

# TAINTED JUSTICE

FINAL CONCEPT DOCUMENT

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# PRIORITY LIST

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The priority list will help us explain the importance of each element. List 1 covers the mechanics, and List 2 covers the implementation hierarchy.

LIST 1	
CORE MECHANIC	Green
OPTIONAL MECHANIC	Light Green

LIST 2	
HIGH PRIORITY	Red
LOW PRIORITY	Light Red

# GAME SPECIFICATIONS

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GENRE – Metroidvania, Action Platform, Art

TARGET AUDIENCE – 16+

PLATFORM – PS4, PC

CAMERA ANGLE – Side Scroller

# GAME VISION

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***A psychological narrative focused Metroidvania, which follows the main character's journey through the path of darkness, where the lines between revenge and justice are progressively obscured.***

# UNIVERSE

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The theme of the game is witchcraft and magic. It is based in 17<sup>th</sup> century Europe. The game takes place within a variety of environments, each representing a stage and hence a level of progression. The main character's descent through darkness shall be reflected throughout the environment which also starts to transform along with the color scheme. The slow progression moving from fear to hatred and anger of the main character, eventually leading towards an eviler and cold hearted character.

The game starts off in the village. The color palette shall follow a yellow - to blue scheme, representing the initial fear and hope that the main character faces as she has finally managed to escape after all these years. The theme of the game will also tell the player about the gameplay elements of the game and different setting and its mood will be used as a medium to introduce player to the new elements of the game.

Then the next setting moves to the magical forest. Here most of the major progression of the game takes place and the entire focus will be on building the character's revenge story as the character slowly unfolds her past. The color scheme will move towards a green backdrop, signifying the feelings of renewal, ambition and growth that stir within the main character as her yearning for justice takes a slightly darker turn.

As we move on towards the snowy mountainside, the search for justice has slowly turned into a rabid hunger for power. Violet is best suited to represent the fantasy world, we have aimed for which constitutes of witches and the witch hunters. It also represents magic and mystery, and to some extent power of the higher beings in the food chain.

The final world's atmosphere, that is, the castle, is best portrayed by the color red because it signifies the rage and the passion the witch feels while killing all the defenseless Inquisitors while making her way to the King. The witch, who once wanted justice for her sufferings and those of her friends, now is blinded by the desire to exact revenge.

## CHARACTER'S BACKSTORY

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Gwendolyn, a 100 year old woman, practiced magic along with several other witches and wizards in a hideout located at the heart of forest. Since the entire community worked together, they proposed an idea of testing out a special spell that turns humans into usable livestock animals. Initially she agreed to it, but then later discovered that she was lied to, and the humans were actually to be turned into beasts. The spell was finally cast, without Gwendolyn's contribution, leading to the creation of a cloud which travelled into the outskirts of the village, causing rain, turning man into beast. Rumors slowly travelled, and the news broke out in the village, leading to lots of commotion and riots.

A witch hunt was carried out by the cruel Inquisitors, which lead to the deaths of few, and the beginning of a torturous journey for the rest. Gwendolyn being one of the captured, was damaged beyond repair during the years of her imprisonment. Her fingers were chopped off and teeth were pulled out, in order to reduce the impact of any magic carried out by her. It was also done to gain magical powers that would help create armies of beasts.

She also witnessed her friends being tortured, each one giving up, one by one until she was the only one left. All through she was working on a way out and only hoped her spell would finally bear fruition. After

years of practicing, her spell finally worked, helping her turn into dust and escape through a crevice. Now she plans on getting justice.

## GAMESTORY

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What makes you who you are? Your memories? Your innate personality? The sum of every experience you've ever had? Well what if you were trapped in a dark, dingy dungeon. Tortured out of your mind every day...until one day you turn into dust. Magic Misty Dust. You manage to escape, and reform at a strange location, a village of sorts. That is where our story begins.

Gwendolyn had reformed, but she had lost a part of her. She couldn't remember all her years of training. She knew they were in there somewhere, but maybe she had to practice? The village she had arrived at was filled with people. Guards protecting the village, possibly from all the beasts that the King had created. As she goes through the village she learns all the **basic controls, double jump and wall jump**. She learns how to cast spells and fight the guards. She doesn't really want to kill them, but she must. She needs to get to the forest, back to her home. Maybe something there might help her. All through, her mind is racing with one thought...Justice. The tyrant King must be stopped, the Inquisitors killed. She fights her way through **Archers** hidden on rooftops. Farmers, holding spears defending their families from the beasts. Their families, women and little children, huddling together inside their homes, hoping the night passes quickly. Soon, she reaches the edge of the village, there lies the village chieftain. He's furious, "What have you done!?" he shouts. You've killed them all. And as you slice his neck, you realize, he's right. Gwendolyn then finds a piece of parchment lying on the ground along with a small broken sigil, lying on the ground.

*"The Village Elder possesses the first  
The Abominable Beast holds the second  
The Necromancer guards the third  
Merge the pieces and you shall reveal,  
the true name of the almighty King  
for only then shall his immortality cease."*

Gwendolyn now arrives at the forest, the bloody massacre left behind her. She feels filled with a feeling of renewal. Her powers are coming back to her, she is growing more powerful. Perhaps, powerful enough to finally get justice for herself, and everyone else of course. None of them would have died in vain. The forest is filled with traps. As she moves through the forest, she comes across the men-turned-beasts. After slaying them with little mercy, she finally reaches her old home. It lies in ruins and there within the rubble lies a giant abomination so huge and ugly, it made Frankenstein's monster seem like a harmless church mouse. She overcomes the beast and collects the second sigil, only one more left.

