



GAME DESIGN DOCUMENT

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NB : In this document, everything that is highlighted in yellow like this is about cut features that are not included in the final game.

OVERVIEW

- Story-driven Beat'em Up
- **Target:**
 - Mid core
 - Players looking for a deep and emotive narrative experience
- **1-2 players**
- **Unique Selling Point:** "A poetic and metaphorical Beat'em Up"
- **Key Selling Points:**
 - A dark and mysterious art direction, perfectly serving the theme of grief.
 - Adapt the skills of both characters to the situation you are facing, by giving more strength to one and weakening the other! Balance it anytime you like!
 - Each demon and environment are directly representing and linked to the stage of grief the character is currently dealing with!
- **Global summary:**
 - Play as a young person getting through the death of his father and digging his path to acceptance.
 - Accompanied by the spirit of his father at his sides, incarnation of his child's memories of his living times, the youngster is facing and fighting his inner demons.
 - The main feature of the game is that the players can choose throughout the game which character is more

powerful, with a little strip that the players can easily interact with, without pausing the game.

- **Game Pillars:**

- Fully narrative Beat'em Up, using combat, enemy, environment and sound design to serve a deep and emotive topic.
- Approach the theme of the seven stages of grief and the universal fight it represents.
- Allow players to change their playing style throughout the game.

CHILD

Character

The Child is the main character of the game and the story.

The Child lives in the US in the middle of the 19th century and just lost his father. This loss has affected him terribly and he's going through very tough times.



In Path of Sorrow, the Child is not moving around and fighting in the real world. Instead, the whole game environment and enemies are figurative ways to represent the path of the Child through the seven stages of grief, from denial to acceptance.

In the game, the Child is therefore very defined by the stage he's currently going through. His personality and temper are changing throughout the game, and his skills and his move set correspond to the different states of mind he goes through.

To know more about the temper of the Child during each level of Path of Sorrow, please go to [LEVEL DESIGN](#).

FATHER

Character

The Father is the second character of the game and the story.

The Father lives in the US in the middle of the 19th century and died recently, leaving the Child alone. This loss has affected the Child terribly and he's going through very tough times. The Father (to be exact: The Spirit of the Father) is in the game representing the memories of the Child about his Father. He is not the living body coming back to life, just a projection of the Child concerning his parent.



In Path of Sorrow, the Child and the Father are not moving around and fighting in the real world. Instead, the whole game environment and enemies are figurative ways to represent the path of the Child through the seven stages of grief, from denial to acceptance.

In the game, the Father is therefore very defined by the stage the Child is currently going through. His power and possibilities to be are changing throughout the game, determined by the evolution of the link between the Child and his memories of his Father.

CHILD & FATHER

Character

The two characters share a common Health Bar, as they are both representing different aspects of the Child's psyche. While the Child takes 100% of the damage inflicted, the Father takes only half the damage.

When the Health Bar is empty, both characters die and get back to the last checkpoint.

The characters can also dash (with RT), which gives a bit of invulnerability and triggers a little cooldown (4s).

The players don't collide nor hit each other.

Health (shared by both)	Movespeed (number of units walked every second)
100	8



CHILD & FATHER

Grief Slider

The Grief Slider is composed of four notches: two make the Father the dominant spirit, and the other two make the Child the dominant spirit. There is no in-between, and each player can change the Grief state anytime by pressing LB or RB (depending the character they are playing).

When a character is dominant, he gets access to his Ultimate move, and gets better stats, while the stats of the other character are decreased.

Finally, the player playing the Child can only move the Grief Slider towards the Father Side and vice-versa, to keep the communication between the players at the center of the mechanics.

Stats Father Stats Child	Major Grief State Child	Minor Grief State Child	Minor Grief State Father	Minor Grief State Father
Attack speed	+25% -20%	+10% -10%	+10% -10%	+25% -20%
Damage	+5% -5%	+2% -2%	+2% -2%	+5% -5%

CHILD & FATHER

—

Special Bar & Special Points

The two characters have a Special Bar (100 points max) each, which points you use to launch Special Moves with the B button. It fills up by hitting enemies and getting hit by them.

	Special Points earned	Special Points earned in Combo Breaker
Light Attacks	5	8
Heavy Attacks	7	8

Special Points earned when hurt (in any way)	Special Points earned for a Critical Hit performed
2	12

All the information about the cost of each special attack can be found in their descriptions.

CHILD & FATHER

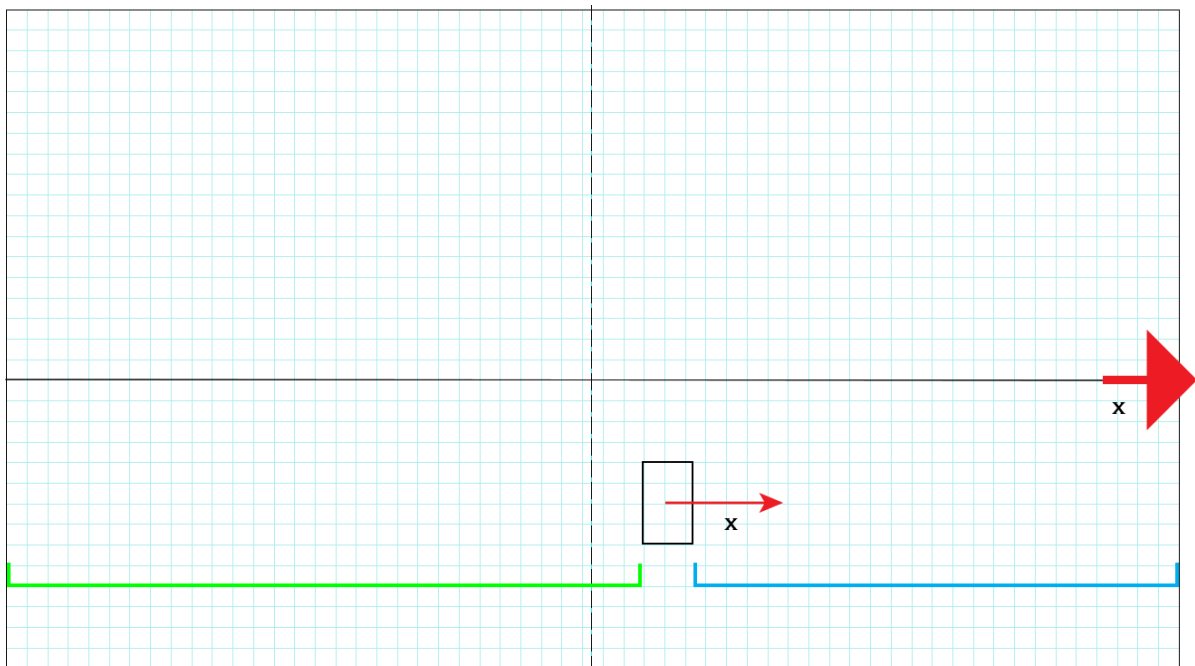
Camera

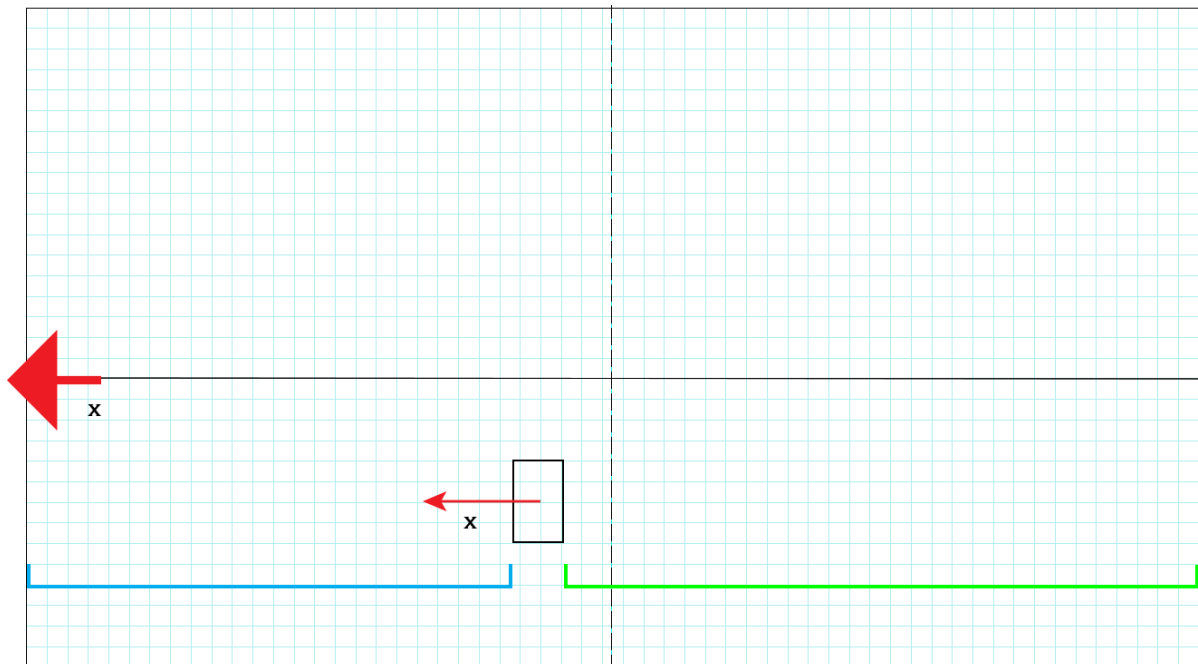
When playing alone, the camera is centered on the Child and follows him with a lerp (except for Arenas and eventual scripted events). There is no auto-scrolling, and the player can't use the camera and move it around by himself with any input.

When the characters jump, the camera does not move up and down.

When playing with two players in local co-op, the camera follows both characters and is centered on the half point between Child and Father.

Camera comportment schemas

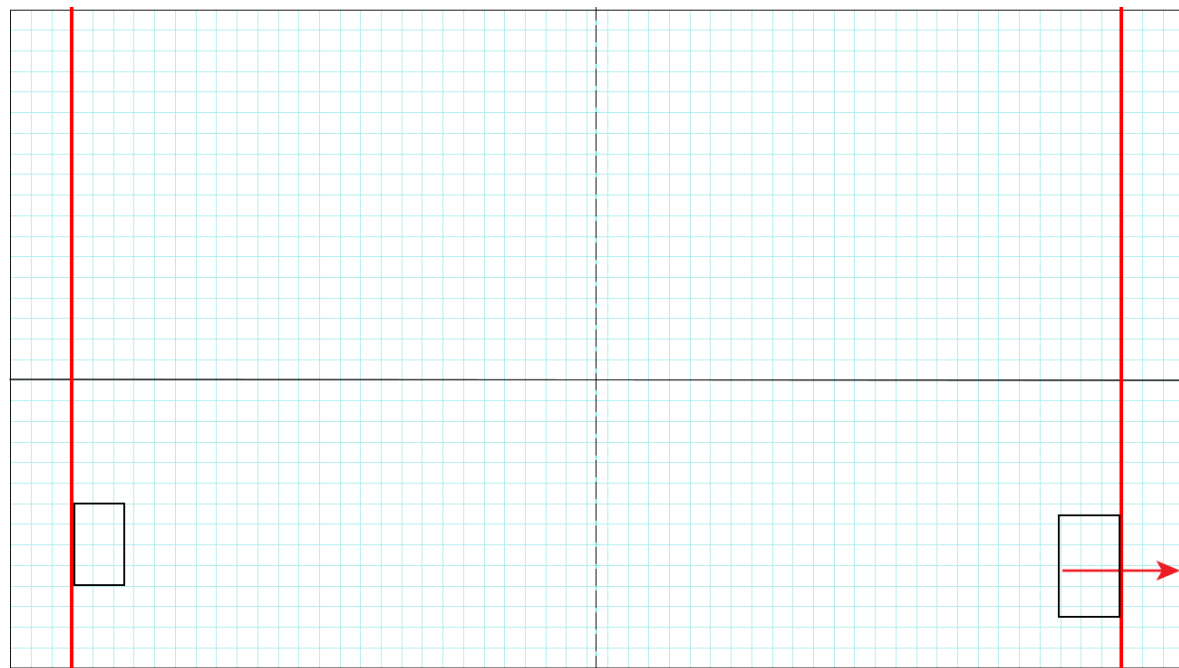
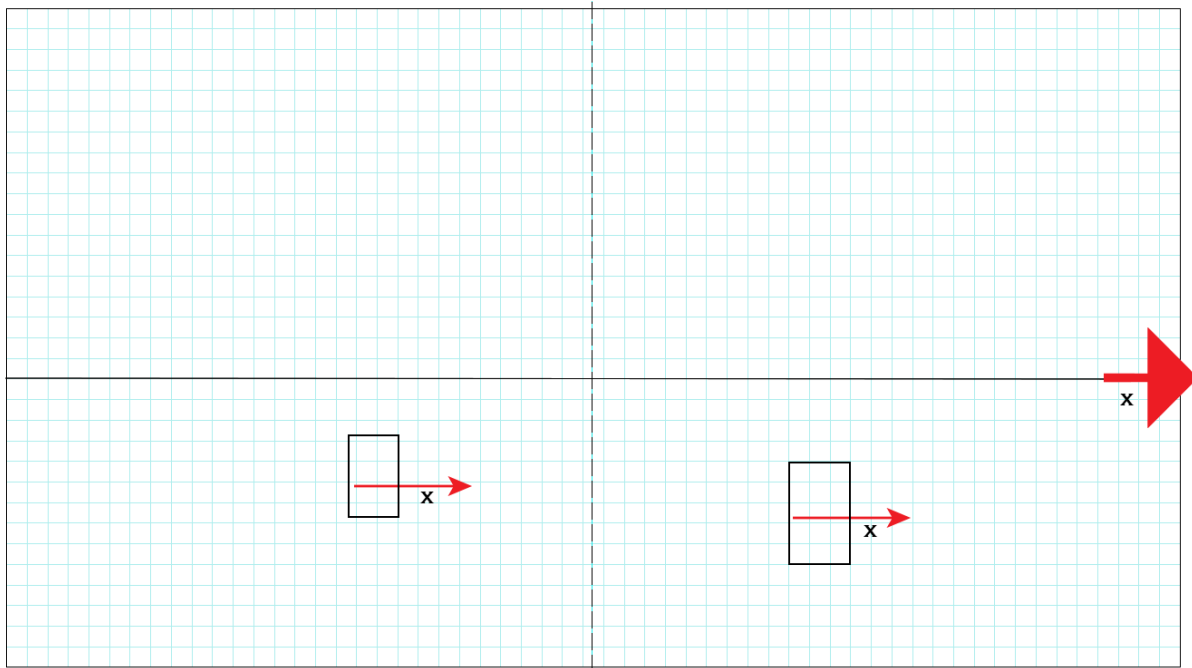




When the player plays alone, the camera follows the Child with a lerp.

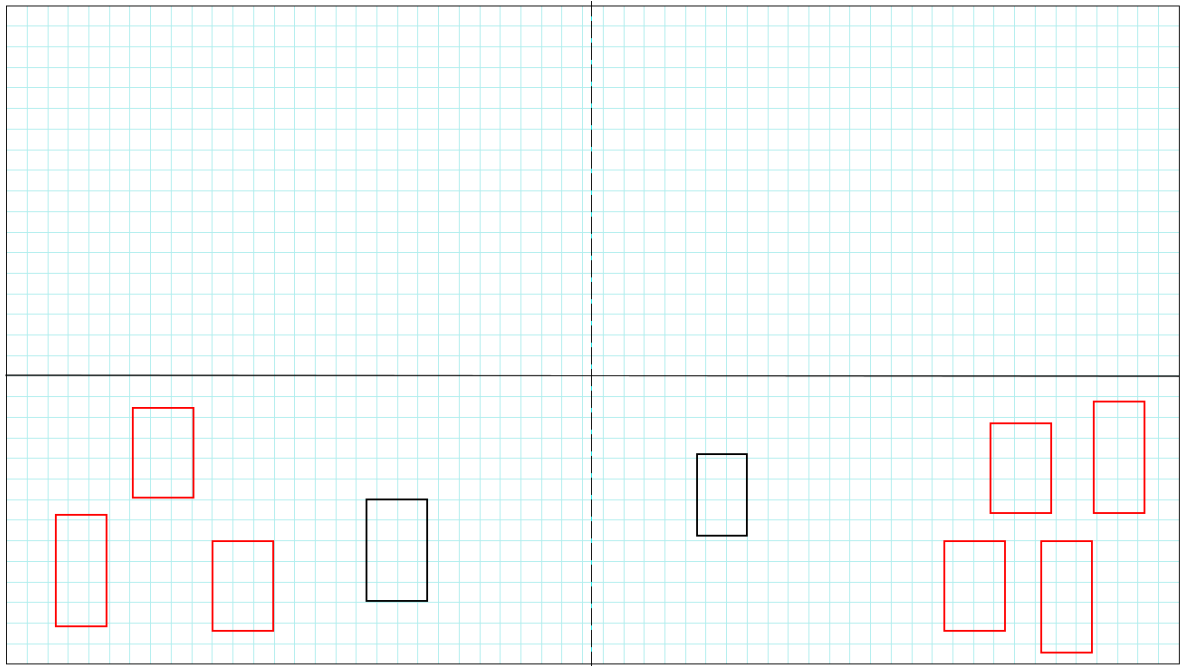
If the player goes in a direction, then the distance between the Child and the side of the screen the player is moving to (blue line on the schema) is smaller than the distance between the Child and the other side of the screen (green line on the schema).

If the player doesn't move, then the camera catches up and the player is on the center of the screen.



The camera is centered on the half point between Child and Father.

