***[[Graphic]]***

Metroidius Ferretus

***Subtitle***

*“Tagline”*

*ExScottibur Games*

# Section 1 - Overview

## Elevator Pitch:

A Metroidvania style combat/exploration platformer where the main character is a anthropomorphic ferret.

## High Concept:

## Genre:

2D Metroidvania Platformer.

## Perspective:

Classic 2D side-scroller.

## Target Audience:

## Game Modes:

Single Player Campaign

# Section 2 - Gameplay Features

## Objectives:

## Progression:

* Player starts in a town named “*New Midgard”*

## Basic Features:

* Hit enemies without being hit.
* Avoid obstacles to avoid dying.

## Core Features:

* Mario Jump (Player jumps higher the longer they hold the jump button).

## Special Features:

# Section 3 - Visual & Audio Features

## Visual Features:

## Audio Features:

# Section 4 - GUI Interface

## Main Menu:

## Pause Menu:

# Section 5 - Story

## Narrative:

Brainstorm:

* Player is taken to Asgard and must fight through the 9 realms of Yggdrasil in order to return to their home on Midgard (earth).
* Player comes across a mysterious land that traps those who venture inside of it forever and drives their minds to madness. The player, however, has been gifted with an immunity to this strange curse. As the player saves the residents of the land, the city [main hub] begins to come back to life. This leads to new stores, abilities, and dialogue.
* A Midgardian’s pet ferret, who helps his human hunt rabbits, stumbles through a portal that suddenly opens in a rabbit burrow while chasing the rabbit out. The portal drops the ferret into the well of knowledge, granting them a more humanoid form. As they pull themselves out of the water a welcoming hand reaches out to offer aid. The man is Mimir, the Aesir whose head was chopped off for Odin’s use.

The ferret, with their knew knowledge, instinctually knows this man is Mimir. However, the fact that they know that and are able to speak causes them to panic. Mimir calms them. Unfortunately this is followed by the news that there was a lost prophecy. He goes on to say that with this new body, and naturally the knowledge imparted by the Well of Knowledge, the ferret must fight to reconnect and bring piece to the realms.

## Characters:

* **Main Character:** Ferret (viewed as an “odd looking rat with a long nose and furry tail”).
* **Townsfolk: Murderers under control of a puppet master.**

## Background:

## Current world state:

It has been centuries since the events of Ragnarök, and while the realm of Midgard has seen the earth rise from the water and the Midgardians are beginning to recover, they begin to wonder what state the other realms are in. Little do they know, there are inhabitants of the other lands who survived the catastrophe.

* Post-Ragnarök
* Midgard is starting its recovery.
* Other realms are fighting over resources

# Section 6 - Technical Details

## Game Engine:

* Unity

## Art Tools:

* Adobe Photoshop
* Corel Painter

## Audio Tools:

* AVS Audio Editor
* Reaper
* Audacity

## Programming Tools:

* Visual Studio

## Project Management Tools:

* Trello
* GitHub
* Microsoft Office
* Microsoft One Drive

## Playable Platforms:

* PC

# References

* <https://sacred-texts.com/neu/ice/coo/coo36.htm>
  + “Deep in a wood two of human kind were left; the fire of Surtur did not touch them; they slept, and when they wakened the world was green and beautiful again. These two fed on the dews of the morning; a woman and a man they were, Lif and Lifthrasir. They walked abroad in the world, and from them and from their children came the men and women who spread themselves over the earth.”