

Title: Rosary



Team:

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Elevator Pitch:

Rosary is a gothic 2.5D roguelike narrative dungeon crawler where a girl named Rosy seeks vengeance upon a religious order, "The Hands of the Allfather", for burning her family at the stake due to supposed witchcraft. Possessed by Surtan, a powerful demonic entity, Rosy is compelled by the whispers in her mind to fight her way through the Temple of the Allfather to reach the Divine Gate, which Surtan has told her lies within the Inner Sanctum. There, she believes she can release Surtan's full form to wreak havoc upon those that slew her family.

Story/Plot:

The main character **Rosy**, seeks vengeance upon the religious order, **The Hands of the Allfather**, that slaughtered her family for supposed witchcraft and the worship of a prohibited god/entity – **Surtan the Inevitable Inferno**. Through the whispers in her mind she concludes that if she were to reach the **Divine Gate** which lies within the **Inner Sanctum** of the religious order's

headquarters, she could corrupt the magic and release Surtan in their full form to wreak havoc upon those that slew her family.

To gain her vengeance, Rosy must first fight her way through the outer watch of guards surrounding the temple ascending a series of overgrown ruins called the **Temporal Garden** and fight the first boss, **Deacon Octavious Malin**.

Once defeated, she can enter the actual temple that is ornately carved and protected—called the **Halls of Verity** and fight through a series of holy knights called **zealots**. She then can defeat the second boss, **Prime Zealot Ontario Cadens** to pass into the final chamber.

The final chamber, **The Inner Sanctum**, is a series of long halls that are guarded by zealots, clerics, and priests. At the very heart of the Inner Sanctum, is the Divine Gate. This is where Rosy must defeat **Matriox, Hand of the Allfather**, to finally corrupt the energy of the Divine Gate and release Surtan from his interdimensional prison.

Dialogue:

Intro Scene:

It begins with a picture of Rosy looking in a mirror and seeing the reflection of herself in a demonic form, with the hand of her **mother** on her shoulder who is standing behind her in the room.

Mother: “Remember Rosy, keep your powers hidden, for they are a gift that not all are ready to see.”

Cut to:

The Hand of the Allfather(pictured perhaps with a yellow gauntlet on their armour or attire), perhaps the Zealots holding Rosy’s father bound and gagged on a stake in the centre of her village. A priest walks forth with a lit torch and speaks up:

Priest: “By light of the Allfather, be purged, witch!”

They light the fire and the surrounding crowds cheer (crowds and cheering doesn’t need to be pictured).

Cut to:

Rosy cries in an alley, whilst a dark essence swirls around her.

Surtan “Seek the Divine Gate at the Temple of the Allfather, there your gift will allow you to release me and we will avenge your mother.”

Cut to:

Rosy standing before the first level, the Temporal Garden, and seeing the Temple of the Allfather past it.

Surtan “Take your vengeance, child.”

Game Begins

1st Boss (Deacon Octavious Malin) Dialogue

On Meeting: “What is this? A vagabond of the slums in my garden? Disgusting!”

2nd Boss (Prime Zealot Ontario Cadens) Dialogue

On Meeting: “You’ve committed high treason against The Allfather upon hallowed grounds, and thus, you will receive retribution!”

Final Boss (Matriox, Hand of the Allfather) Dialogue

On Meeting: “You seek the Divine Gate? Pathetic. Its machinations are beyond mortal comprehension, you will fall by the light of the Allfather!”

Boss on death: “No... No! It’s not possible, you can’t—”

Surtan/Rosy: “Yesss... claim vengeance child!!!”

Characters:

- **Rosy:** A girl who seeks vengeance upon a religious order that killed her mother/family for supposed witchcraft.
- **Rosy’s Mother:**
- **Surtan:** The demonic entity that Rosy and her family worshipped and that now gives Rosy supernatural powers
- **Deacon Octavious Malin:** A haughty deacon of the order who frequents the Temporal Gardens
- **Prime Zealot Ontario Cadens:** The leader of the zealots, or the holy knights that protect the Temple of the Allfather
- **Matrix, Hand of the Allfather:** The high priest of the temple who is considered the holiest in the order and communicates with (The Allfather) through the Divine Gate.
- **The Allfather?:** The deity to the Hands of the Allfather

Development:

Github: <https://github.com/Qeolvdxu/NUGGI2022>

Sound effects/Music

- Creaky wood
- Attack sound effect
- Defeat sound effect
- Skipping on stone sound effect
- Creepy music

Aesthetic:

- Isometric
- abandoned church with huge plants

- Rosy is like a porcelain doll - sometimes creepy, sometimes cute - simple eyes with eyelashes, only have iris and pupil when cute
- Use Godot toon shader for 3D assets
- Tree roots going into walls
- Looks old and abandoned
- Moss
- Blood splatters on walls
- Lit by stained glass windows - some are broken and boarded up
- Maybe a chandelier in the ceiling with cobwebs and stuff
- Some grassy areas
- Western cartoony
- cult hooded figures - white and gold colour so they look like they are good - maybe have rosaries around their necks, some holding books

Gameplay (objectives, game progressions, in-game GUI, etc.)

