



DIVINE DARKNESS

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Top Down 2D shooter with unique after-dying ability

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1. GAME OVERVIEW

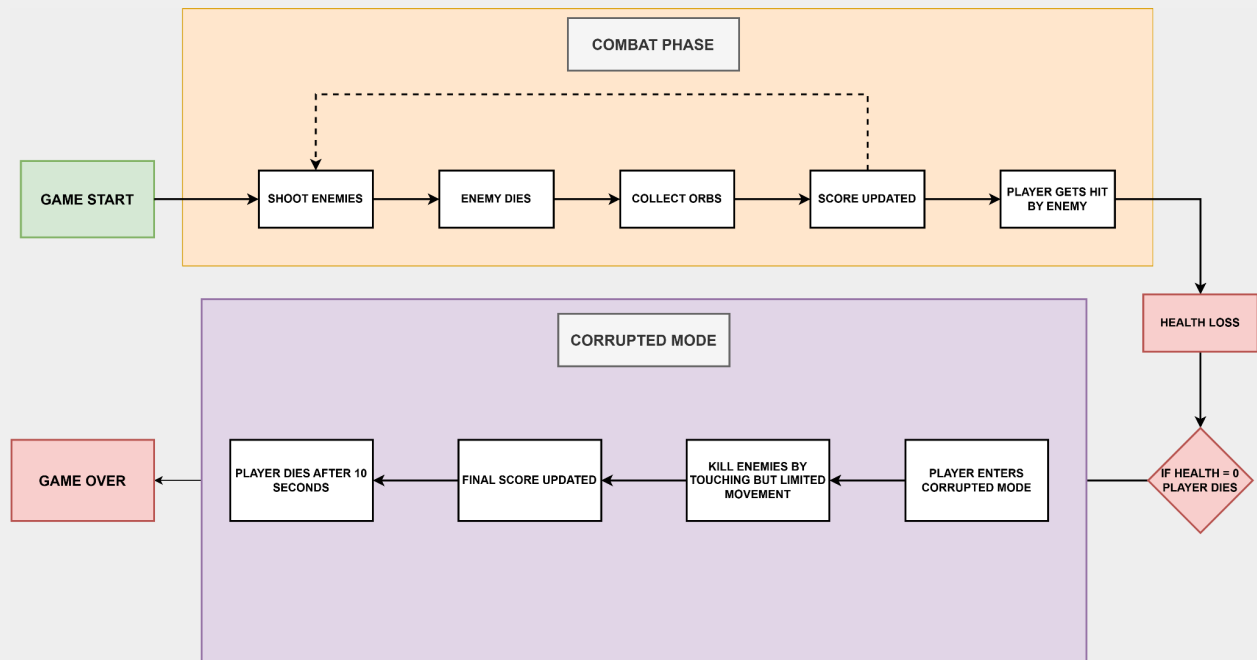
- **Title:** Divine Darkness
 - **Genre:** Top-down Arena Shooter / Survival Action
 - **Platform:** WebGL
 - **Engine:** Unity
 - **Game Jam:** Made for a game jam (ScoreSpace Jam #26)
 - **Perspective:** Top-down 2D
 - **Target Audience:** Fans of rogue-lite, survival, and high-score arcade games
 - **Playable Link:** [Click Here](#)
 - **Community Feedback:** [Click Here](#)
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2. GAME SUMMARY

In Divine Darkness, you are a soul collector stranded in a corrupted, ever-darkening dimension. Your divine task is to eliminate as many corrupted creatures as possible, gather souls from their fallen bodies, and survive the onslaught. But the longer you survive, the more unstable your body becomes.

When your 3 units of health are depleted, you become corrupted—temporarily unlocking a final burst of divine wrath, obliterating enemies by touch before dying permanently. The number of souls you've collected becomes your final score, immortalized in the leaderboard.

3. CORE GAMEPLAY LOOP



Loop Structure:

1. Start Match:

- The Player spawns into an endless **2D** dark arena.
- The player starts with a gun and **3** health points.

