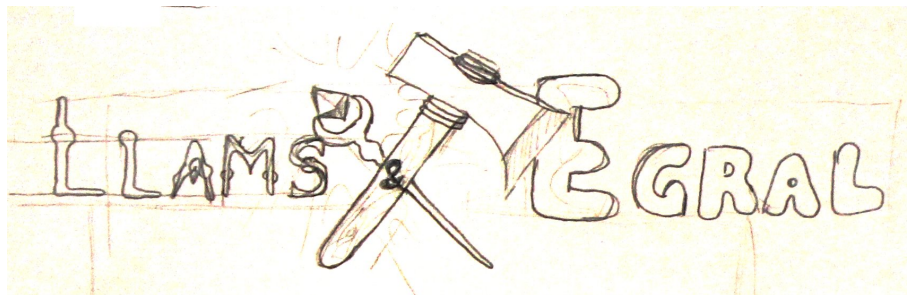# Team 6 – Formal Game Proposal

(first rough)

Boris Dalstein
Marco Jenny
Rahul Mukhy

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Contents

1 Story

In the planet of Borama, two villages are always fighting ! One is composed of strong tall guys, using their physical strength to fight with big swords and axes, whereas the other is composed of little guys, using their magical powers to spell a lot of casts.

But one day, Maleficus, the planet eater feared in all the galaxy, send a message to the inhabitants of Borama. Unless they find a real good reason to keep this planet existing, he will eat it for the dinner, in one week !!

Thus, the two villages have now to collaborate to find this good reason ! An ancient of the small village remember a legend, saying that at the heart of the planet, it exists a magical crystal that can bring immortality to the owner. The power of the crystal is linked to the soul of the planet, then giving the crystal to Maleficus would prevent him to destroy Borama !

But to find this Immortality Crystal, one need to travel the world by taking magical gates, only possible by owning a Travel Crystal. The ancient have only two of these, thus it has been decided to send two heros to find the Immortality Crystal, one from the small village and one from the large village.

The two heros are *Llams & Egral* !

2 Basic ideas

Llams & Egral is a platform game in which two characters have to collaborate to find crystals and gates in each level, so that they can reach the next one.

The player can switch between the control of the two characters, while giving basic orders to the other one ('Stay here!', 'Follow me!', etc...). The main idea of the game is that the characters are really differents, so that only one of the two can execute some actions to complete parts of the level. Sometimes, they have to separate because only one can go on a specific part of the level, and sometimes, they have to be close to execute special actions only possible when they are together. For instance, only Llams can go inside a little cave, but together, Egral can 'launch' Llams so that he can reach new areas.

An exemple of the gameplay :
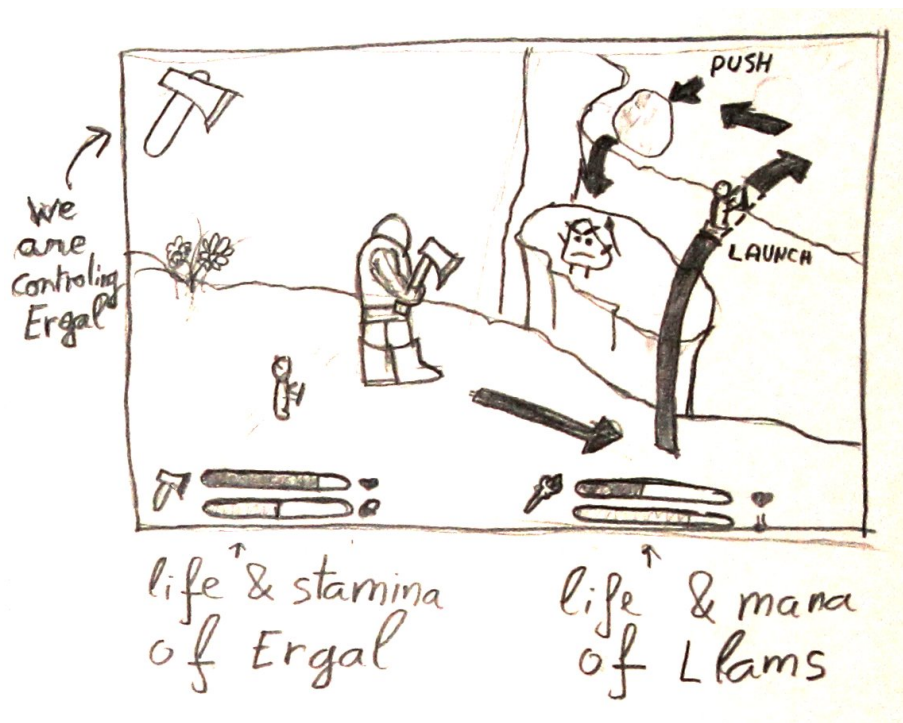
The strenght of the game is the high number of interactions between the two characters, which on the one hand make the game very fun, and on the other hand create a huge range of possibilities, that can lead to very challenging levels.

