

VotSL_GDD



The Vigil of the Second Light

Game Design Document (GDD)

Version: 1.0

Author: Yash Tandon

1.0 Executive Summary

1.1 High Concept

The Vigil of the Second Light is a 2D Action-Platformer / Metroidvania where combat is a dance of trust between a protector and a ward. The Player controls the **Hero** (Defense/Melee) while an AI companion, the **Child** (Offense/Magic), rains down elemental destruction—but only as long as the Hero keeps her safe.

1.2 Unique Selling Points (USPs)

- **The Trust Mechanic:** Combat is asymmetric. The Hero cannot win alone; they must parry to keep the Child calm enough to cast magic.
- **Hope-Gating:** Metroidvania progression tied to emotional healing rather than just finding items.
- **Precision Defense:** High-stakes parry windows (0.15s) reward rhythm and discipline over button mashing.

2.0 Narrative & Storyline

2.1 Premise & Theme

Theme: Duty vs. Healing. The game explores the concept of "Vigil" (duty to the dead) versus "Second Light" (hope for the living).

Premise: The story begins six months after a catastrophic attack. The Hero, broken by the loss of their partner (The Elf), has fallen into a state of "Depression," losing their advanced combat abilities. They are now tasked with protecting a mysterious Child, whose survival is key to the kingdom's future.

2.2 Character Profiles

- **The Hero:** A stoic protector. Their mechanical “nerfs” at the start represent their grief. They fight with a sword and physical prowess.
- **The Child:** A young magic user with immense but uncontrolled power. She represents the “Second Light.” She relies on the Hero for physical safety while providing magical artillery.
- **The Elf (Memory):** The Hero’s former partner. She appears only in **Flashbacks** unlocked by defeating bosses. These memories teach the Player the philosophy behind gameplay mechanics (e.g., “Glide is a conversation with the wind”).
- **The Priest (Antagonist):** The architect of the betrayal. He resides in the *Cloister of False Light* and serves as the Act I villain.

2.3 Plot Outline

- **Act I: The Weight of Silence.** The Hero travels through the *Glimmering Abyss*, regaining basic movement by remembering the Elf’s teachings.
 - *Climax:* The Hero confronts **The Priest**. The Priest reveals the Elf is truly dead. Overcoming this truth unlocks the **Umbra Pact** (acceptance of pain for power). The Hero discovers the King’s Letter, revealing the Child’s true lineage.
- **Act II: The Stewardship.** The Hero accepts their new role: mentor. In the *Fading Sanctuary*, the Hero trains the Child. They travel to elemental domains (*Venomfalls*, *Crucible Heights*, *Crystal Sepulchre*) to unlock the Child’s magical potential.
- **Act III: The Second Light.** The duo reaches the *Observatory* to face the **Scion of Decay**, combining their skills in perfect unison.

3.0 Core Gameplay Mechanics

3.1 Player Stats

Stat	Value	Notes
Total Health (HP)	200	Standard health pool.
Total Mana (MP)	200	Scarce resource; used for movement & ultimate moves.

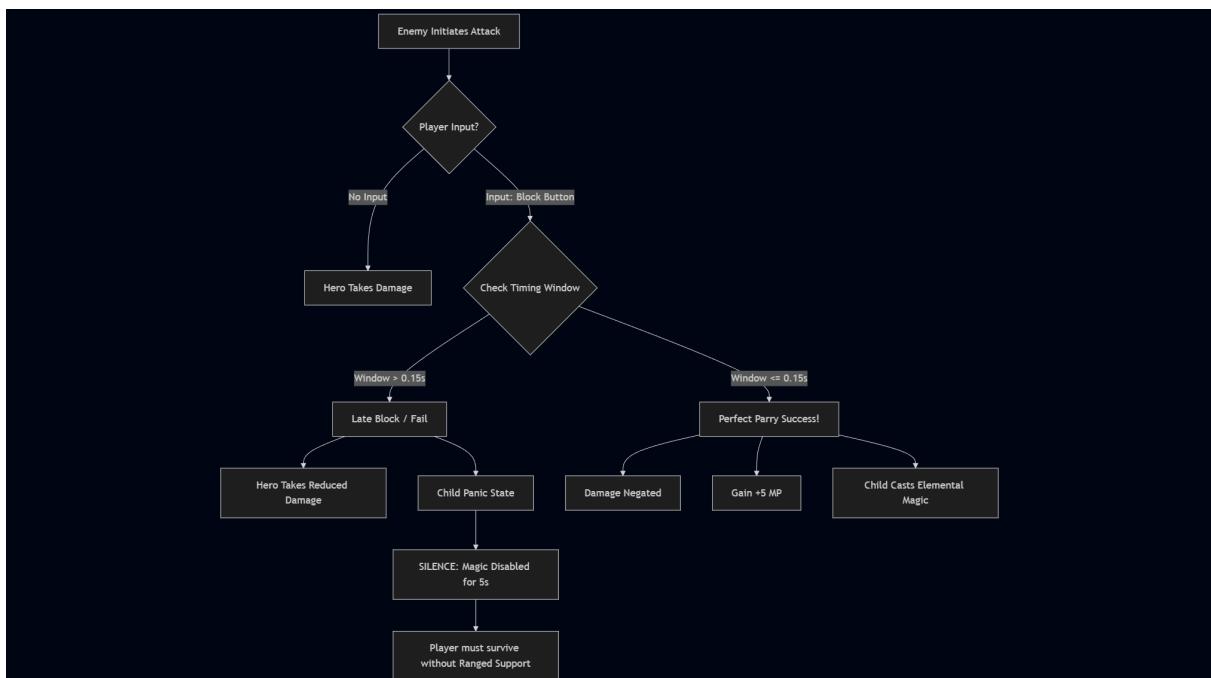
Stat	Value	Notes
MP Regen	0	No passive regen unless "Umbra Pact" is active.

