

Concepts

Sketches of main characters w/ palettes

Inspo pictures

Rough drafts of level ideas

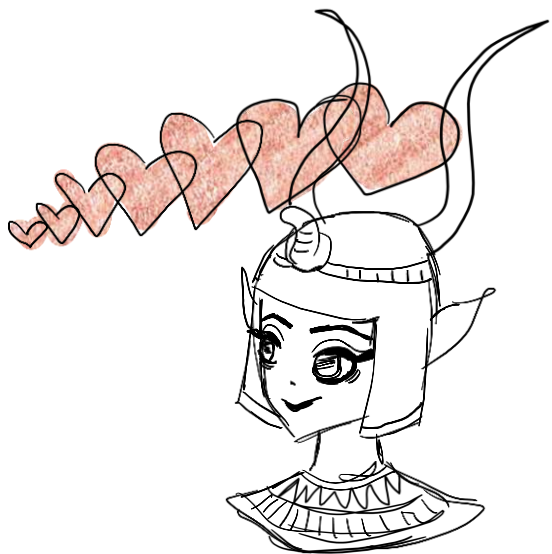
Note: ignore the item gain. Forgot we were doing pieces of a picture (maybe the picture pieces could give powers)

Main Character

Alternative title (the monster would be an abstract version of Judecca)



Level 1 – Lust (*Circle 2*)



Level 1 Background/Design



Dreamy, haze background. Could be abstract with purple tones or slightly resemble an Egyptian landscape.

Level 1 Gameplay

- *The player enters Level 1 after the tutorial where they fight **Lust**. Low difficulty.*

Lust's Powers:

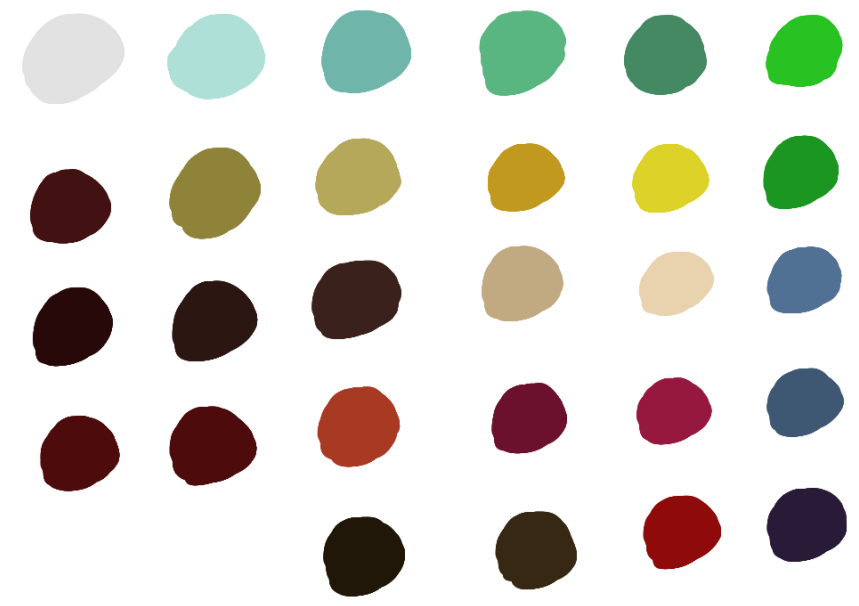
- Lust's go-to attack is a “**Love Beam**”, which is shot through her horns at the player (heart replacing the sun between Isis's horns). For visual, I'm thinking a retro **laser** animation where it's not that many frames and slowly (might speed it up) gets closer to the player.
- Another can be the “**Eye of Horus**” (Horus is Isis's son). It can be used to **stun** the player for a few seconds.

Player:

- Player attacks Lust in between her attacks. They can duck down when the beam heads towards them. Lust is beaten after x amount of player attacks (no special maneuvers).

