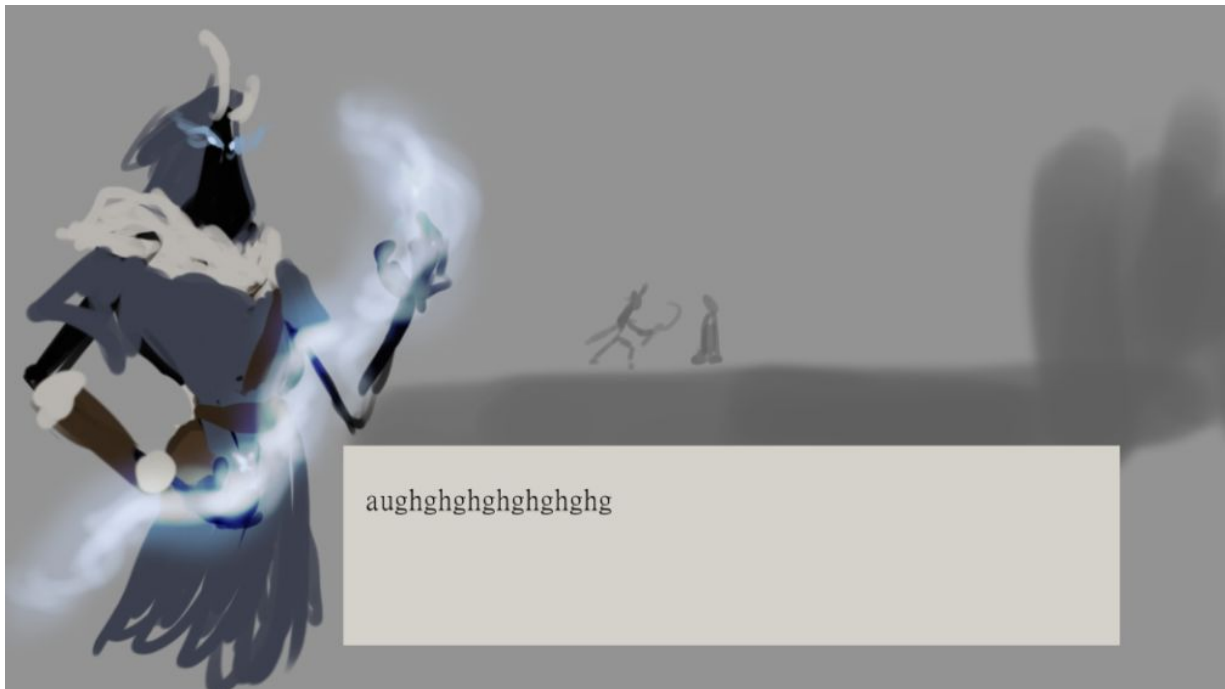




# SIGGD

DESIGN DEEP DIVE

# Player Mechanics



# Player Mechanics

- Basic Movement

- Move Left, Move Right
- Jump
- Fast Fall
- NO DOUBLE JUMP

- Abilities

- Basic Ability
- Special Ability

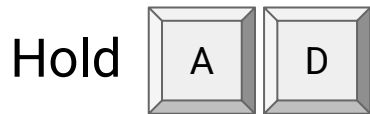
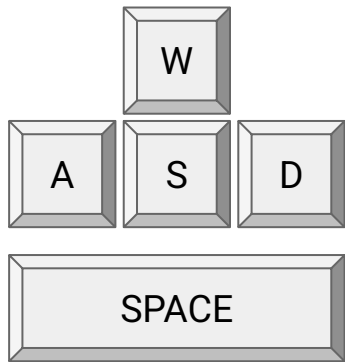
- Attacks

- Light Attack
- Heavy Attack

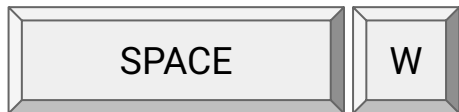
- Ghost Swap

- Swaps Basic Ability
- Swaps Special Ability

# Player Mechanics: Movement



Move Left, Move Right



Jump (While Grounded)