3.2 The Trust System (Combat)

The core loop revolves to protecting the Child to maintain DPS (Damage Per Second).

- **Hero's Role:** Tank / Parry / Positioning.
- **Child's Role:** Glass Cannon / Ranged Magic / Elemental Damage.
- **Failure Condition:** If the Hero takes damage or misses a parry, the Child enters a **Panic State**, causing a **5-second Silence** (0 DPS).

Combat Logic Flow

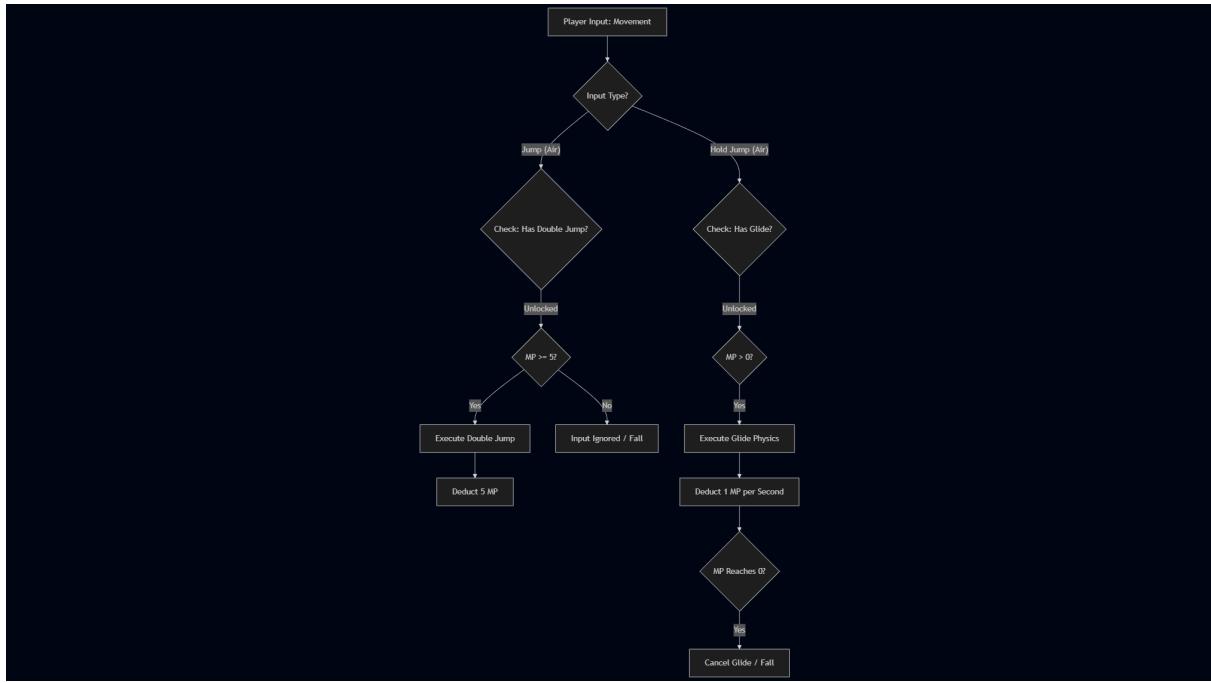


3.3 Movement & Evasion

- **Perfect Deflection (Parry):** * Window: 0.15s (9 frames @ 60fps)
 - Reward: +5 MP
- **Perfect Dodge (Teleport):** * Window: 0.075s (Tight window)
 - Cost: 0 MP
 - Note: The ultimate high-skill evasion.