On the picture above, the red lines are arbitrary invisible landmarks placed on the camera. If both players split up and touch both red lines, both players are stopped from crossing the lines and get out of the screen. In other words, it represents the maximum distance possible between the two characters.



The game includes Arenas, which means the camera freezes and the players can not advance further away before beating every enemy arriving on screen (in every wave).

CHILD

— Controls

Controller and features

The Child is a melee fighter. Even though he seems very frail, he can fight in very various ways. He can use light moves, heavy moves, fighting with his blade. Light moves are quicker and deal less damage than Heavy moves. He also has 3 special moves, that he can use one at a time, and an ultimate move, only usable when his Grief State is dominant.

Apart from attacking, both characters can jump (simple jump), move around, dash (with RT), and change the Grief State.

Combat System

When using a combo, the Child can use light and heavy attacks in any order that he wants, and the fourth attack of a same type will be a Combo Breaker. Therefore, combos can be between 4 and 7 attacks in a row (ie. LLLL; HHLHH; or even LHLHHLH).

Inside of a combo, the number of hits stroke with Light and Heavy attacks is memorized so your combo doesn't reset to the first attack because you switched.

	Attackspeed (attacks per second, add 15% length for Combo Breaker)	Damage of 1st attack (in combo, or base attack)	Damage of 2nd attack (in combo)	Damage of 3rd attack (Combo Breaker)
Light attacks	0.95	5	4	6
Heavy attacks	0.80	7	6	8

Using Heavy and Up while fighting on the ground will send the enemy in the air, while Heavy and Down will send him down to the ground. Those are risky moves because they are not that fast and you can be interrupted.

When in the air, the Child can only use two attacks from the same type, which makes the 2nd or the 3rd attack a Combo Breaker. The Light Combo Breaker will send the enemy away, while a Heavy Combo Breaker will send him to the ground, stunned.



Any attack used by the Child on an enemy stunned to the ground will perform a Critical Hit, dealing extra damage.

	Damage of 1st attack in air	Damage of 2nd attack in air (Combo Breaker)	Damage of Critical Hit (to the ground)
Light attacks	5	7	12
Heavy attacks	6	8	12

$$\text{X} + \text{X} + \text{X} + \text{X} = \text{COMBO BREAKER}$$

$$\underbrace{\text{X}}_{\text{x1}} + \text{Y} + \underbrace{\text{X}}_{\text{x2}} + \underbrace{\text{X}}_{\text{x3}} + \underbrace{\text{X}}_{\text{x4}} = \text{COMBO BREAKER}$$

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$$\text{Y} + \text{Y} + \text{Y} + \text{Y} = \text{COMBO BREAKER}$$

Special moves and Ultimate

Special attacks are not included in Light or Heavy types of attacks, and they are used differently. The player can use them with the B button and it uses some of the Special Bar. Those moves are all available when starting a new game. The player can only equip one at a time but can choose to change it at any time using the D-Pad. The player can only use one Special at a time and cannot attack with Light or Heavy moves during a Special move animation.

Binding of Special Attacks:

- Up: Special 3
- Down: Special 2
- Right: Special 1

Special attack 1: Shock (50 pts) - The Child gets in a shock state, and him and all the enemies on screen get stunned for three seconds. The Father is totally free to move.

Special attack 2: Wrath (25 pts) - The Child becomes blinded by anger, and he uses a powerful cone-shaped fire attack in front of him. He then leaves little flames on the ground, where he walks, for three seconds. Beware, during those three seconds and for the cone-shaped attack, friendly fire is enabled, and the Child's fire can injure the Father!

Special attack 3: Sadness (75 pts) - The Child lets the sadness and the pain flood his mind, performing a move that makes huge tears fall to the ground like meteors, in a random circle around him. Those tears damage the enemies and slows them down.

Special attack 4: Reconstruction (xx pts) - An enemy on the screen gets on your side and starts attacking the others for five seconds. Any enemy killed by your ally has 15% chance to become your ally as well for five seconds and getting himself the 15% chance as well.

Production priority:

1. Special attack 2 (Wrath)
2. Special attack 1 (Shock)
3. Special attack 4 (Reconstruction)
4. Special attack 3 (Sadness)

The Ultimate is the attack you can use with LT. It does not depend of the Special Bar and has a cooldown instead. You can only use it when the Child's Grief State is dominant, preventing the Father to use his Ultimate.

The Child's Ultimate: Recovery - The Child's weapon gets stronger than ever (6 seconds), and each hit he lands on enemies gets life back to the characters. Killing an enemy gives even more life back to the characters (cooldown 60 seconds).

Type of attack	Normal Light attack	Normal Heavy attack	Combo Breaker or Critical Hit	Bonus for killing an enemy
Percentage of health bar recovered	4%	5%	6%	+5%

FATHER

Controls

Controller and features

The Father is a distant fighter and a support. Even though he seems like a sturdy and strong man, he can't fight directly the demons, as they are haunting his Child, not himself. Therefore, he is here to help his Child getting through his death.

He can use light moves and heavy moves, using spectral bullets, casted with his Winchester rifle. He also has 3 special moves, that he earns as the Child goes through his grief, and an ultimate move, only usable when his Grief State is dominant.

Apart from attacking, both characters can jump (simple jump), move around, dash with RT, and change the Grief State.



Combat system

If the player just presses X (or Y for Heavy attacks) multiple times, the Father will shoot in front of himself, depending on the direction he's facing (left, or right). When shooting, the Father can move in depth but not forward or backwards.

The bullets go straight forward and disappear when they get out of the screen or when they hit an enemy.

NB: If the Father gets hit during his opportunity window (see COMBAT ANIMATIONS), it's NOT cancelled, although he takes damage normally.

	Attack speed (attacks per second, add 15% for Combo Breaker)	Damage of 1st attack (in combo, or base attack)	Damage of 2nd attack (in combo)	Damage of 3rd attack (Combo Breaker)
Light attacks	1	4.5	3.75	5.25
Heavy attacks	0.80	3.75	3	4.5

Like his Child, the Father can use Light and Heavy attacks in the order that he wants in a same Combo. The fourth attack of a same type is a Combo Breaker.

Light moves are composed of little spectral projectiles, they are quick and not very powerful. The Light Combo Breaker deals more damage and knock the enemy back a bit.

Heavy moves are composed of a huge projectile for each attack and slows the enemy down a bit. The Heavy Combo Breaker deals even more damage.

The Father can't perform a Critical Hit when the enemy is down to the ground, but he can perform one if an enemy is sent in air, even if it's currently hit by the Child.

When an opportunity for a Critical Hit shows itself, a sign of the button to press is shown above the target (RB). Upon pressing RB, the CH is performed.

Once it's done, he won't be able to do it again until the enemy is sent in air again.

	Damage of Critical Hit (in air)
Light attacks	9
Heavy attacks	9

Special moves and Ultimate

Special attacks are not included in Light or Heavy types of attacks, and they are used differently. The player can use them with the B button and it uses some of the Special Bar. The player can only equip one at a time but can choose to change it at any time using the D-Pad. The player can only use one

Special at a time and can't attack with Light or Heavy moves during a Special move animation.

Binding of Special Attacks:

- Up: Special 4
- Down: Special 3
- Right: Special 2

Special attack 1: Denial (xx pts) - As the Child refuses to consider his Father dead, all the enemies focus on attacking the Father, for five seconds. The Father loses 40% of his speed but can still attack and takes only 50 percent of the damage he normally takes.

Special attack 2: Guilt (50 pts) - The Father accepts the guilt of his death, performing seppuku. Hitting himself like that make the characters lose twenty percent of their remaining health but creates a huge blood pool that slows (20% for 3 seconds) the enemies and deal DoT (3 HP every second) to them. The pool vanishes after 10 seconds.

Special attack 3: Loneliness (25 pts) - The Father freezes himself and every enemy on screen. Only the Child and new-coming enemies can move for two seconds. Then for each second passing, a frozen enemy can move again. After five seconds in total, all the enemies are unfrozen.

Special attack 4: Fade (75 pts) - The Father starts a strong wind of memories and releases it in front of him, taking all the space on the screen while passing by. All the enemies caught in the wind get damaged, all the enemies under 10% of life get executed. If the Child is in the wind, his move-speed doubles for two seconds. The Father is carried away by the wind as it blows and appears again after three seconds. If the

Father's Grief State was dominant, the Grief State is then set to the Child instead.

Production priority:

1. Special attack 2 (Guilt)
2. Special attack 1 (Denial)
3. Special attack 3 (Loneliness)
4. Special attack 4 (Fade)

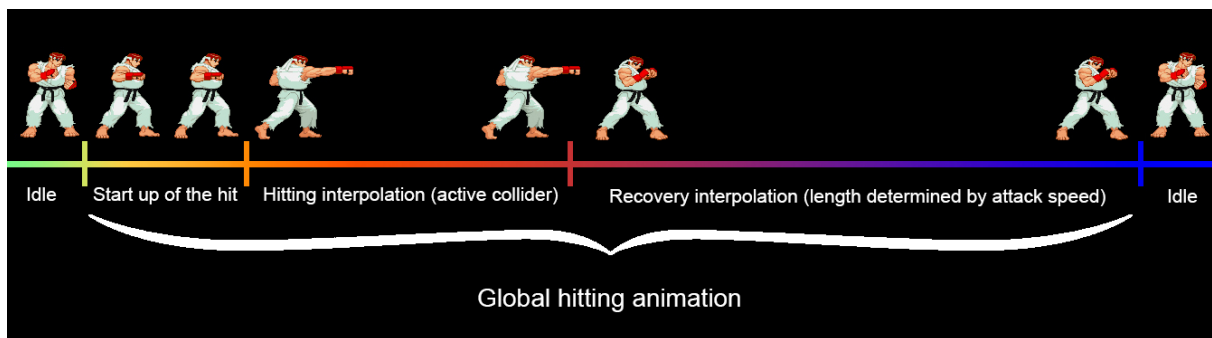
The Ultimate is the attack you can use with LT. It does not depend of the Special Bar and has a cooldown instead. You can only use it when the Father's Grief State is dominant, preventing the Child to use his Ultimate.

The Father's Ultimate: Nostalgia - A big zone gets created around the Father for 6 seconds. In this zone, enemies' move speed and attack speed are halved. Inside the zone, the Child inflicts double damage while he also takes 175% of normal damage. (60s cooldown).

COMBAT ANIMATIONS

When pressing the X and Y buttons, the characters trigger the attack animations.

Those animations are made with interpolations, and decomposed in 3 parts:

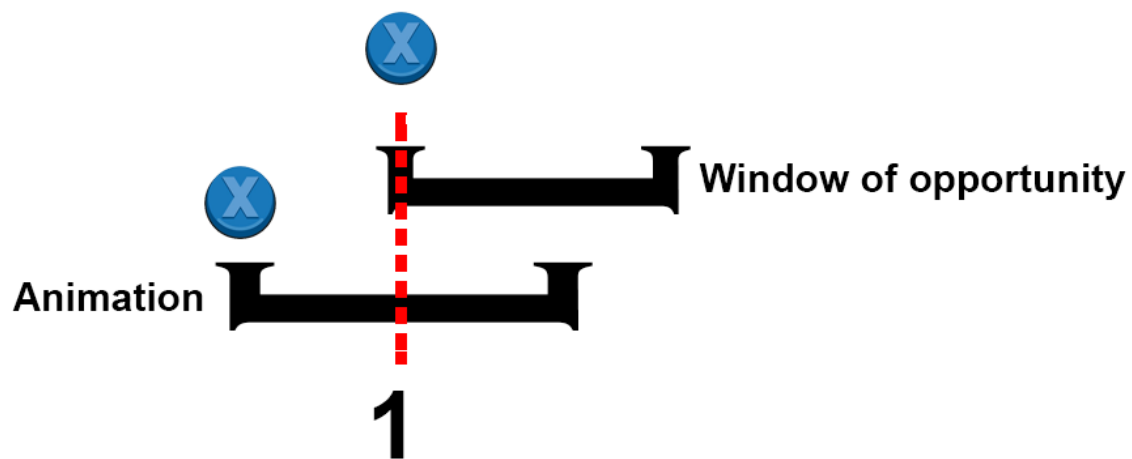


- The Start Up of the hit interpolation, to leave the idle position
- The Hitting interpolation, which is where the active hit collider is applied
- The Recovery interpolation, to come back to the idle position

Effectively, the (melee) character can only injure an enemy during the Hitting Interpolation.

When a character's attack speed is modified (increased or decreased), it is the whole animation (Global hitting animation) that is stretched or compressed, following the stats. The base length of the animation is about one second.

Therefore, the length of the active collider is dynamically modified in the game.



When the player presses an attack button (X or Y), the attack animation starts for 1 second.

After half the animation, the player can press another button attack to continue the combo. When the animation has ended the player still has time to press another attack button. If the player doesn't press any attack button during this period, the combo is reset.

CROWD CONTROLS

There are several Crowd Controls that can be applied to the different characters and enemies in the game. They are always temporary and have different priorities.

- Slow: the character loses a percentage of his move speed for a certain time (in seconds).
- Stun: the character is unable to do anything, including attacking and moving, for a certain time (in seconds).
- In Air: the enemy sent in air is considered stunned, except he also isn't touching the ground. When he lands, he has a small recovery time (half a second) before being able to move around or attack again.
- Exhaustion: the exhausted enemy loses a percentage of his attack speed for a certain time (in seconds).
- Taunt: A taunted enemy will focus on a specific target for a certain time (in seconds)

Priorities:

	IN AIR	STUN	SLOW	EXHAUS.	TAUNT
OVER-RIDES	All	Slow	None	None	None
COM-BINES W/	Always comes with Stun	Exhaust, Taunt	Exhaust, Taunt	Stun OR Slow, Taunt	Stun OR Slow, Taunt

If two CC of the same category are supposed to affect the same character (ie. 2 different slows), priority is given to the strongest one, not the longest one.

As an example, if one is affected by a 25% slow for 5 seconds and a 40% slow for 2 seconds is applied at the same time, the 25% slow is cancelled and immediately replaced by a 40% slow for 2 seconds.

The two slows does not combine and the length does not either.

CONDITIONS OF VICTORY AND DEFEAT

To win the game, the players must finish the three levels in the right order: level 1, then level 2 and then level 3.

To advance from level to level, the players must buy an item in the shop, specific to each level, that allows the Child to move forward in his mourning process. The item can be bought with Burden Points, that can be found in props and dropped by dead enemies.

The characters can die when their life drops to zero life points. When they die, they start back from the last checkpoint they crossed.

The characters can get damaged:

- By the enemies when they are attacking
- By level design elements such as fire or explosive tanks
- By falling into holes, which will make them respawn with 10% less life
- By themselves or the other player, with some special attacks or exceptional level rules

ENEMY BRICKS

Base melee enemy

This enemy is the most common melee enemy in the game. It's the direct representation of the fears and regret of the Child, that he must defeat to move on. He will only focus the closest playable character, determined upon spawning, and will never change of target.



Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (at- tacks per second)
19	7	8	0.90

Strong melee enemy

This enemy is stronger than the base melee enemy, but he is slower to move around and to attack you. He only focuses the character that's Dominant.

Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (at- tacks per second)
25	12	6	0.70

Tank melee enemy

This enemy has a lot of health and is pretty slow to move. If he catches you, he will attack pretty fast, though it's hits are not very powerful. He only focuses the character that's Dominant.

Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (at- tacks per second)
37	9	5	1.00

Glass Cannon melee enemy

This enemy is very fast and only runs after the Child. He will hit the Child very badly if he catches him. Fortunately, he's not prepared to survive. You will take him down in one or two attacks.

Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (at- tacks per second)
6	12	11	1.50

Base distance enemy

This enemy is the most common of the distance foes. He will try to hit the furthest playable character upon spawning and will not change his target. If his target gets too close to him, he will try to move around after his current attack ends. He is pretty weak but moves fast.

Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (at- tacks per second)
19	6	8	0.45

Strong distance enemy

This enemy hit way harder but slower than the base distance enemy. Also, you will catch him more easily, as he does not try

to run away when his target gets close to him. He chooses his target the same way than the Base distance enemy.

