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\<Tentative Title>

Blind Journey

OVERVIEW - EXECUTIVE SUMMARY

ELEVATOR PITCH / HIGH CONCEPT

"Blind Journey" is a 2D action-platformer where you use your special spirit arm to traverse various levels, defeat forest spirits, and reach and defeat the temple Guardian. Transported to another world, you find yourself in a strange forest missing an arm. Your goal is to restore yourself the best you can and return home by accessing the gateway at the "Portal Temple". Using a spirit arm that you obtain you will be able to grapple to high places and swing across gaps, fight enemies using a "spirit sword", and a "spirit laser".

GENRE

2D Action Platformer

KEY/EXOTIC FEATURES

- Spirit Grapple
  Use to traverse around the world both to get to high platforms and swing across gaps.

- Spirit Sword
  Used to combat enemies at close range.

- Spirit Laser
  Used to hit things at a distance and potentially stun larger enemies.

TARGET AUDIENCE

Primary: age 18+ adults western and eastern mostly male demographic. people that like platform action games with challenge platform and enemies that require skill and fast thinking to beat.

Secondary: age 12+ children western and eastern mostly female demographic. Kids that like the static and art style of the game with flashy effects and fast action gameplay.

PLAY ACTION AND CADENCE

Combat and platforming will be medium-paced focusing on quick decisions and precision movement.

WIN CONDITION / PLAYER GOAL

The player will beat a given level by reaching its end and they will finish the game by completing all the levels and defeating the boss at the end.

LOSS CONDITION / CONTINUATION

If the player's health reaches 0, they will die! When the player dies, they will return to the last checkpoint that they had reached.

ORI AND THE BLIND FOREST

The theme and dark and mystical feel in a forest setting. Overall an eerie vibe.

HOLLOW KNIGHT

Simple fighting mechanics but can be used together with movement for intense combat

FINAL NINJA ZERO

Video link: FINAL NINJA ZERO Level 1-7 Walkthrough

Similar graphics quality and very similar grapple mechanic. Also the cadence between this game and hours will be alike (relatively medium medium-paced with sections to take a breather sprinkled throughout the levels).

WORMS BATTLEGROUNDS

https://www.youtube.com/watch?v=a83eZ8Wvjkk

The rope in this worms game is very stiff with the rope making new pivot joints on contact with other points. Ours will not include these contact pivot points but will remain like swinging from a solid pole.

<PRODUCT NAME>

MEGA MAN X, SERIES

<Picture of comparable portion>

<Description of comparable portion>

Our game will be using a checkpoint system that will segment the level in thirds. Similar to the Mega Man X series, these checkpoints will be safe zones for the player and be a clear indicator of the players progression through the level.
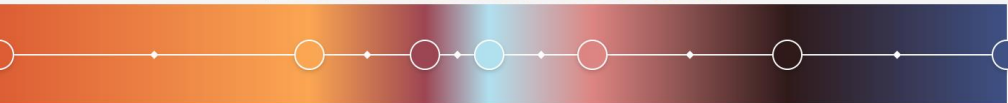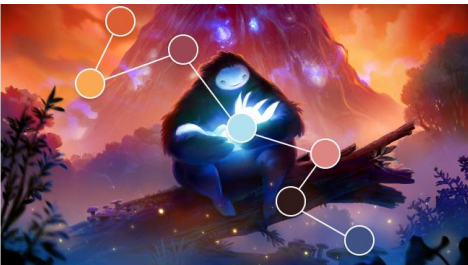
COLORS

The overall color scheme should be more pastel and invoke a peaceful and Naturesque feel to the environments. When the game pace picks up (such as areas with enemies or dangerous sections) we will use a brighter color palette to invoke more urgency into the scene.

#13161A	#244A5F	#448F98	#235A90	#17525D
RGB 19, 22, 26	RGB 36, 74, 95	RGB 68, 143, 152	RGB 35, 90, 144	RGB 23, 82, 93
HSV 214, 27, 10	HSV 201, 62, 37	HSV 186, 55, 60	HSV 210, 76, 56	HSV 189, 75, 36
CMYK 27, 15, 0, 90	CMYK 62, 22, 0, 63	CMYK 55, 6, 0, 40	CMYK 76, 37, 0, 44	CMYK 75, 12, 0, 64
LAB 7, 0, -3	LAB 30, -6, -16	LAB 55, -21, -12	LAB 37, 1, -35	LAB 32, -15, -12

#2F613D	#100C0E
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LAB 37, -26, 15	LAB 4, 2, 0

#DD5E35	#FBA653	#9D4653	#B1E0EF	#DD8582
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HSV 15, 76, 87	HSV 30, 67, 98	HSV 351, 55, 62	HSV 195, 26, 94	HSV 2, 41, 87
CMYK 0, 57, 76, 13	CMYK 0, 34, 67, 2	CMYK 0, 55, 47, 38	CMYK 26, 6, 0, 6	CMYK 0, 40, 41, 13
LAB 56, 47, 47	LAB 75, 24, 55	LAB 41, 37, 10	LAB 86, -12, -12	LAB 65, 33, 16

#2F1A1A	#3F5185
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HSV 0, 45, 18	HSV 225, 53, 52
CMYK 0, 45, 45, 82	CMYK 53, 39, 0, 48
LAB 12, 10, 4	LAB 35, 9, -31

ART / VISUAL STYLE
A pixel art style NOT in a cartoonish way, but more of a real-life aesthetic with fantasy themes.

