

Introduction

Game Summary Pitch

Athena's Gift is a 2D top-down souls-like game where you play as a shadow mage trying to clear the abomination that has devastated the sky islands to make it inhabitable again.

Inspiration

Dark Souls is a game that requires discipline and patience, dying tens, maybe hundreds of times to defeat 1 enemy. However, in every game the style has been realistic and medieval. The mentality of try, try, try again and yearning for a challenge is the appeal of such games. We want to implement this theory into ours and put our spin on it.

Player Experience

The player is teleported to a sky island greeted by a stone Athena statue awaiting a hero to arrive. Entering a town with a mysterious Seer that gives you the quest to defeat the boss across a bridge to battle Medusa. With each loss, the player learns the combinations of the attacks and can try again. Additionally, there is an option to do a side quest to enhance the powers of his shadow alchemy abilities.

Platform

The game is set to be released on Windows

Genre

Singleplayer, Souls-like, RPG, Top-Down 2D

Development Software

Unity
Visual Studio

Clip Studio Paint
Ableton Live 12 Suite

Target Audience

People that enjoy a dark-souls game and yearns for a different challenge with a new environment and a unique twist

Concept

Gameplay Overview

With a dark souls-like game, we will implement similar features like checkpoints for resets, dodging for enemy attacks. At the start of the game, the player is given an artifact where a light source will be moving respective to the player's cursor. The light source dictates the player's shadow where he will teleport a short distance dependent on the shadow's length upon activation. For the resets on death, a transmutation portal will appear above the checkpoint where the player will respawn back into the world. Finally, for the boss, he will have different projectiles with different waypoints and where a collision will combine into a different projectile depending on the projectiles that collided.

Theme Interpretation (Shadows and Alchemy)

Shadows can refer to darkness and light; it can also mean the literal shadow created from the light. We depict Alchemy as combinations and mixing different values to generate something new. Such as the popular interpretation of mixing potions and casting magic with different combinations of spells, we decided to make the player a mage. Additionally, the combination of Shadow and Alchemy could be defined as Shadow magic, so the main character is a mage that uses shadow magic with a given ability of a light source.

Primary Mechanics

Light Source: Moving alongside the player's cursor where it literally is the light source of the game affecting the direction and length of the player's shadow. **Shadow dodge** allows the player to "roll" into the tip of his shadow.

Shadow Teleportation: The player can drop a shadow where it lingers as a dark spot and when activated, the player will teleport on top of the shadow. Only used once per reset (Shadow placement and the teleportation as a whole)

Dodge: The cursor is a light source, and your shadow moves accordingly. The player can dodge from their current position to the top of their shadow.

Attack: Mid-Range unlimited shadow ball projectiles

Secondary Mechanics

Alchemy Table (Reset Checkpoint): Used to get a new checkpoint for the player where the death will result in a transmutation circle to form above the table and respawn the player coming out. It can also be used to recharge the player's shadow alchemy abilities

Boss Mechanics:

Projectiles: Dependent on the stage, the boss will shoot different projectiles in different wave points. The **red** projectile will be slower but cause more damage, **blue** will be in the middle, and **green** will be the fastest but least damage

Projectile Combination: Different sets of attacks and combinations will result in different waves of attack. When red and blue collide, a purple laser will be thrown on impact.

Art

Theme Interpretation:

When we think of Shadows and Alchemy, we think of mixing potions and magic, particularly shadow magic and using transmutation circles to do something magical. With alchemy, there could be lots of colors and combinations of those colors, so the boss projectiles utilize this color scheme. With Shadows, we also think of dark colors, so purple, blue, and black which were the main colors used for the map and player.

Design

We also implemented animations with shadow with the player projectile being a purple magical ball skipping water, but instead of water, it's the shadow. His magical abilities also correlate with the shadows. The art was leaning towards more cartoony doodle images.

Audio

Music

Because the game is located on a floating island, the music will have a minimalistic vibe in the beginning of the game, adding to the mystery of where you are exactly. To give a hint of retro feelings, 8bit drums and synthesizers are used throughout the score. The piano is used to carry the chordal and melodic information throughout the beginning of the game.

Once the player reaches the boss, the music will change quite drastically, changing to a fast-paced rhythm with electric guitar and bass taking the spotlight. This is to evoke a feeling of intensity during the fight.

