

Seers Legacy Documentation

Concept:

Seers Legacy is a 2D Metroidvania style game. The player wields a companion spirit that grants the user special powers. As a metroidvania, the gameplay will be heavily focused on exploration and combat.

Most metroidvanias are best played on consoles like the xbox and nintendo switch. The game's primary port will be on console, PC will be optional if the controls are simple to program. In terms of porting to other systems like mobile, these systems will require extensive changes to become possible.

Theme:



Seers Legacy takes place in an enchanted biome. The land gives the impression of being in a never ending fantasy dream. The player is a human with no memories on how or why they are here, but they find out it's not a safe haven for people like him. The player encounters a seer, a spiritual creature that forms a bond with the human. The seer fuses themselves with the human, granting them special powers to help navigate and combat the many dangers of this land. With the seer's help, the human can jump greater distances, and blast spiritual projectiles at

enemies and obstacles. Together the two will grow in power and eventually find a way out of these lands.

Throughout the adventure the player will stumble across 3 different lands. A humble forest, the cliffs, and the crystalline caverns. Each land creates its own ambience for the general mood. Environmental storytelling is highly present in metroidvania, it pieces together the game's story and really makes the player wonder what sort of world is present.

World:

Forest: Beginning area

This initial area is supposed to welcome the player into this dream world. You feel welcome to explore while also cautious since you're entering a place you've never been. The player will be platforming from different spaces in the world.



Cliffs: Second area

The idea is to overwhelm the player with its impressive landscape. It really makes you wonder how big this world really is. You may even stumble across some skeleton remains lingering around the environment. In addition, the player will find themselves climbing up high while entering small caves and tunnels leading to different areas of the map.



(PARKED) Mines: Final area

In order to make the player feel like they're reaching the end. The mines will generate a feeling of beauty and fear. The player has come all this way to get a more clear picture of what they're getting themselves into. As well as, what sort of threat is seeking up ahead. You'll find bright crystals scattered around the environment. Some can be destroyed while others act as obstacles in your way.



References:

Art Style:



The plan will be to keep a mystic fantasy feel. However, it will use 2D square sprites. Using realistic art will have limits to what sort of assets you can use. But pixel art can offer experimental designs. Each region in a metroidvania is designed to generate a different atmosphere. In order to convey that, the game needs a distinctive theme to contrast each zone to the intended experience. The 3 regions use 3 different color palettes, green for welcoming, brown for perseverance, and blue stand for agitation.

Level Design:



The use of the simple controls and variety helps develop how the game is structured as a whole. It offers more than 1 option to reach a specific area, this formula enhances replayability and encourages exploration. Each area you enter has its own consistent layer of challenge to offer in

terms of exploration, and enemy encounter. But you don't want something so complex that it damages the players ability to maneuver around the environment. You also must not convey too much information to the player, otherwise it sucks the fun out of exploring possibilities. The system must give subtle hints about how to find the solution so the player feels a sense of satisfaction for figuring it out. Furthermore, each region has to have a landmark to inform the player that there is something of interest if the player finds a way forward. But when you introduce this important landmark, you make it clear that they can't access it until they meet the requirement. This landmark will sit in the player's head to remind them to come back when they are ready to explore. Having a system like this makes it less about putting beacons and a map and more about the player's ability to build the map within their brain.

Gameplay:



The main controls in this game are incredibly smooth. You can imagine yourself playing a fiddle and the gameplay would offer the same experience in the game. Every action should be distinct and recognizable. You don't want a system that is too complicated for a person to understand. In addition, when you introduce something new to the player, it's important to give them some space to try out this new ability on their own so they can get a clear understanding of what it's used for.

Target Audience:

- Age 14+
- Gender - both
- Midcore gamers
- Fans of exploration and adventure games.
- Console players - PC is available too.



Game Pillars:

1. Platforming has to encourage exploration and discovery.
2. Getting lost and finding your way is essential to building a metroidvania world.
3. Progression with abilities has to be balanced.
4. Combat should be played defensively, don't want the player to rush in aimlessly without being prepared.

Core Experience:



The core experience of Seers Legacy is getting lost and finding your way again. The player enters a world with no prior knowledge of where their objective is located. So it becomes the matter of exploring your surroundings to find pathways and roadblocks that perhaps contain important landmarks.