<Image showing intended visuals>

MUSIC STYLE

The overall musical score will be atmospheric in nature and give off an eerie sense of loneliness and a sense of unknown. Low energy/ semi-gloomy. Using synthetic sounds.
https://www.youtube.com/watch?v=FppLHQp9SCc (Mana Spark)

SFX STYLE

Low bit, synthetic sounds/retro sounds. Somewhere in between the quality of the previous game Mana Spark and Mega Man.
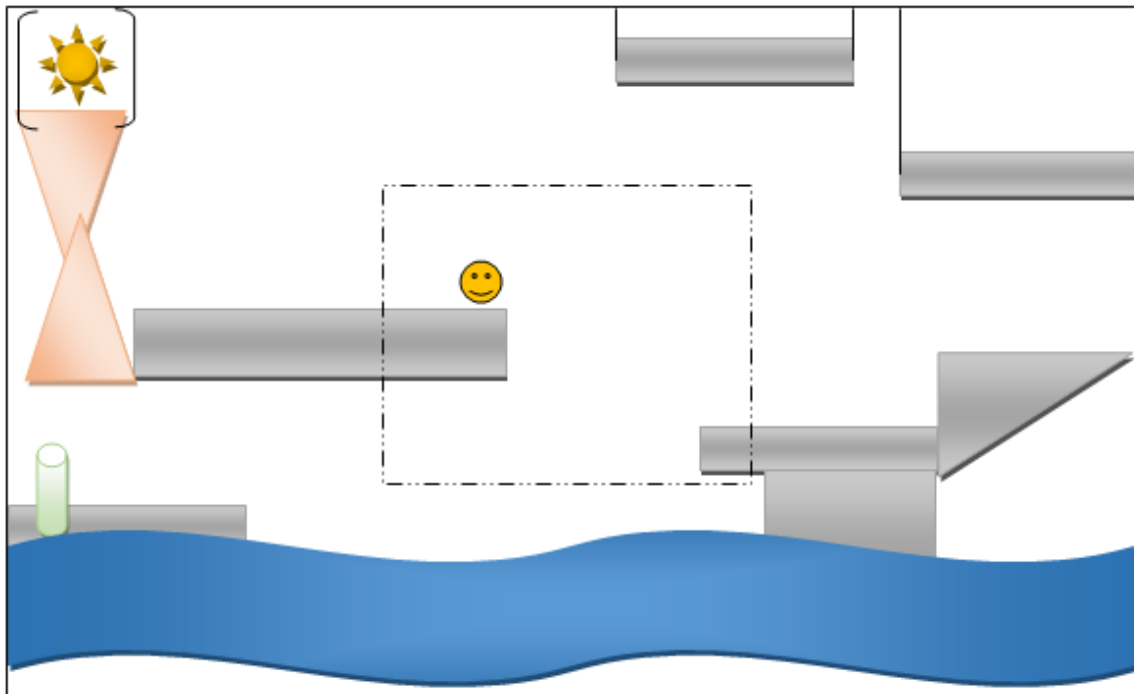(11) Mega Man 1 Playthrough - YouTube

CAMERA LOGIC

<Camera Description>
The camera would be relatively centered on the character with enough wiggle room to allow the character to move without moving the camera constantly. Once the character touches the camera boundary box, the camera will center on the character until he stops moving.

<Quick camera mockup below>

<Scale of objects on screen>
Scale should be relatively similar. May be tweaked as development goes forward.

<Update and follow logic>
Camera: Soft Follow (Camera keep the player within a box in the center of the screen allowing the player to move around inside of the box without the camera moving.)

<Additional considerations>
…

PC CONTROLS

- W-Jump
- A-Move/Swing Left
- S-Crouch
- D-Move/Swing Right
- Space-Jump
- Shift-Dash

- Left Mouse-Engage/Disengage grapple
- Right Mouse- Melee attack
- Q - Shoot Laser
- Escape-Pause Menu
- E - interact/grab blocks

WEBPLAYER CONTROLS

- W-Jump
- A-Move/Swing Left
- S-Crouch
- D-Move/Swing Right
- Space-Jump
- Shift-Dash

- Left Mouse-Engage/Disengage grapple
- Right Mouse- Melee attack
- Q - Shoot Laser
- Escape-Pause Menu
- E - interact/grab blocks

GAME PROGRESS – PLAYER MILESTONES

- Player unlock the sword ability
- Player unlock the Double Jump ability
- Player unlock the Wall Jump ability
- Player unlock the Laser ability
- Player collect the 4 stone required to open the temple of the guardian

Alternative Player Milestones

- Player learn doble jump
- Player learn wall jump
- Player learn grappling
- Player learn tactics to defeat each enemy
- Player learn tactics to beat each Obstacule

