METROIDVANIA: 2018

TEAM: VV2DNSZ (WAY TOO DENSE)

DOCUMENT: CONCEPT DOCUMENT

1.1 GAME VISION:

The preproduction of the game started with a vision, the main intention of this game is to create something unique and something which player has never experienced. Player will have unique experience, as the world is musical and full of fascinating creatures. With a complete immersive story player will have an experience that they never had before.

1.2 UNIVERSE:

The story revolves around a universe of creatures of different kind. People are born in this universe with a wisp around them, which represents their soul. The soul of an individual in this world is not inside the body but outside them in a form of wisp. After a certain age, the wisp takes a form of musical instrument, which describes their attitude and attributes. For example, if there is a person bold and brave he will have a base guitar.

In this world, the people control the environment with their musical instruments

As we all know it is a circle of life, where people die and are born. It is been said that people go to a place called ---------, before going to hell or heaven, here the dead are judged according to their deeds and send to a specific place. This is the last place where people have their body with them and from here their soul travel to hell or heaven.

Some souls who have their pending works and could not fulfill their duties in the living world are not ben allowed to go to hell or heaven and eventually they die for real.

1.3 BACKSTORY:

This is a story of a simple person in this world. A simple working person who lives has a peaceful life working for his family, which includes his wife. Everything was perfect in his life until the day his wife disappeared. It was a tragic incident for him, love for his wife made him leave all his work and go in search for his wife. Wandering here and there all the places, he could have thought of but could her, after an unsuccessful search he gave up and declared her as dead. He blamed his wife for what has happened to his life now. He had nowhere to go, with some love he had for his wife he at last thought to pay some respect to her by praying for her soul and playing his flute, at that point he felt dizzy and felt on ground and the next thing he remembered getting up in the world of dead.

1.4 STORY:

As hero enters the world of dead, he has no clue what is happening, as he is sacred and surprised at the same time. As the game progress he finds out that he is in afterlife but he is still alive which makes him an outsider hence he is been attacked by the people who live in this afterlife world. While exploring he discovers that he is in limbo of the afterlife world. Those who are not able to reach hell or heaven are stuck in limbo. Hero starts moving and tries to find out what is happening then he reaches a place with a huge door, here player hears voices, he recognizes the voice as it is the voice of her wife. She tells the hero that she was dead and she did not leave him. Hero understands that his wife in behind the door and he has to find a way to go in and while exploring he finds out that there are three regions in this world and he has to find individual notes in the world to enter those regions and collect three notes which acts as the key for the main door. Hero is been blaming his wife for leaving him which is not true and because of this she is stuck and soon will be send in limbo. . Hero's wife explains him that she needs to set free.

While collecting the entire notes or keys hero does not realize that, he is destroying the afterlife and is killing the dead. As he moves on collecting the notes, the music in the world goes off tune and the environment is degraded. Hero In the end after setting his wife free realizes of what he has done...

2.1 CLASSIC MECHANICS:

Movement: Movement is the classic mechanic of all the games where character will move left and right only as it is a platformer

Jumping: Jumping mechanics help player to traverse and has to modes short jump and long jump by pressing the jump button for longer

Double Jump: It is the second form of jump where the player will jump twice once from the ground and another in the midair.

Wall Jump: A mechanic used for area traverse where player can jump on walls, which will help him to climb walls.

Attack: Character uses his flute to attack the enemy, while he plays the flute the music notes appears one by one and swirls around the player and hits the enemy is in range.

2.2 SPECIAL ABILITIES/ITEMS:

Air Blow: An area traverse ability where the character uses his flute and blows in direction, which propels the payer to a longer distance. Player can only use this ability in midair, the time freezes and player can choose the direction he can propel himself. The ability will use a stamina bar, which will be included in the HUD, and player has to collect souls to refill that bar which he will get by destroying enemies.

Sonic Note: An area traversal and attaching mechanics where character uses his flute to playa note which is so shrill and strong that can break some walls and stun or destroy enemies. This ability is also directional. This ability uses stamina bar.

Sonic Blast: Character plays the flute so hard that it creates a sonic blast around the player an AOE effect that throws all the enemies near the character away from him and even effects their health in an attack ability. This ability uses stamina bar.