As she moves through the mountains she comes across other witches who seem physically unaffected by the beast spell, except for they have gone mad. Their terrifying counterparts, the witch hunters also roam the mountains, hunting the mad witches down. Gwendolyn cuts them all down, one by one. She feels drunk with power, her quest for **revenge** is finally reaching its last phase. As she reaches the peak

she meets the King's Necromancer. He lies waiting for her, a smile upon his face. "Thank You," he says, as bony tendons rise from the ground and the putrid smell of rot, fills the air. After the battle, Gwendolyn feels numb. She had killed a lot of people before, even the cruelest of dictators killed a lot of people, she thought. Sometimes it was necessary? But what had she done? She had killed all those people, not once but twice.

Slowly she makes her way back to the castle. The walk is long and dreary but she finally has it. The final sigil now in her hand, she combines all three to finally obtain the **True Name** of the tyrant king. Now she can finally face him in battle. She reaches the Castle. She is tired, yet rage fuels her. The Inquisitors sit in the great hall, eating and drinking, unaware of their fate. In a rampage she massacres all the unarmed Inquisitors, walking up to the King, the final battle begins. After a tough fight, she kills him as well. But she doesn't feel fulfilled, her friends will never come back. Almost everyone in the kingdom has been killed. The emptiness engulfs her. The End.

## ART DIRECTION SPECIFICATIONS

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For the art direction of the game, the art style decided was a monochromatic one. This art style is harder to achieve but purely increases the aesthetic appeal of the game and gets players more engrossed. Although monochromatic, we have decided to not use the traditional shades of black and gray for our base color and gone ahead to use multiple shades of violet/purple.

To make the game feel more interesting we have implemented a concept to change the background color once the player travels the main character to certain areas or newer levels. The background is the only thing that changes color which is also based on gradients.

The basic universe decided for our game is situated in an around a forest village around 17<sup>th</sup> century which consisted of a lot of witches who were in hiding as the kings guards were in search of witches which they required for a secret project the king was working on. The player travels from the village area to the king's palace going through mystical forests and treacherous mountains and also some secret locations.

The game also has a foreground that stays constant and changes every time the player proceeds ahead in the game. All the platforms will follow the same violet/purple monochromatic color scheme to match the environment.

## GLOBAL AND LOCAL OBJECTIVE

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As the story progresses the primary objective of the player is justice or rather revenge on the King, whose army of Inquisitors captured and tortured the main character. This is the main driving force for the main character and the player.

Each Local Objective corresponds with the area, traversing through an area (the village, forest, mountains, etc.) to collect each piece of the sigil by defeating the respective bosses. It also consists of collecting ingredients, special items and abilities to progress through the level.

## GAMEPLAY

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Abilities that unlock regions previously locked. For example we might have a scenario where the player sees a blocked area, i.e. a wall and an enemy is standing behind the wall. The player is aware that this might be another explorable area but is unable to reach it at this moment, until he receives the skill of Shadow Possession.

## EXPLORATION

The game provides enough freedom to the player to choose their own path and collect items, each having their own purpose. There are secret paths available as well, which provide special ingredients to customize potions.

## BACKTRACKING

Upon learning a new skill, certain paths, which were inaccessible earlier, become available to the player. The backtracking will be fluid and extremely rewarding, hence will not seem forced. One special area, the volcano, will only be available to the player if he/she goes back from the mountains to the forest and explores a path previously inaccessible, since the player didn't possess the **Magic Mist** ability.

## PUZZLE

The game has a good balance of puzzle which is more combat focused. The player uses traps to lure and defeat enemies. Combination of skills like blink and shadow possession to avoid combat and some light puzzle platforming.

## LEARNING NEW SKILLS

Giant glowing runes stones are scattered at strategic positions around the world, where the player shall learn new abilities which can help the player unlock areas previously barred from entrance.

## CHECKPOINTS

The various checkpoints within the world shall be in the form of cauldrons. They shall serve as both save points and crafting zones. The player can craft potions using a combination of ingredients found within the world.



## GAME MECHANICS - CLASSIC

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- **BASIC** - Left, Right, Jump, Crouching. ■■
- **JUMP** - This consists of ■■
  - Normal Jump
  - Wall Jump
  - Double Jump
- **ENERGY PROJECTILE** - Basic/First weapon that the player has from the beginning. ■■
- **WEATHER** – Rain, Cold, Fog. ■
- **TERRAIN** – Mud, Water, Grass, Magical Forest. ■

## GAME MECHANICS - DETAIL

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### MOVEMENT ■■

**Total mana = 100**

#### BASIC

This type of movement is what the player already has. Includes going right, left, crouching, and jump.

#### JUMP

- Jump – Regular jump that player uses to avoid small scale obstacles.
- Double Jump – Activated when the jump key is pressed twice, and helps player to cover more height mid-air.
- Wall Jump – PC uses jump ability on walls to access higher grounds.

#### BLINK

***Dark magic which warps space & time, causing a form of teleportation.***

Player uses this ability to blink and escape tight situations, cross deadly holes, and reach higher platforms, which otherwise are not easily accessible. PC needs to have a clear view of the point they want to blink to.

Cost – 15 mana

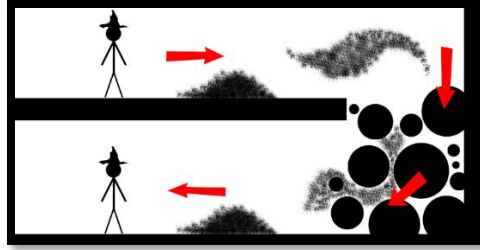
Time taken – 2 seconds

Feedback – Purple Flash light

#### MAGIC MIST ■

***This ability was born out of the pain and suffering that being held under captivity brought to her, however once she escaped and lost a part of her. She was unable to reuse it. She discovers this ability later on in the game once again, relearning the old ways.***

This spell turns the player into mist and helps them go through small spaces. Player can use this ability and travel by collecting self on platforms and directing their movement.