WORLDS/LEVELS
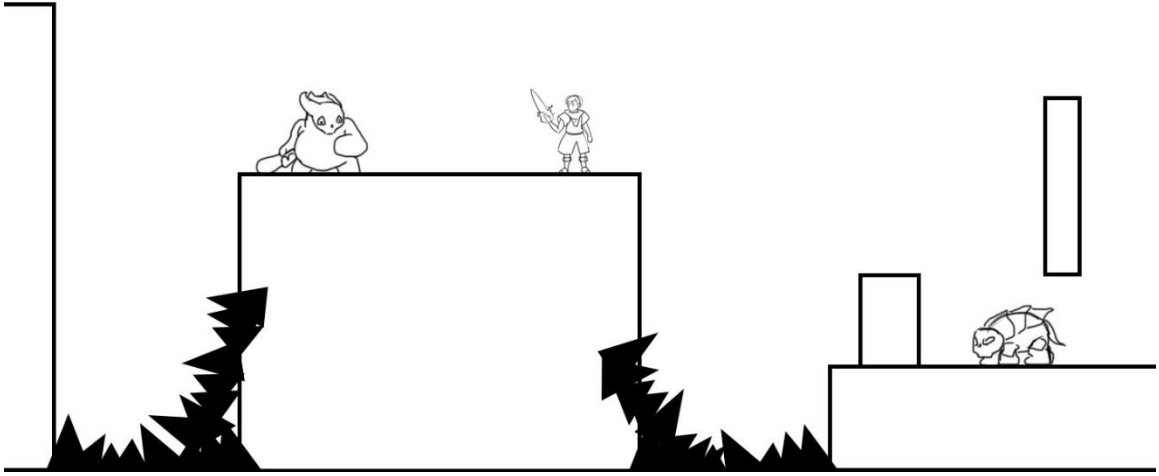
Forest - General levels

Temple - Final boss location

2 or 3 "normal" levels with a 4th boss stage level.

Each level: ~5 to 8 mins each level

Boss: ~5 minutes

Entire game: ~20 minutes

COMBAT

Simple Melee combat, in combination with the movement advantage of the grapple and the stunning capabilities of the "laser."

JUMP DISTANCE

A single jump can carry the player up to 1 character's height vertically and 2 character's height horizontally.

PLAYER ABILITIES

For our current scope of the game player will have access to all the abilities at the start of the game.

GRAPPLE

The player can latch on to any point that a straight-line projectile can hit (with a range of roughly 4 times the character's height) and can swing from that point. Once connected the "rope" will act like a solid object that pivots from the connected point. Certain surfaces can or cannot be grappled onto, such as wood or trees can be grappled but stone structures cannot be grappled. The player may use the grapple on frozen enemies acting as a valid surface.

The player will use the left mouse button to engage the grappling system on whatever they currently is pointing at with the cursor. When the player wants to disengage the system, they will either click again or use the jump button.
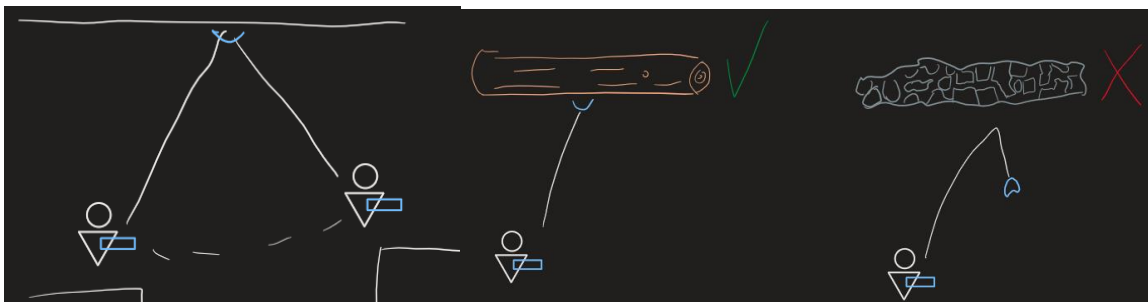
LASER

Shoots a ray that freezes the first enemy it touches. Using the mouse to aim at an enemy and pressing the right mouse button, the player freezes the enemy allowing them to kill the enemy or possibly use it as a step up to a higher platform. The player will be rooted for ~1 second during the shot(Length of beam animation). Laser range will extend out infinitely until it hits a wall or target, allowing it to be used on enemies off screen. Enemies will unthaw from their frozen state ~30-45 seconds after being frozen.

During the frozen time, they act like a surface with the player being able to stand and jump off of the frozen enemy. Laser will use about 20% mana, allowing the player 5 shots before needing to recharge.
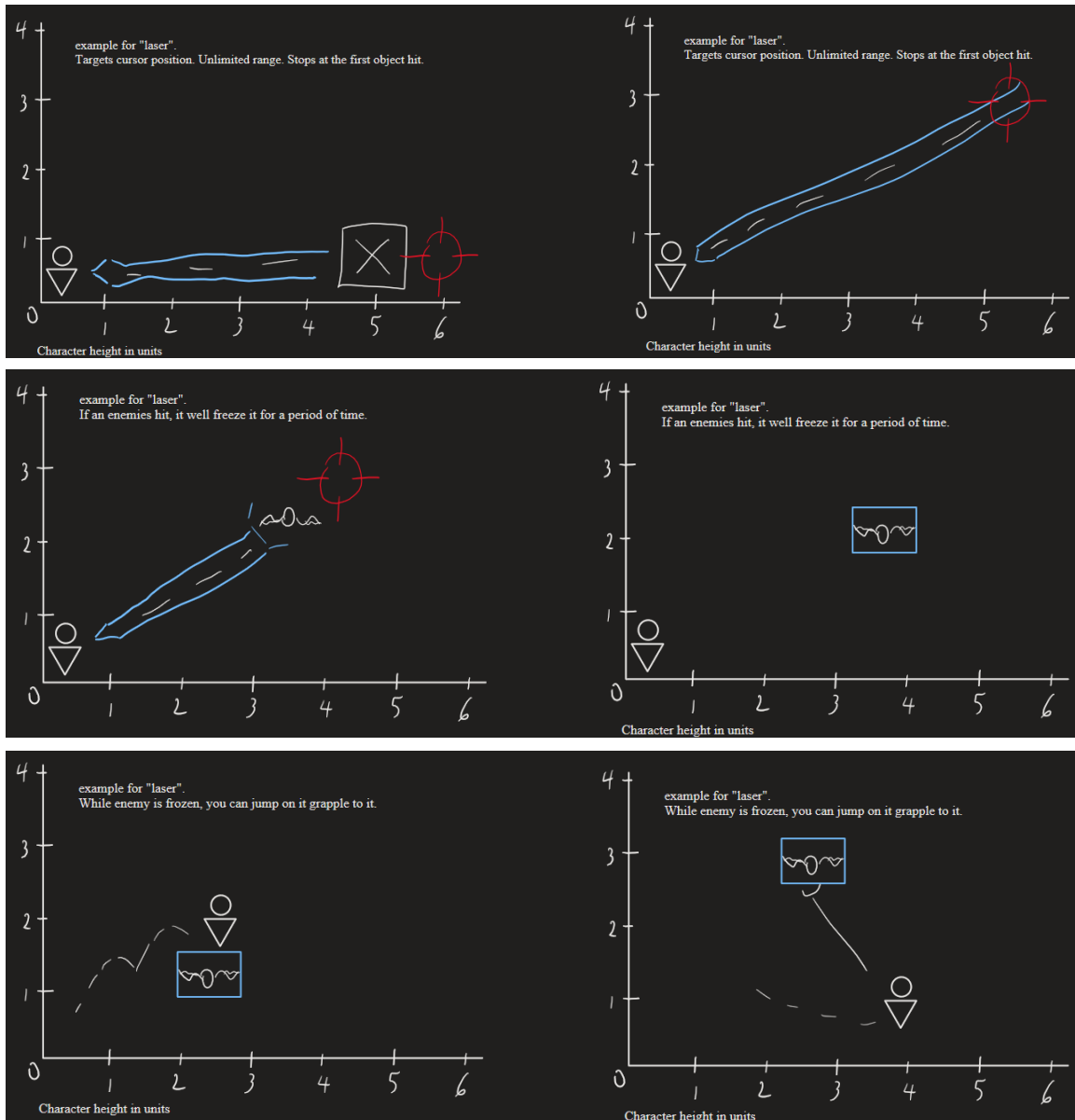