3 Gameplay ideas

3.1 Intro

The game is played by controlling one of the two characters, in a similar way of 3D platform games like Crash Bandicoot, or Action-RPG like Kingdom Hearts.

One analog stick is used to control the camera, the other to move the character. We can use the buttons to jump, attack, cast a spell, run, or do a specific interaction with the two characters. In addition, what is new is the use of a trigger to quickly switch between the control of the characters.

The characters have a life bar, and an additional one to add make the characters more specific. If the two characters die, the game is over. If they collect enough crystals to activate a new gate, and/or complete mandatory tasks, they can go to the next level.

3.2 Level elements

The levels are composed of :

- The map : plains, trees, rivers, caves, etc... It can be either a big area when the characters have a huge liberty in their directions, or something more like a linear map, or a labyrinth. It can have 'holes', falling inside make the player lose the game.

- Enemies : a lot of varieties of enemies, with different ways to kill them. Some are more sensible to physical strenght, other to magic. We can fight them or avoid them.

- Boss : it is possible to find a boss, an enemy stronger than usual, that is needed to be kill to go to the next level, or a next area of the level, or to obtain a useful object

- Crystals : the goal of the game is to find most of the crystals of each level. They are several types of crystal, some are very common and distributed all over the map, and some are really rare, and difficult to find or reach.

- Gates : magical gates can be activated to reach another level

- Life and mana fountain : to recover all the life or mana bar

- Mana energy : some balls of energy of diffent sizes, that are distributed in the map, or can emerge from the soul of dead enemies

- Objects : they can be found on the map, or appear by completing specific tasks. They can be potions, useful objects allowing new actions, or weapons. They are stored in the inventory, and kept through the different levels

- Books : when finding a new book, the character can learn a new ability, generally useful at least for the current level

3.3 Life, Stamina and Mana

Each character have a life bar. If they are attacked by monster, fall from to high, go into poisonous water, etc... they lose some life. We can gain life by taking potions, being healed by Llams, or reaching special life sources in the level.

Egral has a stamina bar, determining if he's tired or not. He is stronger with a high stamina, and cannot perform specific actions if the stamina is too low. The stamina decrease by running and performing special actions, and increase little by little over time.

Llams has a mana bar. The mana is used to cast the spells, and can be regain by taking mana potions, or collecting mana energy from the world (died monsters, mana sources, etc...)

At the beginning of each level, the bars are always full.

On the contrary of RPGs, they don't have levels, XP or other stats that can be improved by fighting again and again a lot of monsters, or owning special items.

3.4 World map and levels

We progress through the game by activating gates, that let us go to other levels.