Shield: A defensive ability, which is also been used for area traversal. In this ability, character plays his flute and the notes create a shield around him, which is so hard that it can break through some walls if player is thrown towards that wall with the Air blow ability.

//Nature Song (Item): Item allows character to control the growth of vines all around the map and can be used for area traversal. When the character uses this ability, it activates an animation of growing up of a vine. Ability uses stamina bar

//Mind Song (Item): Item allows character to control some enemies for opening up ways for the player to traverse in the area. This ability also activates the animation of the enemy walking and opening the path for player. Ability uses stamina bar

NOTE: // represents that the ability is optional

2.3 ENEMIES AND OBSTACLES:

Harmonica Enemy: This enemy is the basic enemy in the game and has three types.

- Type 1: This enemy patrol in a path, if player encounters this kind of enemy his heath reduces with some amount. This enemy play harmonica, Player can either kill it or ignore it by jumping over it.

- Type 2: Like last type even this patrols in a particular path. In this type his plays louder, which creates a AOE around it which prevents the player to jump over it and use Sonic note stun it and then kill it

- Type 3: AOE of the Harmonia of this enemy is much more powerful, Player must use his skills to destroy this enemy.

Drum Enemy: This enemy is a ragging enemy or a charging enemy and as three types

- Type 1: This enemy patrol and moves while playing drums once it detects the player in a specific range it charges towards it to hit him. Player can jump behind and ignore it or can hit him face to face

- Type 2: Patrolling is similar but the range of detecting enemy is more in this type

- Type 3: Enemy will have a AOE for its drums and the range is more with the increase in speed so player now must use his ability of blow to move behind the enemy and attack it.

Trumpet Enemy: This a flying type enemy where the enemy flies, charges, and shoots according to its type.

- Type 1: This enemy patrol in a specific pattern playing a trumpet. As this enemy detects player its range, this enemy charge towards it

- Type 2: This type shoots projectile at you and follows a path.

- Type 3: This type shoots and waits for some second and charges at you when the player is in the range.

Wall/Ground Spikes: These are static enemies or obstacles, which on contact reduces player and enemy health

Swinging Piñata: Spiked swinging piñata, which on contact blasts and reduces health of player and enemy.

2.4 PRIORITY OF GAME MECHANICS:

The mechanics and the features of this game are set in a specific manner with respect to the level design and the story progression, Priority is set in the order given bellow.

- Wall jump

- Sonic Note

- Shield **//** Mind song

- Air Blow **//** Nature Song

- Sonic Blast

The priority of the abilities is been based on level flow and progression in a way that the player cannot go to a certain area until and unless he has the required abilities.

(NOTE: importance of the ability is described in the explanation of the mechanics and special abilities)

(NOTE: // represents that the ability of special item is not yet confirmed)

2.5 IMPORTANCE OF GAME FEATURES:

Features in this game are have an important and key role in the game vision,

Musical: The game is completely based on music and instrument, as it is one of our vision and mission to give the players an musical experience the characters in the game have musical instruments as their weapon and even for aesthetics which will help in completing the goal.

Mexican Theme: Mexico has a diverse culture and especially in music, its style of music is unique and to make our player experience this musical journey we tried to maintain this Mexican theme.

Story: We wanted our players to be one with the story and its universe. We also wanted our player to leave the game with a weight on their heart a weight, which is subtle and not intense, to do that we created a universe from the scratch, gave it a meaning, and made a heart breaking but a happy story.

Mechanics: Games mechanics were selected precisely with respect to the theme and the vision i.e. all special abilities are practiced by player's musical instrument, which gives the meaning and sense to the universe and the character.

Characters: The character in the game are unique and different in their own way, this universe is a place of creatures (created from scratch) this also has a huge part in the game vison as it gives a unique and beautiful feeling to the players.

2.6 CONTROLS:

Movement:

- Holding left analog stick in left and right direction on a PS4 controller.

- Holding left analog stick in left and right direction on a XBOX controller.

Attack:

- Pressing Square on PS4 controller

- Pressing X on XBOX controller

Heavy/Charge Attack:

- Holding Square on PS4 controller

- Holding X on Xbox controller

Jump:

- Pressing X on PS4 controller / in mid-air to double jump / On wall, to wall jump

- Pressing A on Xbox controller / in mid-air to double jump / On wall, to wall jump

Sonic Note:

- Pressing Circle on PS4 controller

- Pressing B on Xbox controller

Sonic Rush:

- Selecting with D-pad up and press R1 to use in PS4 controller.