SWORD

Basic melee to defeat enemies and possibly cut other world elements.

The player will use the Spacebar for their weapon and pressing it multiple times in succession will string multiple attack together and show off different animations for those attacks. The sword will swing in the direction the players currently facing and will have somewhat of a generous arc in front of the player.

If the player swings in the air, they will do a spin that covers the area around them and cuts through flying enemies.

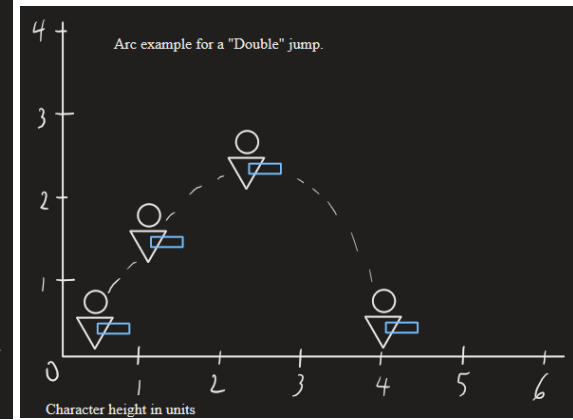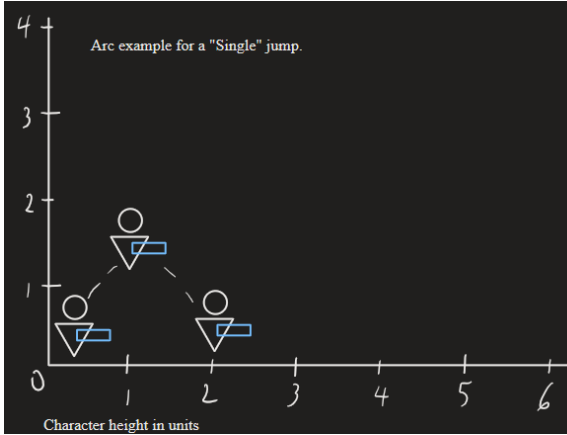Link jab 1, 2 and 3 as an example, possibly arc it more
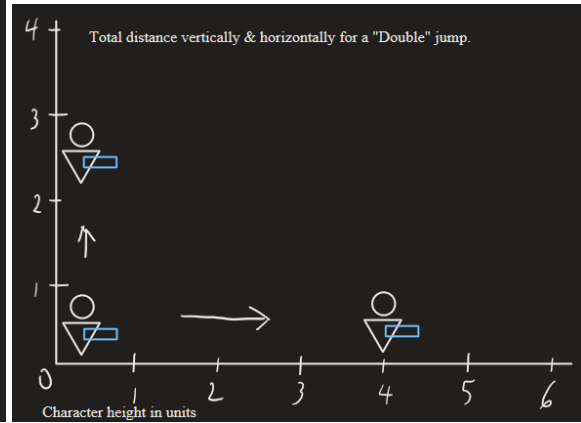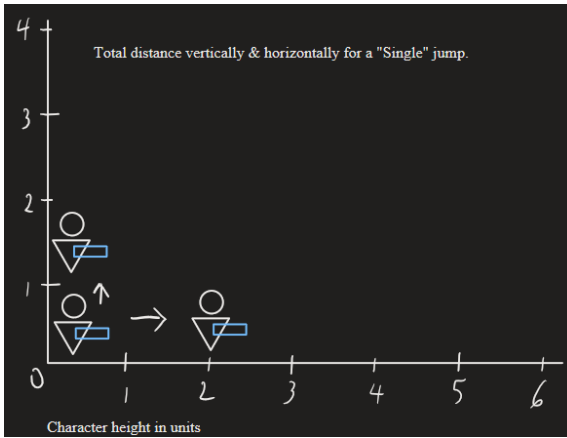
https://ultimateframedata.com/link.php
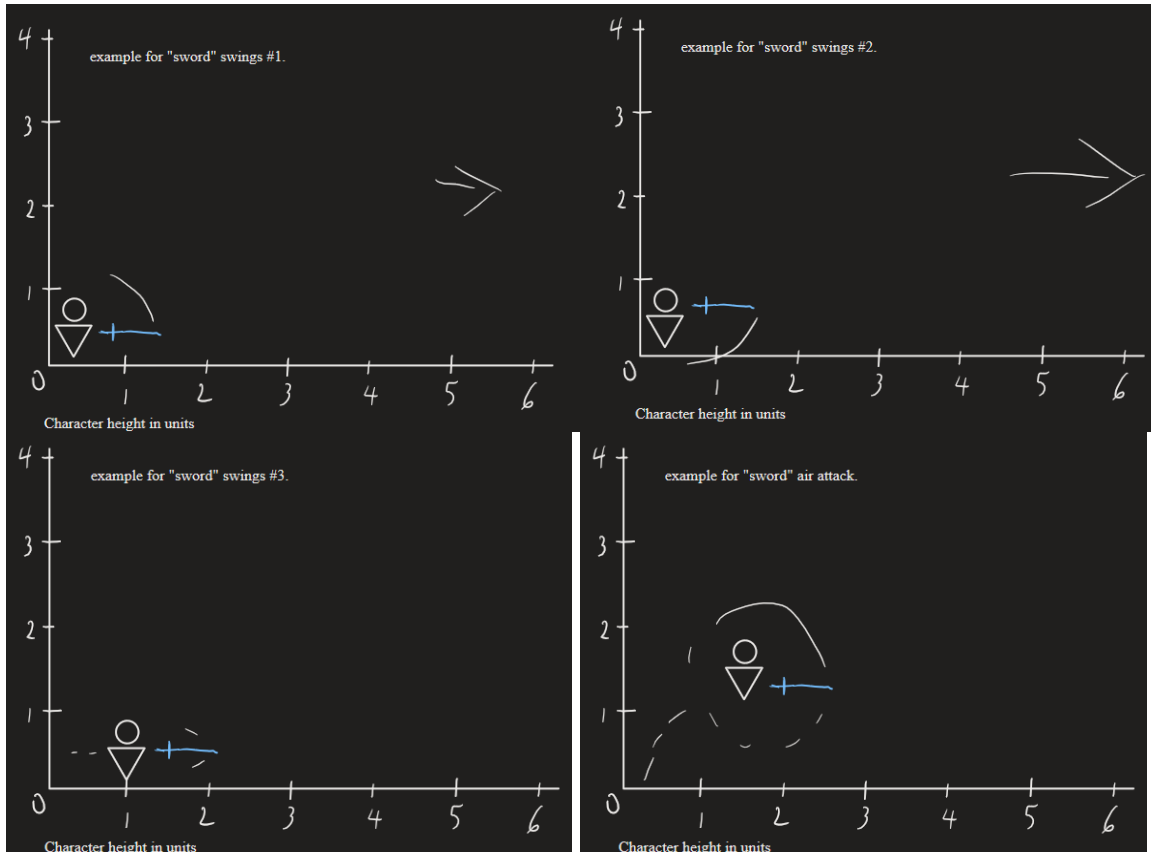
DOUBLE-JUMP

