



# XUAN



# Background Story --The legend of XUAN:

Song Yuanhuai was a kid born in a well-known sect, like those in Louis Cha's martial arts' novels. Song was definitely not a genius, and had no interest in the skills of his sect, so he didn't spent much time practicing it. However, Song's life didn't go as everyone expected. When he reached the age of 15, something unexpected happened.

It was a good thing at first, as Song could sense a significant improvement in his living quality. He was given better clothes and delicious food. Though Song wasn't used to the extravagant life, he soon learnt to enjoy it. People around him also seemed happy with all the changes taking place in his life, but what Song did not notice was a trace of sarcasm revealed on their happy faces.

Unfortunately, the morning sun never lasts a day. Song's pleasant life didn't last for more than a year.

Song's parents held a grand coming-of-age ceremony on his 16th birthday, and Song had a wonderful time. However, just at the very night, when Song was about to go to sleep with joy, he saw two masked men broke in before he lost consciousness.

At first it was pure darkness, then a sharp burst of light followed right after.

When Song finally managed to open his eyes, what he saw was the face of Master Luke, his mentor. Master Luke still seemed so calming, but Song noticed something unusual hidden in his mentor's eyes. Master told Song that his parents decided to make him a testimony of the dangerous experiments in the sect to improve the status of his family.

"For the rest of your life, you will practice all kinds of mental methods and receive all kinds of stimuli. Don't feel unfair. This is the brutality of the sects. Without sacrifice, there will be no strong sects. " said Master Luke.

Song felt scared, but it was not because he was surprised by the decision made by his parents, nor because the master revealed his destiny in the future, but because of "him".

It was a calm, low-pitched male voice, with an unexpectedly playful and childish tone. It gave short responses to every word of Song's mentor, all of which were unspeakable words of curse. The sound came from everywhere, near and far, above and below. Even though Song was hung from a cliff, and there was nothing behind him but rocks, the sound could still appear from behind his back.

When Master Luke's finally disappeared, the voice turned up again, but not in the playful tone anymore. It said in pure calmness: "My name is **XUAN**, and I can set you free."

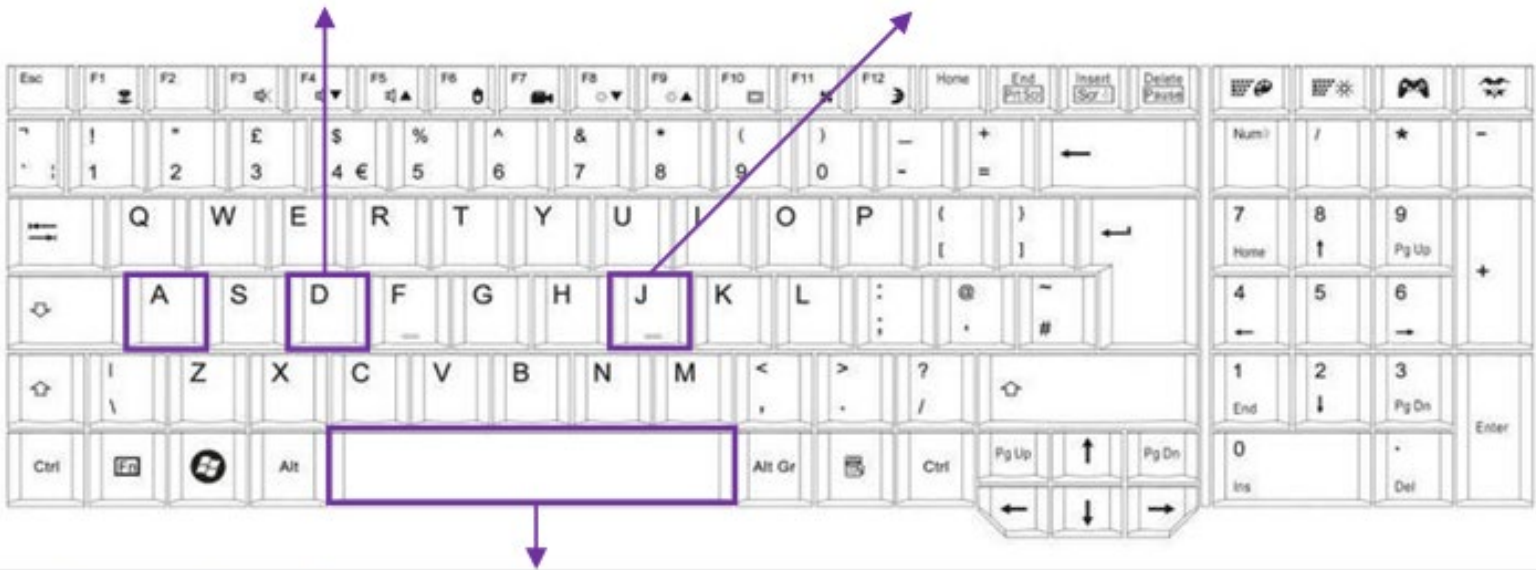
Twenty years later, on the twentieth birthday of **XUAN**, there was a commotion in the sect. The commotion continued for three months before it was gradually quelled down. However, just as the masters were about to slacken their vigilance, a scream broke the peaceful life of the sect. **XUAN**, the 29th testimony escaped, killing 29 masters and all their relatives.

For the decades to come, the name **XUAN** has become well-known in the world of martial arts. It was not because of his cruelty and cold-blood, nor because of his great power and his anxiety for revenge, but because people feared his **MADNESS**.

