



LLAME
And
EGRAL

Don't fight each other,
save the world!

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Storyline

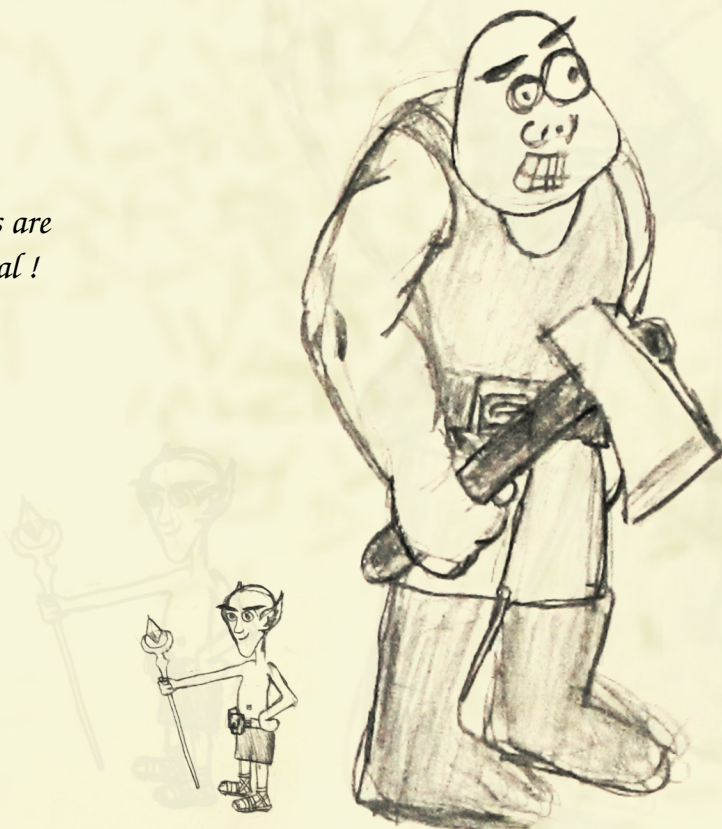
In the planet of Borama, two villages are always fighting ! One village is inhabited by strong tall men who are physically strong and fight with big swords and axes whereas the other is inhabited by small hobbits using their magical powers to cast spells.

But one day, Maleficus, the planet eater who is feared in all the galaxy, sends a message to the inhabitants of Borama that unless they find a real good reason to keep their planet existing, he would have them as his dinner, in one week !!

Thus, the two villages now have to collaborate to find this good reason! An old hobbit from the small village remembers an epic story, telling that at the heart of the planet there exists a magical crystal that can bring immortality to its owner. Since the power of the crystal is linked to the soul of the planet, obtaining that crystal would prevent Maleficus to destroy Borama !

But to find this Immortality Crystal, one needs 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 heroes to find the Immortality Crystal, one from the small village and one from the large village.

*The two heroes are
Llams & Egral !*



Big Ideas

Llams & Egral is a 2D platform game - in a colourful 3D environment - in which two characters have to collaborate to defeat enemies, find crystals, and finally reach the gate to the next level.

The player controls one character at a time, while the other follows some basic orders ('Stay here!' or 'Try to follow me!'), but it is possible to switch instantly and at any time the controlled character. The reason one is small and the other is large is because some enemies are small and others are large, and also because some parts of the map are small and others large. So both characters are important and the player should switch very often.

It is also possible to combine both their powers!

One can sum up the game concept in two expressions :



Gameplay Details

TWO CHARACTERS IN ONE PLATFORM GAME

As described before, Llams & Egral is a 2D platform game. This means that you control a character with the analog stick, and you can use the different buttons to jump, attack, or perform some special actions. What is new here is the use of a trigger to switch the control between the two characters.

Of course, the main interest is that the two characters have different abilities, imposing the player to play with both in order to pass particular parts of the level. Choosing the controlled character is an additional difficulty compared to more classical platform games, making it more interesting and challenging.

Moreover, since the player controls only one character, the other can become very weak because he can't defend himself from surrounding enemies! This adds a constant stress of taking care that the uncontrolled character - Llams for instance - is about to be killed and we are tempted to switch immediately to prevent the death of Llams. But switching instantly without reflexion is a bad idea. So, first we have to take Egral to a safe place, otherwise maybe Llams would be saved, but Egral might die...

A good player can switch at a high frequency between the two characters, defending and attacking at the same time with both characters, and taking the good decision depending on the character he controls (with the magical power, should I attack this monster or this one?).



PHYSICAL VS MAGICAL, BLACK VS WHITE

Except the jump ability, all the possible actions and interactions with the characters, the enemies and the environment are based upon two pairs of opposite notions :

- the nature of things can be either Physical or Magical
- the nature of things can be either Black or White

Physical vs Magical don't need more explanations since we are all used to this notion. Black represents something 'aggressive' that which can cause damage, whereas White represents something 'defensive', that can defend or heal.