 The player will be able to jump off the ground and once again in the air for extra air control and distance. By pressing the up key, they will be able to jump and provided they were not already in the air they may jump again. They can also jump off while swinging to increase their jump distance.

If the characters top half hits the edge of a platform, they will be able to grab onto the platform and when prompted with the up key will climb on top of the platform. This will allow for more generous margins of error when jumping from point-to-point. This resets any time the player touches a new surface or the ground.

Total distance vertically & horizontally for a "Single" jump.

Character height in units

Total distance vertically & horizontally for a "Double" jump.

Character height in units

Arc example for a "Single" jump.

Character height in units

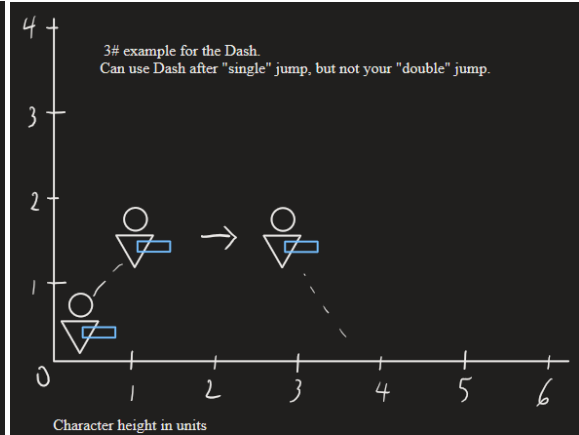Arc example for a "Double" jump.