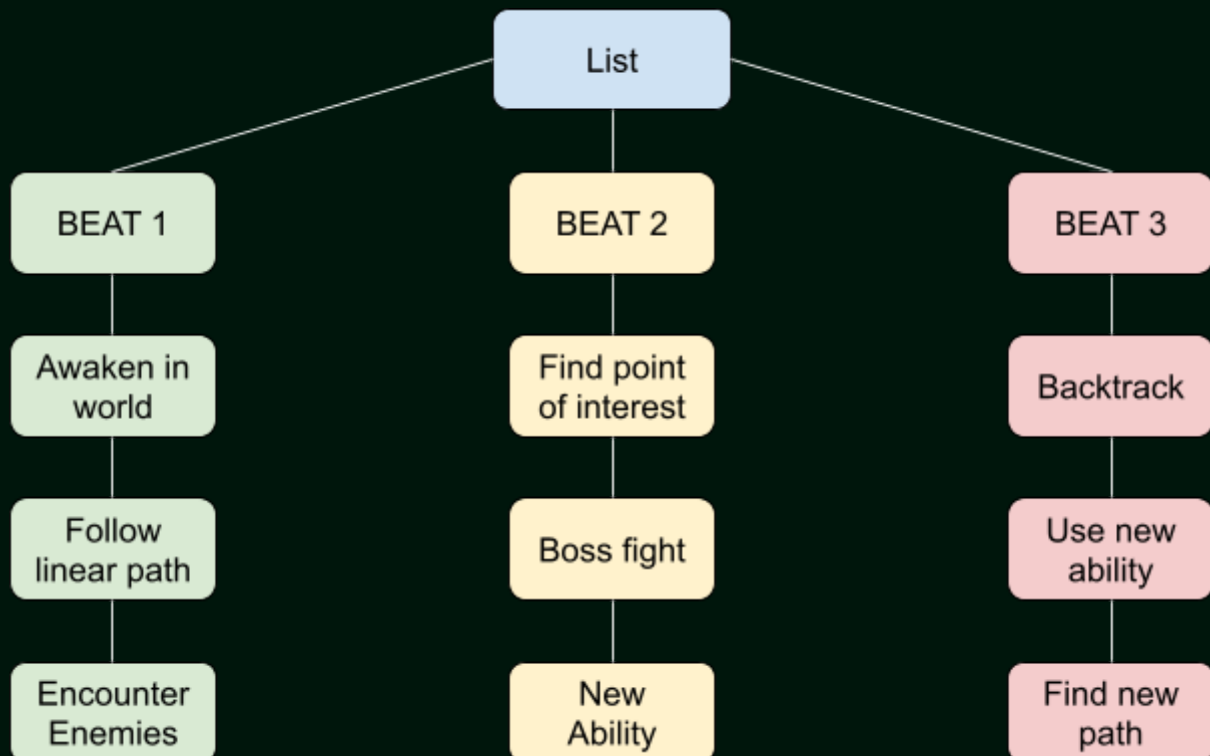
Throughout the adventure the player will stumble across areas that are inaccessible because the character can't make it with a normal jump. However, it looks possible to make it from the player's perspective, but it's the game's hidden message of telling the player to come back when it becomes possible. Eventually the player will wander around different areas, constantly examining their map to find any hidden pathways that are not displayed. But before you know it, the player stumbles across something interesting that grants them a new ability. Say for example the player unlocks a double jump, any spot that looked too high for the player to jump normally can now be accessed with their newfound ability. This experience fills the player with confidence and enjoyment cause they figured out how to push forward.

Level Design:

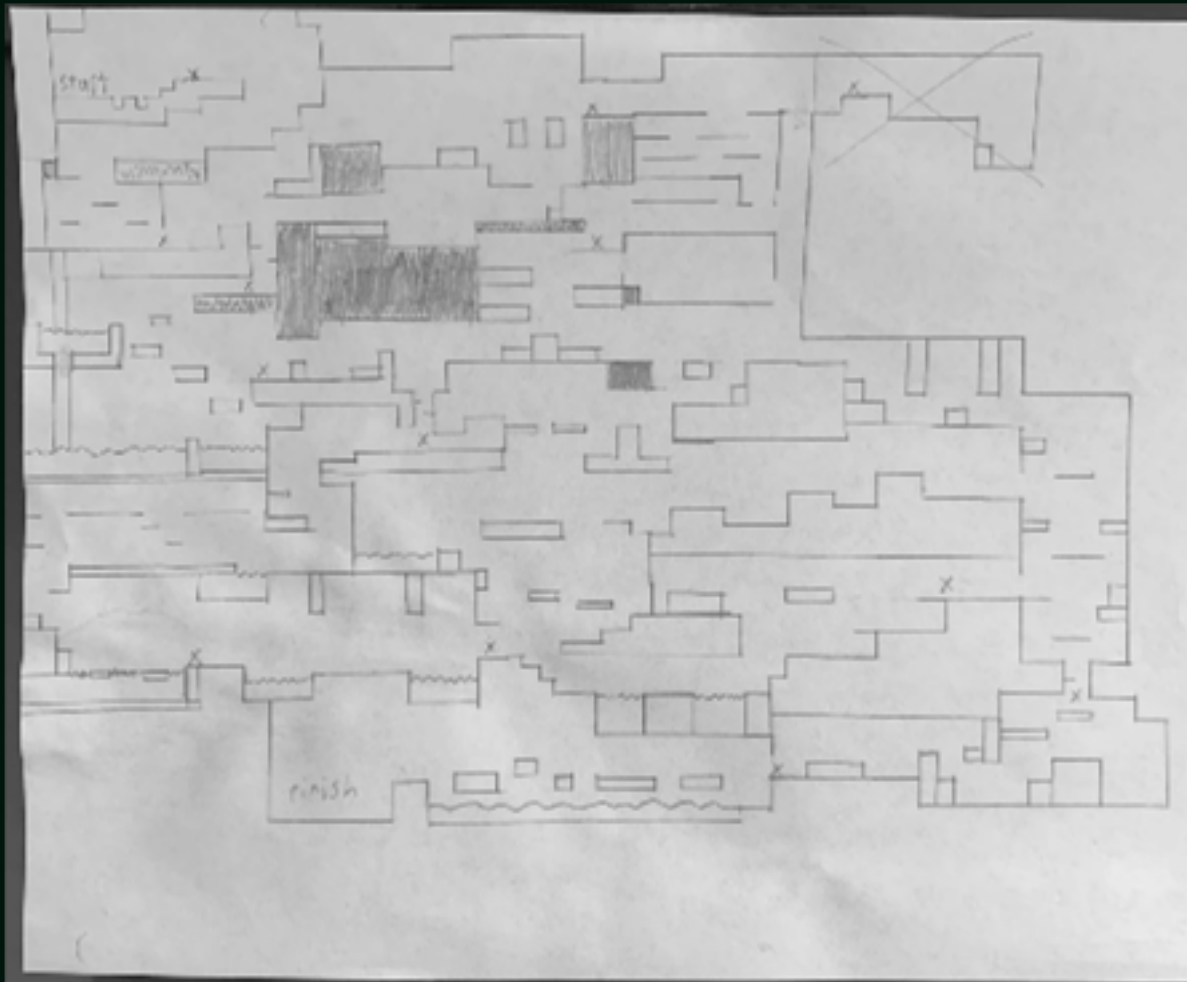
Objectives:

1. Explore the world
2. Fight enemies
3. Acquire power up
4. Progress to next area

Bubble Diagram:



First Sketch:



Direction:

- It's more about discovery. The first portion will be linear to teach the player how to play, but eventually I'll let go of the player's hand and let them figure it out for themselves.
- Certain areas will be points of interests. They will sit in the players head to encourage them to come back when they have the right power up.
- Specific branching paths will offer more than 1 solution to reaching a new or familiar area.
- Lighting will be hugely important. They can act as signifiers for the player to head in.

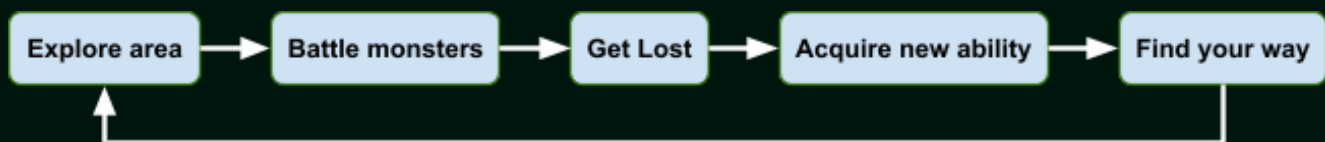
Vision:

1. **Story:** Each important landmark should leave hints to what sort of world you're exploring and what happened before you showed up.

It's clear that you are not a being of this world, but it's your job to figure out why you were brought here.

2. **Game:** It's main focus will be on platforming, you will be tested on your jumping capabilities. But your
3. **Art:** The world will be built upon what came before. It may seem interesting, but it can also cause great danger if you're not careful.
4. **Experience:** You enter unfamiliar territory with different beasts looking for you. You'll be on your toes most of the time trying to find the way forward.
5. **Magic moment:** The boss rooms act as a test to your skill. If you're not prepared then you're going to have a very bad time. It really changes the tone from atmospheric to serious.

Gameplay Loop:



Moment to Moment:

- Platforming
- Battling enemies

Short:

- Exploring the world
- Improving your character
- Boss fight

Medium:

- Finding your objective on the map
- Locating secrets

Character Movement Mechanics:

Basic movement:

Moving left and right will initiate the player to run. The movement speed should accelerate at the start to prevent the player from falling off platforms at full speed.

- Current Speed: 6 float
- Check Radius: 0.5 float
- Using Rigidbody 2D

Jumping:

By holding down the jump button the player should jump upwards and gain some height. By just tapping the jump button the player will perform a short hop to avoid hitting their head on obstacles and enemies above them. There must be a short delay in the gravity when the player is airborne to generate the feeling of being floaty in the air. The player should also be able to control their movement while moving left and right in the air to jump over enemies and reach platforms apart from them.