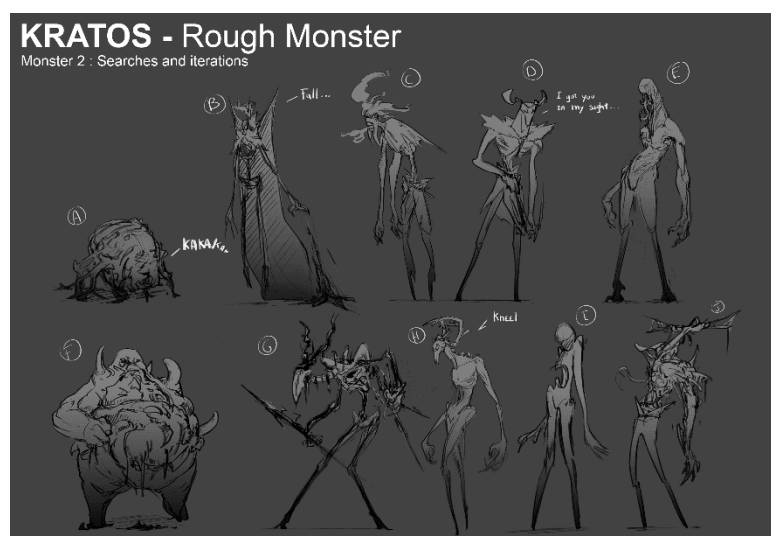
Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (attacks per second)
25	8	6	0.45

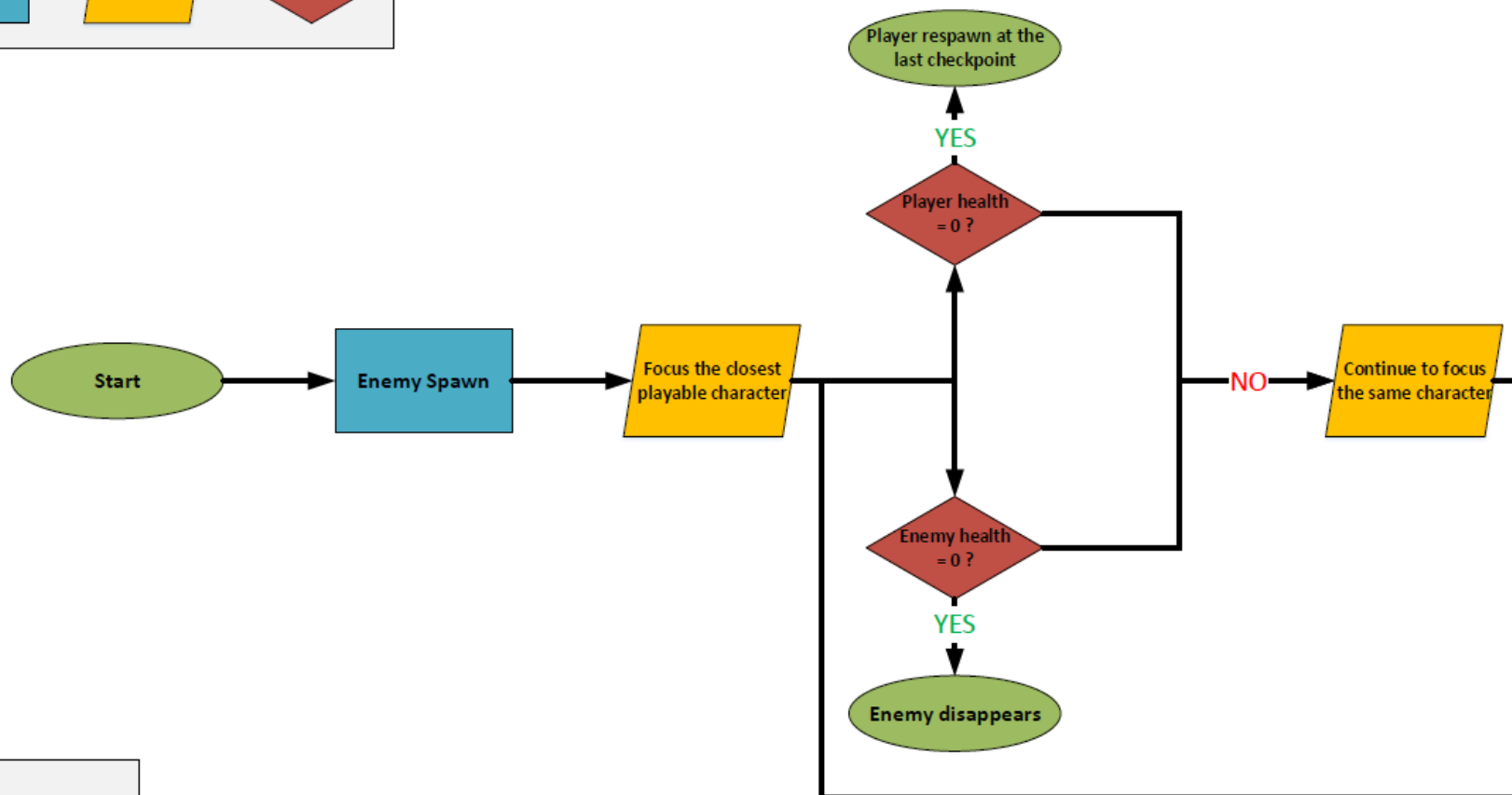
Rafale distance enemy

This enemy has a strong fire rate and each attack will shoot at both characters at the same time! Fortunately, his attacks are not very strong. Beware, he tends to cover behind other enemies.

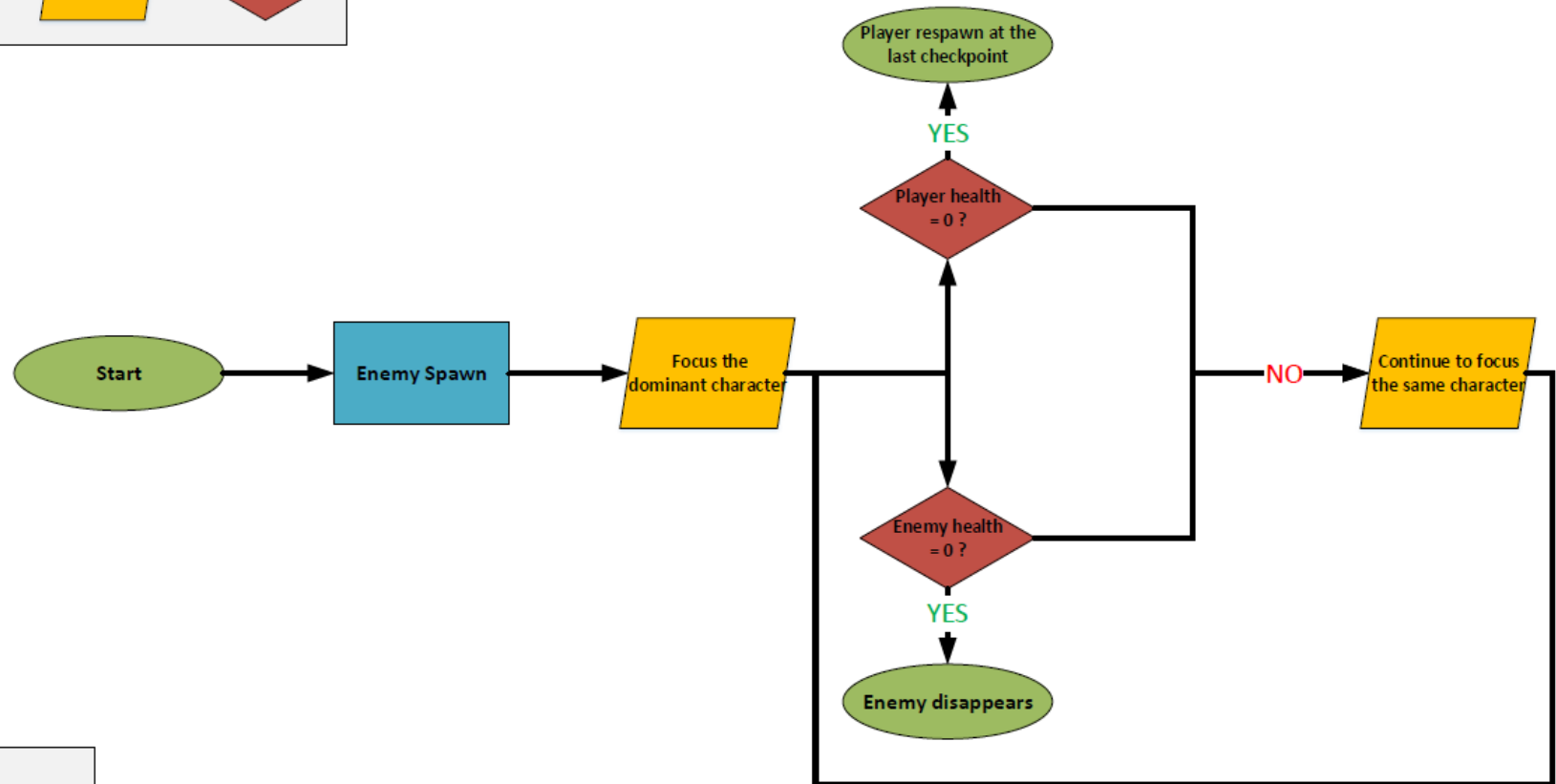
Health	Damage (by attack)	Movespeed (number of units walked by second)	Attackspeed (attacks per second)
25	5	10	1.00

The playable characters collide with all enemies. When the player jumps on an enemy, he slides back on the ground and can't stand on top of the enemy. The enemies collide with each other.