Cost – 25 mana

Duration of staying in this state – 5 seconds

Feedback – Transformation animation, player changes into a pile of mist and moves smoothly throughout level.

## MOVING PLATFORM ■ ■

This spell helps the player move isolated platforms to access areas where blink may not work.

Cost – 5 mana per second

Feedback – The platform which the player wants to move, gets highlighted and is moved up or down.

## WEAPON ■ ■

***All these abilities are a part of witchcraft and hence fit with the theme. They also slowly progress towards a darker form of magic, fueled by revenge.***

**Total mana = 100**

## MYSTIC ENERGY BLAST

First weapon that the PC will acquire in the game which shoots out projectiles. This is a long range weapon.

Damage – 20 Health Points

Delay – 1 second

Feedback – Colored shots fired

## DEFLECTION

A shield activated by the player which deflects incoming projectiles. The shield appears in the form of a burst, hence if an enemy is nearby, they get pushed away.

Cost – 30 mana

Duration – 5 seconds

Feedback – Green aura

## SHADOW POSSESSION

Allows player to possess enemies and use the enemy to access hidden areas. When in this form, player cannot control enemy movement. PC then proceeds to backstab the same enemy after leaving its body. This ability's range is as wide as the onscreen space and can be done through walls.

Cost – 30 mana

Feedback – Purple energy entering and leaving enemy's body.

## CURSE – BLOOD MAGIC ■■

***These lead her deeper down the pit of darkness and shows the progression of her character from the path of righteous justice to hateful revenge.***

These abilities are acquired as the player progresses in the game and discovers items. Their usage depletes both mana and health points.

**Total mana = 100**

## NIGHTMARE

It casts a nightmare effect on all onscreen targets and reduces their damage 50%

Cost – 10 health + 30 mana

Time – Lasts for 5 seconds

Feedback – Colors in the level invert for a split second and a nightmare bubble pops over enemy heads.

## DANCE OF THE DAMNED

This ability is used to stun all onscreen enemies and is portrayed by the PC releasing a sharp scream, which causes the enemies to enter an ancient ritual dance, hence rendering them incapable of fighting.

Cost – 10 health + 30 mana

Time – Lasts for 3 seconds

Feedback – Enemies do a ritual dance

## CURSE OF SUPPRESSION

PC surrounds the target enemy by a dark aura, which ends up switching off one of the abilities of the enemies.

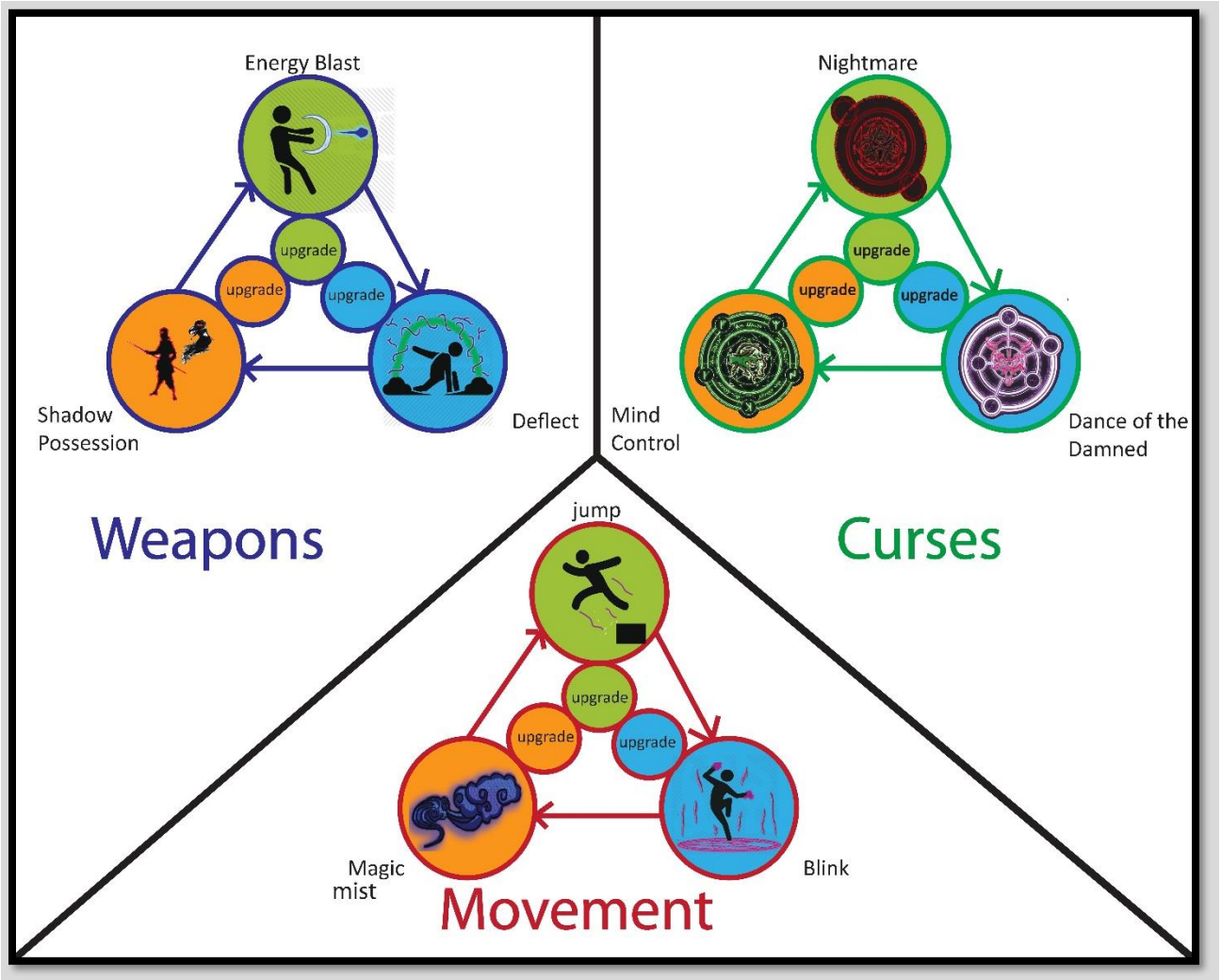
- Archer – Reduced range
- Spearman – Stops moving
- Beast – No vomit
- Flying Beast – Loses flying ability
- Witch – Cannot teleport
- Witch Hunter – Charges much slower