Fast Fall (While Airborne)

# Player Mechanics: Attacks

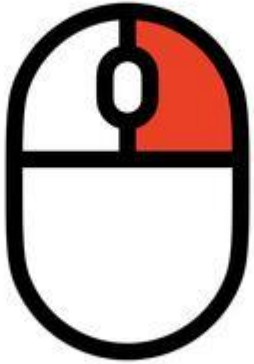


Press  Light Attack

Hold  Light Attack → Charge Heavy

(While Charging) Release  Heavy Attack (If Fully Charged),  
Cancel Heavy (If Not)

# Player Mechanics: Abilities



Passive or  
Miscellaneous Button

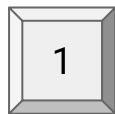
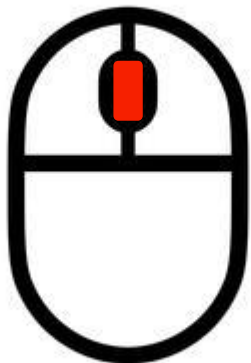
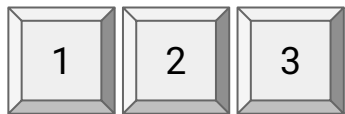


Special Ability

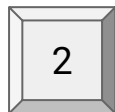


Basic Ability

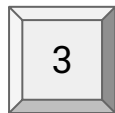
# Player Mechanics: Ghost Swap



Swap to Main Character  
(Become Unpossessed)

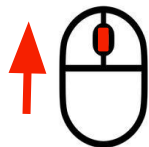
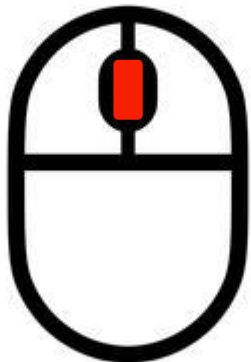
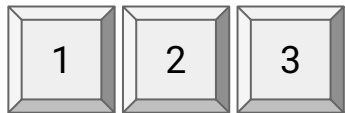