Let's give straight forward an example to illustrate this. When we control a character, we can do the followings actions:

- move the character
- jump
- perform the White action
- perform the Black action
- switch to the other character
- collaborate (will be explained later)

Llams (with magical power) and Egral (with physical power) can both do black and white actions, and then the player can perform the four fundamental actions :

- Black Physical : attack with the axe
- White Physical : protect with the axe
- Black Magical : send a Black energy ball (for instance causing damage)
- White Magical : send a White energy ball (for instance healing Egral)

The effect of each of these actions depends on the 'object' they hit. Most of the time, nothing happens (if an energy ball hits a wall the ball disappears), but of course, hitting an enemy with the axe of Egral or a Black energy ball from Llams can kill it.

And now, the most interesting part is that of enemies, who can also be Magical or Physical, and perform Black or White actions.



BEWARE OF ENEMIES

Be careful, there are tons of different enemies in the world!

Each enemy has its own abilities, that can be either magical or physical (or both), and can be protected or partially protected against physical and/or magical . The extreme cases are listed below:

The mice :

*Only perform a little physical attack,
Can be destroyed easily both by magical or physical attacks*

The elementals :

*Perform magical attack,
physical attacks are totally ineffective*

The golems :

*Perform physical attack,
magical attacks are totally ineffective*

The dragoons:

*Perform physical and magical attacks
Magical and physical attacks are separately totally ineffective*

A LOVE (?) STORY

Because each of the character alone can't fight the dragoon, they need to collaborate, even if they hate each other, because of the story of their villages. To collaborate, Llams can jump onto Egral, using the special collaboration button, so now, they act as a single character, both physical and magical at the same time ! The three basic actions are then redefined :

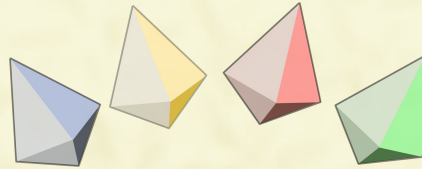
- Jump: Egral throws away Llams, making it possible to reach new platforms.*
- Black: Egral performs a physical and magical attack, using Llams as a weapon.*
- White: Llams hurts Egral, making him performing a physical and magical attack.*

With these special actions, they can defeat the dragon !

But being so close to each other increases their common Hate bar, even more when they execute an action by collaborating for a long time ! When the Hate bar is full, Egral automatically throws away Llams in a random direction, and the farther the characters are, the more the Hate bar decreases.

FIND THE CRYSTALS

Fighting against enemies is necessary but it isn't the most important. Llams and Egral have to go through the different levels to find the Immortality Crystal!



But to go to the next level they first need to find the magical gate and then activate it in order to use it! To do so, they need to collect a certain amount of the crystal that are spread all over the level, to use their power.

PLAY WITH A FRIEND

Because the game consists of two characters, what about playing with a friend, to control simultaneously the two character, avoiding the switch action ?

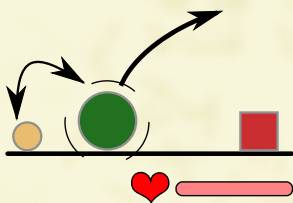


Development Schedule

TARGETS

The work is layered in four targets, to help focusing on what is important to implement first. Each target should be completed before implementing a functionality of a higher target.

Functional Minimum



The map is a simple line

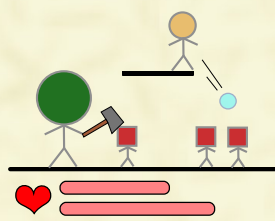
The camera is fixed

The characters are two spheres

A single enemy is represented by a static cube, with a life bar, and disappearing when killed.

The player can move, jump, attack (same attack for both characters), and switch

Low Target



New platform added to the map

The camera follows the controlled character

The characters and enemies are modeled meshes

The characters have a specific (and improved) attack, and a Life bar

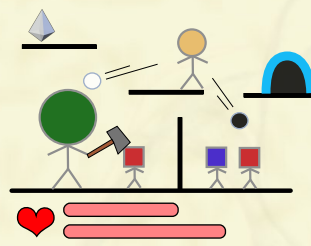
The enemies appear, move and attack randomly

Improved graphics (textures and background)

Basic animations

Basic sounds

Desired Target



One whole big level, with crystals and a gate

Black & White actions for both Llams & Egral

Two different enemies, with basic AI

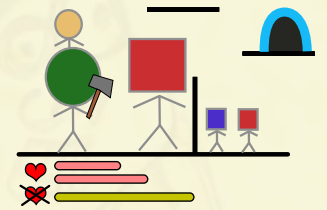
Improved graphics (simple particle system for effects)