- Can have some platforms - broken columns, so a bit of a platformer
- Stone wall maze
- When Rosy kills an enemy, she saves their soul
- Timer - goes down with time and hits from enemies, jumps back up whenever she collects/saves a soul - when the timer reaches 0, the demon comes out
 - Timer resets at the beginning of every level and whenever Rosy transforms
 - There is separate timer for transform time remaining
- If the demon comes out, it automatically deploys - killing enemies, but also releasing demons in the world, which gives her double the damage of a hit from an enemy (or enemy attacks twice as fast)
- Every buff has a debuff
 - 2 categories
 - Buff for normal form enhances stealth ability, buff for demon form enhances combat strength
- When Rosy's demon kills an enemy, the enemy turns into another demon and starts flying around the map, obstructing the view.
- Rogue-like - die then restart, then upgrade
- If she is seen by a cultist, the screen goes black, and she starts again at the beginning - with dialogue, telling her to stay there bc it is too dangerous
- Player has to hone their skills in killing enemies
- Only demon form can climb up ivy

Theme: Duality

- Switching between two personalities
- Switching between characters quickly
- Character has a demon inside, wants to do bad things, but must hold back so people don't suspect them

- Every buff comes with a debuff - deleted every run

Programming:

- *Enemy Mechanics:*
 - Detection cone system
 - Follows player or attack
 - If a enemy touches player
 - Instant demon form if available
 - If not available insta die - instant kill
 - Fixed movement patterns
- Make the map procedurally generated
- Figure out how to make materials, insert textures into materials, and apply materials to objects
- Figure out how to do lighting
- Do fx described in art section of doc
- Particle effects around level for ambience
- Ui setup
- item system
 - Mirror
 - Which allows for the demonto attack behind themselves at lower damage
- Gameplay
 - Upgrade system
 - Normal form (assassin mode)
 - Dash 1 more time (max 3 times)
 - Stealth time increase by 2 sec (max 6s), reduces berserker mode time by 1 sec
 - Move speed increase by 10% (max 30%)
 - Damage dealt when sneaking behind enemy increase by 50%, reduces damage by 25% (max 75%) when surrounded by enemies 2 or more
 - Demon form (berserker mode)
 - Attack bounce to 2 nearby enemies, dealing 50% of original dmg (max 3 enemies with 75% of original dmg)
 - Attack can pierce enemy (can pierce 3 enemies)
 - Berserker mode time increase by 2 sec (max 6s), reduces stealth time by 1 sec
 - Damage increase by 50% when enemy is 2 or more (max 150%) , reduces damage dealt by 25% (max 75%) when performing a sneak attack

- Timer - goes down with time, jumps back up whenever she collects a soul

Art:

- Provide programming with sample 3d asset, texture set, and sprite animation asap so they can test things - see if fbxs preserve materials
- Do 3d assets first, so they can build level
- Title Card - illustration with glowing dots particle effects
- Build map out of modular segments
- **Icons for the different skills**
- **UI - soul collection icon (soul hourglass), dialogue box, player controls, buttons to open menus (controls, start, restart, quit)**

Illustration:

- When you lose: At the end, Rosy releases the demons into the world and her soul weeps
- When you win: She holds the crystal high as all the demons are exorcised, including the one inside of her - have middle of illustration in focus, and burrier as you out, she's lighting up the scene, demons are dying

2D Sprites:

- Cute sprite (frowning, puffed cheeks), creepy sprite (creepy smile, sharp teeth), then demon coming out - opening cutscene can go black and white like lightning to show that she's creepy - along with dialogue for story (opening cutscene) - these sprites can be used with dialogue boxes if needed - "You won't take the crystal! I won't let you!" - should be properly coloured
- Idle animation
- Creepy attack animation with big demon claw - 3 frames, anticipation, followthrough, smear
- Long range attack animation in her cute form, spiral eyes - switches to cute form, then switches back - smoke particle effect in godot with fx
- Skipping animation - have her make blue fire to show foot impact, like hades - can also be done with fx in godot
- Girl taking damage, flashing red animation
- Girl crumbling into dust
- Blood splatter - and fade away animation (just lower opacity)
- Demon (black blob with eye) lashing out like crazy animation
- Demons flying around(after enemies turn into demons)
- Hooded figure sprite
- Hooded figure shaking head animation
- Soul being released animation
- Desaturated girl animations for lifeless doll
- **Normal Form upgrade icons**
 - Dash
 - Sneak

- Speed
- Damage dealt when sneaking behind enemy increase by 50%, reduces damage by 25% (max 75%) when surrounded by enemies 2 or more (Backstab)
- **Demon Form upgrade icons**
 - Attack bounce to 2 nearby enemies, dealing 50% of original dmg (max 3 enemies with 75% of original dmg) (Rebound?)
 - Attack can pierce enemy (can pierce 3 enemies) (Pierce)
 - Berserker mode time increase by 2 sec (max 6s), reduces stealth time by 1 sec (Boost)
 - Damage increase by 50% when enemy is 2 or more (max 150%) , reduces damage dealt by 25% (max 75%) when performing a sneak attack (Crowd Pleaser)

3D Assets (have things be consistent in size - stone wall is one unit, so is arch, floor tile, etc):

- Boards of wood - for boarded up windows, and to make low poly church pews
- Floor tiles - can double as platforms to go up and down
- Stone wall
- Stone wall with ivy
- Tree roots
- Big, spiky vines
- Arch
- Column
- Grass blade
- Rotating stone cylinders with doors to traverse like a maze
- Normal stone maze with vines and wood and stuff occasionally blocking path

Textures:

- Vine opacity texture maps
- Ivy leaf bunches - in planes
- Tightly packed vines (green texture map)
- Floor tile texture maps - ornate, but faded design
- Blood splatter map
- Grime opacity maps
- Stone wall texture
- Floor Tile design
- Wood texture