

# GAME DESIGN DOCUMENT

Travels of Oorta



Contributing Authors:

- taellinglin(兩零林)
- Geist
- Yummyglitzer
- Ninja\_cat



# OVERVIEW

## INTRODUCTION

**Travels of Oorta** is about a lost prince of a great empire that has been transfigured into a frog. Due to a magical ceremony going wrong, he is turned into a frog and must befriend a rival country's shadow magic wielding assassin. They work together to restore fragments of Oorta's original form. By transforming into a frog, bull, dog, and eventual fairy form, you travel around the various corners of the realm to seek out shadow creatures and other villains to restore your form and balance of energy to the world.

## DESIGNER'S STATEMENT

**Travels of Oorta** is inspired by titles such as *Napple Tale: Asria in Daydream*[Dreamcast], *Super Mario Bros 3*[NES], *Zelda*, *Pokemon*, and *Cave Story*. It is themed very similar to JRPGs of the 1990's-2000's era for handheld and other 16-bit systems. It aims to bring back the feel of this era of games, having a typical Fantasy/Fiction type of Plot, and comfortable platforming/puzzle elements. It aims to be a lot like a 2d handheld variant of *Napple Tale*, which is a 3d Platformer for Dreamcast. The main feature that sets it apart is the transformations. The player will be able to play effectively with 6 different forms in the game, each having battle and puzzle-solving abilities that can be changed during the game. The music and artwork should also be inspired by games of the same era. The level design should have graphics that reflect the 4 seasons and dusk and dawn, similar to *Napple Tale*'s 6 areas. Easter Eggs and quest items will be hidden in the levels allowing the player to

**come back to different areas once certain abilities or items are acquired.**

# ABOUT

## GENRE

**Platformer/RPG** - There will some areas that are top down, mostly the central town area, where you can interact and talk to NPCs, gaining hints on what to do next or buying recovery potions, mana, or fulfilling quests and getting hints. When you venture to the other 6 areas of the game, it will switch to a side view of the level and have Platformer mechanics, such as most of Cave Story and Mario. The levels will have a tiled main background, such as a sky, mountains, trees, or stars. Parallax scrolling through a linear left-to right stage filled with obstacles and enemies will be implemented, in which the foreground level scrolls slightly more than the background. Tilesets will be themed around the stages's season, or dusk/dawn with accompanying music. Sound effects and fanfares will play when battling enemies or collecting items. The player will be able to jump, attack, block, and run in these stages. You can also transform between a frog, dog, bull, faerie, shadow creature, and spy. 4 transformations are for Oorta, the main male protagonists, the dusk/dawn transformations are Lilaika's forms, she can become a shadow or a spy/ninja. Utilizing these different forms gives you different sets of abilities, such as a charged attacks, projectiles, or area of effect skills. Music will change depending on the area you are in. Collecting hidden quest items allows you to complete quests or add items to your collections. You can collect a hidden item, talk with a character in the town, and unlock some dialogs and other features by completing these quests.

## TARGET AUDIENCE

This game is mainly for children 13+. It is meant to be entertaining for an audience that appreciates older RPGs, but it is still going to have a Fairytale-like theme, such as the prince being transformed into a frog...a typical fairytale in western culture. A lot of the magic and fantasy elements will allow the player to also delve deeper into the themes of life/death and form/transfiguration. Essentially based on Alchemy, such as the Heiroglyphic Key by Nicholas Flamel, the mechanics of magic and transformation of elements into forms and structures will be a big theme. The planetary energies of the seasons and the cycle of dusk and dawn are key elements of how the main character's forms are intertwined with the world's seasonal and sun/moon cycles. With a more mature perception, the older audiences should be able to appreciate the references to historic Alchemy and Magic. Nothing too impossible will happen, as the magic in this realm is prone to instability and

