-Davies – Ronald Lacey – Denholm Elliot – Alfred Molina – Frank Marschall – Wolf Kahler – Pat Roach – George Harris

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## Dialogue

When dialogue between characters is displayed in the game this is done by classic speech bubbles and at the same time by voice acting.

## In game

The only HUD element showing on screen is the Lant-o-meter on the right hand side of the screen. it shows how much fuel is left before the lanterns is put out.



# Design

## Color scheme

Colors in Up

| | |
|---|---|
| | #e5fee3 |
| | #d1fabe |
| | #b4d6a4 |
| | #8f9c64 |
| | #678099 |
| | #c9bf8a |
| | #e0d894 |
| | #988567 |
| | #939062 |
| | #393327 |
| | #e7e3ca |

Colors in Down

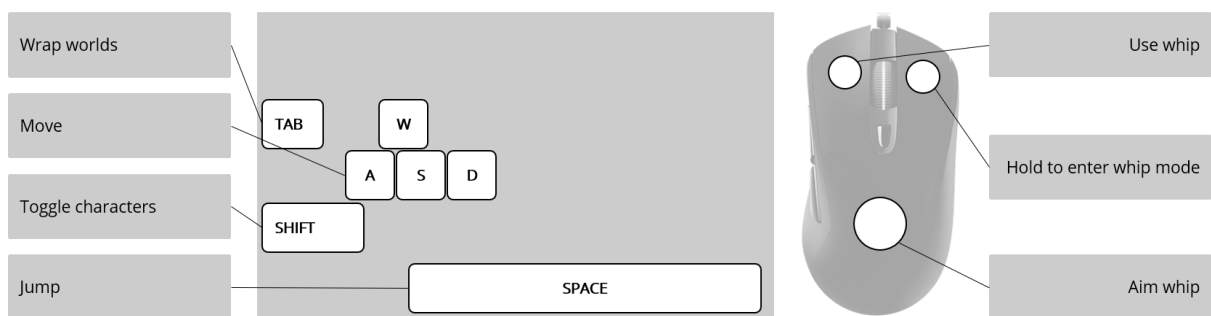| | |
|---|---|
| | #795e86 |
| | #624271 |
| | #8a4e6e |
| | #492a57 |
| | #6b304f |
| | #b9b59b |
| | #d0cba4 |
| | #988567 |
| | #939062 |
| | #393327 |
| | #e7e3ca |

## Fonts

For main header font the **ADVENTURE** font by Pixel Sagas is used (free to use for non-commercial purposes).

As secondary header font the **DWARVES** font by Endie is used

For text mass Open sans is used.

# GAME CONTROLS

## Control scheme

| | |
|---|---|
| **LT** Hold to enter whip mode | **RT** Use whip |
| **LB** Wrap worlds | **RB** Toggle characters |
| **LS** Move | **A** Jump |
| | **RS** Aim whip |

| Keyboard | Mouse |
|---|---|
| Wrap worlds — TAB | Use whip |
| Move — W A S D | Hold to enter whip mode |
| Toggle characters — SHIFT | Aim whip |
| Jump — SPACE | |

# Accessibility

## Re-mapping controls

The possibility to re-map the controls should be implemented. To make this an as easy process as possible, this function should be kept in mind when developing the controls from the beginning.

## Visual disability – color change

The possibility to play with a filter for color blindness should be implemented. It´s good if color combinations that can be seen by as many as possible is used from the beginning.

# EXTENT OF PRODUCT

Since the game is to be developed in a 2 months scope, what here follows is a suggested schedule:

Week 1:
- Crisp movement and whip controls
- Crisp world wrapping functionality
- Crisp Character switching functionality
- Clear story line implementation
- Lantern fuel pick up´s
- Characters sprites

Week 2:
- Menu
- starting tutorial level
- Two additional levels
- Re-mapping controls menu
- Sprites of level pieces

Week 3:
- Script a deep dialogue
- Implement dialogue in game
- Additional pick ups
- Achievements
- Background and Vegetation sprites

Week 4:
- Adding "in world mysteries"
- Color change settings
- Extended story
- Additional levels
- Juice

Week 5 – end:
- Additional levels
- Game testing
- Bug fixing
- Juice