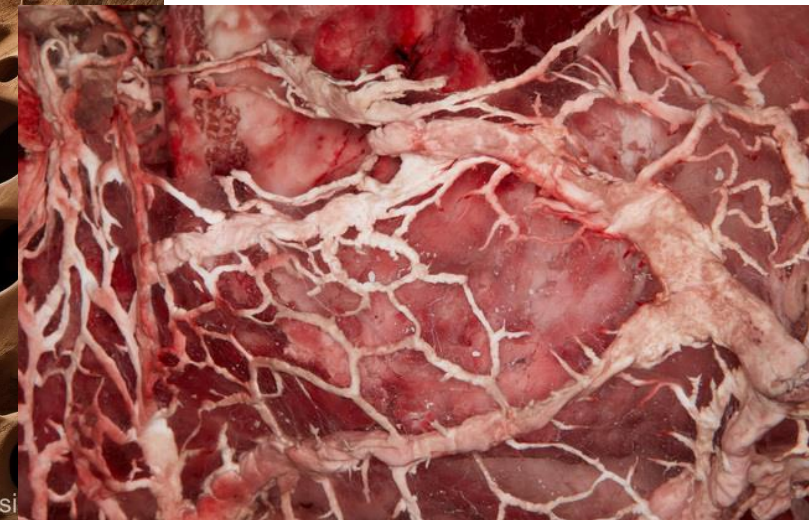
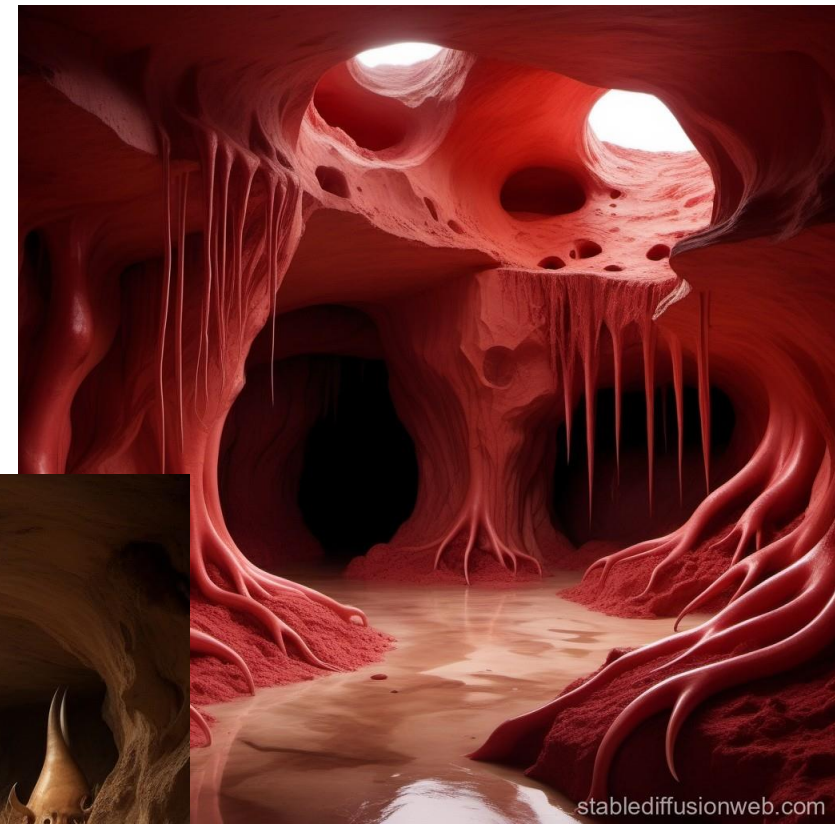
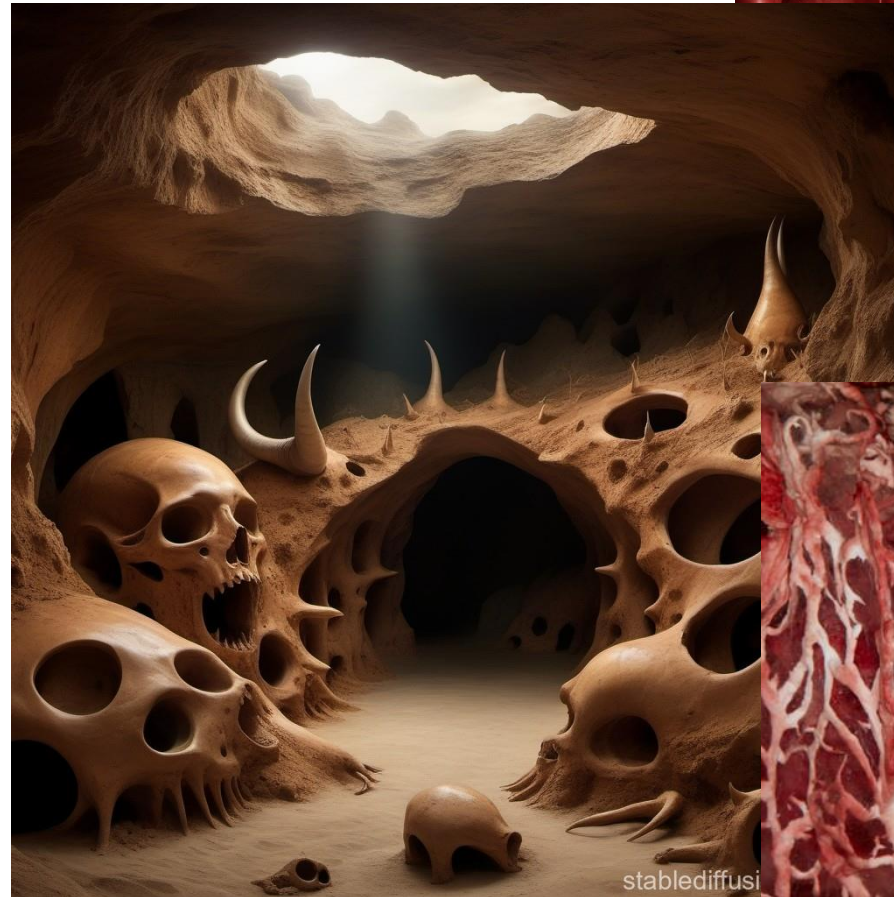
Item Gain: **Eye of Horus** (can stun enemy for 5 seconds)