causing toxic shadow entities to spawn across the land, the process of transmutation, magic, and spellcasting is constrained by some rules, such as time, place, and the practitioner of the art. The realm of this game will have some collectible items, such as a magic handbook, an old wise NPC, or some artifacts that will explain some of the reasons why Oorta has been transformed into one of three(plus faerie) forms. Throughout the game the player should be able to gain an understanding of both how the two main protagonists come together to learn about magic, as well as how they each have an individual approach to either end of the adventure. Lilaika tends to be more informative and focused on the dark magic, and how the beasts and shadow creatures came to be and how they behave, enlightening you on how to not only fight them, but also perhaps finding out that perhaps they are not just evil enemies, but also have a role in the ecosystem and a backstory on how they came to be. Oorta is more focused on the physical plane, not as much of a brainiac about how the magic works, but will focus more on how to find the next step to restore their forms. He is more of a fighter, and also seems to offer some stories about how it is to live as a royal prince. He not only functions as a shrewd observer of the behavior of creatures and other people, but also is very friendly to Lilaika, telling her stories about the non-magical aspects of the land, such as noticing behaviors of other NPCs, or noticing that there's some kind of geological anomaly in a nearby area. While Lilaika is more of a ninja, potions master, and somewhat of a biologist, Oorta is more of a socializer, ecologist, and geomancer(having a psychic connection to the land and environment; reading the trees and soil). Other than the main plot, you will have the ability to delve back into the two main protagonist's storyline as well as other significant character's backstories.

## ART DIRECTION

There has been some designs hand drawn for the main protagonists, as well as some environmental art. The bright vibrant colors and wood/paint based designs of Zool: Mahou Tsukai Densetsu (Zool: Legendary Wizard) from the Nintendo 64 as well as Napple Tale: Asria in Daydream(Dreamcast) are the main inspiration for the art style, however, they will be adapted to crisp pixel art with more aliased/clean shadows and shading. Trickerster+ (Isometric MMORPG) and Cave Story(PC/WiiWare) are also similar in visual style. The Animation, palettes, and tilesets will be technically fit to the constraints of a Gameboy Advance, but aim to be polished, clear, and vibrant yet not too distracting. Saturating and bringing focus to interactive items and contrast with surrounding terrain and background will be easy on the eyes, but also fit to the specific theme and feel of the region's theme(Summer, Spring, Winter, Autumn, Dusk, Dawn). Animation and movement/battle mechanics should have fluid animation, making a very

seamless feel from handheld D-Pad, Buttons, and L/R Triggers of the GBA.



Title Screen

Zool:Mahou Tsukai Densetsu(Zool: Legendary Sorcerer)[N64]



Dialog(Japanese Language Support) and portraits of characters

Zool:Mahou Tsukai Densetsu(Zool: Legendary Sorcerer)[N64]



Fanart from the game Napple Tale.

Napple Tale: Asria in Daydream(ナップルテール アリシア イン ディドリーム)[Dreamcast]



Cute Characters from a Mass Multiplayer 2D RPG called Trickster.

Trickster+(PC)



The 2D Platformer Cave Story.

Cave Story(PC)

## GAME ELEMENTS

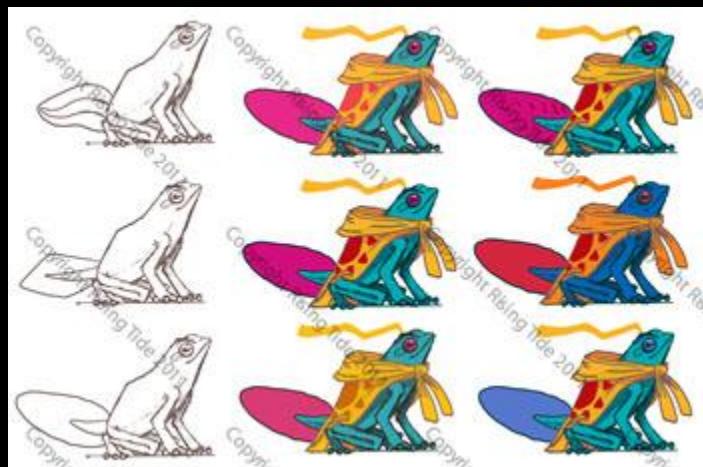
### STORY

The Story will be told using dialog and cutscenese, featuring lore and storytelling as if reading a book. Similar to how Tales of Beetle the Bard is presented in the Harry Potter books, there will be accompanying lore and

legends told by characters that will give depth to the story and world history/fantasy. Magic is a complex thing, as is the history of the inhabitants of the land as well as the land itself and other enchanted relics that may or may not be discoverable. The main story starts as you are thrust into the unfamiliar form of a frog and gain your first companion, Lilaika, who is expected to be a rival character due to allegiance to a conflicting country/clan, however she disueses her own alignment in favor or working together for a common cause. The resulting journey incorporates segments of solving mysteries about different characters, regions, or artifacts. One avenue will open up, allowing you to be informed as well as deepen the mystical lore into more specific aspects of the adventure, while still working toward the main goal of restoring your forms and returning as a royal prince. Along your way you also discover that you are not the only party seeking to master magic, as others are also trying to acquire sacred relics, spells, or other powers that may hinder you in restoring your proper role as the leader of your country. The more you progress through the story, the more serious and immediate the threat becomes. Starting off as a quest to simply restore your form, more immediate and pressing issues arise, leading to an all out-conflict at some point, in which the stability of the planet and life/death itself becomes threatened, and you must rise to the challenge in order to protect existence itself.