Cost – 10 health + 30 mana

Time – 6 seconds

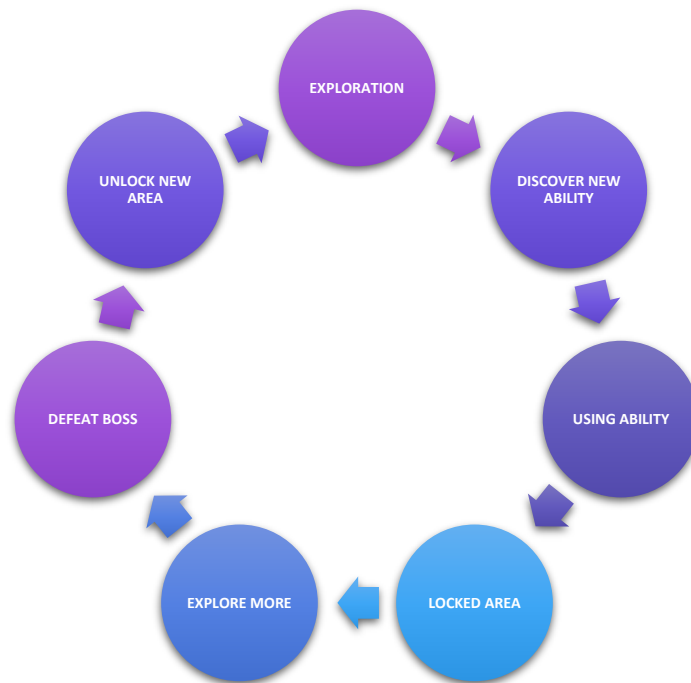
Feedback – Dark aura around enemy

# SKILL TREE



# CORE GAME LOOP

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## ENEMIES & OBSTACLES

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### ENEMIES

Enemies mentioned below are in the order of their introduction

### GAME VISION

***The starting area, i.e. the village is filled with human-type enemies. The Archers and the Spearmen, who guard the village from beasts throughout the day and night. The Forest is filled with beasts which were once humans. The Witches and witch hunters roam the mountains searching for their prey.***

***Throughout the various regions, the enemies change from ordinary humans hardened by fear and stress into merciless warriors that must be killed to progress. As we move on to the forest we see the beasts, the filth of humanity, a representation of what humans could one day transform into if fueled by corruption. Then in the mountains we witness the combined form of both the entities previously encountered. Humans, but corrupted by choice. Evil at its purest form. Yet both the witches and the witch-hunters believe they are fighting for a true purpose. The player is forced to kill her own brethren in her quest for revenge.***

## ARCHERS ■■

These type of enemies have a lightly armored bodies and bow and arrow slung across their arms.

- Static enemies
- Fire arrows towards the player character

## SPEARMEN ■■

Heavily armored mobile units, with a spear in their hands.

- Moving enemies, standard and predefined path
- Throws spears at player character

## LEAPING BEASTS ■■

Horrifying half beasts-half man abominations.

- Once these enemies spot the player character, they start leaping upwards and into the player at regular intervals, tracking the player's last location, before the leap and smashing into the player causing damage.
- The smashing cause an AOE damage which hits the player
- Baiting with **Shadow Blink**.
- In later levels, they vomit a slimy acid substance that cause a slow poison effect upon the player character. The vomit can be countered by deflection.



## FLYING UNIT ■■

- They are the only flying unit in the game which are encountered in the later stages
- These enemies attack the player by wrapping them via their wings. During this, player's health and mana continue depleting.
- Player can use deflection to dodge their attacks

## WITCHES ■■

- Witches act as harassment. They appear at predefined intervals and shoot energy projectiles at the player.
- As soon as the player hits them, they turn invisible and run away from the scene
- They can only be countered with a stun attack, like **Nightmare** or **Dance of the Damned**, then finished off with projectiles or a quick backstab. Mind Control and Shadow Possession do not work on Witches.

## WITCHHUNTER ■■

Leather clad bad asses with a thirst for witch blood.

- These are fast moving, melee enemies. They rush towards the player at incredible speed.
- As they rush towards the player, any projectiles shot towards them from the front, shall be deflected with their swords back at the player character. The player character shall then take damage. If they reach the player character, they will stab her, causing immense damage.
- To counter them the player must use blink to confuse them for a moment and then quickly shoot projectiles at them to cause damage, before they start another charge. **Nightmare** or **Dance of the Damned** can also be used to stun them. Mind Control and Shadow Possession do not work on them nor do backstabs

## BOSS ■■

Currently four bosses have been planned.

### *Village Elder – Level 1 – Village Region*

- MOVEMENT PATTERN
  - Regular walk
  - Jump(when he's attacked)
- NORMAL ATTACK
  - He swings his staff around and damages the witch
- SPECIAL ATTACK
  - Activated after
    - Every 5 attacks
    - Every 10 seconds of gameplay
  - Horde – depletes player's health / slows the player down
- RAGE MODE ATTACK

- Village elder slams his staff on the ground, which leads to hot springs gushing through the ground
- ENVIRONMENT
  - Rise of hot water
  - The land is uneven, hence as water fills up, less movement space for the player.