The world is composed by several regions (for example 'The Mysterious Forest', 'The Dead Desert', 'The Black Mountain', 'The Dangerous Sea', etc...), and each region is composed by several levels.
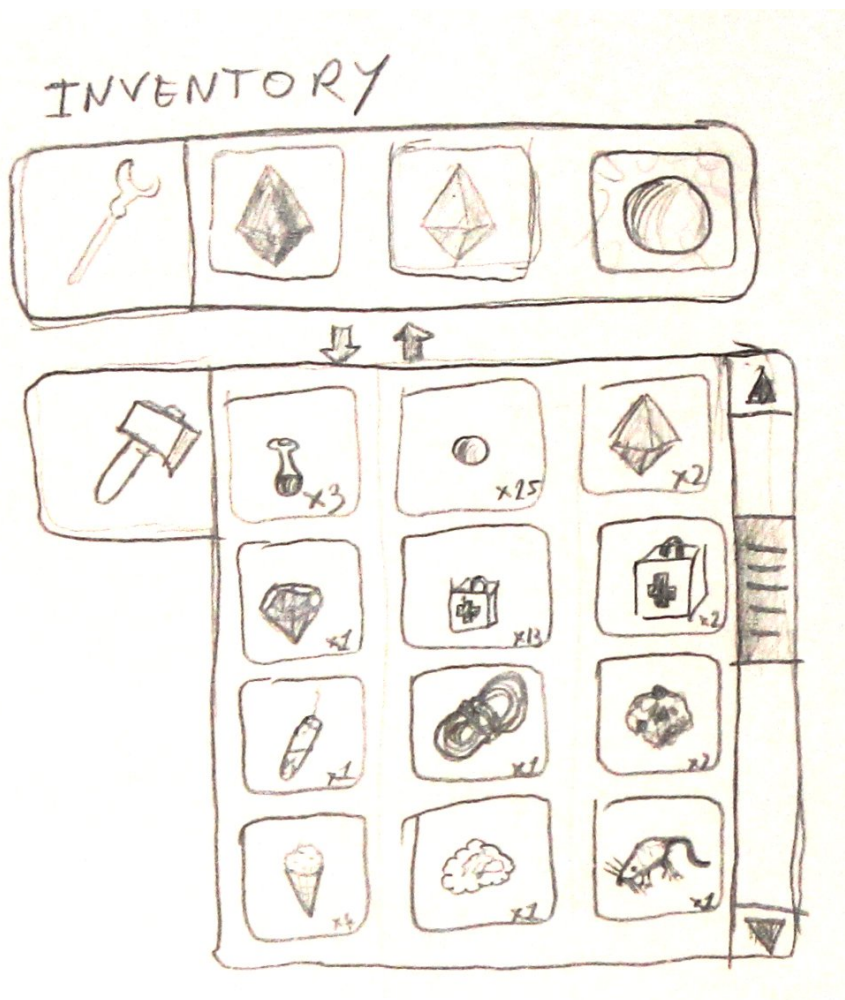
The progression through the levels isn't linear :

- several regions are available in the same time (even if of course some have to be discovered later). Thus, we can choose which region to go first.

- One level inside a region can lead to several ones. Thus we can choose the direction to take, and which level complete first.

- We can access instantly all the previously discovered levels, to do them again. It is sometimes necessary to have new crystals we couldn't manage to have because of the lack of a specific ability

3.5   Inventory

The objects are stored in the inventory. The bag of Llams is very limited, while the one of Egral is unlimited. Thus choose carefully what you put in the bag of Llams when he had to travel alone !

3.6   Abilities

We can have new abilities by discovering books.

3.7   Weapons

Weapons are one kind of objects that we can find during the game.

- Weapons for Llams : There are crystal that can be put on his wand. Depending on the crystal, he can cast different spells.

- Weapons for Egral : There are things like axes, spears, swords, double swords, hammers, etc...

We can change the weapons on the character when we want, since they are in the bag of the character. It is never a problem for Egral, who has an unlimited bag, but if we are going to travel with Llams alone, we should anticipate and choose carefully the crystals Llams holds.

4 Technical aspects

To make the game really fun to play, and actually good, the main difficult part would be to create :

- good animations for the interactions between the characters

- good AI for both enemies and the uncontrolled character

5 Development Schedule

To be planned