## CHARACTERS

### Oorta





Lilaika



Townspeople

There will be a handful of NPCs in the town that you can talk to, along with a store owner and an inn for buying powerups and equipment. Several town residents will talk with you. Some will grant you special items or tell you a secret or story. They will move up and down, stay in one spot, or scurry back and forth. There's also a few animals in town.

## **Banker Tadashi**

**Collect coins to get rewards, such as special music. Coins are automatically put in your bank every time you return to town.**

## **Store Clerk Yakayu**

**Buy powerups, enchantments, pets, potions, and elixirs. Some items grant status changes for a duration of time and can be bought with coins.**

## **Fortune Teller Yukiko**

**Depending on where you are in the story, she will point you in the right direction, giving you hints on where to find important things. She will also sometimes mispredict the weather. She is the “Autumn Psychic”.**

## **Shrine Mainden Fumiko**

**She ponders life and tries to write a poem. Go find her poems in the levels and see what she wrote. She is the “Spring Maiden”**

## **Astronomist Albatross**

**Pondering things he will randomly tell you different rumors about the stars, planets, and other bodies beyond, claiming there are dangerous creatures or spaceships. He is the “Winter Warlock”.**

## **Dragonmaster Ryuusei**

**He tames animals and will tell you about monsters and other creatures. He is the “Summer Summoner”.**

## **Admiral Vlad**

**He will tell you different types of plants and what they do. He is the “Dusk Knight”**

## **Skycaptain Amile**

**She will tell you about different types of places that exist outside of the known region. She is the “Dawn Flyer.”**

## **Misaki The Rainflower Witch**

**She will tell you a random joke or phrase and then ask you a question.**

# **INANIMATE OBJECTS**

## **The Sun Cloak**

**The Magical Cloak that Oorta finds in Limbo, it protects against common dark magic, as well as giving Oorta the special ability to tread foot in certain otherwise magically toxic environments. (Protective Item).**

## **The Shadow Hood**

**Similar to Oorta's cloak, however it protects against light monsters, allowing only shadow monsters capable of inflicting damage.**

## **The Shining Blade of Dia**

**The Legendary Sword of Dia. It has a medium range and the third strike in a combo will thrust it twice as far as before, with a dense blade of wind that shortly apperates and extends the strike.**

## **The Dreamcaster**

**A weapon used by Lilaika that hurls concentrated balls of a strange substance and carries the enemies back. (Huge knockback) It also can be charged and "leech" energy from enemies if standing still.**

## **The Twinhorn**

**A headdress worn by Bull Oorta that send enemies flying upward. Can break through massive obstacles. Deals massive damage to enemies, but is very slow.**

## **Gravity Staff**

**A Staff that carries the power of gravity. It can render enemies unable to move and also can stop the momentum of incoming obstacles. Dog Oorta carries this staff.**

## **Consumables**

### **Hearts**

**HP+ for both Oorta and Lilaika, comes in 3 sizes.**

### **Pang Coins**

**Standard Currency in the realm.**

### **Purple Orbs**

**EXP for Lilaika. The more of these you collect, the more powerful Lilaika becomes. Obtained from enemies and taking a hit from a foe will cause you to drop them.**

### **Orange Orbs**

**EXP for Oorta. The more you collect, the more powerful Oorta becomes. Obtained from enemies and taking a hit from a foe will cause you to drop them.**

## Quest Items

### The Skull of King Titus

A quest item that is sought after by a handful of travelers that still believe this long dead king was a real person. Upon finding this, you can help an NPC in Town that collects historical artifacts complete a book about the history of a certain hermetic tribe of the land from long ago. King Titus was said to be one of the magic masters that invented transfiguration.