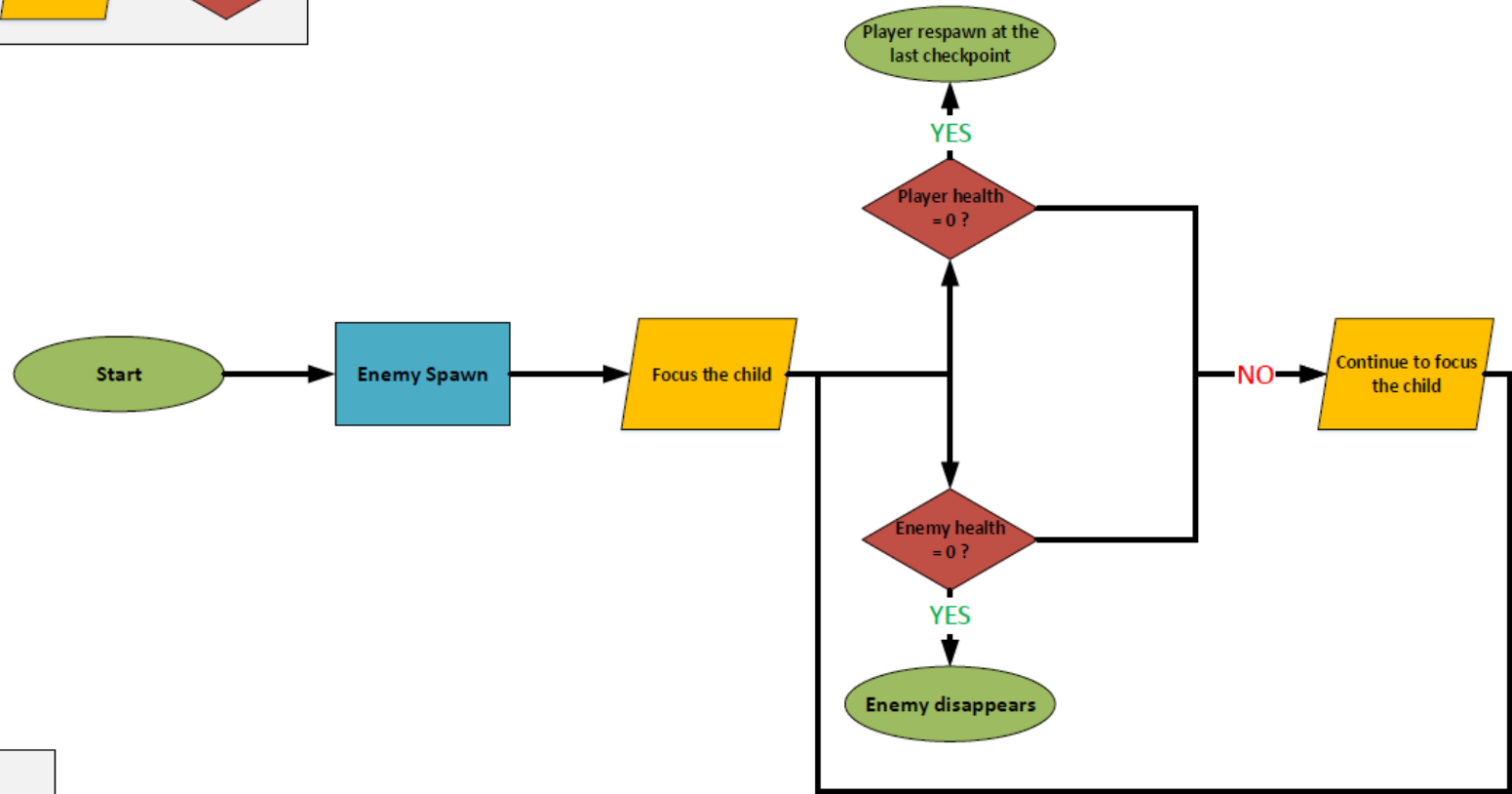




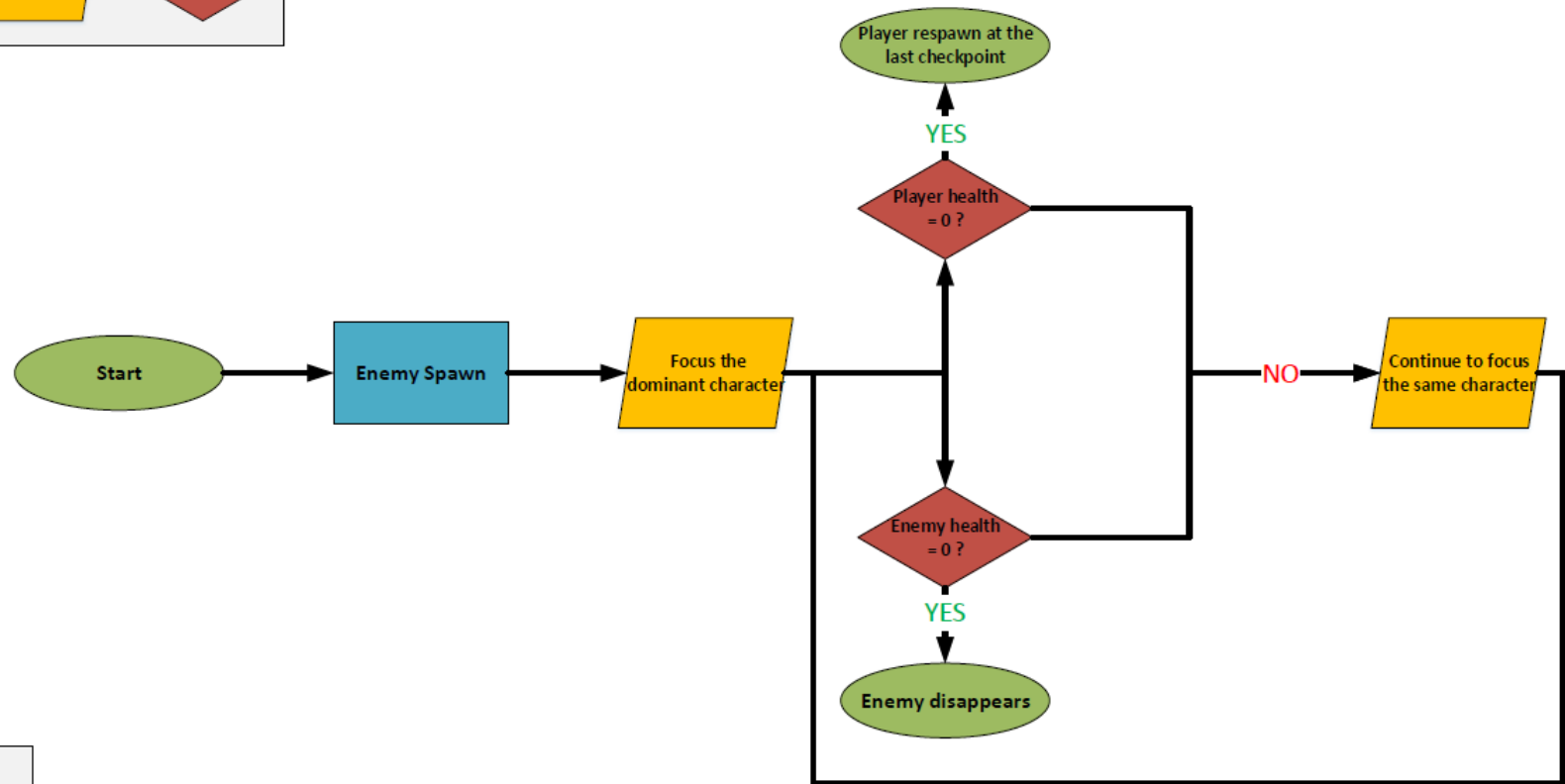
Base Melee Enemy



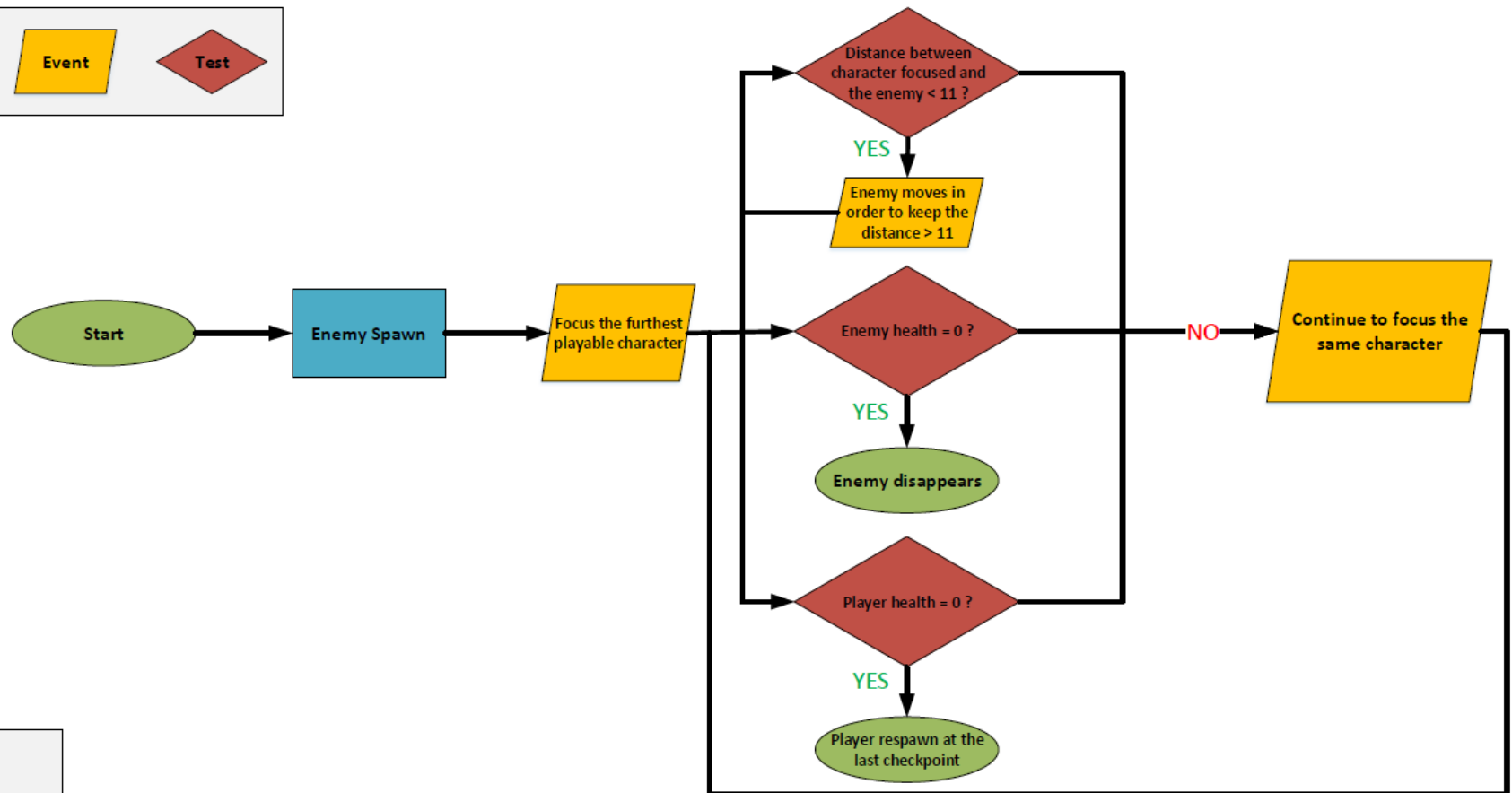
Strong Melee Enemy



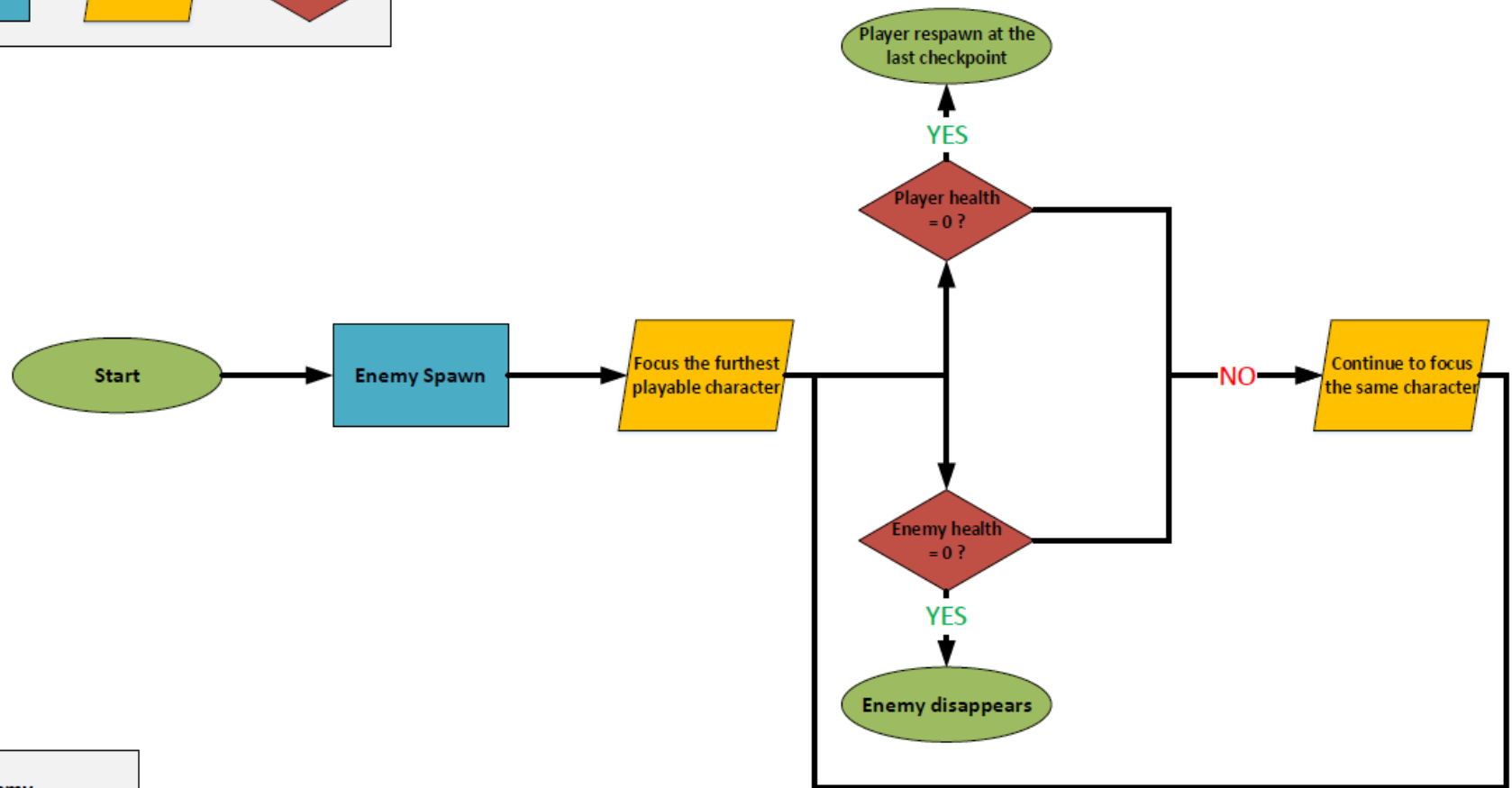
Glass Cannon Melee Enemy



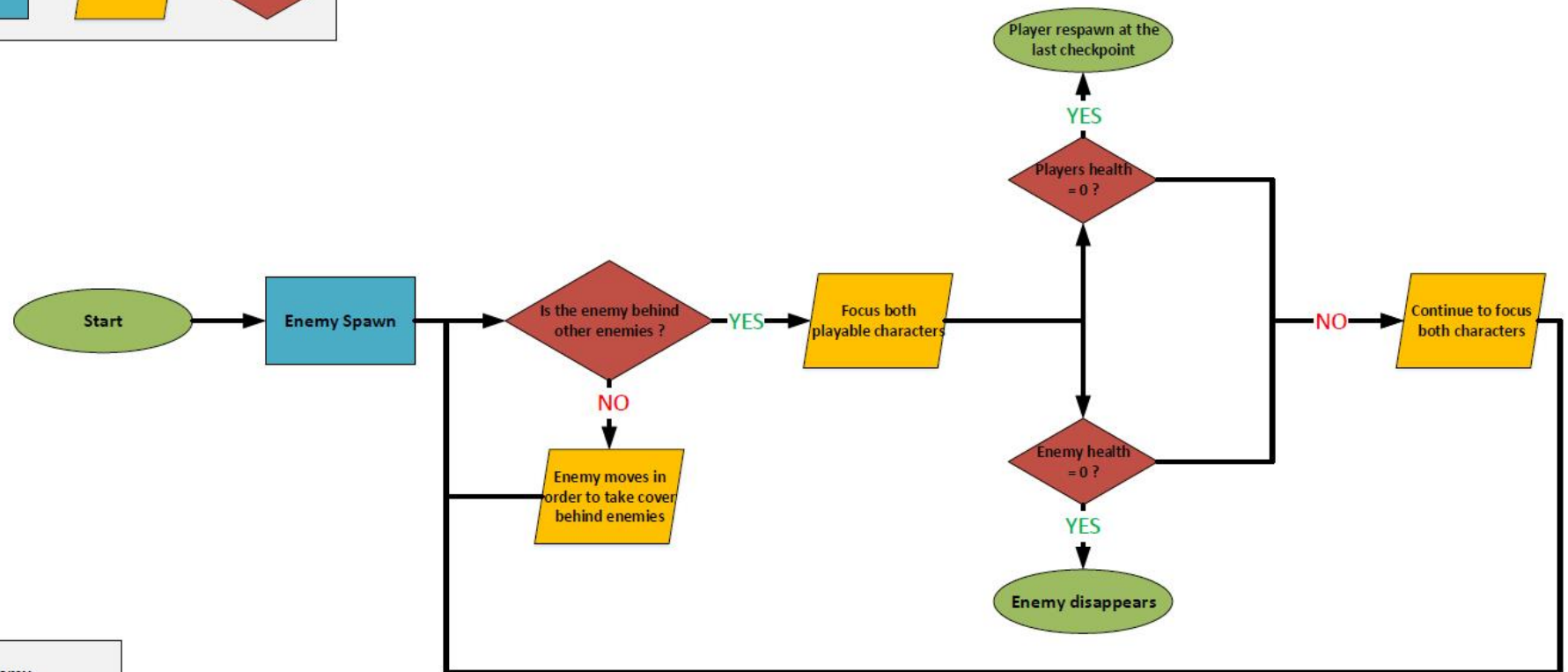
Tank Melee Enemy



Base Distance Enemy



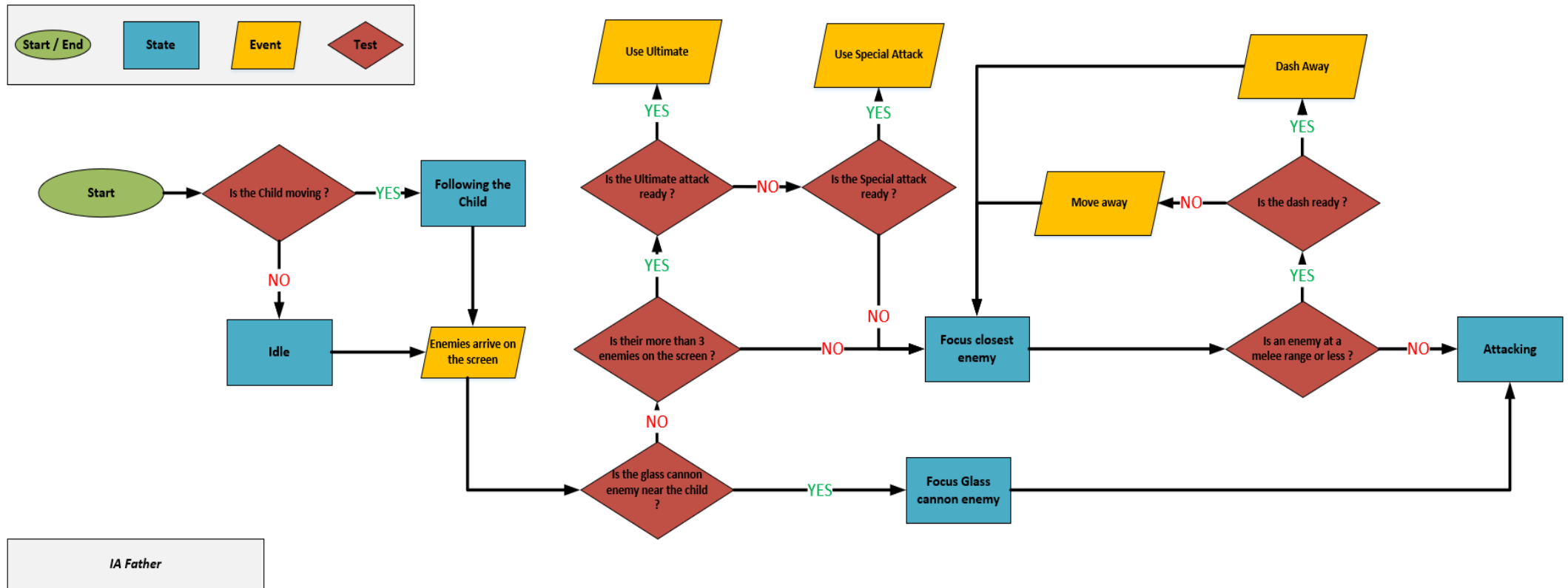
Strong Distance Enemy



Rafale Distance Enemy

FATHER AI

When the player decides to play alone, he plays the Child and he is accompanied by the Father artificial intelligence



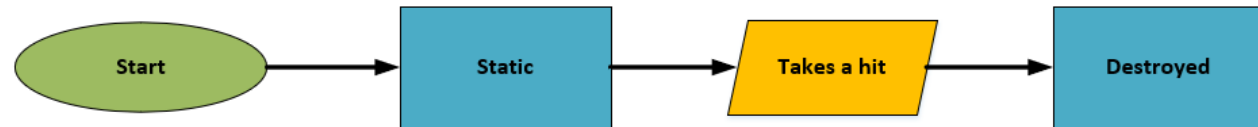
GAMEPLAY BRICKS

LD Bricks:

Destructible props:

- Boxes
- Rocks
- Statues





Destructible Props

Hole in the ground / ground destroyed:

- The players can fall in it and respawn with less life / die
- If there are enemies nearby, the players can push them into it by fighting them



Fire:

- The players burn in it and take damage, 5 health points each full second
- If there are enemies nearby, the players can push them into it by fighting them
- The enemies also lose 5 HP each full second

Player Bricks:

Healing Candles:

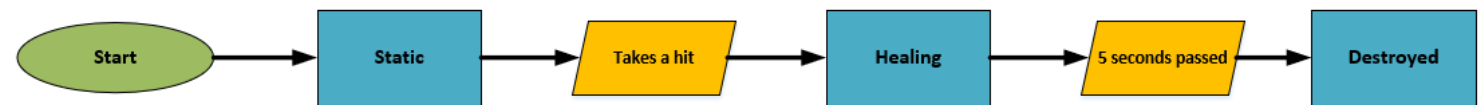
- When the player presses the attack button next to a candle, the candle lights up (only when the player is out of combat)
- Once the candle is lit, players nearby are healed (30 HP)
- Some candles will be spawning an enemy so be careful!



Checkpoint Candles:

- The checkpoints candles are placed in strategical places, near Healing candles, in safe zones.
- They can only be triggered if all the enemies in the level before the checkpoint candle have been slain.

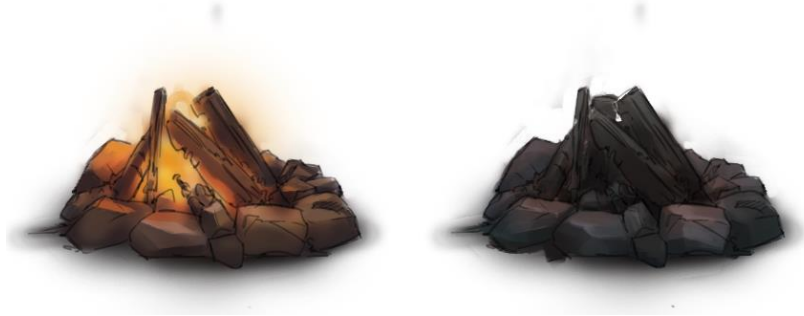
- When the HP drop to zero, the players start again from the last checkpoint they lit up. The enemies slain between the checkpoint and their point of death respawn, along with all the LD bricks like destructible props.



Candles

Bonfire:

- At the end of a zone/environment, a bonfire must be lit to move forward, consuming the collectibles picked by killing enemies. This fire is a reference to Native American culture in which mourning is sometimes symbolized by a great fire



LD bricks Child:

Explosive tank:

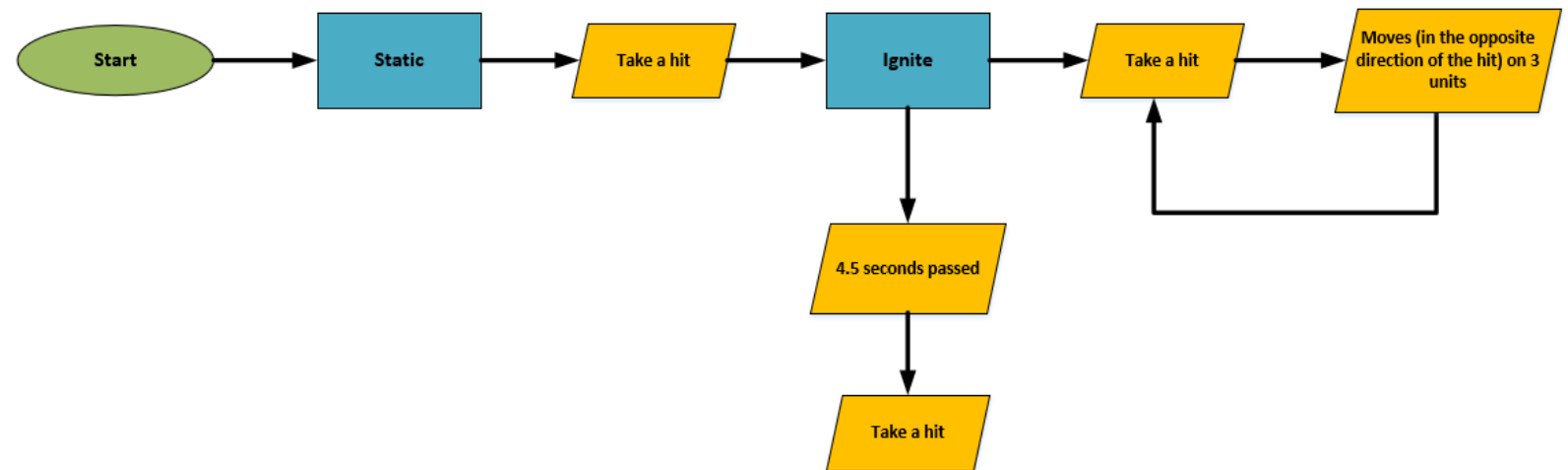
- First hit ignites it
- Second hit and more moves it but deals damage to the child
- Friendly fire
- Explodes after 4 seconds

There is a risk and reward mechanic here because the more the brick gets hit, the closest it gets to enemies, but the more you take damage. The player must hit it while timing the enemy moves to get them hurt.