- Jump Time: 0.35 float
- JumpForce: 7.5 float

Aiming:

The plan is to have a 360 degree radius around the player when it comes to aiming (<https://www.youtube.com/watch?v=JULDgoeiJVI>). The player should be able to aim while moving, and while airborne. If the player does not put an input in for aiming, the player will automatically aim in the direction they're facing.

- Offset: 0
- Shot point implemented
- Start time btw shots: 0.4 float.

Difficulty:

The main idea to keep in mind is that this game does not have a brutal difficulty curve. We will be avoiding hollow knight/dark souls lvl difficulty to ease the burden of frustrating gameplay. It's not designed to be a stab in the back type of experience, the focus is more on staying alive from enemies and obstacles. We expect the game's difficulty curve to come from progressing through the game over individual spots that crank the difficulty spike to full gear. After serious moments like a boss fight, we

carry the player away from the terror of facing a challenge and ease them back into the dangers of exploring the map. In addition, you may encounter more enemies that have increased health and damage output in later areas of the game. Meaning your going to have to be prepared for surprises and a change in pacing.

Features and Mechanics:

1. **Abilities:** The player will unlock new abilities to aid them on their quest.
 - **Jump abilities:**
 - **Double jump:** An additional jump while in the air.
 - **(PARKED) Wall jump:** Bounce off a wall to gain additional height. Can perform an additional double jump afterwards. Player is able to bounce off from 1 wall to the next.
 - **Hover:** Holding down the jump button to slow down your descent.
 - **(PARKED) Ground Slam:** Sends the player downward towards the ground below them. Can be used to attack enemies and break through weak floors. Consumes mana btw.
 - More to come:
 - **Combat abilities:**
 - **Standard projectile:** Fire's a single projectile in the direction the player is aiming. It takes half a second before the player can fire another projectile from their hand.
 - **Triple shot:** Fire's 3 projectiles instead of 1. Additional projectiles fire in a 15-30 degree direction from the middle projectile.
 - **Rapid fire:** Increases the firing rate to hit targets faster and multiple times.
 - **(PARKED) Explosive shot:** By holding down the shoot button, the player can build up energy to fire a projectile that explodes on impact.
 - **Trigger Shot:** Destroy blockades in the player's path.

- More to come:
- Combat abilities consume mana, the player regenerates mana overtime. Certain powers like the Explosive shot consume more mana than a standard projectile. Without mana the player can't fight back.
- **Misc Abilities (PARKED):**
 - **Rad protection:** A protective barrier around the player's body. It protects them from poisonous fog that hurts the player. Certain areas on the map are restricted and require the ability to progress.
 - **Aquatic fins:** Used to swim across bodies of water.
 - **Seer perception:** Changes the color tone of the area to highlight secret area's hidden from the player's perspective. Player can't run or jump while the ability is active. The ability also consumes mana.
- Respawn: If the player's HP reaches zero, they will teleport to the last savepoint they visited.



2. **Combat encounters:** Most of the area's in the game will have enemies roaming around the area. Since this is not a big budget project, the roster of enemies will remain rather small.
 - **Patrollers:** Walks back and forth, they charge at the player if their sight is locked on them.
 - HP: 3 points

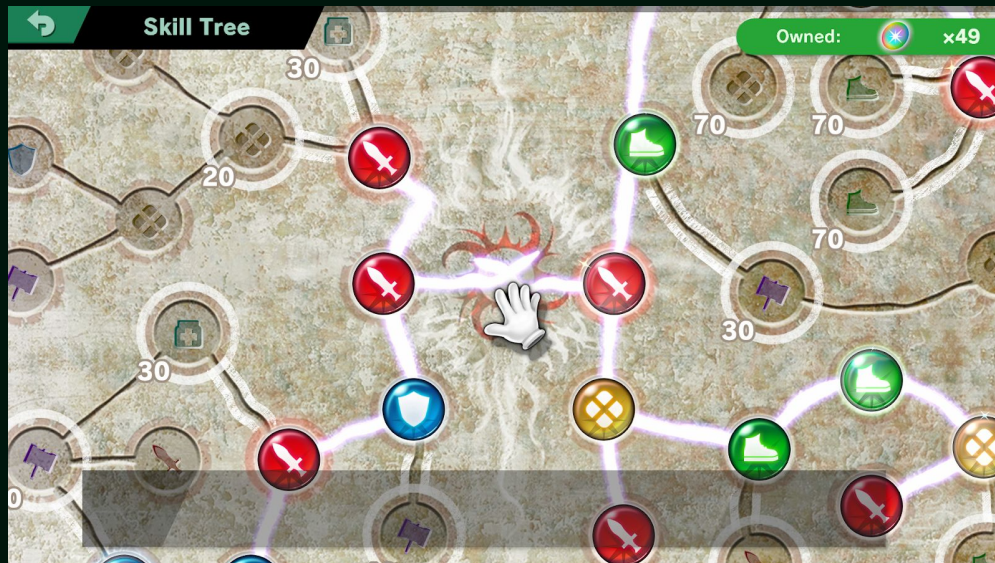
- **Sky Squids:** They remain in the air, requiring the player to aim upwards or in the air to kill them. They slowly move closer towards the player.
 - HP: 5 points
- **Bat Skreachers:** These range enemies, they lock approach the player but keep their distance if the player moves closer. They also fire slow projectiles to give the player a chance to dodge.
 - HP: 4 points
- **Boss Battles:** These fearsome creatures will test the player's skills in an intense conflict. If the player overcomes the challenge, they will be rewarded with either a new ability, or a way forward.
 - HP: 20-30 points
- More to come:

(GAME: God of War)

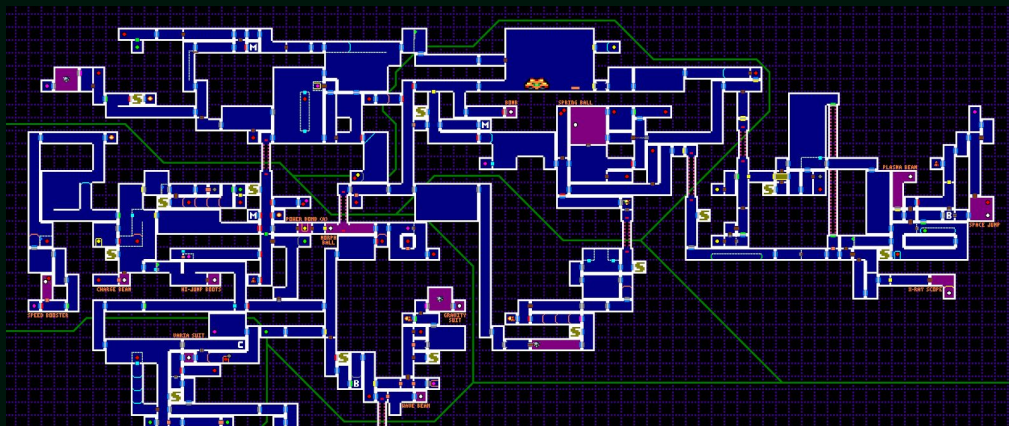


3. **(PARKED) Skill tree:** By killing enemies and discovering hidden areas the player is rewarded with sphere's to spend at the powerup tree. Unlocking these will improve unlocked abilities. They do not allow the player to access areas that require a specific ability. They do however add special charms to attacks and powers in order to help the player with navigating and combat.

(GAME: Super Smash Bros Ultimate)



4. **Map:** Metroidvanias always feature a map to help the player find pathways they visited. The player can acquire a map of the general area, but that doesn't mean the map will show every area to explore. It's the player's job to find these hidden pathways so they can document them down on the map. Specific icons like powerups and boss encounters will be displayed on the map, but certain icons will only show on the map if you visit that area.



Platform:

The game will be built with Unity. With Unity we have access to working 2D and C#. If we use an engine like Unreal, it would become a challenge and struggle to put together. Unreal is more focused on level building and 3D action with constructing blueprints. With C# we can use coding to construct the many mechanics needed. Unity is also good for making something in 2D, Unreal is not targeted for that sort of format.

Music and Audio:

The music below is to give an idea of the general theme of each area. However, the boss fights are designed to increase the tension.

Exploration: (Music from Hytale)

<https://www.youtube.com/watch?v=lod8eNA6-I0> (Mines)

<https://www.youtube.com/watch?v=jrV8K8IY0NM> (Cliffs)

<https://www.youtube.com/watch?v=Cjzqhp5sbyA> (Forest)

Boss Encounter: (Music from Hollow Knight)

https://www.youtube.com/watch?v=oSvd8uS_XAc

<https://www.youtube.com/watch?v=HgQ6Cttubto>

UI/UX:

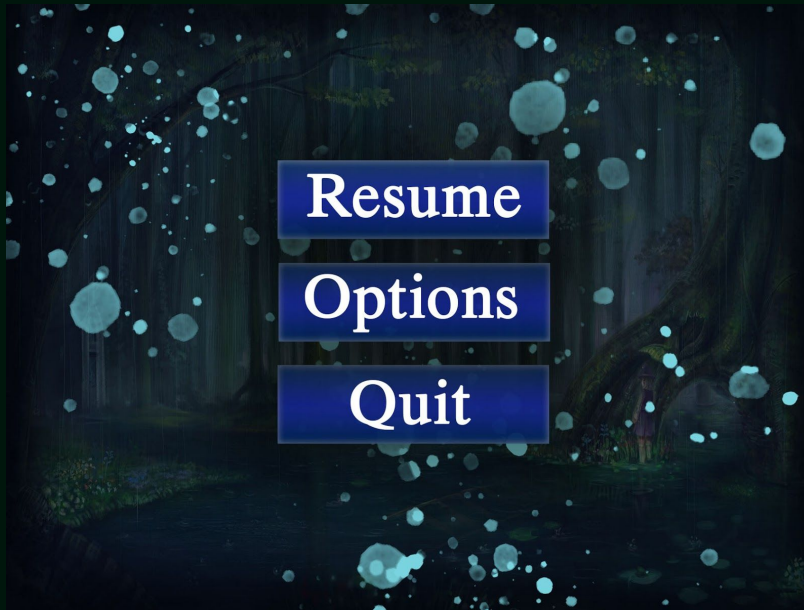
1. Player HUD: (PARKED) Mana bar

There's not a whole lot of information present on screen in a metroidvania. The biggest things to worry about is the player's HP, their MP for casting spells, and an indicator for how much exp the player collects. The green bar will represent hp, The blue bar for MP, and the crescent moon beside both bars fills up vertically when the player earns exp. On the right hand corner is a small minimap that shows where the player is in an area, It will often show pathways for the player to follow, and transition to another area when you leave that room.



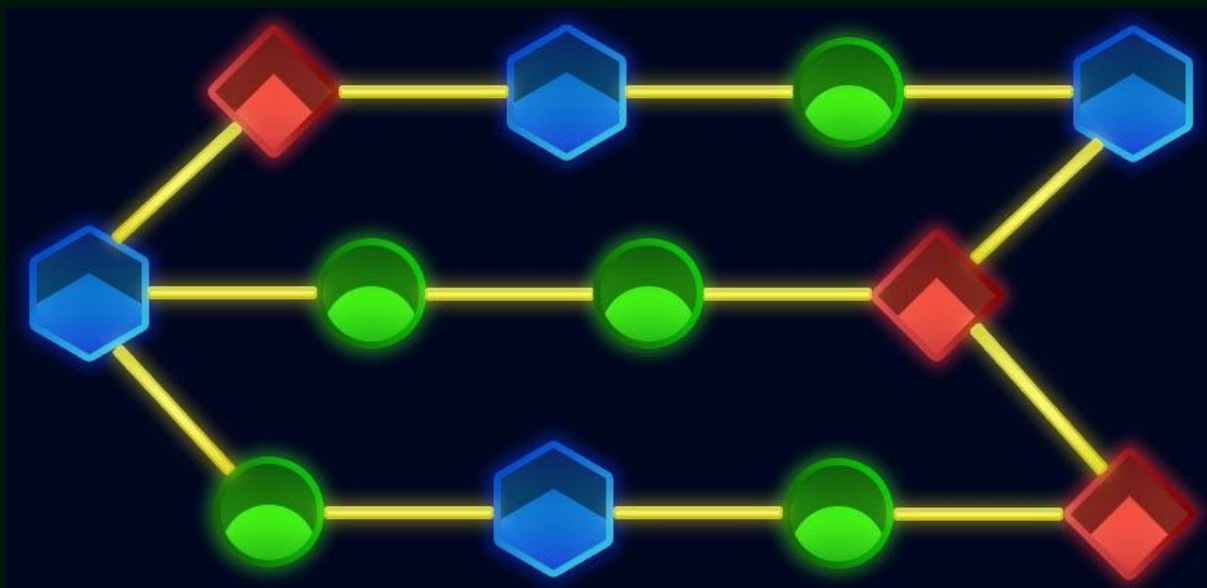
2. Pause Menu:

The option to pause the game will be presented with this UI screen. Options will be focused towards adjusting video, audio, controls, etc. The player can customize the layout of button actions on their controller if they want to experiment with a different setup. Quit will just take the player to the main menu. Bear in mind, pause won't work if the player is in the air, only when the character is grounded can they actually pause the game.