### Hajinu's Diamond Ring

Said to grant the power of indestructibility, this artifact can be exchanged and restored into a power bracelet that increases your defense. The Blacksmith in town will be able to craft this bracelet.

### Ramona's Thorn

A rare type of Fauna found that can be made into a potion that grants the player extra attack power for a time.

### Tears of the Pheonix

A sap from a tree that is bright red. It heals the player by a couple HP when near death.

## Pang Medallions

Collect these medallions which are in every level, and the owner of the mansion will sell you his mansion along with a secret key that opens both a hidden room in the mansion as well as a hidden room elsewhere in the game.

## GAME STRUCTURE

### CONTROLS

- D-Pad to walk left/right and look up, look down.
- Down to drop through some platforms
- A to jump
- A+A to Double Jump
- B - Attack
- L-trigger to guard
- R+B - Special attack
- Select - Change form menu
- Start - Pause Menu

### MECHANICS

The game starts off in a town with 4 neighboring regions. Using the town as a hub to gather information and travel to each of the 4 seasons, and then an above ground and below ground level, you master skills, gain items and experience, and progress in the story, solving puzzles, defeating enemies, and progressing through a main storyline as well as many side-quests. Platforming includes jumping(A), double jumping(A+A), attacking(B), and using magic(special attack R+B buttons, as well as changing forms (select). Overcome obstacles, attack enemies, and navigate through the mostly side scrolling levels, then go

back to town and see what has changed!

## HEALTH/RESPAWNS

Health is measured by HP, upon every level, your character's HP Max capacity is increased. Defeat more enemies to level up and collect their EXP to gain more health capacity as well as defense. Some enemies deal single blows, projectile blows, or damage over time, such as in poison. Other enemies' attacks cause paralysis, sleep, sensitive controls(confusion), or knockbacks. When your HP reaches zero, you get a game over, with the option to respawn from the last checkpoint in the level, or back in the town. Some enemies do more damage than others or attack differently. Falling into a pit will take away your HP and respawn you back to the left or right of the stage.

## LEVELS

The game takes place in a Kingdom known as Konna. This land is old and has 4 seasons but they are regional weather systems independent of time. In addition, there is a Dawn level that is in the sky, and a Dusk Level that is seemingly underground. Each Region has a series of stages showcasing a particular theme and a set of puzzles. You may not be able to access everything from one region all at once, so you may need to go from region to region. Difficulty can increase or decrease in any region, indicating it may be too hard to progress to these areas and to come back later.

### LEVEL 1 – Autumn

Pumkins, scarecrows, corn stalks, lanterns, and a soft red/purple sky. This area is lush with rusty autumn trees and paths. Menacing enemies can paralyze you momentarily, and some chase you around. Push boxes into place to slide into empty spaces to clear a way through. Many classic RPG obstacles and RPGs present themselves in the first level. Many should be familiar, such as pushing crates or boxes, maneuvering across pits and floating islands, and slashing enemies down, blocking, and jumping away from oncoming attacks.

## **LEVEL 2 – Winter**

Pushing [Down} on Icy Sloops can allow Oorta to slide down and also fly across the screen and get some air off of slick ramps and dropoffs. These enemies are a bit stronger, and crates and boxes can slide over enemies when pushed over them, sliding through small obstacles and only stopping upon hitting a wall or falling off the screen. Utilize Oorta's Dog form here after gaining it shortly into the level. As a dog he can leap farther, pick up objects with [Down], and drop them on top of other things. Some of the level has moving parts and platforms..

## **LEVEL 3 – Spring**

It's raining, there's little rivers of flowing water that will carry you away, and wind. A lot of inspiration for this level might take from the game Yoshi's Story. Exploding eggs, birds, and a myriad of other strange creatures confront you. You also gain the form of a Bull. Use the Bull to break through wooden barricades and knock items off of high places.

## **LEVEL 4 – Summer**

Sunrays, beachers, and some more aquatic and nautical themes play a part in this area's map. Sea themed monsters, such as urchins, eels, crabs, and lobsters try to attack you. Also many of them shoot projectiles, so watch out!

## **ENDING**

The ending will show Oorta vanquish a gigantic shadow monster with Lilaika. The shadow monster spits out a fortune of pang coins and Exp. The room lights up, and a stone statue starts to talk, granting Oorta and Lilaika crowns, and naming them Heros of Power. If you complete the game with all the items collected, you gain 2x Attack power and 2x Defense. Also you unlock an alternate title screen.