If a Spectral Rock lands on an Explosive Tank, it explodes!

Damage of the Explosive Tank : 15 dmg





Explosive Tank

Brick LD father:

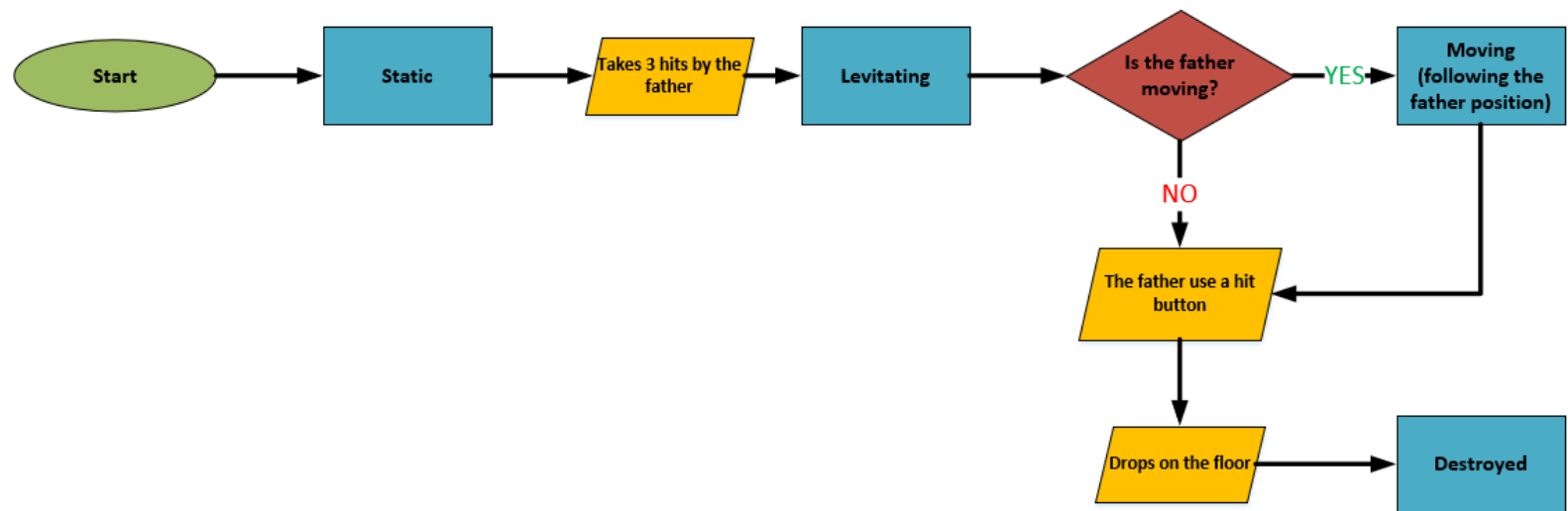
Spectral rock:

This Brick is decomposed in 3 different phases:

- First the Father needs to control it, to do so he must hit a spectral rock with a light attack
- Then the rock will levitate at the range that he hit it, when he moves around the rock keep levitating and stays at the same distance from him. He can't attack.
- Then if the player presses any attack button, the rock falls on the floor and stuns nearby enemies.

If the Spectral Rock lands on an Explosive Tank, the Explosive Tank explodes!





Spectral Rock

METRICS

—

Playable characters (left: Father, right: Child) and hit zone of the Child's weapon



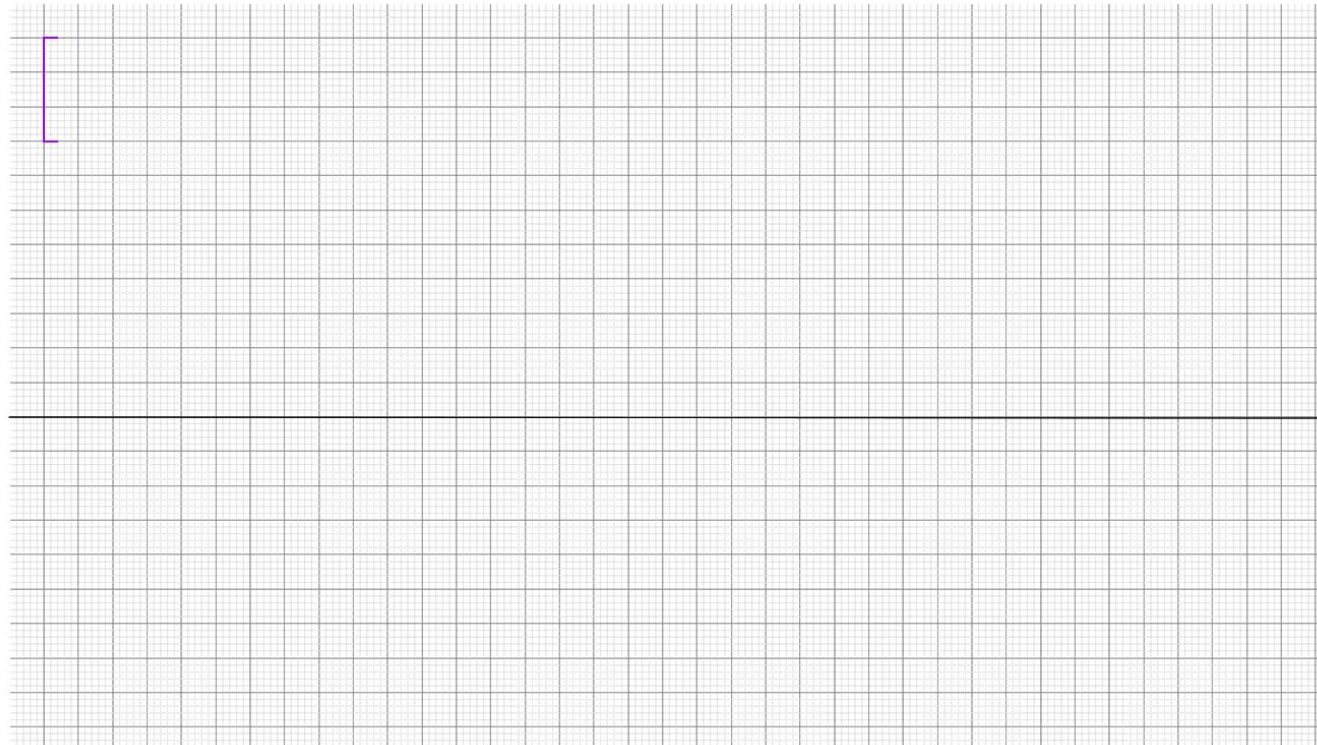
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Jumping height (Father and Child)



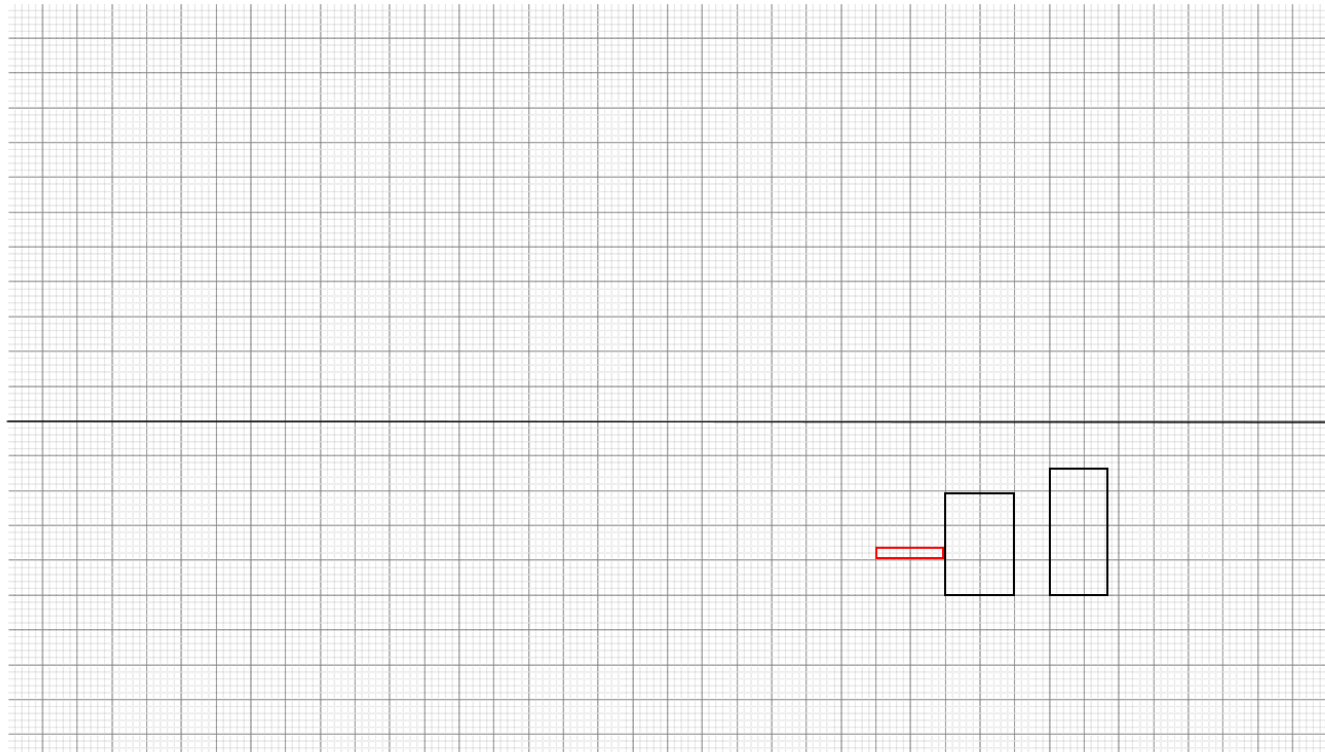
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Enemies (left : melee, right : distance) and hit zone of the melee enemy



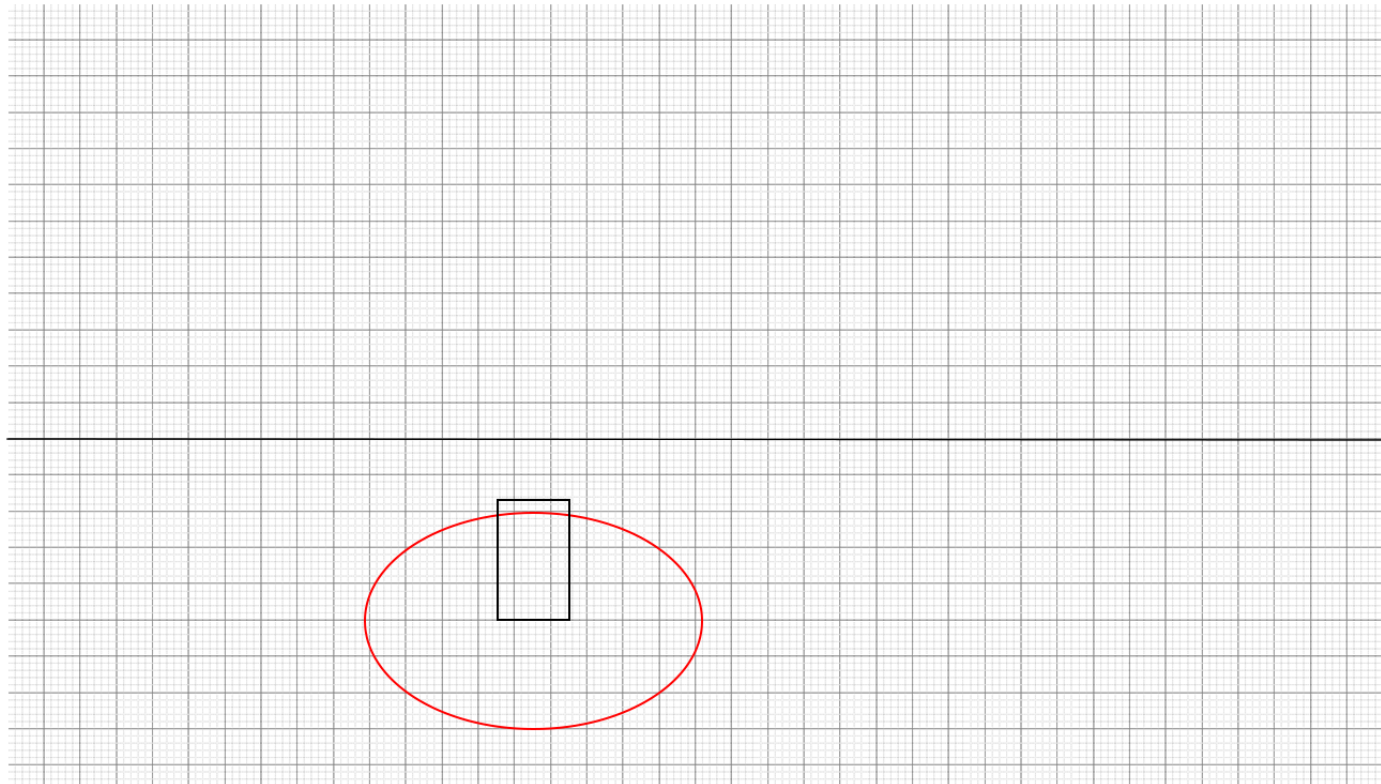
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Father's special attack: Guilt



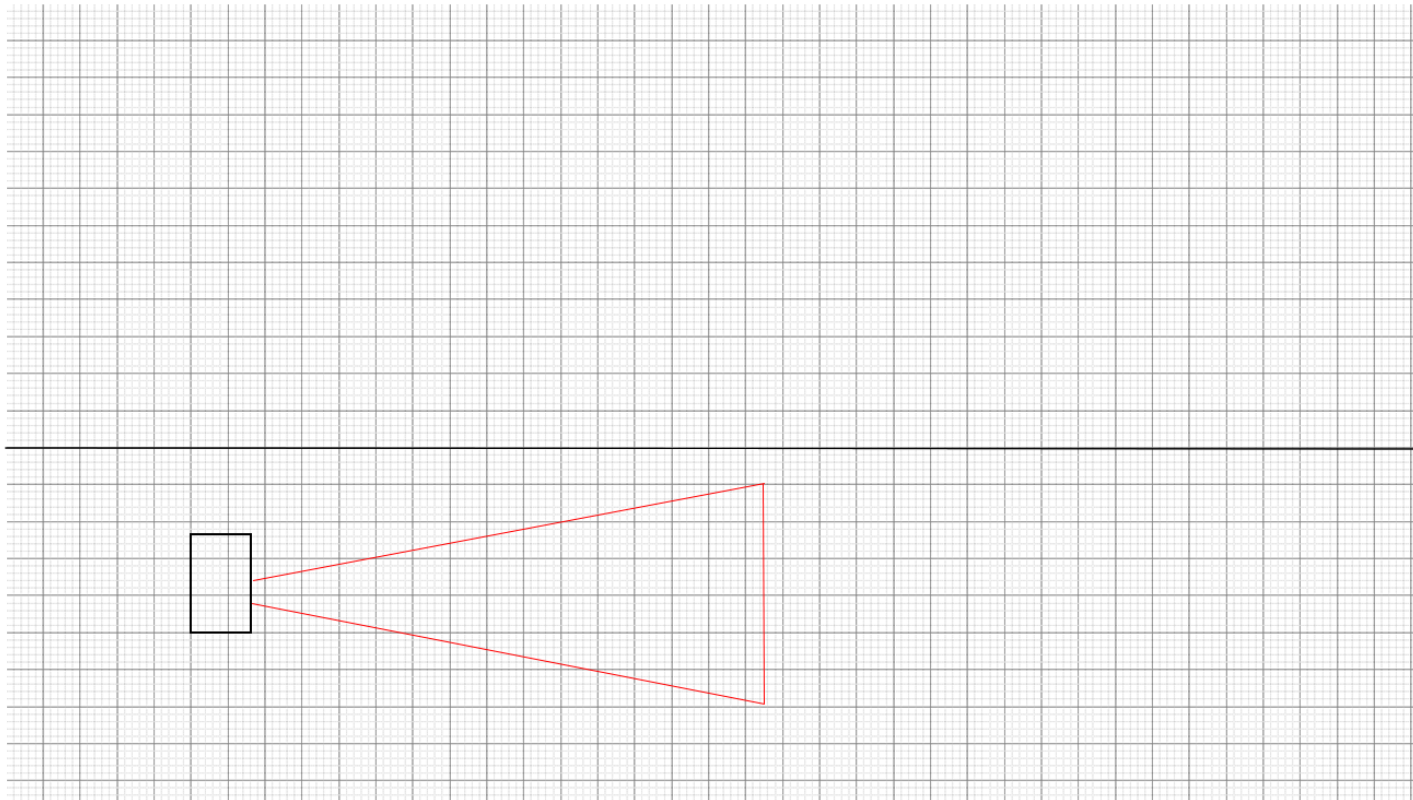
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Child's special attack: Wrath



ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Cover distance of the basic distance enemy