Level 2 – Gluttony (Circle 3)



Level 2 Background/Design

Flesh background. Could be inside of mouth or stomach or just an abstract flesh pit. Alternative could be bones and sand.



Level 2 Gameplay

- *After defeating Lust, the player heads to Level 2 to fight **Gluttony**, a more formidable opponent. Medium difficulty.*

Gluttony's Powers:

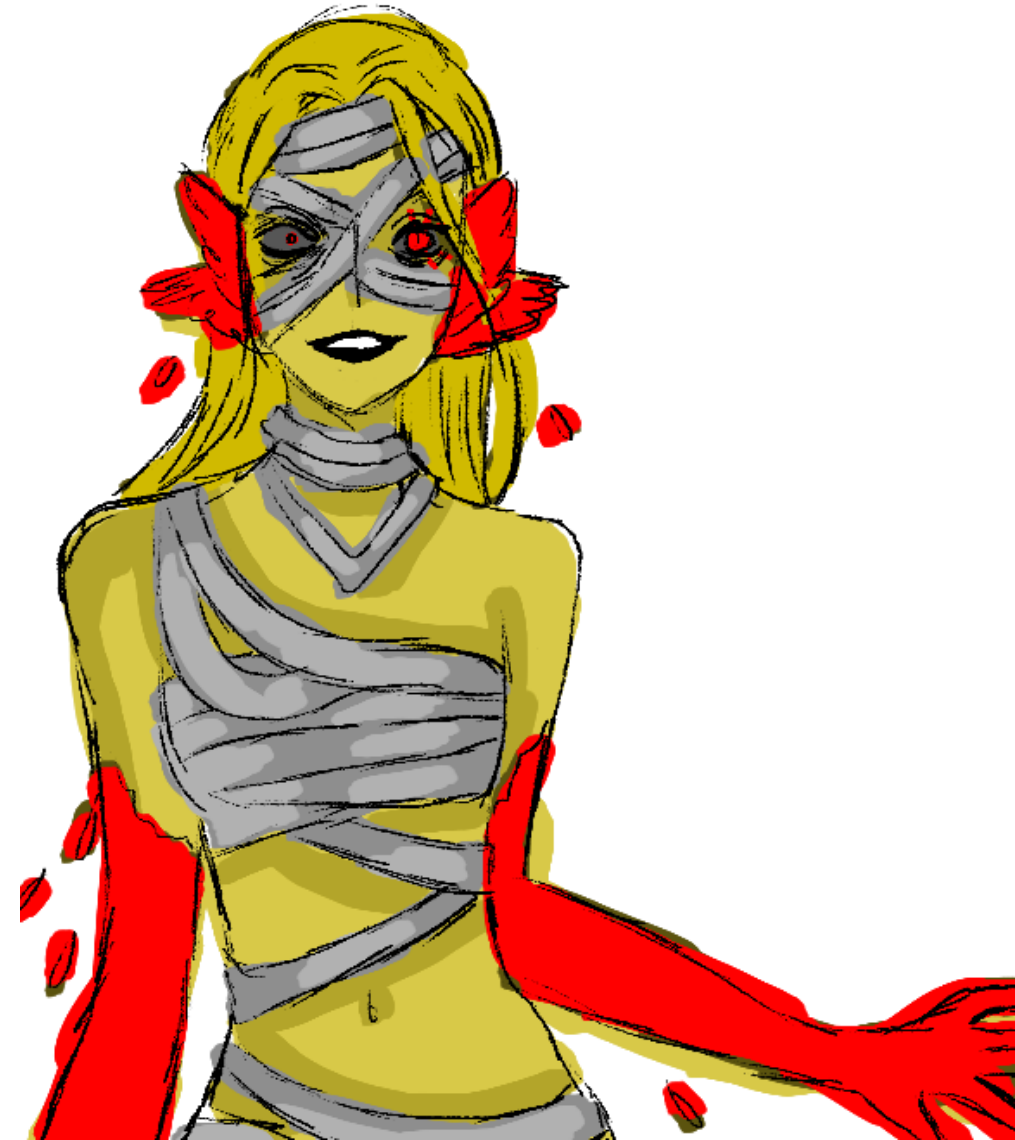
- Gluttony's head (or rather neck) elongates and lunges toward the MC for a **bite**. Pennywise core.
- If we have time, they can periodically shapeshift or change colors. Attacks will be simple, like **punches** (or they can use their tongue as a whip). Maybe a banshee **scream** to stun (with damage).