### *Abominable Beast – Level 2 – Forest Region*

- MOVEMENT PATTERN
  - Can climb walls
  - Leaps and turns, moves slowly towards player initially
- NORMAL ATTACK
  - Claws
- SPECIAL ATTACK
  - This is activated upon health depletion by 20%
  - Beast crawls/leaps on ceiling
  - Opens up his wings and fires waves of sharp rocks/ or claws it out from ceiling
- RAGE MODE ATTACK
  - Last 20% - activated
  - Protection barrier upon Health barrier
  - Combined attack + energy waves, when beast hits the ground. Stuns the player for few seconds
- ENVIRONMENT
  - Magical Forest – contains branches that try trap the player.

### *Royal Necromancer – Level 3 – Mountain Region*

- MOVEMENT PATTERN
  - Reaper Teleportation
- NORMAL ATTACK
  - Necromancer floats in the air
  - Unleashes minions to attack the player.
  - Minions drain 2HP/second
- SPECIAL ATTACK
  - While floating in the air, necromancer shoots a burst of magic, which depletes 15% of player's health.
  - Player has to hide in crevices
- RAGE MODE ATTACK
  - 20% health - activation
  - Necromancer makes copy of self
  - Copy will attack the player (melee)
- ENVIRONMENT
  - The room needs to have lots of crevices where the player can hide
  - Consists of movable platforms (at the max 2). This is provided to help the player dodge the minions attack and get a higher ground



### *The King – Level 4 – Castle*

- MOVEMENT PATTERN
- NORMAL ATTACK
  - o Melee?
- SPECIAL ATTACK
  - o Activated upon 20% health depletion
  - o King randomly spawns (4 locations)
  - o Shoots Fireballs
  - o Fireballs deactivates one ability for 5 seconds
- RAGE MODE ATTACK
  - o Activated when 20% health is left
  - o Defense – Attack – Gap – Defense (To be refined)
- ENVIRONMENT
  - o Takes place in a dungeon

## OBSTACLES

### BREAKABLE PATHS ■■

Player will find breakable blocks all around the map, which can be broken by items collected by the player.

**Scenario** - Ice walls in mountains, can only be destroyed using fire-blaze potion which can be crafted only in the secret volcano area.

### FLAILS ■■

A long, cylindrical head weapon that hangs from a tree and is continuously swinging. This deadly obstacle can only be avoided by crouching.

### TRAPS ■■

There shall be a variety of traps used throughout. All traps can either damage or entrap the player. However they can also be used to bait enemies.

- Falling Cage – triggered by a pressure plate on the ground
- Bear Trap – triggered by a footstep on the ground
- Branches – Found in the magical forests, these try to trap the player

### BREAKABLES ■■

Barrels, crates and pots can be broken to find potion ingredients

## UNUSUAL MECHANICS – OPTIONAL ■■

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### WEATHER

These mechanics affect the player's movement and vision.

## RAIN

During rain, the player's movement becomes more slippery than usual. Hence this weather will require player's skills on large scale.

## COLD

Here, the player's movement is slowed down. One important thing to notice is that the player will NEED to keep moving to avoid being frozen.

The heat potion will be very helpful for this level when the player freezes.

## FOG

The land will not be visible properly, so a specific potion will be needed to clear out the fog.

## TERRAIN

### GRASS

This is the normal level terrain, where it poses no threat to the player.

### MAGICAL FOREST

The magical forest consists of trees whose branches try trap the player. This can be countered by using Deflection.

### MUD

Mud slows down the speed of the player, but doesn't harm them.

### SECRET AREAS

Volcano, Ice castle

## POTION

The game consists of **health** and **mana** potions. The ingredients for crafting these potions shall be available from level 1.

Later in-game we will provide **fire** potions which will help clear out frozen paths.

Certain enemies can be frozen by a similar **frostbite** potion which freezes enemies.

**Invincibility** potion.

# CONTROLS

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## Control Scheme

## DualShock 4



# PC EVOLUTION SEQUENCE – TIMELINE

## MOVEMENT

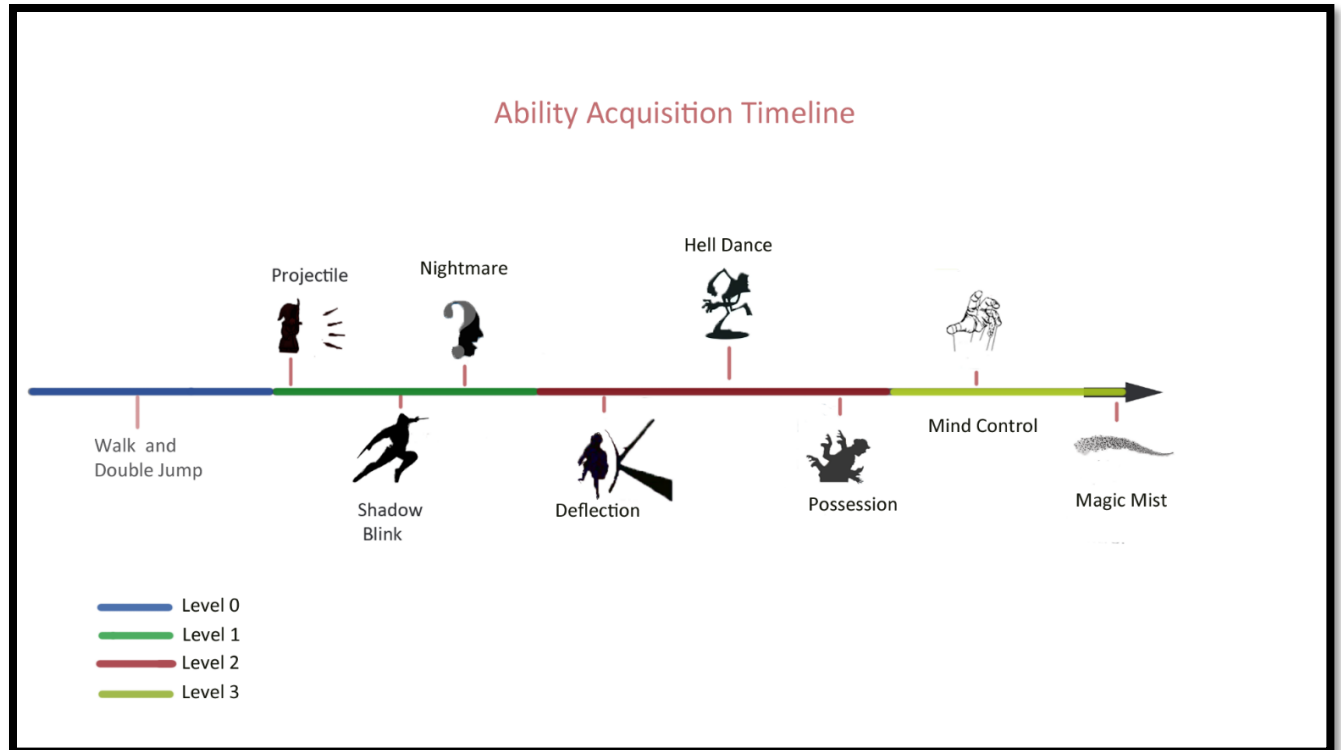
	Mana Points	Duration	Upgrades
Blink	15	2 seconds	Required Mana decreases to 10
Magic Mist	25	5 seconds	Duration increases to 10 seconds