# Control

Move the character to the right

Attack



Move the character to the left

Jump pressing to charge and release to leap away pressing “A” or “D” before releasing the space to determine the direction

## Setting Example



# Basic Elements

## Characters



Main Character  
(the one players can control)



Minion

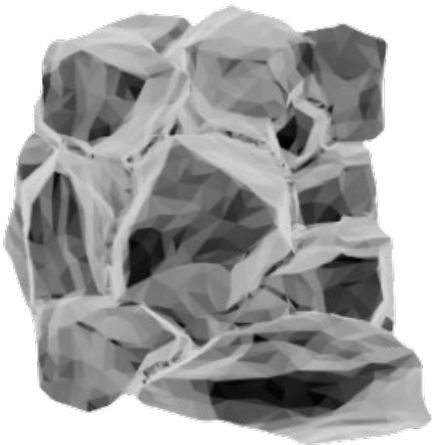


Boss

More NPCs are left for you to discover...

Bricks (have many forms)

e.g.



Bricks can be stepped on as platforms.



# Game Mechanisms



## Mode

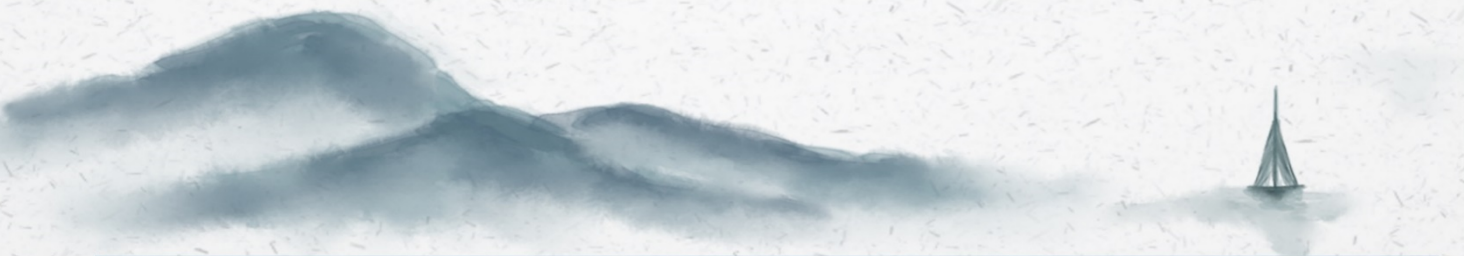
Xuan is a single-player game, in which the player will act as a chivalrous swordsman in ancient China. The basic idea is to control the character to jump and move up, but there will be lots of interesting scenarios along the path.

## Character Attribute

Since there will be fighting scenarios, the main character will have an attribute called health points (Hp). Detailed explanation is in the next page.

## Mission

In each map, there will be a mission for players to complete. According to whether players succeed, there may be bonus or punishment for them. After that, players will be able to move around freely to explore new maps and find out how to progress to the next mission.







Health points:

When the main character is **attacked** or **falls down** from a high place, there will be visual effects like blood showing up to indicate his losing health condition.

Also, he will be repelled by the attack, thus falling off his current step (brick) and having to jump up again.

He will not be directly killed by those attacks and falls. However, once he loses all his health points, he will get a **special punishment** and get fully restored to health.

To be more specific, the character will be controlled by **XUAN**, so that the control system will be disturbed. And players need to find out the solution by themselves.

This de-buff will only last for a specific period of time, but will appear each time all the health points are lost.



# Other Rules



## Bouncing

The main character will be able to bounce after colliding with any surface of the blocks or boundaries, except the upper one.

## Exploring interface

This is the part to connect different game stages and missions.

After you finish one mission, you need to explore and solve little puzzles in this interface to unlock the next one.

## Attack

You can attack those enemies that are close to you. However, you also need to avoid being hurt by them. If you stay in front of them, you are likely to get attacked and pushed backwards, which may lead to a long fall.





# User Experience



## **Enter the world of martial arts in ancient China**

This is a world about combat, spirits and accomplishment. You may not be familiar with this setting, but don't worry. Just follow us, moving up the ladder and enjoy the world.

## **Practice to master the movement of jumping**


Controlling just one key for jumping seems simple, but actually finding the right time to release it still takes time. The path to become an excellent chivalrous swordsman is never easy.

## **Get back after falling down and surpass yourself**

Each time you make a mistake, you may fall off the step. The crucial point is that never be discouraged, and instead get back by yourself.

## **Immerse in the detailed and interconnected story**

From the beginning till the end, we have a full storyline for you to explore. Figure out secrets about Song Yuanhuai and try to change his life.





# Concept Diagram

The game “玄” is expecting to receive an ESRB rating of **Everyone 10+**. The main target audience will be those who like storytelling games, and are interested in the martial arts in ancient China.

Audience

This is a storytelling game, adding some martial arts elements and several mini-games. The goal for the player is to get to the top of the map, and to complete the mini-games on their way.

High Concept

After watching a short beginning-of-game cg, you will be in the map of first mission, which is a cave. You will see several stone blocks floating in the air. The exit of the cave is blocked by fallen stones, so the only way to get out is jumping up the stone blocks. There're enemies on some of the blocks and you need to avoid being caught by them. You can only attack the enemies from their back. After you jump all the way to the top, you will soon finish the first mission and be sent to the discovery map. The other missions will be triggered by events in the map, which are left for you to discover.

First Minute

Solved the puzzle to find the entrance of next mission

Completed the mission based on the given goal

C.G.

Gameplay

Gameflow

Victory Condition

Getting to the top of the map and complete all the mini-games in the main plot.

Number of players 1

Art

Graphics To be decided

Sounds To be decided

Technical Aspect

You need to have a computer that has access to the internet.

ESPB Everyone 10+

Other

Control Keyboard

Game-Specific Subsections

Blocks

Enemy

Third-Party Software Used

Programming Language

elm



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