Most tracks are heavy on low end. This was done to simulate a dark and mysterious vibe throughout the game, referring to the shadow theme.

Sound Effects

To add to the retro feeling, synthesizers will be used for most sound effects unrelated to the players' or monsters' actions. For the remaining components foley is used to give an accurate sound for the action.

Game Experience

UI

Player actions are added to the side, so the player knows what their abilities are.
Their HP and the Boss's HP are also added so the player knows how close they are to dying.

Controls

Keyboard:

Player Movement: WASD

Shadow Roll: Space

Shadow Teleport: Q

Interact: F

Development Timeline

MVP

Department	Assignment	Status	Bijgewerkt
Music	SFX - Howling wind / leaves sound	Finished	2024-07-31
Music	SFX - Boss attack sound	Finished	2024-07-29
Music	SFX - Interaction npc & text sound	Finished	2024-07-27
Music	SFX - Attack sound	Finished	2024-07-27
Music	SFX - Dodge	Finished	2024-07-27
Music	SFX - Teleport sound	Finished	2024-07-27
Music	SFX - Respawn sound	Finished	2024-07-27
Music	MUSIC - Boss Fight Theme	Finished	2024-07-2

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Music	MUSIC - Main menu theme	Finished	2024-07-27
Music	SFX - Footsteps	Finished	2024-07-27
Code	Player Movement	Finished	2024-07-18
Code	playerInputManager	Finished	2024-07-21
Code	Player Abilities: Teleport	Finished	2024-07-21
Code	Health system	Finished	2024-07-22

Story	MVP Designs	Finished	2024-07-18
Art	Player Animations: Teleporting	Finished	2024-07-24
Art	Player Animations: Dodging	Finished	2024-07-24
Code	Left hand accessible - LOW PRIORITY	Finished	2024-07-21
Code	NPC MAN	Finished	2024-07-21
Story	Boss Stage Documents Foundation	Finished	2024-07-22
Code	Light Source on Cursor	Finished	2024-07-21
Code	Player Abilities: Dodge	Finished	2024-07-21

Art	First Player Sprite	Finished	2024-07-22
Art	Player Animations:Movement	Finished	2024-07-22
Art	Map:Boss Arena	Finished	2024-07-24
Art	NPC MAN(town guy)	Finished	2024-07-24
Art	Bottom Mob	Finished	2024-07-24
Art	Map:Bridge	Finished	2024-07-24
Art	Starting Island	Finished	2024-07-24
Art	Transmutation circles	Finished	2024-07-24
Art	Alchemy Table	Finished	2024-07-24
Art	Map:Town	Finished	2024-07-24
Art	Map:Bottom Area	Finished	2024-07-24
Art	Boss, Player, Mob Projectile	Finished	2024-07-27
Code	Map Colliders	Finished	2024-07-27
Story	Story: NPC Interactions	Finished	2024-07-28
Code	Boss: Waypoints/Attack Patterns	Finished	2024-07-31
Code	Boss: Projectiles Prefabs	Finished	2024-07-31

Code	Boss: Movement and Stats?	Finished	2024-07-31
Code	Short cutscene before teleporting to starting island	Not started	2024-07-19
Code	Puzzle on the bridge utilizing the shadow abilities?	Not started	2024-07-19
Code	Another ability?	Not started	2024-07-19
Code	Transmutation Portal Buff	Finished	2024-07-31
Code	Alchemy Table: Reset abilities and respawn	Finished	2024-07-31
Art	Boss Bomb Mob and Stone Statue	Finished	2024-07-31
Code	HUD	Finished	2024-07-31
Music	MUSIC - Town Music Theme	Finished	2024-07-31
Music	MUSIC - Mob killing area	Finished	2024-07-31
Music	MUSIC - Starting Island music	Finished	2024-07-31

Code	playerAnimationManager	Finished	2024-07-31
Music	SFX - Buff spawn sound	Not started	2024-07-27
Art	HUD Icons	Finished	2024-07-31
Art	Game Page/Main menu/ pause	Finished	2024-07-31

Code	Add Sounds	Finished	2024-07-31
Art	Boss Animations: Attack Movement	Not started	2024-07-31
Code	Animations	Finished	2024-07-31
Code	1-2 mobs in bottom part of map	Finished	2024-07-31