Character height in units

WALL-JUMP

This will allow the player to jump up the wall vertically or off the wall horizontally. Additionally, the player will be able to jump to a new wall and reset his jump & double jump. This will allow the player to ascend in small quarters.
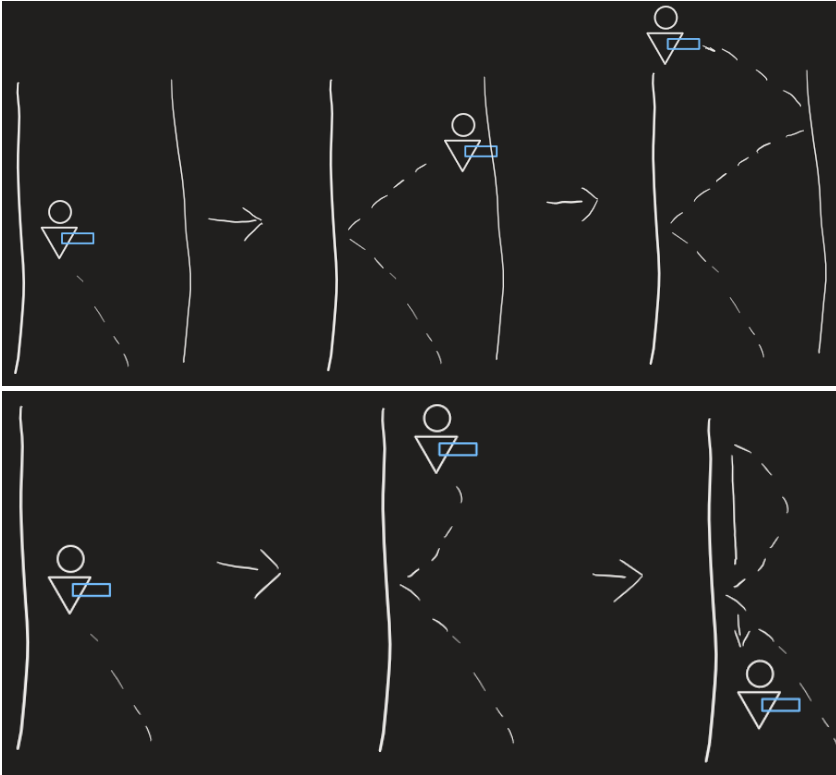
DASH

The dash will allow the player to move roughly 2 times their height in a horizontal direction of their choosing and allow them to avoid attacks for the duration. This ability will be on a cooldown for roughly 3 seconds. Can also be used in the air.

Total distance horizontally for a "Single" Dash.

Character height in units

1# example for the Dash.

Character height in units

2# example for the Dash.
Can dash through enemies.

Character height in units

3# example for the Dash.
Can use Dash after "single" jump, but not your "double" jump.

Character height in units
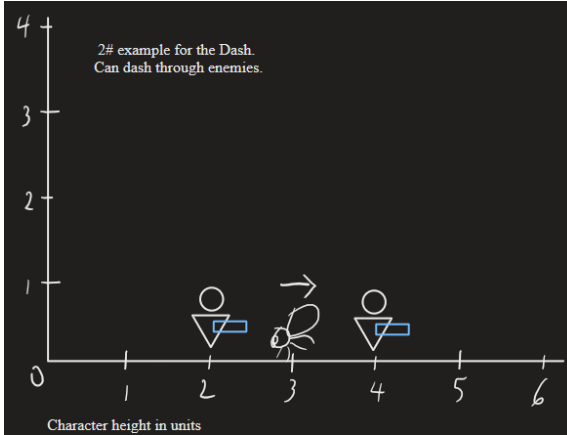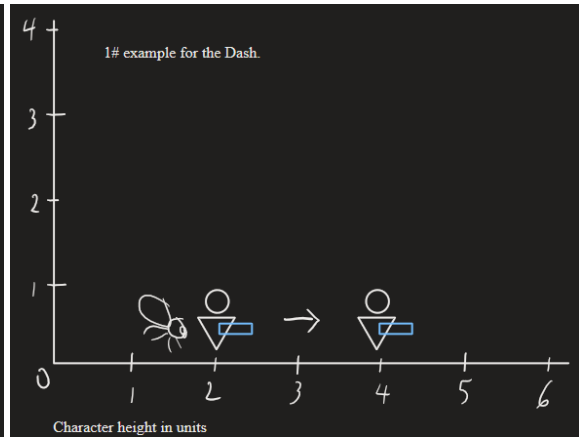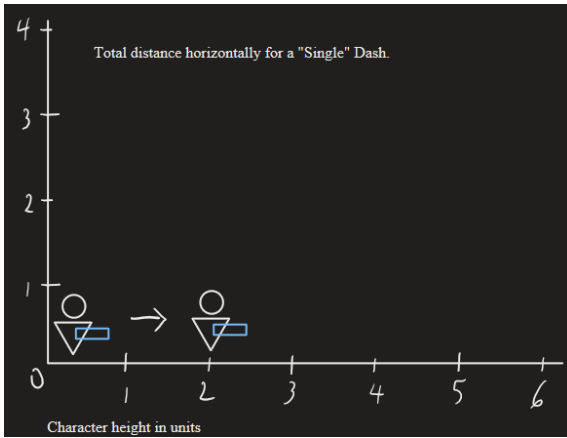
INTERACT WITH OBJECTS

The player can interact with objects such as blocks, switches, to further traverse the levels. This will be done using the E key and it will be context sensitive. For example, if the player is near a block pressing the E key they will grab onto the block and then they will be able to push or pull said block, and if next to a switch it will activate said switch.

The player will be able to interact with switches to unlock doors and/or activate certain portions of the level for example lifting an elevator from one position to another or making a platform move into position etc.

the blocks will be pushed/pulled along my truck and will primarily be used to make steppingstones player can get to hire locations.