## WEAPON

	Mana Points	Damage	Upgrades
Projectile		20	Damage points increase to 30
Deflection	30		Sends enemy flying back
Shadow Possession	30		Chains possession from one enemy to another

## CURSES

	Mana Points	Duration	Required Health Points	Upgrades
Nightmare	30	6 seconds	10	Damage increases by 50 % on enemies
Hell Dance	30	5second	10	Duration of 10 seconds
Mind Control	30	4 seconds	10	Damage reduce by 50% on player's health



## **WALK AND DOUBLE JUMP**

These basic abilities are given to the player at the beginning of the game and these abilities will be essential for the character to move around the level. Player will start the game with these in level 0 (tutorial level) and will introduce player how to combine walk and double to cross certain huddles.

## **PROJECTILE**

This basic offensive ability (like Castlevania's whip) will be given to the player in level 1.

## **SHADOW BLINK**

Shadow Blink is also introduced to the player in level 1 as the level progresses the player will need this ability to overcome some challenges in the level.

## **NIGHTMARE**

This ability is introduced to the player at the end of the level 1 which will help the player to fight a group of enemies by reducing their attack potential.

## DEFLECTION

Player will acquire this ability at the beginning of level 2 as the player will be introduced to a new way of beating enemies.

## HELL DANCE (Dance of the Damned)

As the player progresses through Level 2, Hell Dance can be used to counter group of enemies attacking the player.

## POSSESSION

Possession is given at the end of Level 2 and is used in combat. This ability is also given to the player to reach previously obstructed areas.

## MIND CONTROL

This ability is introduced in Level 3. Since the player's abilities are inclining towards the darker side, the player now holds the power to control minds.

## MAGIC MIST

This ability will help the player to cross tight spaces in level 3, which represents the evolution of character's power with rise in difficulties of level.

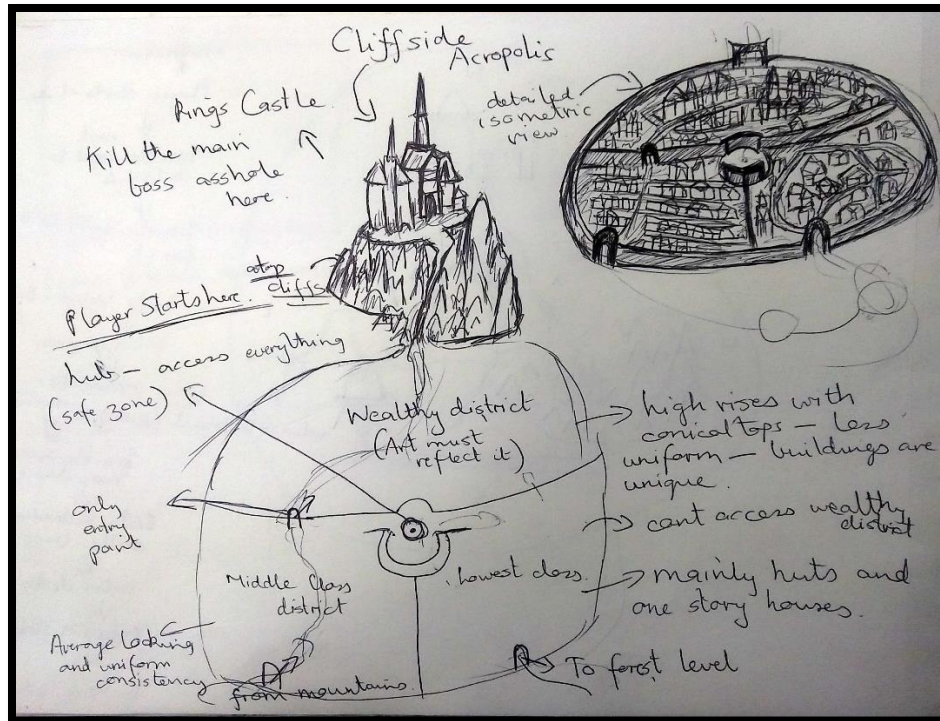
# WALKTHROUGH

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The game starts with the PC fleeing captivity and heading towards the village of **Azmar**. The gameplay starts in the heart of the city which can be considered the hub of the world. It has a Teleportation rune where the player can save the game or use it to teleport to other locations in the world once unlocked. From there, the player is guided through the tutorial in this village area which mainly consists of huts and small houses. The main enemies in this level are villagers and their pitchforks. In the tutorial, the player is familiarized with the basic mechanics such as walking and jumping. The player is also introduced to their first weapon - a basic energy projectile.