- Selecting with D-pad up and press RB to use in Xbox controller.

Sonic Blast:

- Selecting with D-pad down and press R1 to use in PS4 controller.

- Selecting with D-pad down and press RB to use in Xbox controller.

Shield:

- Holding left analog stick down in PS4 controller.

- Holding left analog stick down in Xbox controller.

\\ Nature Song:

- Selecting with D-pad right and press R1 to use in PS4 controller.

- Selecting with D-pad right and press RB to use in Xbox controller.

\\ Mind Song:

- Selecting with D-pad left and press R1 to use in PS4 controller.

- Selecting with D-pad left and press RB to use in Xbox controller.

3.1 GAME LEVEL FLOW:

The game follows a flow in which the player begins the game from a tutorial level and traverse accordingly.
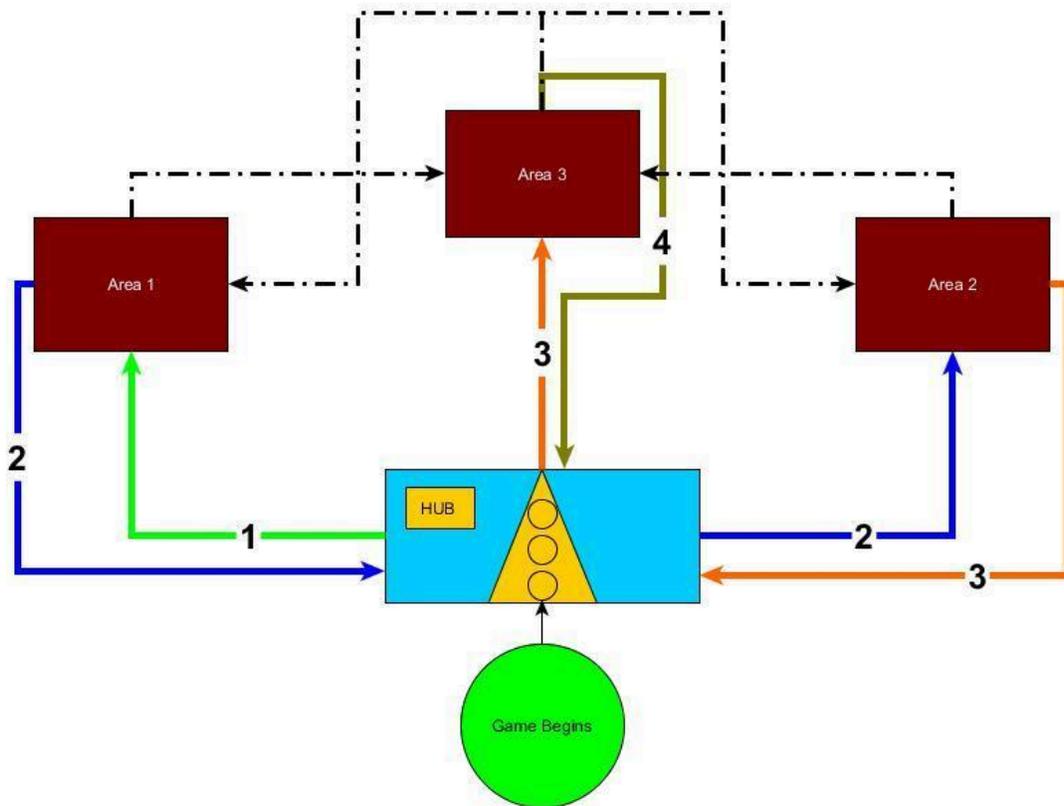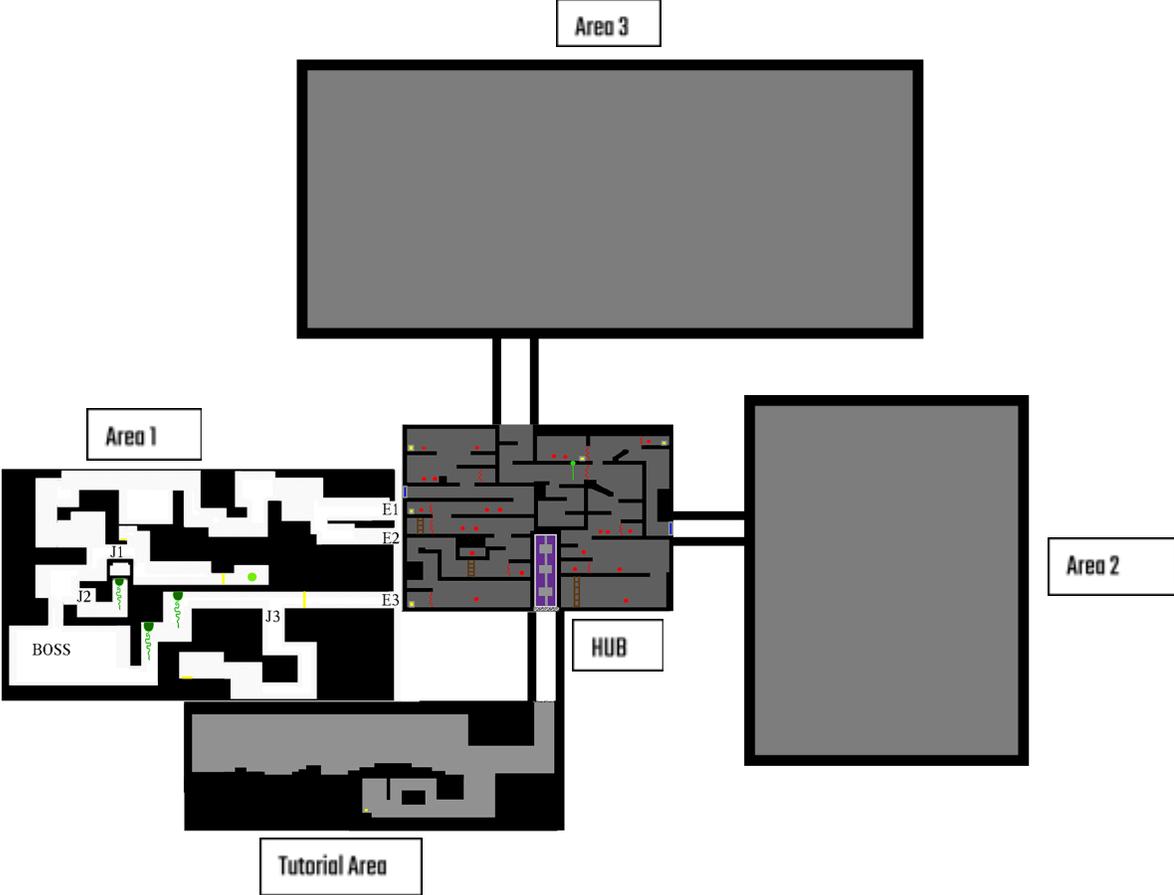