Closed door

Open door
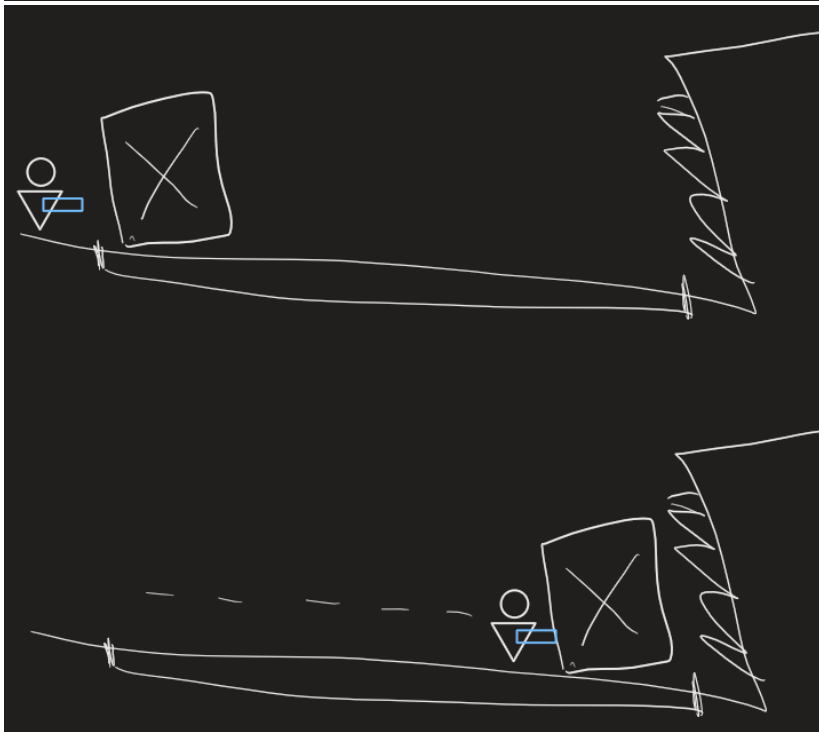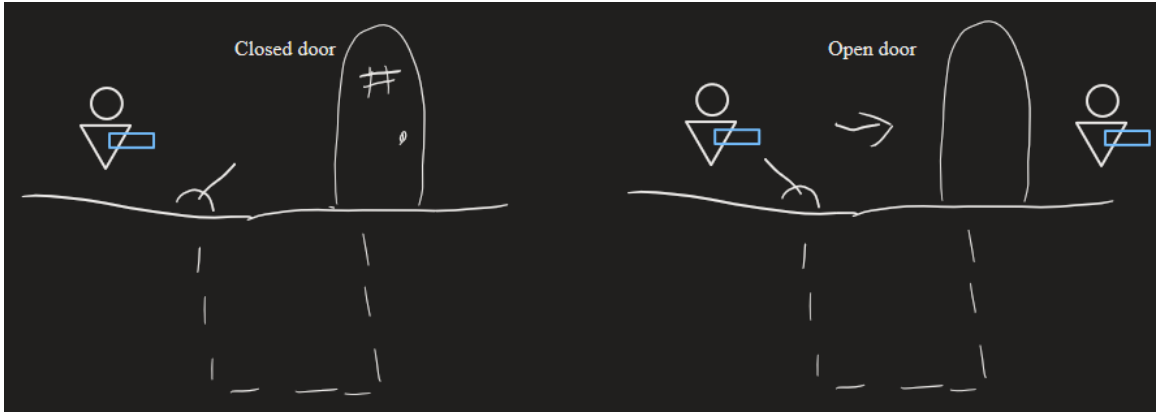
The player will have a health and Mana bar to denote how much of the player currently has, respectively. Health will track how much damage the player has taken and if it ever reaches zero the player dies and responds at the last checkpoint. The Mana bar tracks how much "spirit" you have which powers your "spirit later" correlates with how many shots you have.

The player can take roughly 10 points of damage and use 5 shots before his respective gauges are depleted. The player can refill these gauges with pickups from enemies.

ENEMY ARCHITYPES

Patrolling
(enemy will walk on a set path and not deviate from it)

Charging
(can either be stationary or start out patrolling, and then when the player comes in range it will start chasing the player)

Hopping
(will not move in a straight line, instead it will jump from point-to-point or jump from floor to ceiling)

Flying
(will not be affected by gravity and can move in any direction, probably more in a flowing/curving fashion)

Shooting
(will either target the player directly or have designated spots to fire projectiles that)

ENEMY MECHANICS

ENEMY PATROL

Back-n-Forth roam to patrol an area. Certain enemies may switch to following the player if the player is too close. Some enemies may remain still as to be an idle turret.

ENEMY MELEE

Melee the player if the player is too close to the enemy

ENEMY SHOOTING

Turret/Mortar-like attack where, depending on the enemy, they can fire straight-line bullets or arcing projectiles with more weight.

"SPIDER"

They will mostly be found hanging/crawling on the ceiling and be relatively stationary (maybe lowering or raising itself with its thread or moving around on its web). This enemy will target the player when they come in range and start throwing web balls at the player that deal damage.

Does 2 damage it takes 2 hits to kill.

"ARMADILLO"

they will usually be found on a surface that has walls on either end or it will be patrolling between the walls. If it sees the player, it will roll up into a ball and charged towards the players direction until it hits a wall. While in the ball it is invulnerable and cannot be stunned. After colliding with the wall able come out of its ball being vulnerable again and stunned for a second or two.

Does 3 damage and takes 4 hits to kill.

"BEAR"

they will be relatively large and lumber around a given area carrying a club. If the player comes too close, they will attempt to whack the player with their club. If successful, this will do a large amount of damage to the player and apply a considerable amount of knockback. This enemy will have a larger health pool than most other enemies.

Does 5 damage and takes 7 hits to kill.