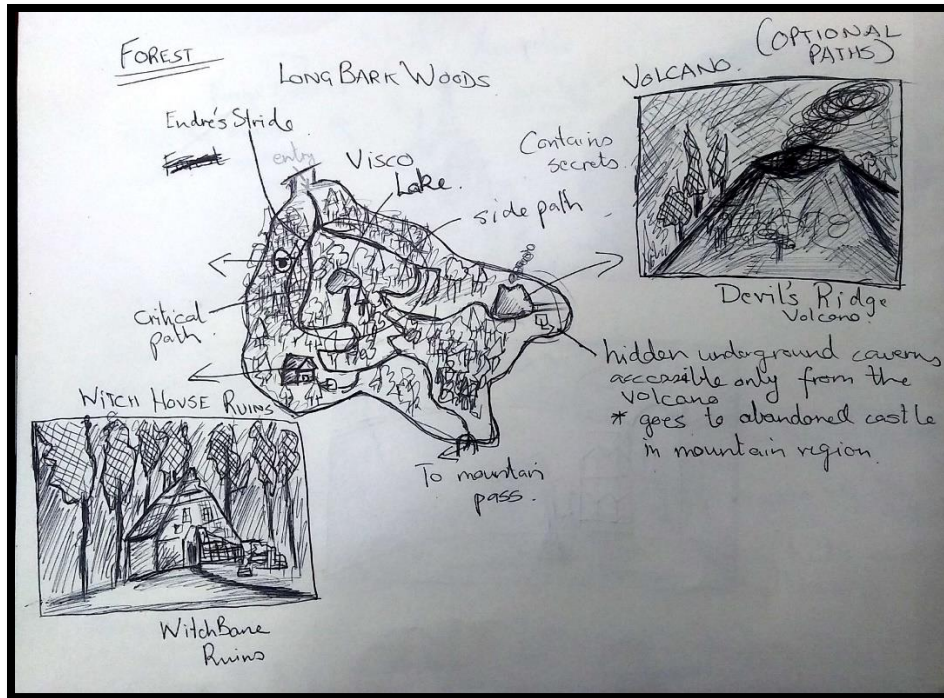
The route to the castle is closed and the PC must find another way into the castle. She wants revenge and blood and the only way she can achieve this is by defeating the **King**. But first she must defeat **The Village Elder, The Abominable Beast of Longbark, and The Royal Necromancer**, each protecting a part of the stone sigil which when combined is the only way to defeat the king. She must also make her way into the Dark Enchanted forest known as **Longbark Woods** where she once resided in order to salvage her belongings.

The PC will have to fight her way through Archers and Farmers to reach a new area, but encounters the first boss, **The Village Elder**.



As she enters the forest, the player is introduced to a new mechanic called shadow blink - a short distance teleport skill. On the way, she discovers an ancient, discarded cauldron. In order to use it, she needs to find a special item known as a **Firestar rune**. She then makes her way to her house in the middle of a clearing known as **Endre's Stride**, overlooking the eerie **Visco Lake**. She takes all she needs like her satchel and a few healing potions. She also finds her last remaining Firestar Rune and is now able to use the special cauldron to craft new types of potions using items she finds around the world. A teleportation rune is activated here and fast travel to this location is unlocked.

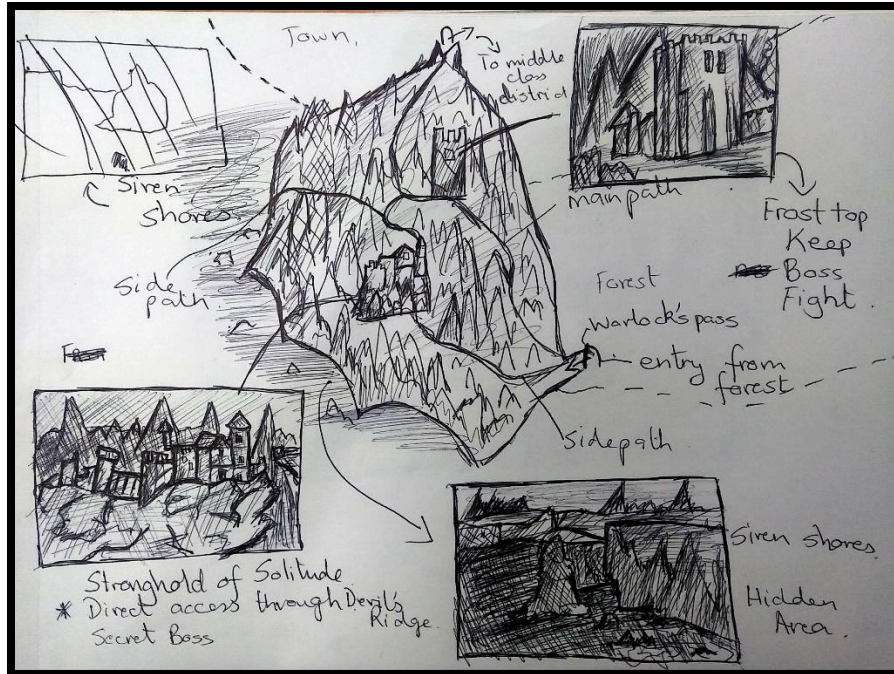
As she journey's deeper into the woods, she finds a ruined stone house. As she explores it further, she realizes that it belonged to a dark witch. She then learns a new skill - a curse spell known as the **Nightmare Rune** which when cast, plunges everything it hits into an endless nightmare realm. She is then faced with a horrifying monster- the result of the King's experiments. This is the second boss in the game. After killing the boss, she realizes that it was once the King's Chief Priest. You obtain another piece of the stone sigil from him and continue on. Progressing further, she manages to build up enough mana to finally regain her ability to deflect enemy projectiles. The player is then taught how to use this newly found skill. She also finds a secret path. However, it is blocked by an invisible force which she can't get past.