- **Double Jump:** Unlocked in H1. Costs **5 MP**.
- **Glide:** Unlocked in H2. Costs **1 MP/sec**.

Mobility Logic Flow

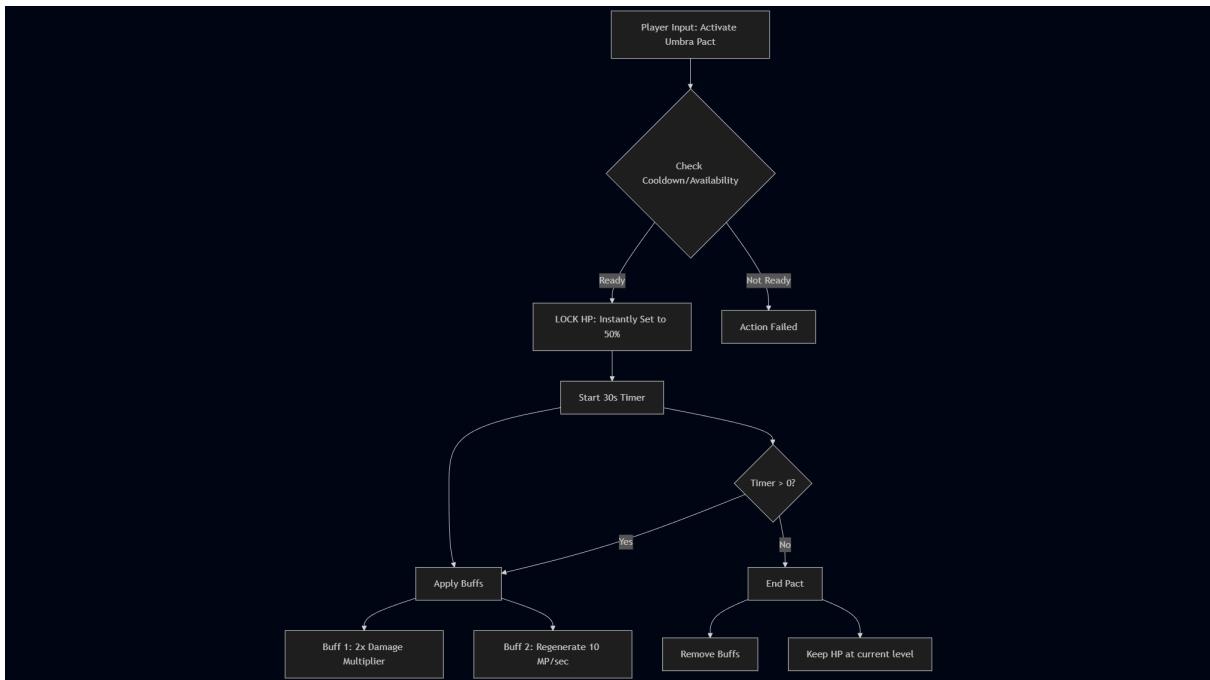


3.4 The Umbra Pact (Buff System)

Unlocked at the Act I Climax (H3 Boss). A “Risk vs. Reward” toggle.

- **Cost:** Instantly reduces HP to 50% (Hard cap at 100 HP).
- **Buff:** +10 MP/sec Regen AND 2x Text/Melee Damage.
- **Duration:** 30 Seconds.