Swap to Ghost 1

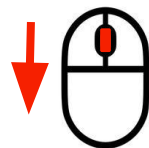


Swap to Ghost 2

# Player Mechanics: Ghost Swap



Swap to Next



Swap to Previous



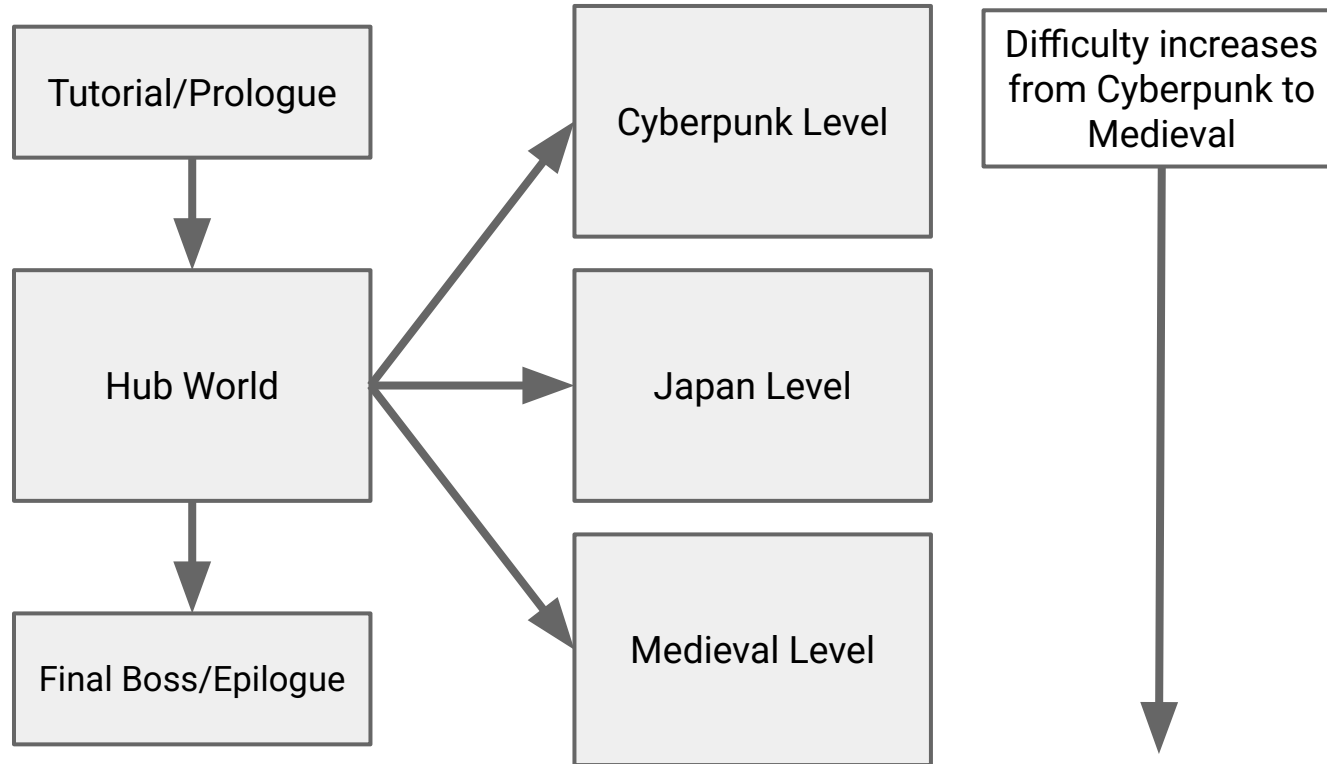
# Bird's Eye View

(Moth's Eye View?)



# Bird's Eye View

(Moth's Eye View?)



# The Hub World



# The Hub World

Ghosts Area  
(The Bar)



Spirits Area  
(Context?)

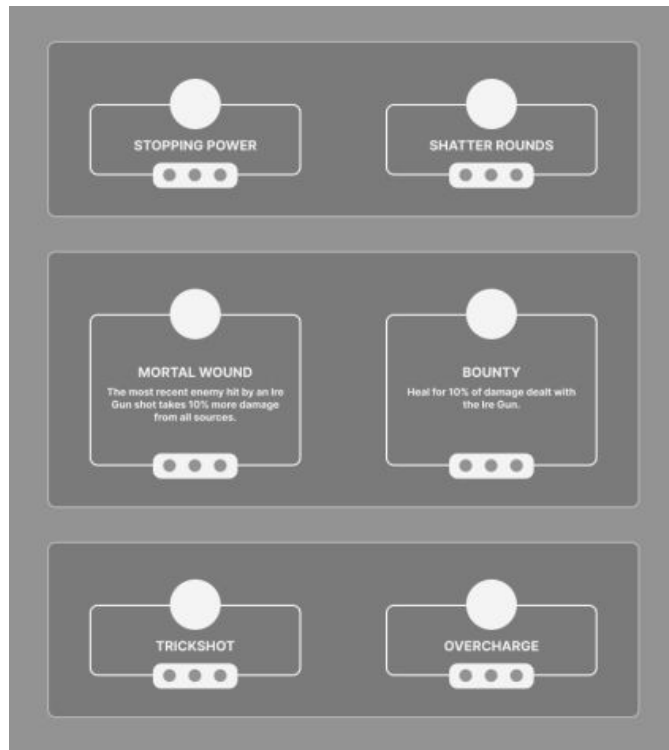


The Doors  
(The Doors)



# Ghosts Area

- Talk to your Ghosts
- Modify their Skills
  - See their Trust Level and current XP
- Recruit them for the next run
  - Max 2 in Party