Player:

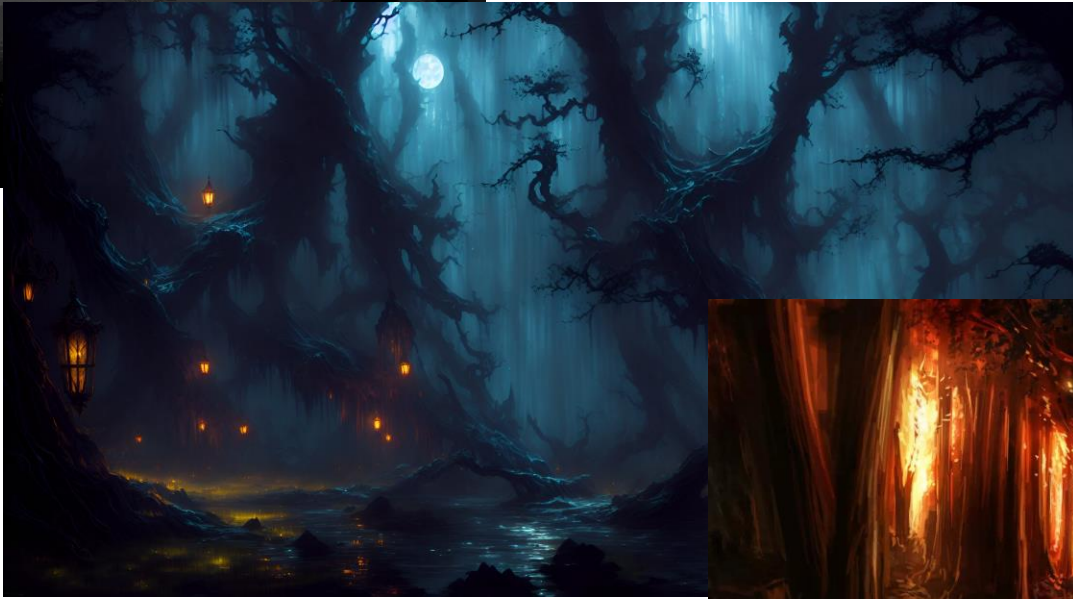
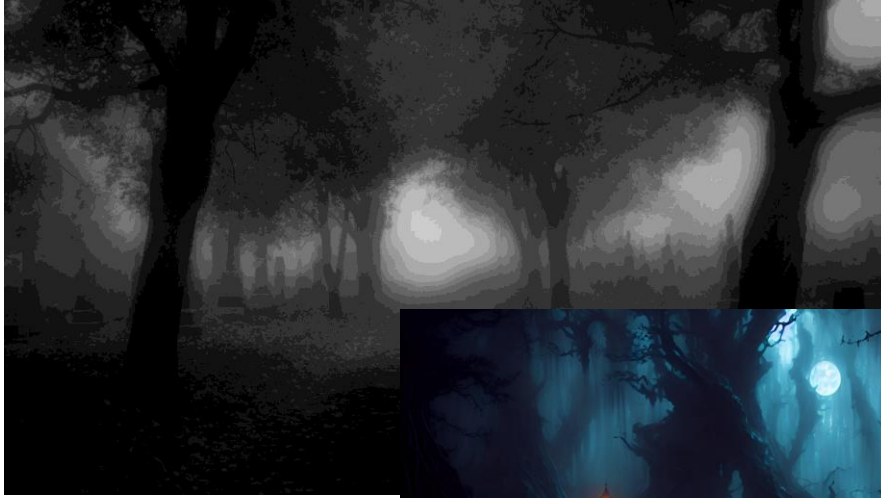
- Player can utilize **Eye of Horus** to stun Gluttony and attack them while they're frozen. Player can duck for the bite, but Gluttony's bite direction might be random. Boss is defeated by x amount of player attacks (more than Lust).