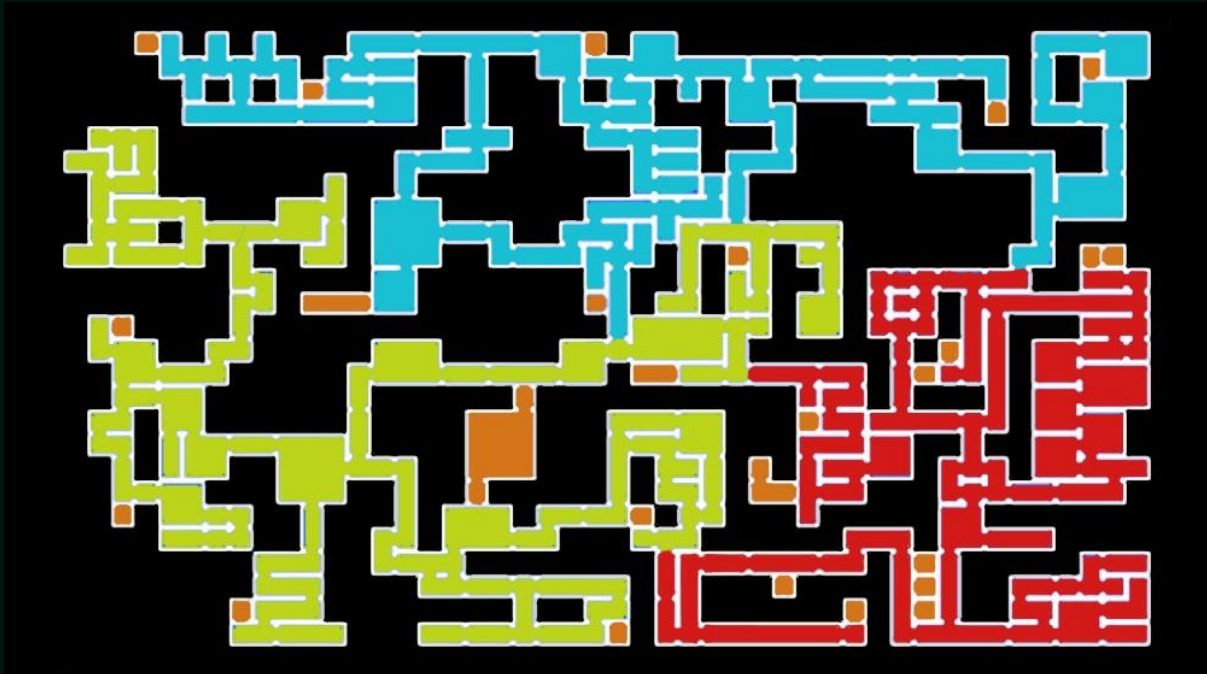
3. (PARKED) Skill Tree:

After killing enemies, the player will acquire exp that fills up. Once the orange bar is full the player will be given a seer point. They can spend these points at the skill tree. The tree doesn't benefit with exploration and it does not keep the player from progressing through the game. Its purpose is to apply support to specific ability to aid the player in battle and for basic stats like HP and SP. Each color in the skill tree represents a specific attribute to fulfill.