Umbra Pact Logic



4.0 Progression: "Hope-Gating"

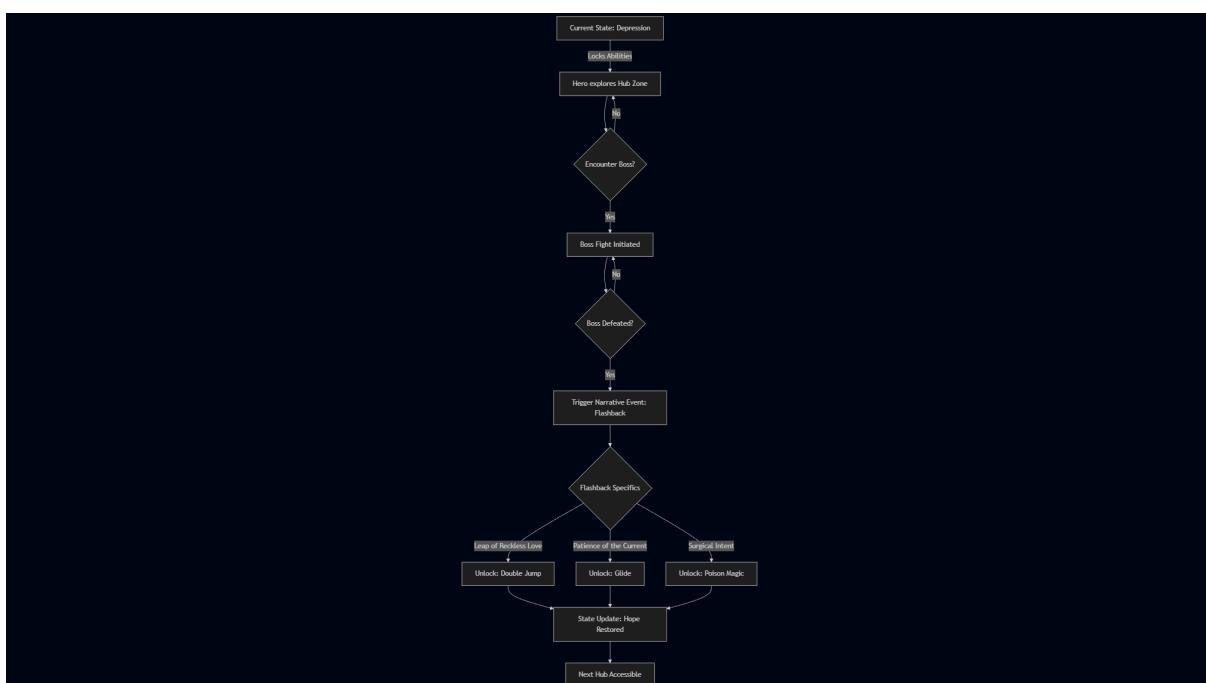
Progression is strictly tied to the narrative. The Hero begins in a state of depression (mechanically limited) and regains abilities by overcoming trauma (Bosses).

4.1 Hub & Boss Breakdown

Hub	Boss / Location	Ability Unlocked	Narrative Flashback
H1	Mini-Boss: The Royal Scavenger	Double Jump (5 MP)	<i>The Leap of Reckless Love:</i> Hero realizes "We all carry a piece of the distance."
H2	Transition: Glimmering Abyss	Glide (1 MP/s)	<i>The Patience of the Current:</i> The Elf teaching the Hero not to fight the wind.
H3	Boss: The Priest (Cloister of False Light)	Umbra Pact & Teleport	<i>The Betrayal:</i> Reveals the Elf is dead. Hero enters Rage Mode.
H4	The Fading Sanctuary (Training)	Child Joins (Dark Projectile)	<i>Focus:</i> Mastering the Trust Mechanic/Parry.
H5	Boss: Lord Vesper (Venomfalls)	Child: Poison Magic	<i>Surgical Intent:</i> "To possess control over its

Hub	Boss / Location	Ability Unlocked	Narrative Flashback
			dark expression is pragmatic."
H6	Boss: Ashforged Sentinel (Crucible Heights)	Child: Fire Magic	<i>The Accepted Risk:</i> The Elf's philosophy on clearing the line.
H7	Boss: The Frozen Herald (Crystal Sepulchre)	Child: Ice Magic	<i>The Core of Stillness:</i> Finding intention amidst chaos.
H8	Boss: The Scion of Decay (Observatory)	Hero: Elemental Imbue	<i>Final Exam:</i> Negating opposite elements.

🔒 Progression Logic Flow



5.0 Boss Design Strategy

Each boss serves as a "Final Exam" for a specific mechanic.

1. **The Royal Scavenger:** Tests **Deflect & Jump**. (Sweep/Thrust combos).
2. **The Priest:** Tests **Willpower**. (Phantom Blade Surge forces self-damage via Umbra Pact).
3. **Lord Vesper:** Tests **Mobility**. (Poison Geysers force Teleports; Mist Escape forces Aerial Chase).

4. **Ashforged Sentinel:** Tests **Resource Management**. (Heat Sink Collapse forces 75% HP healing, draining MP).
5. **The Frozen Herald:** Tests **Discipline**. (Glacial Torrent requires Perfect Deflects while standing perfectly still).
6. **The Scion of Decay:** Tests **Coordination**. (Elemental Imbue required to counter Fire/Ice apparitions).

6.0 Technical Implementation Notes (Unity)

This section is for development tracking based on current learning progress.

- **Input System:** Use the new Unity Input System for 0.15s precision.
- **Parry Logic:** Implement using Time.deltaTime to count frames independent of frame rate.
- **Child AI:**
 - Use a **Finite State Machine (FSM)** for the Child: Idle, Casting, Panic (Silence), Follow.
 - The Panic state is triggered by a boolean isPlayerHit event.
- **Save System:** Progression flags (bool hasDoubleJump) should be stored in a GameManager singleton or ScriptableObject.