***[[Graphic]]***

Leif Erretson

***The Midgardian Guardian***

*“It takes but one ferret to reunite the realms.”*

*ExScottibur Games*

# Section 1 - Overview

## Elevator Pitch:

Leif Erretson, a Viking’s ferret, stumbles through a portal while rabbit hunting with their guardian and falls into is given a quest to reunite the realms after Ragnarök has left them in ruin. Travel across the realms in this metroidvania style platformer and

Nidhogg could be holding up the lower realms that contiain the realms of the dead in order to prevent the circle of life and death from ending:

## High Concept:

## Genre:

2D Metroidvania Platformer.

## Perspective:

Classic 2D side-scroller.

## Target Audience:

## Game Modes:

Single Player Campaign

# Section 2 - Gameplay Features

## Objectives:

* Reunite the Nine Realms by…
  + Collecting stones?
  + Defeating tyrants that have brought chaos to the realms?
  + Reconnecting/Repairing the other two wells that feed Yggdrasil?

## Progression:

* Player starts in a town named “*New Midgard,”* based in the Realm of Midgard.
* The abilities act as gates for the player. (Similar to how the player needs to talk to a certain NPC in order to progress through the game, but primarily using abilities instead of relying solely on dialogue)
* Dialogue may be used as player gates in some instances. Most likely these instances would be similar to the way *Hollow Knight* uses it.

### Player Gate Types:

* + Dialogue
  + Ability
  + Use of the environment (*ref. Hollow Knight* – bouncing on beetle with hard shell to get past the acid pond.)
  + “Cheesing” (*definition -* finding a way to bypass the need for an ability to reach an area, *ref. Hollow Knight –* using one of the flying enemies to get to an area that you would otherwise need a double jump or dash ability to reach) \*\***Don’t** design for this an instead TEST to see if the player can cheese their way past a section\*\*

## Basic Features:

* Hit enemies without being hit.
* Avoid obstacles to avoid dying.
* Collect new abilities to reach new areas.

## Core Features:

* Mario Jump (Player jumps higher the longer they hold the jump button).
* Attack Left/Right/Up.
* Attack Down(Only when in the air).
* Pogoing (a.k.a. when the player can bounce upward by performing a downward attack on appropriate target, essentially juggling themselves).

## Special Features:

* + **Abilities:**
    - Double-Jump
    - Dash

# Section 3 - Visual & Audio Features

## Visual Features:

## Audio Features:

# Section 4 - GUI Interface

## Main Menu:

* Continue (Only active once a new game is created)
* New Game
* Load Game (?)
* Settings
  + Controls (editable?)
  + Audio
    - Master Volume
    - Voice (if there are any) Volume
    - SFX Volume
* Exit Game

## Pause Menu:

* Load Game (Any unsaved progress will be lost)
* Settings (Same options as the main menu)
* Quit (Any unsaved progress will be lost)

# Section 5 - Story

## Narrative:

### Brainstorm:

* 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 Hvergelmir, the well of life, 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 new knowledge and form, 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 peace to the realms.

* **LOCATION-Niflheim:** 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.
* [Nidhogg](https://en.wikipedia.org/wiki/N%C3%AD%C3%B0h%C3%B6ggr), the dragon who gnaws on the roots of Yggdrasil, is holding up the lower realms that contiain the realms of the dead in order to prevent the circle of life and death from ending. However, with the passing of Ragnarök the sheer number of dead that inhabit the land has turned it into a monolithic struggle to prevent the lower realms from falling into [Ginnungagap](https://en.wikipedia.org/wiki/Ginnungagap).
* Rata, meaning *‘traveler,’* is a title given to those who are chosen to travel up and down Yggdrasil, the world tree, to deliver messages all over the Nine Realms between gods and [jotunn](https://en.wikipedia.org/wiki/J%C3%B6tunn) alike.

Toskr, meaning *‘tusk’,* is the sword that is handed down from Rata to Rata. The Toskr, which was made from the tusk of a walrus and crafted by the legends Brokkr and Eitri themselves, serves to protect the current Rata as they travel up and down Yggdrasil.

This position is known across the realms as the Ratatoskr, which roughly translates to *‘The Travelling Tusk’*. Ever since the events of Ragnarök left the realms in ruin, and perished the last [Ratatoskr](https://en.wikipedia.org/wiki/Ratatoskr), the remaining gods and jotunn struggle to keep their respective realms from falling into Ginnungagap.

### Written Story:

It has been nearly a century since Ragnarök had come to pass and the connections between the worlds are still broken.

## Characters:

* **Main Character (PROTAGONIST):** Ferret (viewed as an “odd looking rat with a long nose and furry tail”).

## 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.”