Improved animations (animations for each action, but without consistent transitions)

Improved sounds

Startup menu

High Target



Different levels

Llams can go on top of Egral, with corresponding actions and Hate bar

Improved graphics (shaders)

Improved animation (consistent transitions)

Save & Load

Extras : Due to the time constraint, we let these functionalities for development outside the scope of the Game Laboratory :

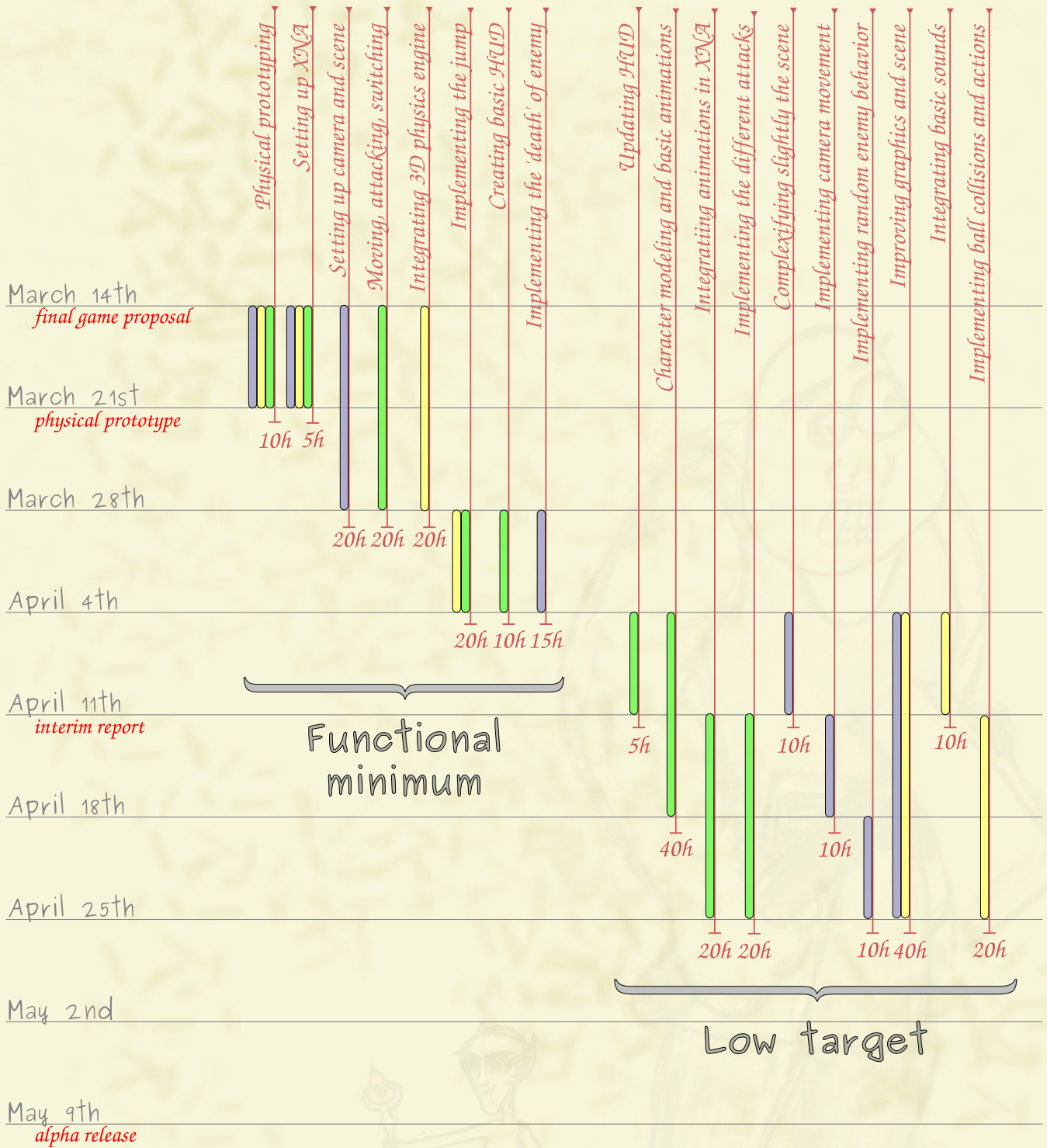
Create all the enemies, maps and levels to make a complete game
 A level editor
 Precomputed animations for story purpose
 Inventory: collect keys, life potions, new weapons, ...
 Abilities: learn new interactions between Llams and Egral