Item Gain: **Satan's Little Darling necklace** (can copy and use demon abilities for up to x amount of seconds or minutes)

Level 3 – Violence (*Circle 7: Middle Ring*)



Level 3 Background/Design



This ring is described as being a forest, so I'm thinking a dark, gloomy, misty forest.

Level 3 Gameplay

- *The player enters Level 3 where they encounter **Aello** (pronounced "eye-low"). Medium to high difficulty.*

Aello's Powers:

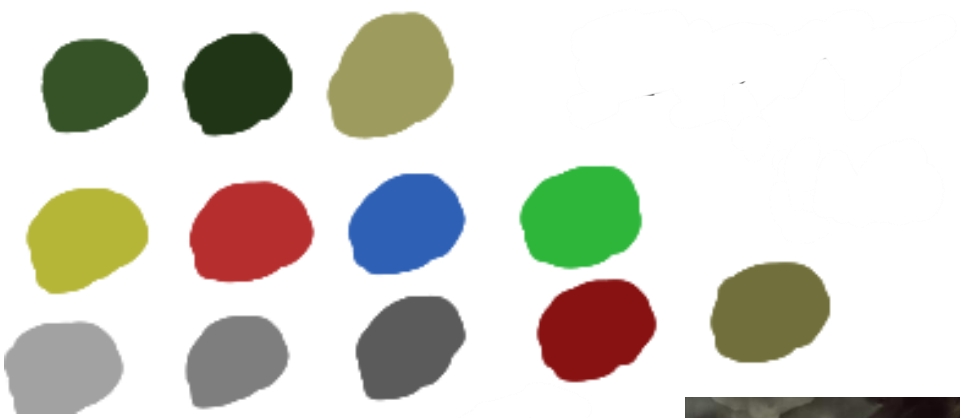
- Aello attacks player using **bandages** as whips. Can also injure player with their razor sharp **claws**.
- Aello can make the screen go dark (if we can do that), disorienting the player.

Player:

- Player can **stun** Aello, as well as copy her abilities using the **Satan's Little Darling necklace**. Since this boss is more personal for the MC, there can be something that, when triggered, ends the level with the player's victory (she was fighting herself, not the boss).

Item* Gain: **Personal Clarity** (not an item, just a good step in MC's journey)

Level 4 – Antenora (*Circle 9: Treachery*)



Level 4 Background/Design



Frosty background (winter). Could have silhouettes of soldiers or be plain. Possible animation of snow falling.

Level 4 Gameplay

- *The player enters Level 4 to fight **Antenora**. Medium to high difficulty.*

Antenora's Powers:

- Antenora has a military-esque aesthetic, so there is a lot of inspo from that. Main attack is “**battalion**”, where she has missiles (or large bullets; similar to Bullet Bill from Mario) that attack the player.
- Special skill “**Supreme Commander**” allows Antenora to give her weapons/soldiers a power boost, increasing difficulty.