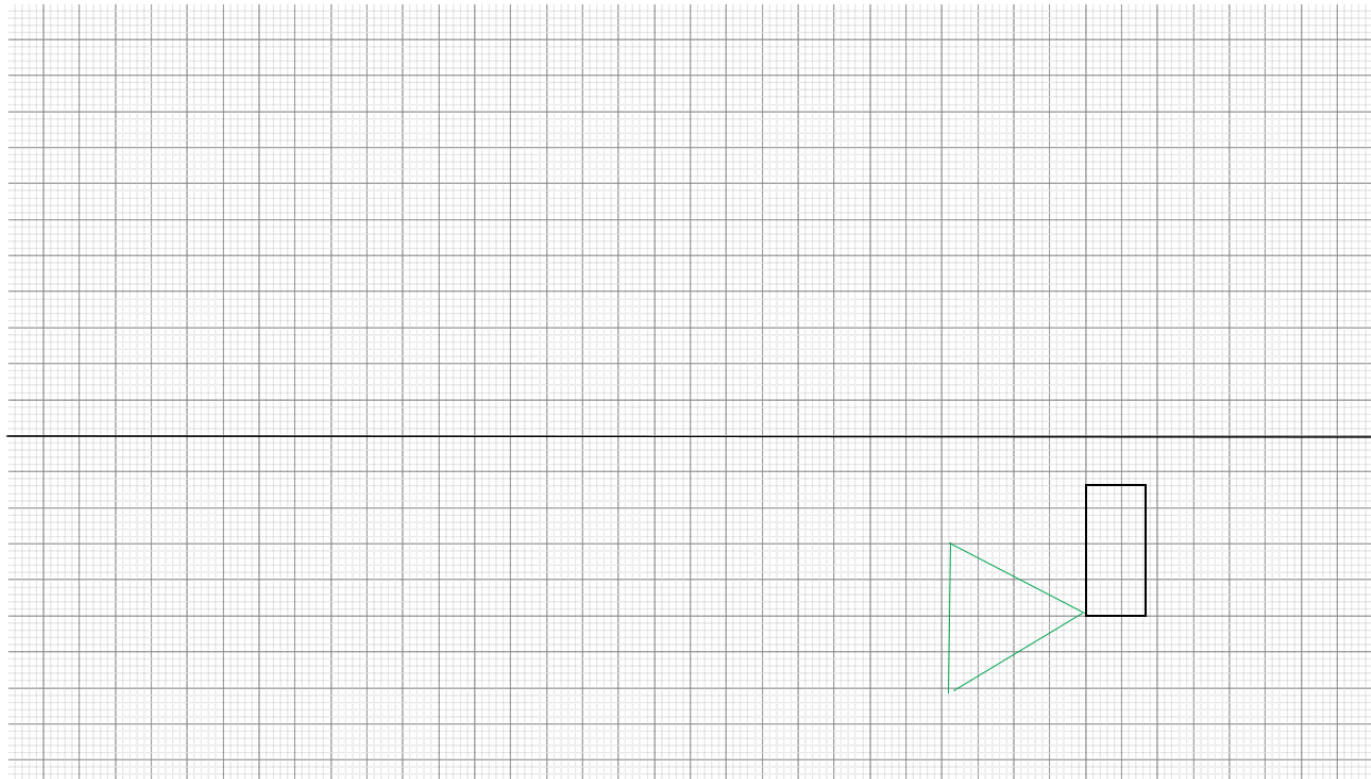
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Cover distance of the rafale distance enemy



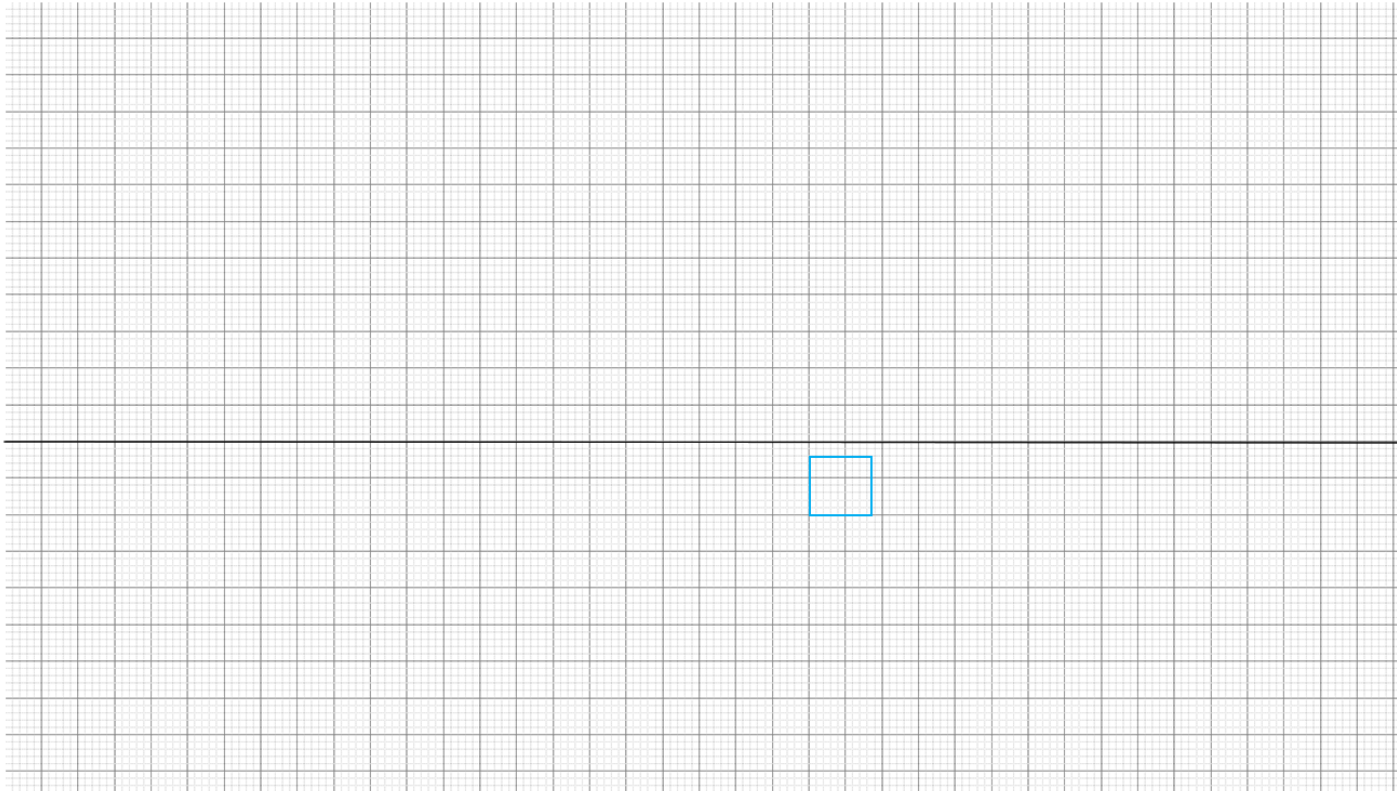
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Bonfire (end of a level)



ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Candle



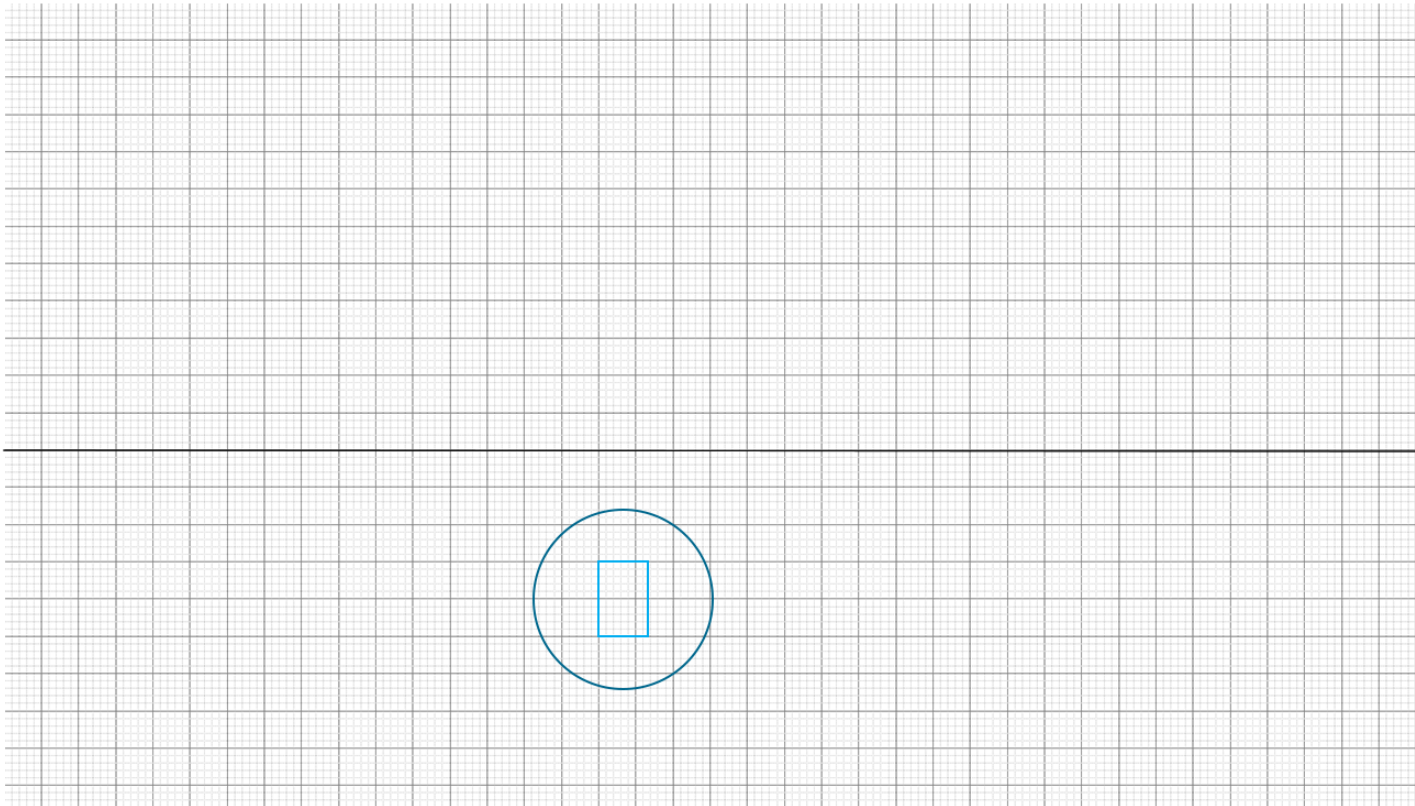
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Explosive tank



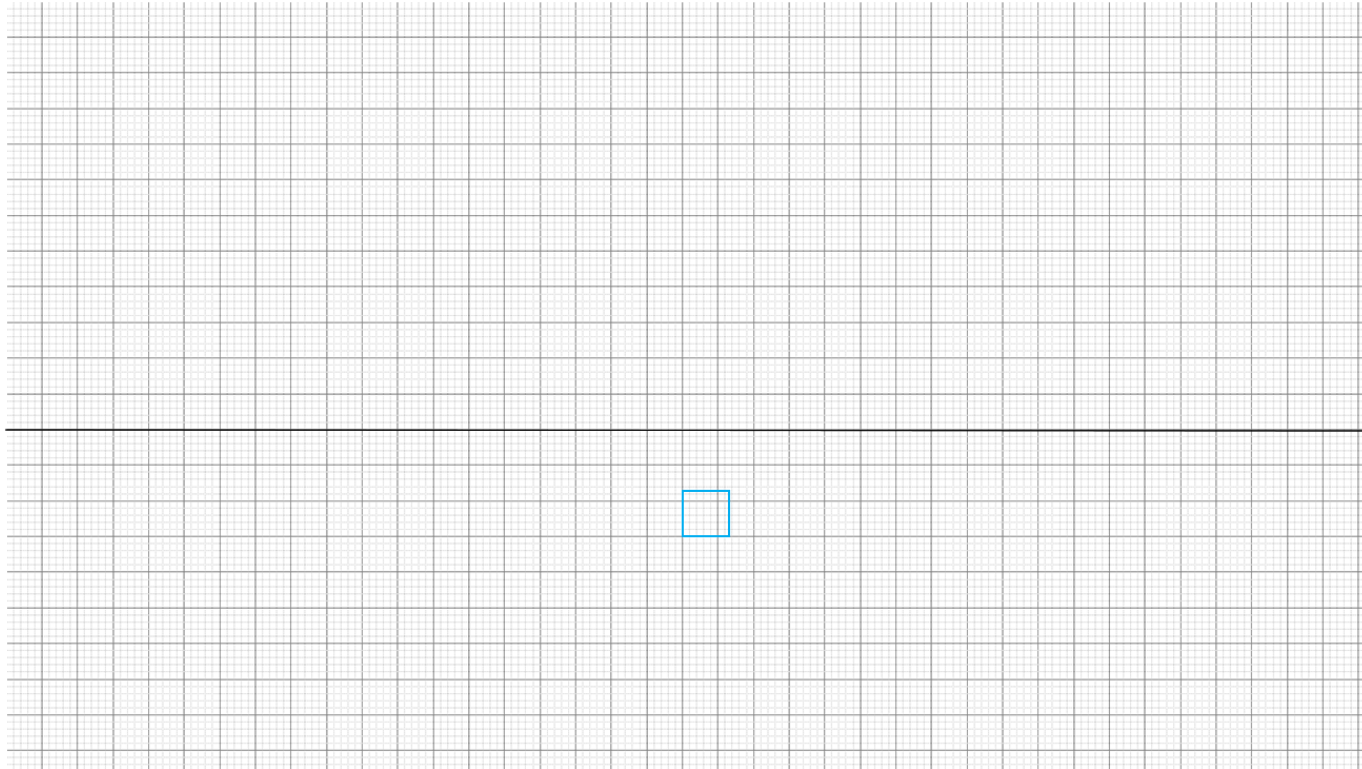
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Box (destructible)



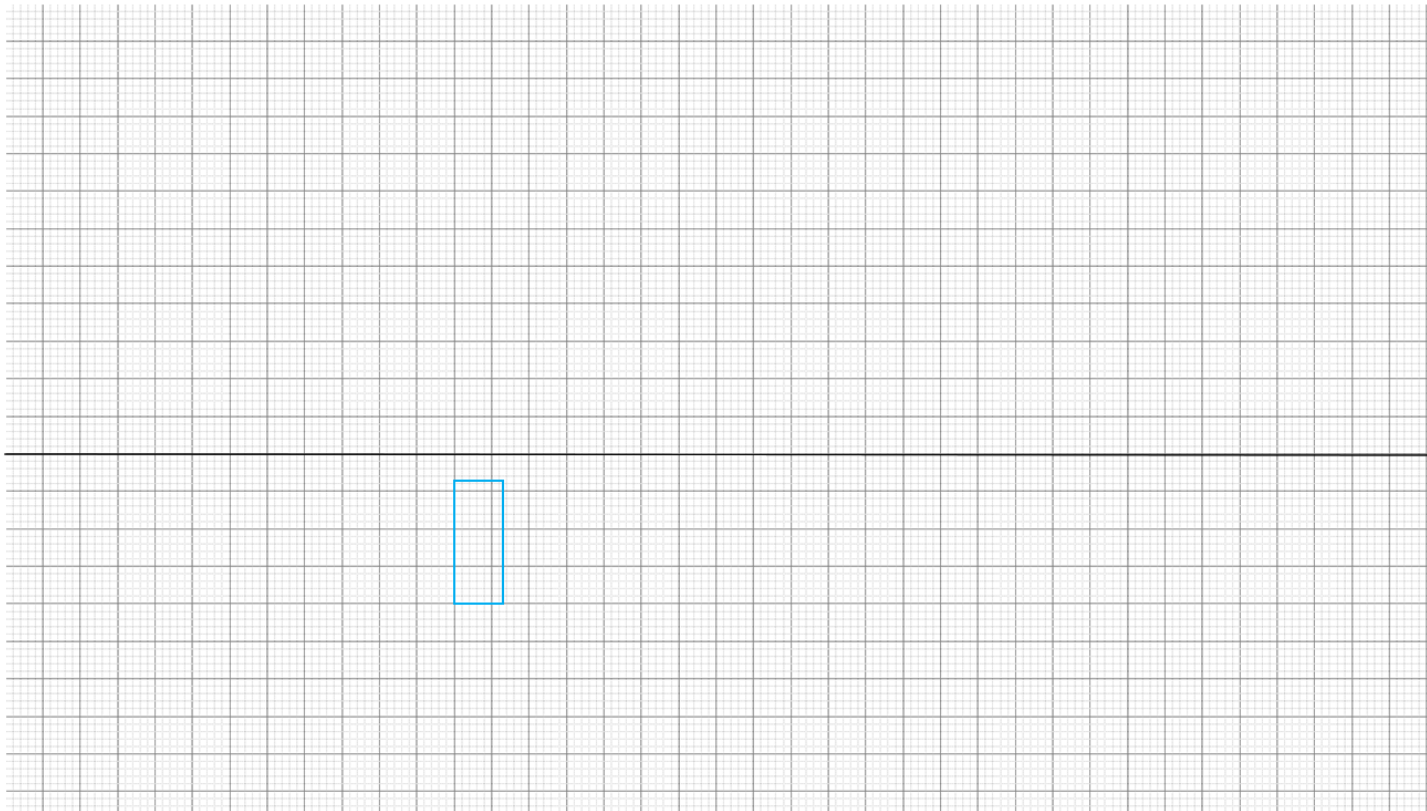
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Statue (destructible)