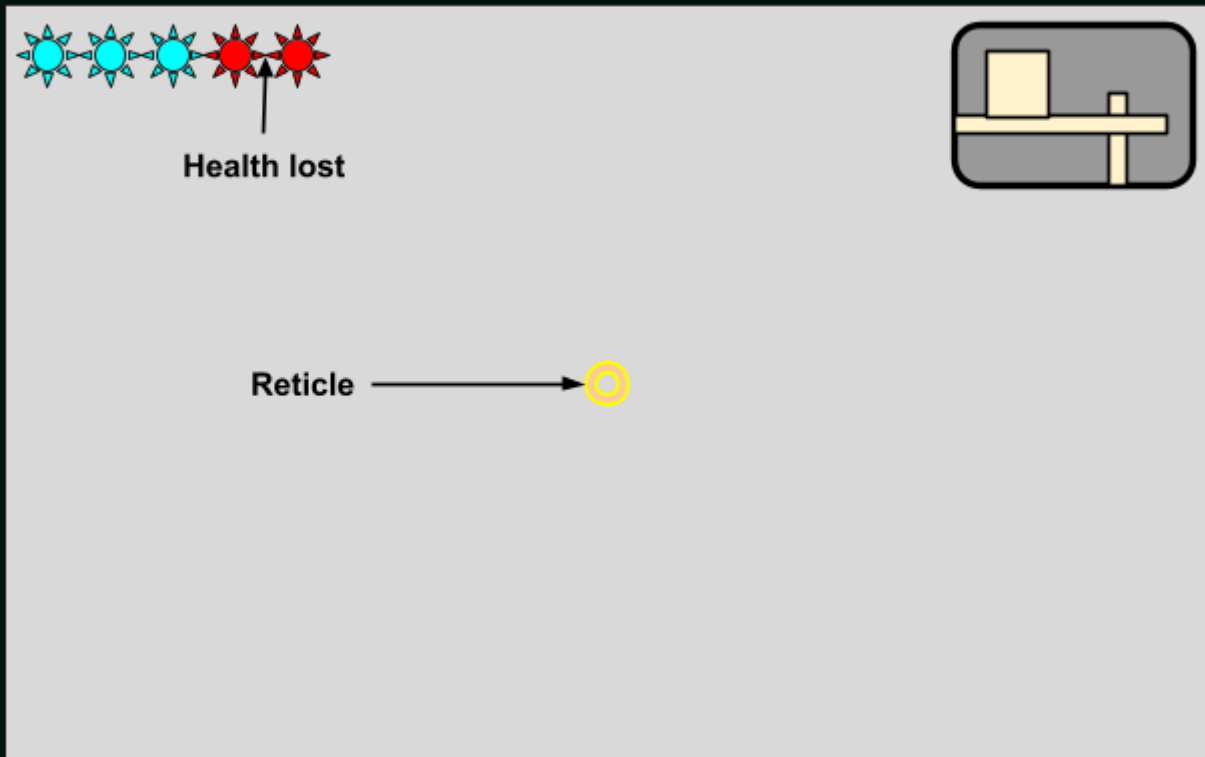


4. Map:

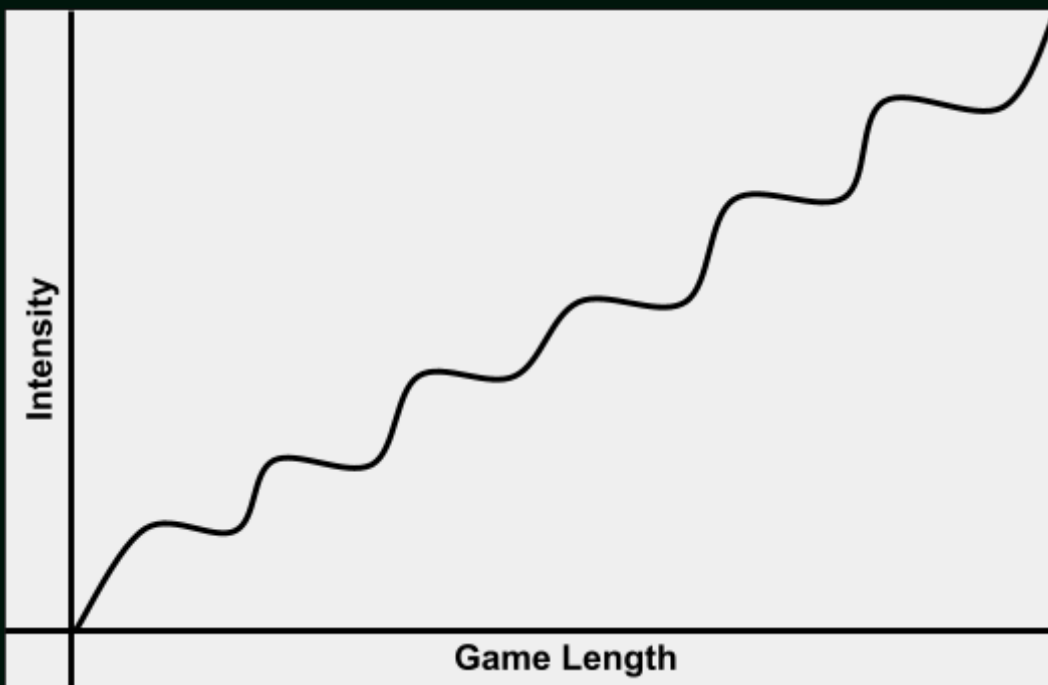
Metroidvania maps are designed to form a grid-like maze for the player to explore. The more they discover the easier it becomes to navigate the world. Each area is also riddled with secret pathways that potentially lead to additional items or hidden messages giving hints to the lore of the world. In the future, the player may unlock markers to place on the map to keep note of secrets and areas that are inaccessible. Markers will be limited so the player doesn't flood the screen with them.



Original HUD Drawn idea:



Flow:



Original Prototype Plan:

To Do List:

- 1 small area to explore
- Double jump and triple shot power ups included
- 2 type of enemy
- Basic movement implemented
- Standard shooting implemented
- Placeholder assets for the world and its characters
- Background music
- Standard sound effects

Things to keep in mind:

- Learn and practice more complicated C#.
- Find assets that can be migrated for the prototype.
- Schedule the day to day plan.
- Ensure Unity is up to date.
- Have a backup plan if things go further south.
- Ensure to always have a copy of the build incase of emergencies.

Mobile Port: If required



Big Changes:

For a mobile port, the player would have to use buttons displayed on the screen to activate different abilities. We will have to work more on spacing to fit everything into 1 small screen.

Core Experience Changes:

Mobile: The game features checkpoints that save the player's progress, similar to the benches in hollow knight. If a player closes down the app before hitting a checkpoint the player would lose their progress up until now.

Monetization Changes:

DLC offers: Metroidvanias never had any sort of in-app purchases, it would ruin the experience and immersion. To handle monetization, the game will cost \$8.99 on the app store. In addition, there will be extra dlc content in development to expand the game and convince players to come back and see what's new. A tab in the main menu will allow you to turn on or off the dlc if you purchase it. For now we'll stick with 2 dlc packs, each pack will feature a new area to find and explore. Expect new enemies to fight, a brand new ability for the player, and additional story quests to follow. Each dlc will cost roughly \$2.79, and a duo bundle deal for both dlc packs will combine with a 10% discount.