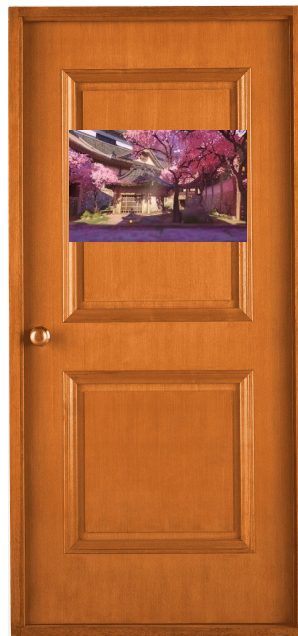
# Spirits Area

- Recruit Spirits for the next run
- Spirits
  - Speed ●
  - Damage ●
  - Health ●
  - Gigachad ●



# The Doors

- Choose a level for this run
- See your active quests
- Sometimes a level will have a special event
  - more risk
  - more reward



# Levels/Runs





# Levels/Runs

Difficulty increases  
as run progresses

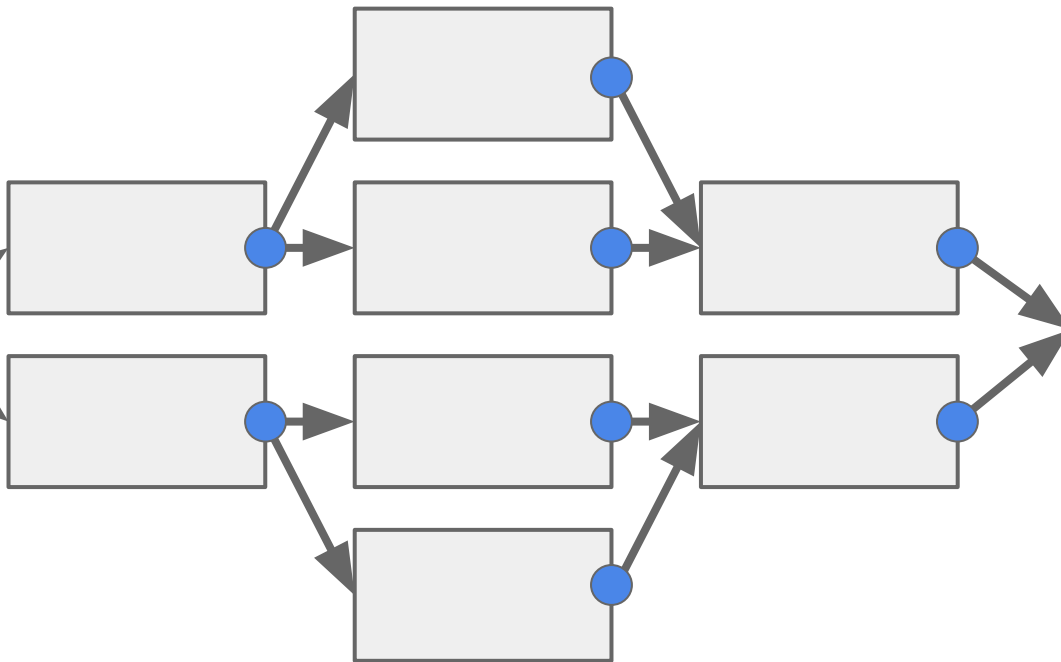
First Room

Boss Room

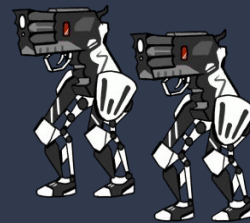


Statue:

- Escape?
- or Push on?



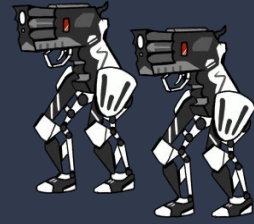
# Levels/Runs



- Fight groups of unique Enemies
- Collect Spirits
- Play Ghost quests/  
story content
- Gain new Ghosts and  
Ghost XP



# Levels/Runs



- Get as far as you can
- If you escape, you keep your rewards
- If you die, you lose everything you earned
- Return to the Hub World, and do it all again!





# SIGGD

HOLY FUCK WE'RE DONE