2. Combat Phase:

- Enemies spawn and chase the player.
- The player shoots to kill monsters.
- Defeated enemies drop souls.

- Souls must be collected manually by moving over them.

3. **Scaling Challenge:**

- Enemy spawn rate increases with time (per second).
- There is no pause, no safe zones—just increasing chaos.

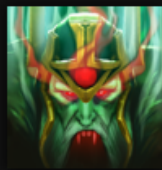
4. **Health Loss:**

- The player loses health on enemy collision.
- No health regeneration.
- On reaching 0 HP, the player transitions into Corrupted Mode.

5. **Corrupted Mode:**

- It lasts 10 seconds.
- The player gains the ability to instantly kill enemies on touch.
- Cannot shoot and has limited movement.
- Movement is restricted to a radius from the original body.
- After 10 seconds, the player dies permanently.

*Reference Taken from: [WRAITH KING](#) Hero from **DOTA 2***



VAMPIRIC SPIRIT

Grants Wraith King Lifesteal. When slain Wraith King turns into a free pathing Wraith with Bonus Attack and Movement Speed for a short duration, delaying his death. Wraith King cannot reincarnate after being a Wraith.

6. **End Phase:**

- Game ends.
- The final soul count is displayed on the HUD.
- The final score is submitted to the global leaderboard.

4. CONTROLS

- **Movement:** WASD / Arrow Keys
 - **Shoot:** Mouse Left Click (aim with mouse)
 - Corrupted Mode: Auto-triggered on death
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5. CORE MECHANICS

Combat

- The gun has infinite ammo but a limited fire rate.
- Bullets travel in the direction of the mouse.

Soul Collection

- Souls drop on enemy death.
- Must collect manually by picking them up.
- Souls are the only scoring metric.

Enemies

- Basic corrupted creatures that chase the player.
- Spawn frequency increases steadily.
- Some later enemies move faster or zigzag.
- There are currently **3** types of enemies:
 - Red Eyes:
 - Low Health.
 - Faster movement.
 - Creepy Stabbers:
 - Good Health.
 - Medium movement.
 - Smiley Legs:
 - Great Health.
 - Low Movement.

Corrupted Mode (Last Stand)

- Triggered when health hits 0.
 - 10-second timer begins.
 - Enemies die on contact.
 - Bullets disabled.
 - Player can't move far from their corpse (e.g. 300px radius).
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6. VISUAL & AUDIO STYLE

- **Visuals:**

- Grim, otherworldly aesthetic.
- Arena is shadowy with glowing enemy eyes and soul orbs.
- Clean UI with emphasis on soul count and player lives.

- **Audio:**

- Intense ambient music escalates with game difficulty.
 - Sound effects for enemy deaths, soul pickups, and gunfire.
 - Deep pulse or bell sound during Corrupted Mode.
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7. NARRATIVE & WORLD

- You are a soul collector in a liminal space between dimensions.
 - Sent to gather corrupted souls before they spread further.
 - The more souls you gather, the more tainted you become.
 - Upon death, your divinity collapses into a burst of vengeance before you're consumed entirely.
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8. SCORE & PROGRESSION

- No level-based progression.
 - Single arena with increasing difficulty over time.
 - Score = total souls collected in a single run.
 - The score is submitted to a global leaderboard at the game's end.
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9. UI/UX ELEMENTS

- Player Health (3 counts).
 - Timer (for Corrupted Mode).
 - Soul Counter.
 - Final Score Screen with:
 - Total souls collected.
 - Personal high score.
 - Leaderboard ranking.
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10. TECHNICAL NOTES

- **Engine:** Unity
- **Export Formats:** WebGL (itch.io).
- **Play Duration:** ~1–5 minutes per run depending on the skill.
- **Leaderboard:** Used [Loot Locker SDK](#) for leaderboard tracking and setup.

11. IN-GAME SCREENSHOTS:|