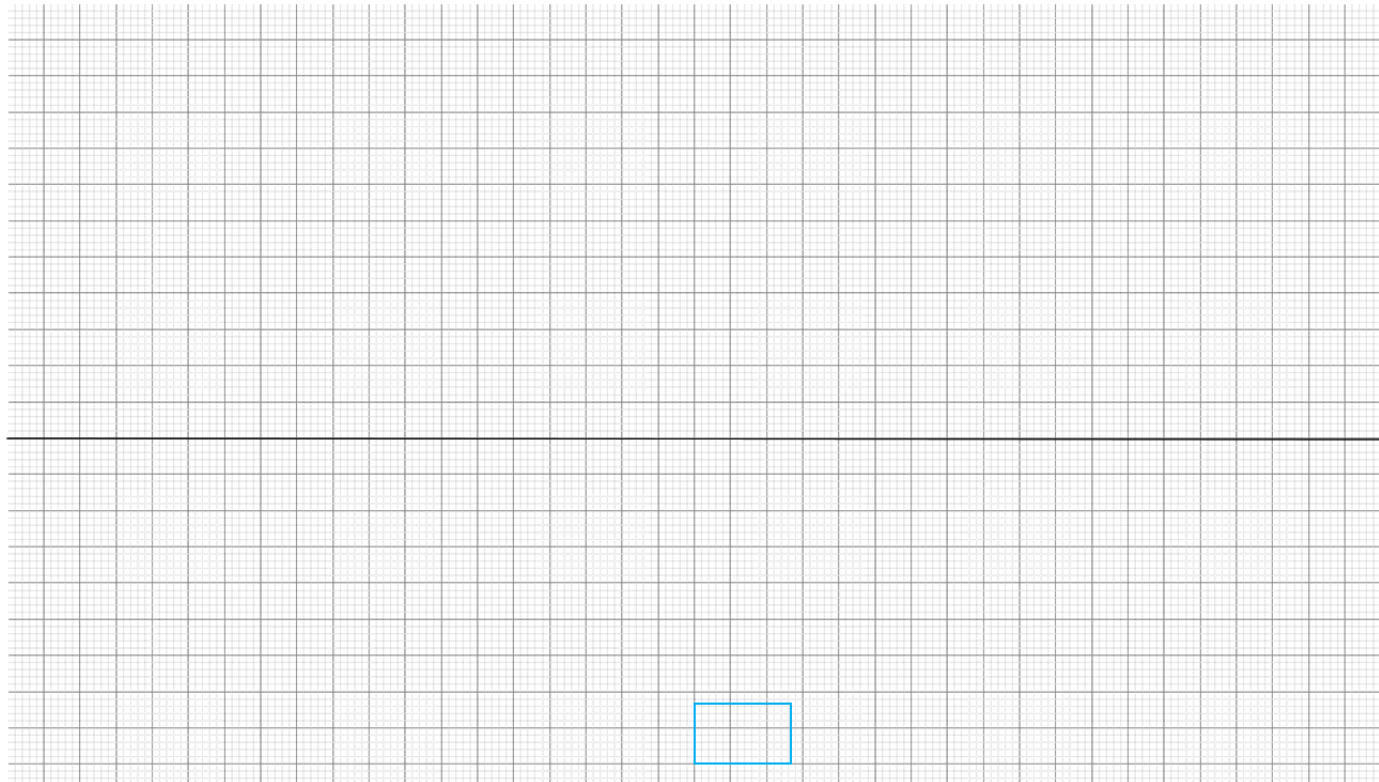
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Spectral rock



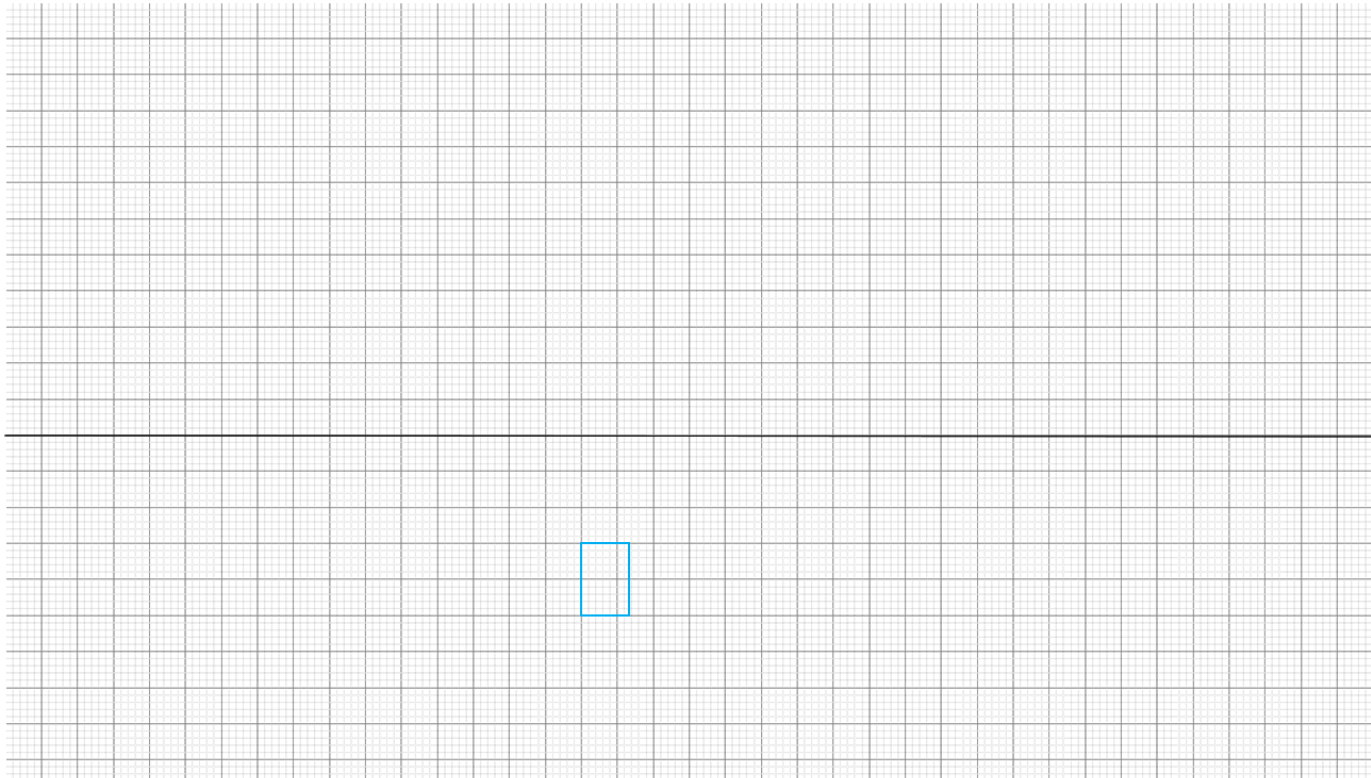
ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

METRICS

—

Explosive tank



ONE SQUARE = 50x50 pixels

BASE FORMAT = 1920x1080 (16:9)

USER INTERFACE



1: Shared Health Bar

2: Special Bar

3: Ultimate icon (with button indicator when the ultimate is ready)

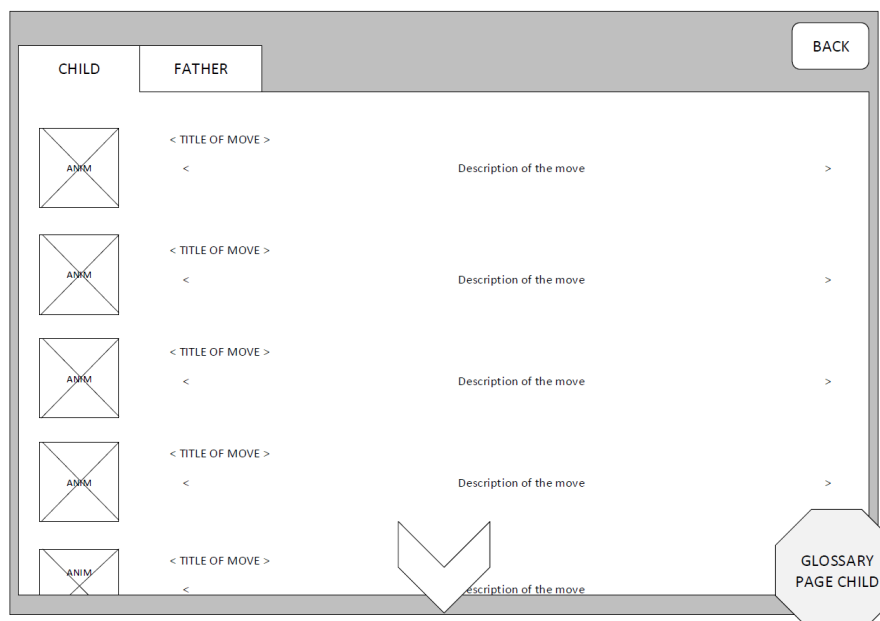
4: Special attack selection

5: Grief Slider

We made a simple title screen, you can directly access the game through the Game modes and Characters selection.



You can also access a glossary through the pause menu. It's a screen where you can watch the light attack, heavy attack, the Ultimate, the Special attacks and the dash animations of the two characters, and read their description and how they work.



USER INTERFACE

Signs & Feedbacks UI

Ultimate:

For the character whose side the grief Slider is:

The Ultimate icon is disabled. It's in a grey color. If the player tries to cast it, the icon has a light rotation and comes back to its starting position.

If it's been used recently: the logo is filling up (for a total duration of 60 seconds).

For the character whose side the grief Slider is not:

If it's available: There is a constant glowing blue light around the Ultimate icon.

If it's not available: If the player tries to cast it, then a glowing red light appears around the Ultimate icon for 1 second. The logo is filling up (for a total duration of 60 seconds).

Special attacks:

Which special:

When the player selects a special attack (by pressing the D-Pad) a simplified drawing of the D-Pad appears on the HUD, showing the name of each special attack written near each of

the arrows, for a duration of 2,5 seconds. It fades away afterwards.

Special Bar:

If it's full: The color filling it glows more.

If it's not full: Each time it's necessary, the special bar fills up more.

Grief Slider:

The Grief Slider appears only if a character changes the Grief state. To know on who's side the Grief State is when the Grief Slider isn't shown, the Ultimate logos give an indication.

When the Grief Slider is on the HUD, an arrow is visible, indicating the current Grief State. When an input is made to change the Grief State, a blue SFX appears if the slider is on the Father's side; and a red SFX if the Slider is on the Child's side. This way, the players know quickly on which side the Grief State is.

Health:

The Health Bar empties when one of the characters gets damaged. The amount of health points lost is shown on the bar when the bar empties.

At the same there is a flash on the bar, it turns white for less than a second.

The Health Bar empties from both sides equally instead of only from one side. For example, if 20HP are lost, then 10HP are missing on both left and right sides of the Health Bar.

UNIVERSE

The story of Edwyn and his Child

Edwyn is the son of a British settler who settled in California in 1817. Edwyn was raised in the British tradition, but he wasn't feeling very british, so as soon as he could, he moved as far as possible from his father.

In 1850, he decided to leave for good and go on a trip in the far-west territories. he wandered around a few states on the west side, until he met a tribe in Montana: the Cherokees. Because of his white male body, members of the tribe were skeptical that a settler's son would sit by their side. In order to be accepted, Edwyn granted them favors. He showed them how to shoot with a rifle, he went chopping wood for the tribe and went hunting daily... The Cherokees finally accepted him into the tribe, and Edwyn integrated quite easily, and even fell in love with a woman of the tribe.

A year has passed, and Edwyn's Child has come to the world. The Child has been immersed in Native American culture, and so he has heard many legends including that one story about the Wendigo: an evil creature created when a man eats another human's flesh. He comes for his victims when they pronounce his name, lacerate the prey, and eat them.

In 1862, Edwyn found gold in a river near Bannack, home of the Cherokees. The news spread quickly, and adventurers from all the US territories made their way to Bannack to make a fortune. Bannack had become an eldorado for gold diggers, and the population of the city increased very quickly. The Cherokees were forced to leave their home in application of the Indian Removal Act, but the members of the tribe were attached to their home, so they defended themselves against invading settlers, which led to a slaughter of the natives.

As for Edwyn, blinded and paralysed by greed, he shut himself up in his house, alone with his Child, allowing the slaughter to take place. The Father, shameful, had no other idea but to explain his Child that his mother and the rest of the tribe were killed by a hoard of Wendigos.

The months passed, and Edwyn was considered as a kind of a leader in Bannack. The Child grew up, and the relationship between the Child and his Father had grown stronger over time. However, the Father still has not told the truth to his Child about the massacre of the tribe and his mother, fearing the disappointment and other reactions his descendant could possibly have. And after all, he also has to remain a strong father figure, and it requires hiding weaknesses when they appear too much.

Their relationship and their everyday life in Bannack

The Child used to see his father as a powerful figure, not because he was strict to him, but because his name inspired respect in Bannack. Since the death of his wife, and the slaughter of the Cherokees, Edwyn got very withdrawn into himself. He felt guilty and didn't want his Child to know the truth, and the part he played in this story.

Therefore, the Child tried to do several things to be noticed by his dad. At first, he was helping him, and everyone in the village saw him as a good Child. He surely would end up as respectable as his father, as people would say. But since his father didn't react to his mimicry, he began to do act stupidly, stealing, lighting bonfires, playing alone in the forest. Every time someone caught him, he wanted his father to react and notice him. But all Edwin was doing was apologizing to the person who brought his Child back and thanking them for their patience.

Despite the looks, Edwyn was really concerned about his Child, and in fact, he didn't want to be a pain to him, because of what happened to his mom and the shock that it was. He surely was proud of him when the Child was helping everyone in the village, but when he began to do bad things, the pride turned into concern. Edwyn can project his young self on the Child, young and angry, and he doesn't want his Child to become violent.

Afterwards, Edwyn decided to get closer to his Child to prevent him to become a bandit. He did a lot of different activities with his Child. They went fishing, hunting and looking for gold in the river together. Even if Edwyn was still very quiet, it was refreshing for the Child to spend time with his father, and they were happy together, as everything was slowly going back to normal.

But that was before this awful night.

What happened that awful night

A rainy autumn evening in Bannack, all the gold diggers in the city had gone home, the shops were closed.

Edwyn was cooking when he heard horses galloping and men screaming in the distance. Convinced that they were bandits, he told his Child to hide under the bed. Once the child was hidden, Edwyn took his Winchester, and loaded it. The men outside had come down from their horses, and these men kept shouting, and running around the house. Edwyn was ready, he had the front door in sight.

The door opened, and silhouettes began to appear. The men kept shouting, they suddenly entered the house, and Edwyn retaliated against them by shooting a few bullets, as the child was petrified under the bed, paralyzed by fear. As the men entered the house, Edwyn recognized them: they were members of the native tribe he had joined and who had been slaughtered by the settlers.

As Edwyn quickly fell out of ammunition, the Native Americans surrounded him and lacerated his head and body with their rocky knives. They finally had killed him as a revenge for the slaughter of their tribe.

The Child was still under the bed, seeing the distorted shadows of the murderers, on the wall, as evil creatures with large hands and stretched out faces. With this distorted vision, The child could only think of the return of the Wendigos, who he still thinks are responsible for the death of his mother.

The Child's reaction to the tragedy

After his Father has been taken down by the natives, the Child stays under the bed again for what seems hours, sobbing, trying to process the shadows he has seen waving on the cabin's wooden walls.

For the Child, they were no natives. No human being came to kill his Father. Still horrified by the story Edwyn told him, he's convinced that the *Wendigo* came for his Father. It has to be

what happened, because that's what the legend says: when you speak about the *Wendigo*, he hears the call. And he comes for you.

Now Dad hasn't been careful enough, and he's paid the price for it.

When the Child finally gets out of the bed, he finds signs of struggling and a huge mess in the room. When he reaches the shapeless mass lying on the ground, he finally recognizes the dead body of his Father, mutilated and disfigured.

Horried and incredulous, he cannot believe what he's currently seeing. At least his mind doesn't want to believe it.

That's when he enters the Denial and Shock stages.

Shock Town and the Pain Slums

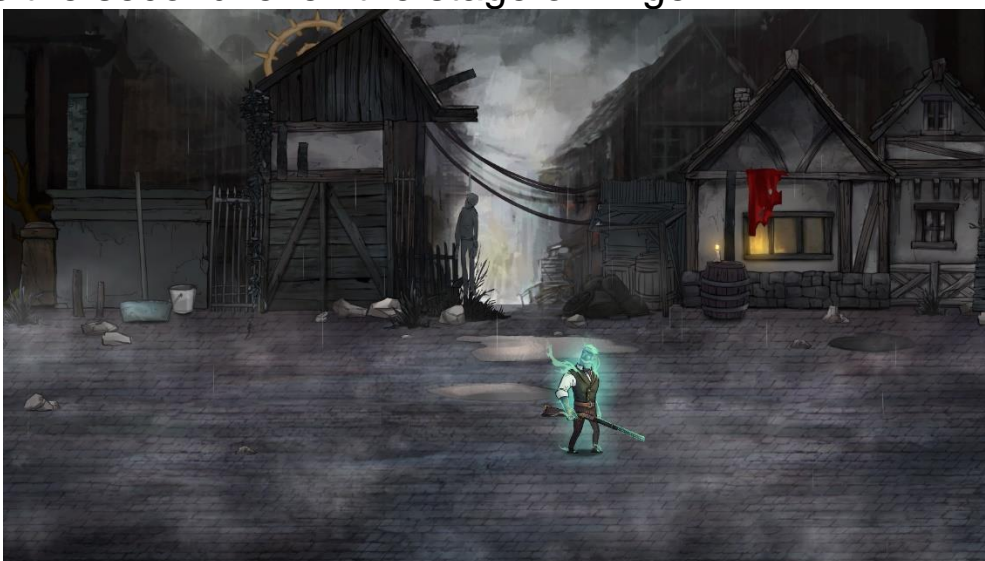
The area the Child visits in the first level is a projection of his mind at the moment he finds his Father dead in town. It's a dirty, gloomy piece of city, because that's how his own village feels to him now: a horrible place that is now forever linked to the most horrible event in his whole life.

In this obscure place, he will begin to face his demons and realize his Father is truly dead. However, his demons look a lot like Wendigos, because of the terrible story he made up about the death of Edwyn.