"MONKEY"

They will hop around a given area and potentially chase the player when they come in range. They will be continuously jumping from spot to spot (or have a short delay between jumps).

Does 2 damage and takes 2 hits to kill.

"BAT"

They will fly around in a pattern (possibly in groups). If the player makes a loud noise either by attacking or yelling as a result of taking damage, they will start to chase the player.

Does 1 damage and takes 1 hit to kill.

BOSS MECHANICS

Boss idea 1:

The boss will be a dark reflection/shadow of the character and have most of the players abilities along with abilities from the other enemies.

The boss will have relatively long attacked strings and then be vulnerable for a short time after it is complete. Once the boss reaches a certain health threshold, they will become more aggressive and add different attack patterns to his onslaught. (Possibly having different vulnerabilities, for example only being able to be hit with the sword or only being able to be hit with the laser.)

Boss idea 2:

The boss is a large stone or wooden golem. It would have large sweeping attacks and probably throw objects at the player as well. To beat it you would have to use a combination of your movement abilities to get over the boss and attack it in its weak point on the back.

Boss Logic:

The boss will consist of 4 different sequences of attacks Shooting attack, Charge attack, Smash attack and Hit attack that will consist of 2 second wait to continue any other action. Each sequence attack will consist of a particular tactic on how to attack the boss. Each time the boss get stun will drop health and mana orbs.
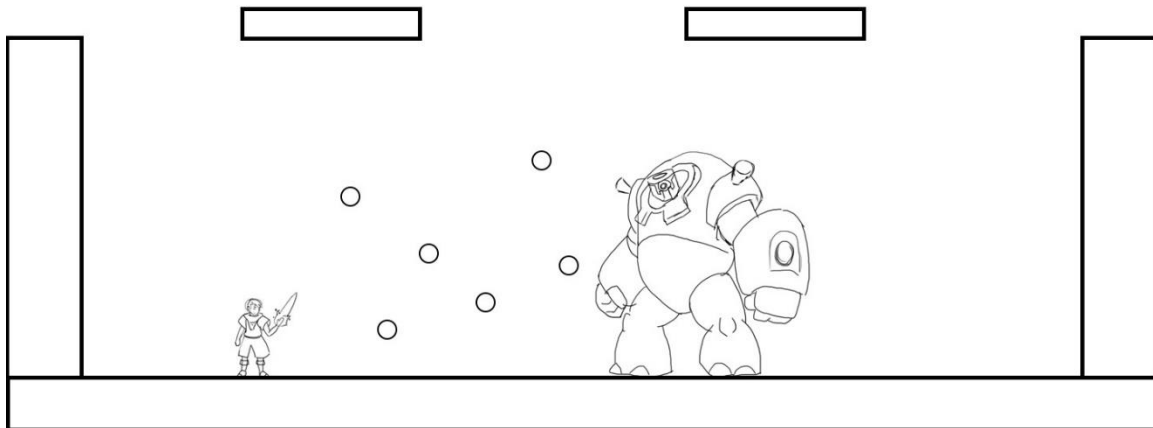
OBSTACLE TYPES

HIGH PLATFORMS

High platforms that you cannot simply jump up on. Different methods of traversing these can include grappling up to the ledge, freezing an enemy to use it as a step up, and the double jump.

MOVING PLATFORMS

These platforms move back and forth in a specified area. The player the player maintains its momentum even when they jump off. Used to cross distances like pits and spikes.

SPIKES

Floor and Wall spikes to damage the player should they fail the obstacle. All spikes will do the same flat damage. Some spikes may pop in and out based on a time interval.

LOCKED DOORS

Certain doors/gates may be locked and require a switch/button to open the door and progress. The player can find the switches nearby with some traversing.

BOTTOMLESS PITS

These pits will **be the** deadliest obstacle for the character to traverse, being that it will kill the character immediately if they fall into it.

ENEMY DROPS/PICKUPS

When enemies die will drop health or Mana pickups. These pickups will range from small to large. Small will fill 1/5 of the associated gauge and the large will refill 1/3.

Enemies will drop a pickup about 1/3 of the time. When they do drop a pickup will be a health type 2/3 (Mana type 1/3) of the time and small 3/4 of the time (large size 1/4).

CHECKPOINT SYSTEM

Our game will be using a checkpoint system that will segment the level in thirds. Similar to the Mega Man X series, these checkpoints will be safe zones for the player and be a clear indicator of the players progression through the level.

The graphical look of the checkpoint should be that of small overgrown room/area with a fountain in the center. When the player enters the area, the fountain will either glow or start pouring water to indicate the checkpoint is active. The player will always respawn at the closest active checkpoint to the end of the level. (If no checkpoints are active, they will respond at the start of the level).

LEVEL LAYOUT

Our game will consist of 3 "normal" levels with a 4th boss stage level (at present). The objective of each level is to get to the exit point/end of the level. Levels will be a mixture of several movement/parkour

challenges combat encounters. Our level layout will be segmented into thirds with checkpoints in between each segment. Each segment will consist of a varying number of movement challenges and enemy numbers based on what we perceive as a good length for the difficulty of the section, before the player needs a break with the checkpoint.

"PUZZLES"

the player will be presented with several obstacle challenges throughout the game and will need to learn and use the abilities at their disposal and the environment around them to meet these challenges. Pushing a stone into a stream of projectiles that was blocking your path.

Enemies will also have specific strategies to deal with them succinctly. For example, the "armadillo" can only be hurt when it is not rolled up and will stun itself if it happens to hit a wall while rolling, so the player will need to position himself to trick the enemy into rolling into a wall.

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