She now enters the FrostTop Mountains through the Warlock's path. She makes her way through the icy mountains where she is finally strong enough to possess enemies. Using this skill, she escapes tricky situations and finds herself at the residence of the King's Necromancer- The FrostTop Keep. After defeating and vanquishing him, she collects the last sigil and then uses the mystic dagger of the undead which belonged to the Necromancer in order to perform a blood sacrifice using his impure blood to gain another curse - The dance of the Damned which is capable of trapping her foes in an endless dance ritual performed by the damned and undead souls in purgatory. She also gains the ability to channel the blood of her foes into an energy source and when she collects enough blood, she is able to transform into a half demon, drawing power and health from the blood itself and therefore in this mode, the player is immortal and has unlimited mana. This phase lasts until the blood sacrifice meter drains completely.

She then comes to a fork in the road. Here, she has a choice to choose her path. She decides to go left and comes to a massive castle atop an ice clad cliff. This is the fabled Stronghold of Solitude. It is here that she finds a secret room with a **Frostbite Stone**. There is also a secret path which leads back to the forest, right where she had earlier found an invisible obstacle. She uses her Frostbite stone to freeze the invisible obstacle and then destroys it to find a path to a volcano where now, she finds a lot of items and a **Fireblaze Stone**. The volcano also has a secret path which leads to a cavern on the dangerous Siren Shores. After climbing the vertical cliffs, she uses the Fireblaze Stone to clear her path of ice and makes her way up north back to the village.





She enters the Middle Class district of the city and is at the peak of her power, granting her the ability of Mind Control and the ability to disperse into tiny magical dust particles known as the legendary Magic Mist.

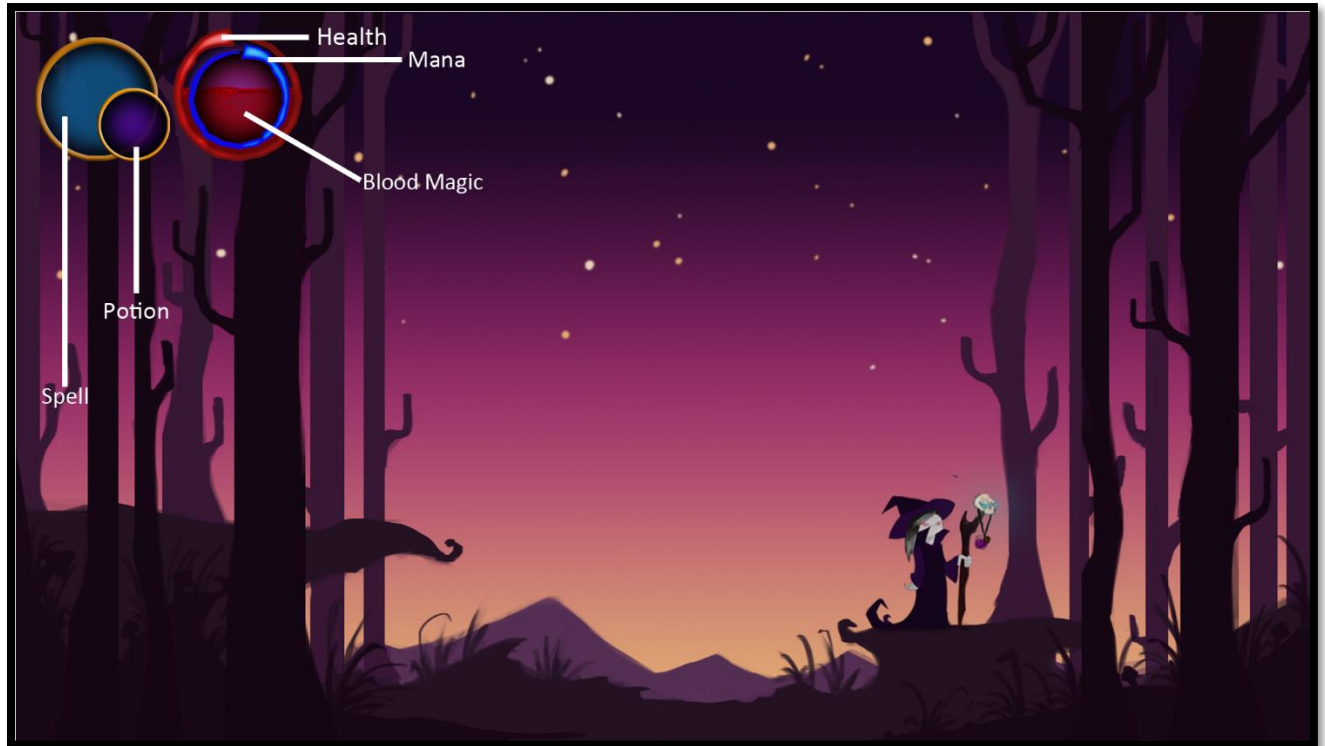
She then makes her way into the aristocratic district, destroying the king's forces until she finally reaches the King's castle- The CliffSide Acropolis, high atop a cliff. She then puts all the sigils together in order to reveal the True Name of the tyrant king. Using her abilities, she defeats the king and grants him a violent death.

# MOCKUP SCREEN

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The mockup screen includes the actual character scale in our planned environment. It also has UI elements – **Health, Mana, Blood Magic, Potion and the Spell.**

## UI



## INVENTORY

The inventory will be a pop up, where a cauldron will pop up, showing all the available items.



ART REFERENCES