FIG 1.1

Fig 1.1 explains the critical path or the flow of the game the player starts from the bottom and moving towards the hub and then follow the way numbered accordingly.

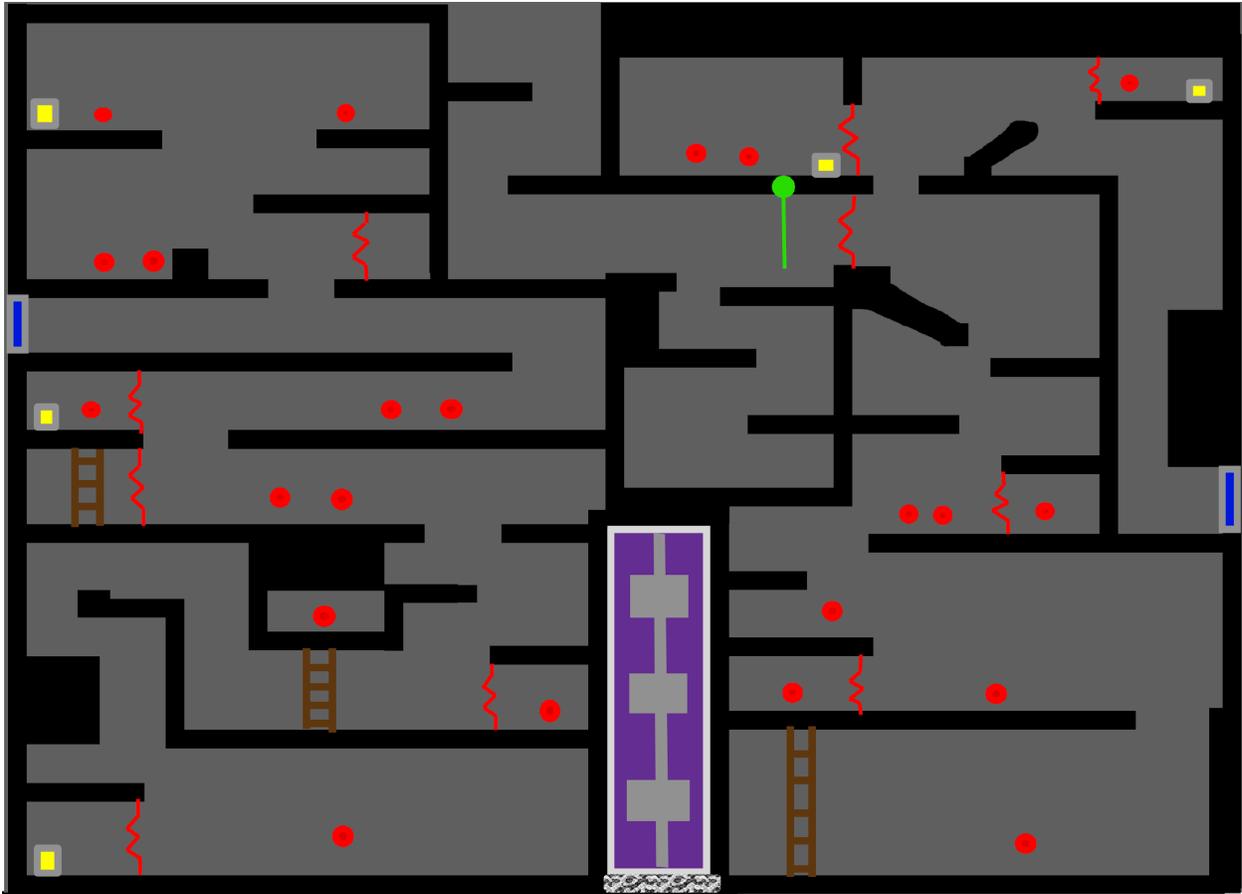The dotted line represents the alternate way for faster backtracking in the regions.