Player:

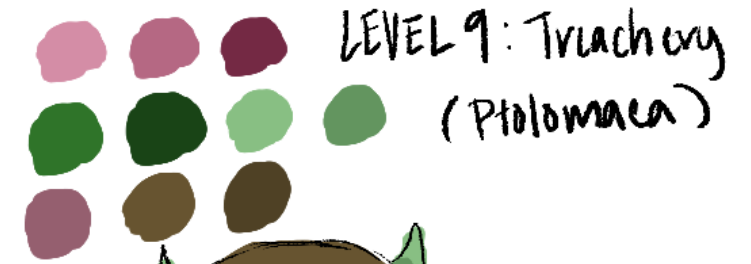
- Player attacks Antenora using their gained knowledge and abilities from the previous levels. Specific target for attacks is the battalion behind Antenora. Level is completed after x amount of player attacks (more than Level 2).

Item Gain: **Supreme Commander** (allows player to lead demons/have them assist them in their battles (similar to Pokémon))

Flashback — Ptolomaea (*Circle 9: Treachery*)

Mom Description:

- Glasses (circular)
- Spikey hair like MC, but in a ponytail
- Will be green and look like Ptolomaea when she turns around

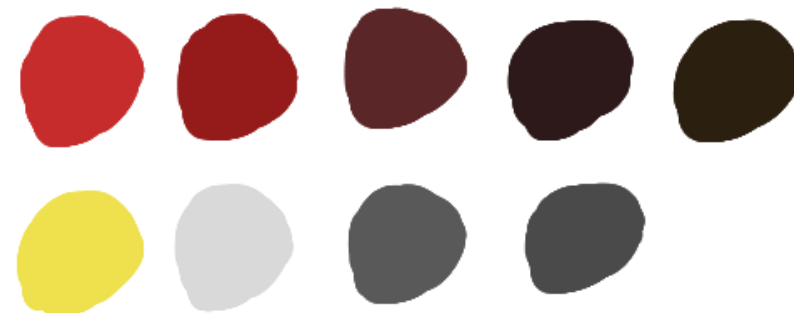


Flashback Background/Design

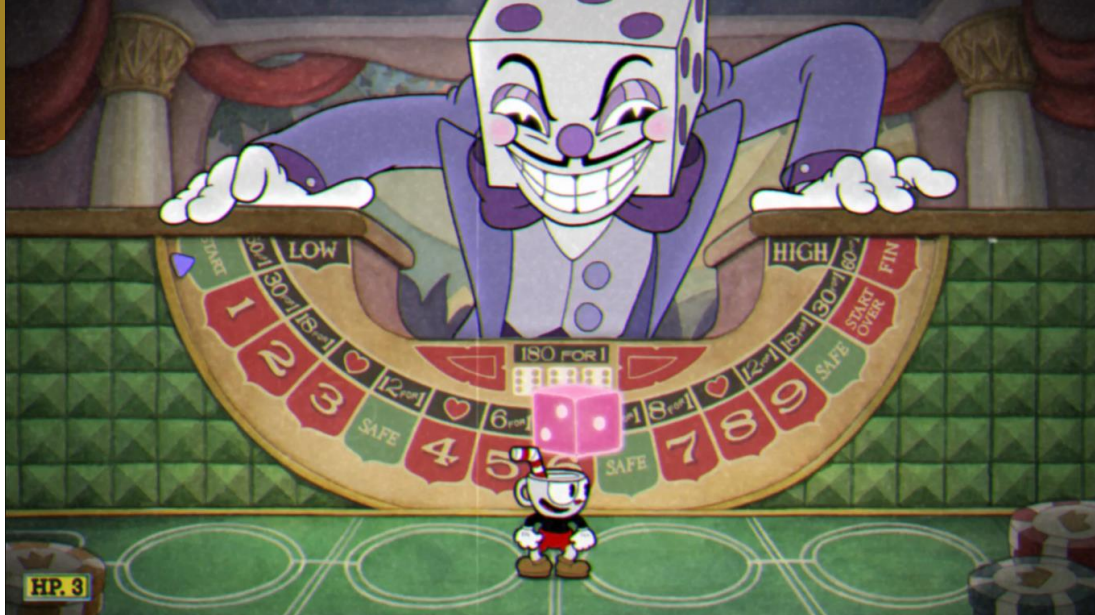
I couldn't find a good living room, so the cute circles will have to do. Mom's (Ptolomaea) back is turned in the kitchen, turns out to not be her.