TASKS & TIMES

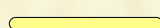
 Boris Dalstein

 Marco Jenny

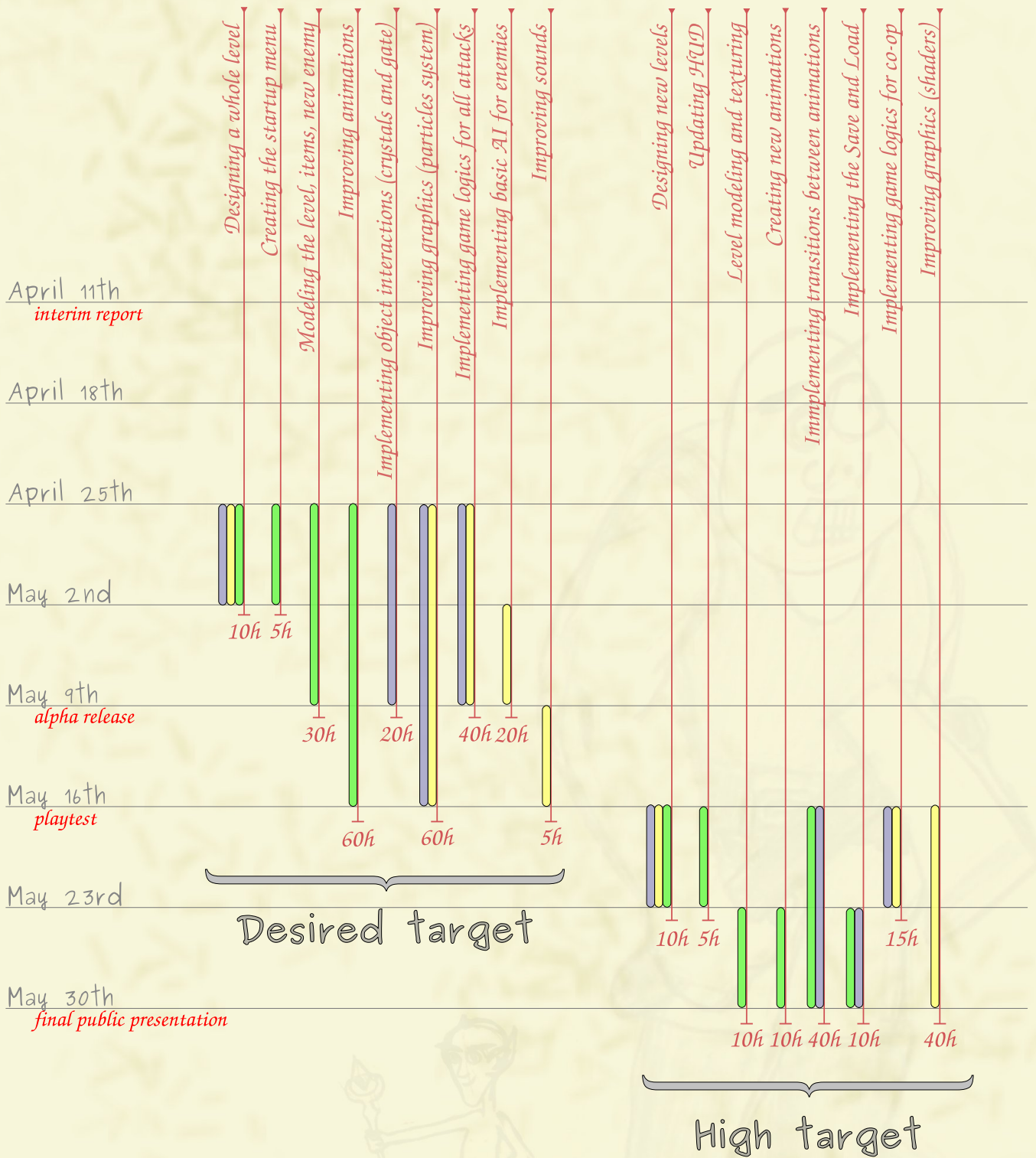
 Rahul Mukhi



 Boris Dalstein

 Marco Jenny

 Rahul Mukhi



Why you'll be addicted

Even if it isn't the first game involving two characters, Llams & Egral is innovative in the approach of controlling :

- Egral alone*
- Llams alone*
- Llams and Egral together*

This way, you have a lot of possibilities making the game both challenging and appealing! Moreover, the constant stress of having to take care of the uncontrolled character while moving and attacking avoid the player being bored. Alternating some puzzle parts involving the player's smartness, and crazy stressful battle involving the player's reflexes and finger skills is the key to achieve a successful game.

And last but not least, the player will fully enjoy the background story, the 3D colourful world, and the fun controlling this uncommon pair trying to collaborate, but hitting each other, increasing and decreasing the Hate bar!

Thus, this game is made for all players enjoying platform games, jumping everywhere and killing enemies in a fun way, as well as players enjoying puzzle games. To sum up, Llams & Egral would be a success if one can hear this conversation:

- Hey! What about playing Mario!?*
- Yeaah! But why not Llams & Egral?? It's way more fun!*

The End