3.2 WORLD MAP (IN PROGRESS):

Area 3
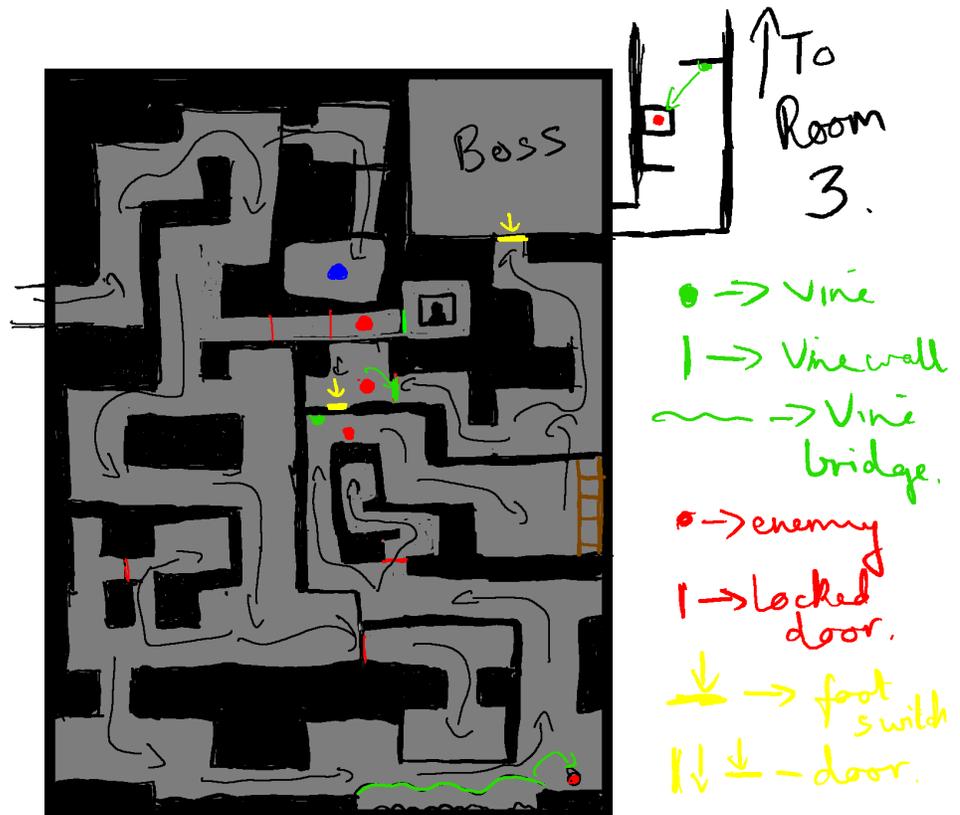
Area 1

E1
E2
J1
J2
E3
J3
BOSS

HUB

Area 2

Tutorial Area

Tutorial Area:

HUB:

Area 1:

E1

E2

J1

J2

E3

J3

BOSS

Area 2 (In Progress):

To Room 3.

Boss

● → Vine

| → Vine wall

~~~ → Vine bridge.

● → enemy

| → locked door.

↓ → foot switch

|↓ ↓ — door.

4.1 ART DIRECTION:

When developing a stylized game, it is important to avoid creating a visually flat experience that is too dominated by a single style, with slight variation and contrast. We strive for visual unity, not uniformity.
For the art direction, we decided to for an art style that would optimize workflow while still maintaining the visual quality, something that would look sketchy but still complete.

4.2 VISUAL INSPIRATION:

The environment is strongly influenced by the art works of one Pascal Champion. These follow a very minimal painting style with the visibility of initial sketch lines. The colors used are very subdued, with brighter parts being the point of interest. We plan to use this method of color and lighting to also provide the player a sense of direction to follow.

4.3 LEVEL MOCKUP:

4.4 LEVEL MOCKUP WITH UI:

With respect to the theme and the vison of the game the characters had to be unique and different as it is a creature world.

There were lots and lots of character exploration by combining of animals and insects. As face was more emphasized.
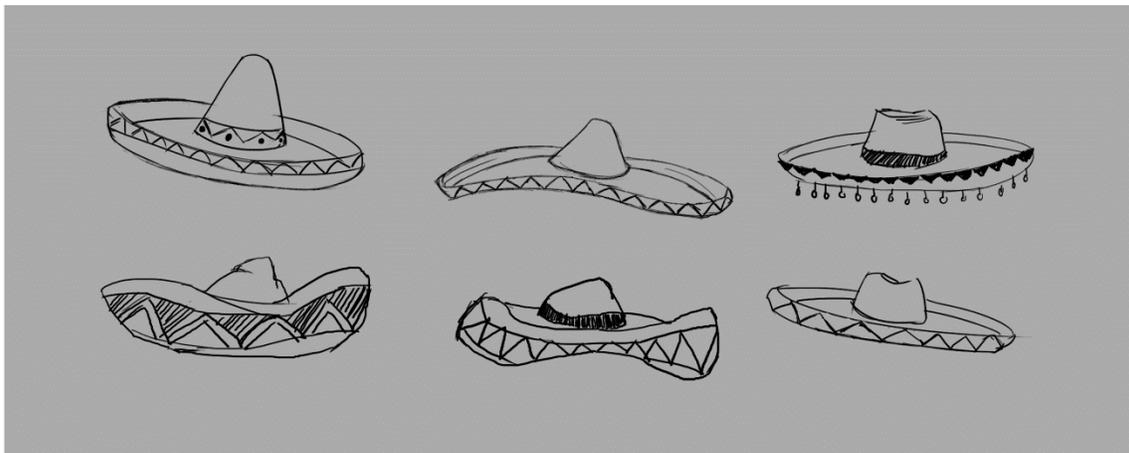
The body was taken as a normal human body to make it a mixture of human and animals and insects. So, for character we went for cel shaded art style since the environment is sketchy and subdued. So, a simple cel shaded art style would complement the environment and bring the focus on the character. Cel shade was used so that the character can pop out in the background. Since the character is a wanderer   and is Mexican so lots of variations

were made and finally the character wears a Mexican hat and a shawl.

Character Design
Protagonist

Character Exploration
Hat Design (Protagonist)

The faces of the enemies were also explored just the way the main character did.

Character Exploration
Enemy Faces