Level 5 – Judecca (*Circle 9: Treachery*)



Level 5 Background/Design



Not sure about background for this level, but something with Judecca looking down at the MC and using his hand to tap out ashes from his cigar, which will trigger fires to start where they dropped.

Level 5 Gameplay

- *After having dialogue regarding their mentor's betrayal, Level 5 starts with the player fighting against Judecca. High difficulty.*

Judecca's Powers:

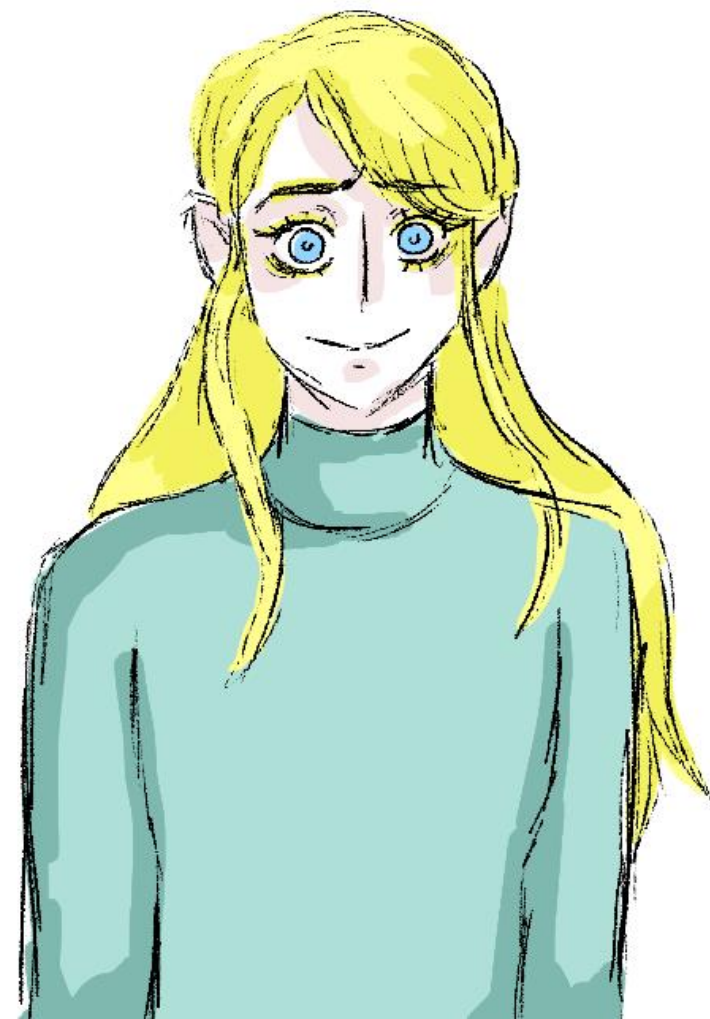
- Judecca's main attack is "**Ashes Ablaze**" (needs a name change), where he (he's sized up btw, like King Dice from Cuphead) taps the ashes from his cigar down to where the player is. If the player doesn't put out the fires in time, they burn to death (or suffocate) and are sent back to Level 1.
- Secondary attack is "**Devil's Advocate**", where Judecca creates a copy of the player for them to fight (possibly the other version seen in the flashback scene).

Player:

- Player will again use their knowledge gained throughout the game to try and beat this level. Possible new feature of **Eye of Horus** that awakens, in which the player can see Judecca's weak spot (think of it like x-ray vision). Hands and eyes are the main focuses for attacks.

Item Gain: Devil's Advocate (can create a copy of an enemy that can fight in place of the player. May have a time limit)

Level 6 – Satan (*Center*)



Level 6 Background/Design

Not really a level, just like a cut scene. Set up like the family meeting from RE8. The “family” could be the demons that we didn’t use or monsters of your choice. Satan could sit on a throne instead of standing.