Meanwhile, in real life, the Child is told by everyone that his Father has been a real hero to stand up against the bandits, and that he should be proud of him. The Child only sobs and cries and believes it's a story the grown-ups are inventing to protect him from the Wendigo.

One day, after several days of mourning, the Child is tired that everyone is being so nice to him in the village. He can't stand the constant generosity of the other inhabitants. Is it because he's lost his dad that everyone thinks he's weak?

The Child can't stand this anymore. That's the moment his mind enters the second level: the stage of Anger.



The incandescent Land of Anger and the Bargaining shadow

The area visited in the second level is the Incandescent land of Anger, a place that looks a lot like the ruins of a village, set in the middle of a gigantic lava and fire lake. It represents all the rage and anger that is devastating the mind of the Child and how he only sees the village as a land of desolation. He cannot bear this place anymore.

In this place he will find the special attack Wrath, that is a powerful burst of fire. This cone of fire can also hit the Father in game, the Child being unable to make a difference between enemies and allies.

In his daily life, the Child is irritated, and unfriendly. This is his mean of protecting himself from more pain.

The Child will also find a strange shadow, almost his double, making him a proposition: it's the Bargaining stage. Whether he accepts the proposition in game or not, the Child faces Bargaining in a different way in real life: is everything gonna be better if he decides to leave town and live on his own? At least he wouldn't have to live with all those people anymore, treating him like he's a weak little kid...

The Child has had enough of this life in this cursed village. He packs his things, and leaves town, all by himself. His anger starts to vanish, as other feelings appear...

The Depression Tundra and Acceptance Peak

The Child leaving town has two effects that he didn't see coming. The first one is: he's feeling very, very lonely. He has no one to bark against anymore and is left all by himself with his very thoughts.

The second effect is, that left alone with those thoughts, he has no choice but to remember that awful tragedy, again and again, like a broken record. And after weeks spent mourning, he's starting to believe nothing will ever get better.

Those depressive and lonely moments are represented in game as the first part of the third level: Depression Tundra. A desolated, empty and cold place where the only living things the Child will see are those Wendigo demons chasing him. A large area, which seems to mirror the infinite emptiness of his heart.

And at the center, an abandoned camp, just like the ones he builds and leaves every day during his physical and spiritual wandering.

Eventually, after what seems like weeks spent in this land of the dead fighting every day to move forward, he will reach the base of a mountain and the holy altar, indicating the start of something new: the special attack Reconstruction can be found on this altar.

The Child then takes a long path across the mountain, walking on a clean snow, and enlightened by warm candles, for the first time in a while. On this mountain, he will mostly fight with steady waves of Wendigos, here to stop him to reach the peak; and Wendigos coming from the back to take him back in the Tundra.

In real life, the Child has been wandering around Montana and other far west states for quite a while. He's stayed as far as possible from villages and only came there when he desperately needed something.

But one day, in a small village, an old farmer offers him to eat and to drink, and after a long talk, asks him if he wants to stay here and work with him. The Child has had enough of wandering long distances to achieve nothing. He feels the need to build things and to start again.

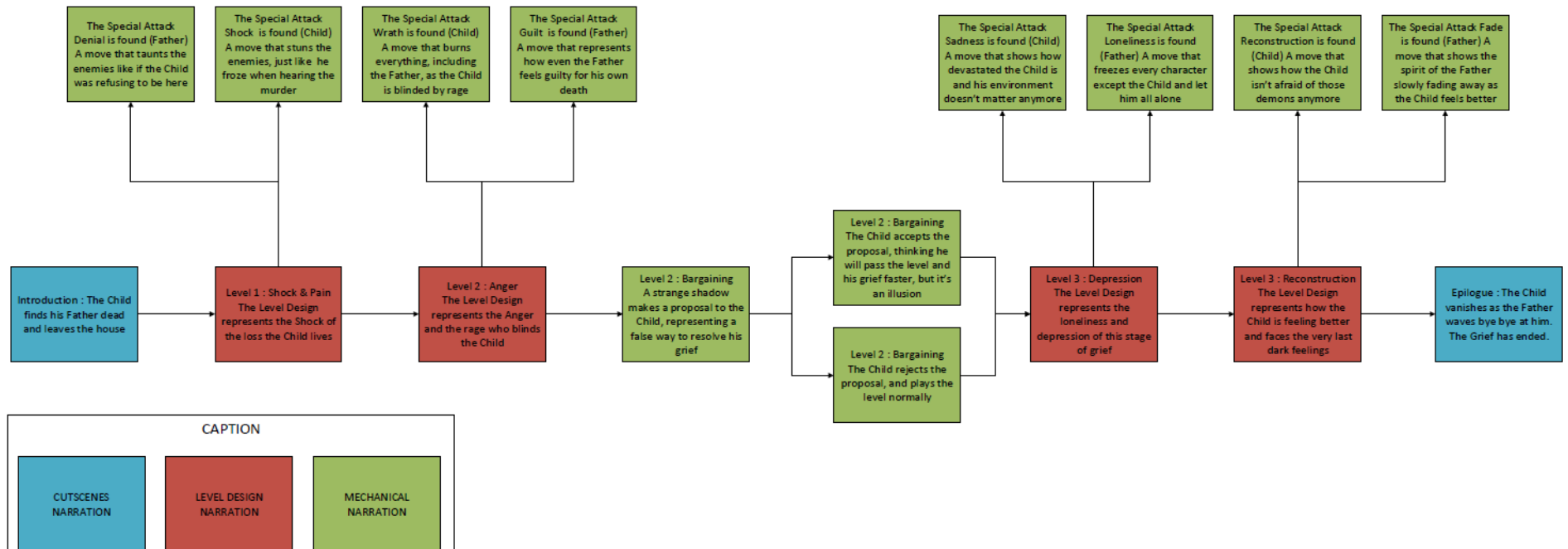
So the Child stays here and starts to work every day in the ranch, and in the fields. It's not easy but it's rewarding to take care of little things...

At night he goes to the saloon and plays cards with the other villagers. They all talk loudly and tell him to count his story but he prefers to listen to theirs.

He even meets the pretty daughter of another farmer one day. And before you know it, he's at the top of the mountain.

At the top of Reconstruction Peak, no Wendigo can reach the Child. He's in the middle of a bright and warm place, filled with candles and holy lights. It's the perfect place to make his final goodbye to the haunting spirit of his Father. And as Edwyn waves bye-bye at him, the Child vanishes and leaves this mental prison for good.

NARRATIVE FLOWCHART



See the full flowchart : <https://drive.google.com/open?id=1uBp3XvrGvKsETB4vrLKATMb9R7OWc-q0>

LEVEL DESIGN

—

Shared Goals

In every level, the players need to kill all the enemies.

By killing them, and destroying props, the players obtain **Burden Points** used to light up the bonfire at the end of the level.

If the player reaches the end of the level without fighting the enemies, then he will not be able to light up the bonfire. The enemies will follow the player until the end.

To see the whole Level Design, link to the pdf:

<https://drive.google.com/open?id=1UR1X01mErIpr30Y0-jm5dHUdm4u7zbV->

LEVEL DESIGN

—

Level 1: Shock and Pain



This level starts with the Shock of the death of the Child's Father. The Child faces an overload of enemies, that progressively decreases, representing the defense of the mind.

The players will encounter many Base Melee Enemies with low health points, representing the brutality of the announcement of the father's death. The number of enemies goes down crescendo meaning the child is getting through the shock state.

While the Base Melee Enemies waves decreased crescendo, the number of holes increase, it means the Child is starting to feel guilty, and a lot of memories are gnawed by the guiltiness.

Some spectral rocks are in this level because of the large number of enemies, so the Child and the Father need to coordinate themselves to go through the shock.

There's an "arena mode" at the end of shock state with many Base Melee. Enemies and some Base Distance Enemies to conclude this state.

The second part of the level is linked to Pain. The child realizes that the loss is real, he's feeling guilty...

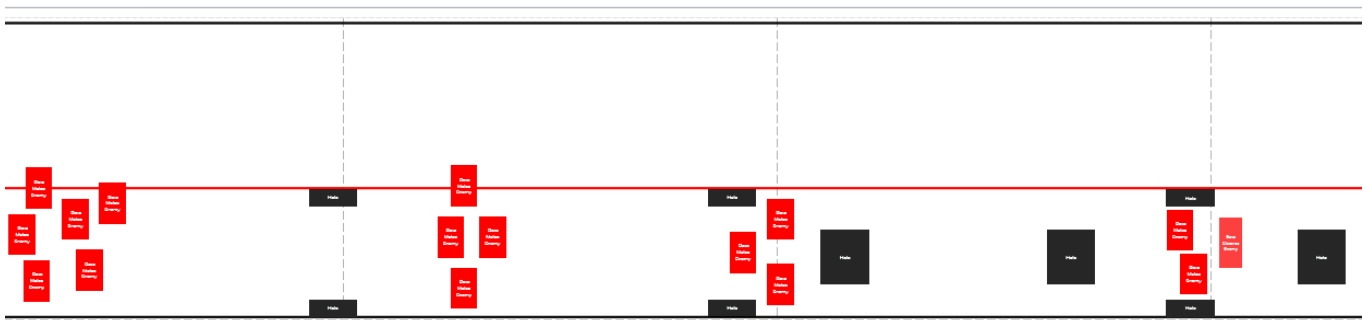
After the first "arena mode" there are some Glass Cannon Enemies running toward the child, representing the brutal and sudden pain the child is facing off.

Some Rafale Distance Enemies are in the level representing the guilt, they hurt the son and the father at the same time, the son is feeling guilty and therefore suffers, and the father does not support the idea of seeing his son who thinks himself guilty.

There's an "arena mode" at the end of pain state with Glass Cannon Enemies, Strong Distance Enemies, Base Melee Enemies, Tank Melee Enemies, Base Distance Enemies, and Rafale Distance Enemies, to conclude the state.

In the situation below, the players must deal with the large number of Base Melee Enemies and the holes.

It's in the beginning of the level, and there are a lot of enemies, but their health points are minimal, meanwhile the number of enemies decrease, their health points and the number of holes increase.



LEVEL DESIGN

Level 2: Anger and Bargaining



The child feels angry about the injustice that happened to him and has no choice but to turn his rage onto his Father. This level is representing the Child's psyche, consumed in anger.

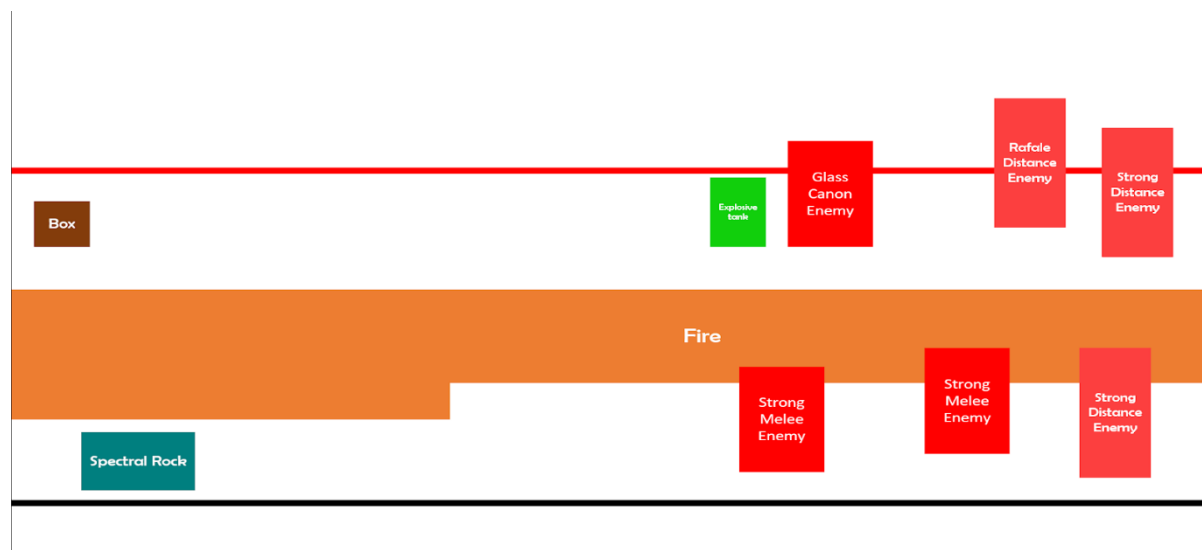
In this level, there are many enemies, and a lot of ways to destroy them, to make the player feel powerful, closer to the character's feeling.

There are lots of Explosive tanks, that can injure both the players and the enemies (showing that anger is destructive). Therefore, this level is based on a risk & reward dynamic, as it's often risky to try hard to destroy enemies. There also are some Spectral rocks near the explosive tanks, because they can be used by the father to interact with the explosive tanks.

There is also a phase where the Child and the Father can be separated (a pit of fire in the middle of the path creates two tracks). Choosing to take different tracks will be rewarding, because there will be more collectibles and players won't bother one another.

In the middle of the level, the players will have an encounter and will have the choice to accept more strength. In return, and the player doesn't know it, he will have to face way more monsters (monsters doubled) for the rest of the level. This represents the Bargaining phase in the stages of grief, the possibility to accept a way to cheat on your grief and realize later that it was not a solution.

Since all the steps of the grief matter, the child must face its anger, the separation between the child and the father show that the child is also turning his anger to his father.



In the phase below, there are different ways to solve the situation.

The best one includes the child going to the explosive tank to ignite it and then retreating, while the father takes the spectral rock and drops it on the explosive tank before the enemies gets away.

The communication between the two players is the key. If they don't talk one another, the father can drop the spectral rock on the explosive tank to ignite it but at the same time the child hits it to ignite it, but he gets injured.



LEVEL DESIGN

Level 3: Depression and Reconstruction



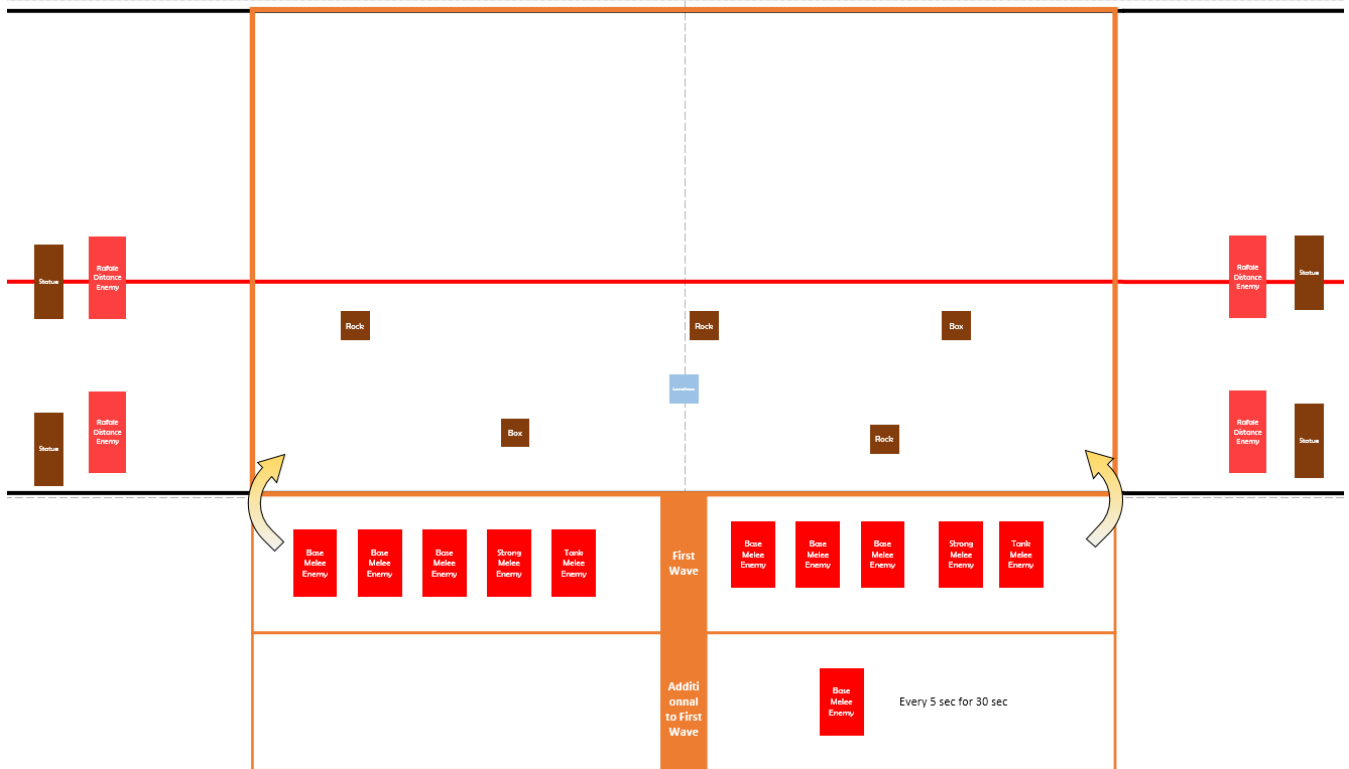
*This level is the last of the 3 levels, and tells the story of how the Child, after dealing with the Wrath of his Father's death in the second level, starts his long way in Depression, a cold and desolated land, then reaches **the mountain of Reconstruction, a bright path to the Acceptance.***

In this isolated place, lie the souls of the people who never got out of the depression induced by the loss of their friends and family. In this place, the Child feels very lonely, despite still being accompanied by the spirit of his Father.

The enemies will come in very various types, challenging the players on very different skills and challenging their endurance.

The spirit of this whole territory wants the player to give everything up.

In this tundra, destructible props will mainly be rocks, as putting signs of life makes no real sense.

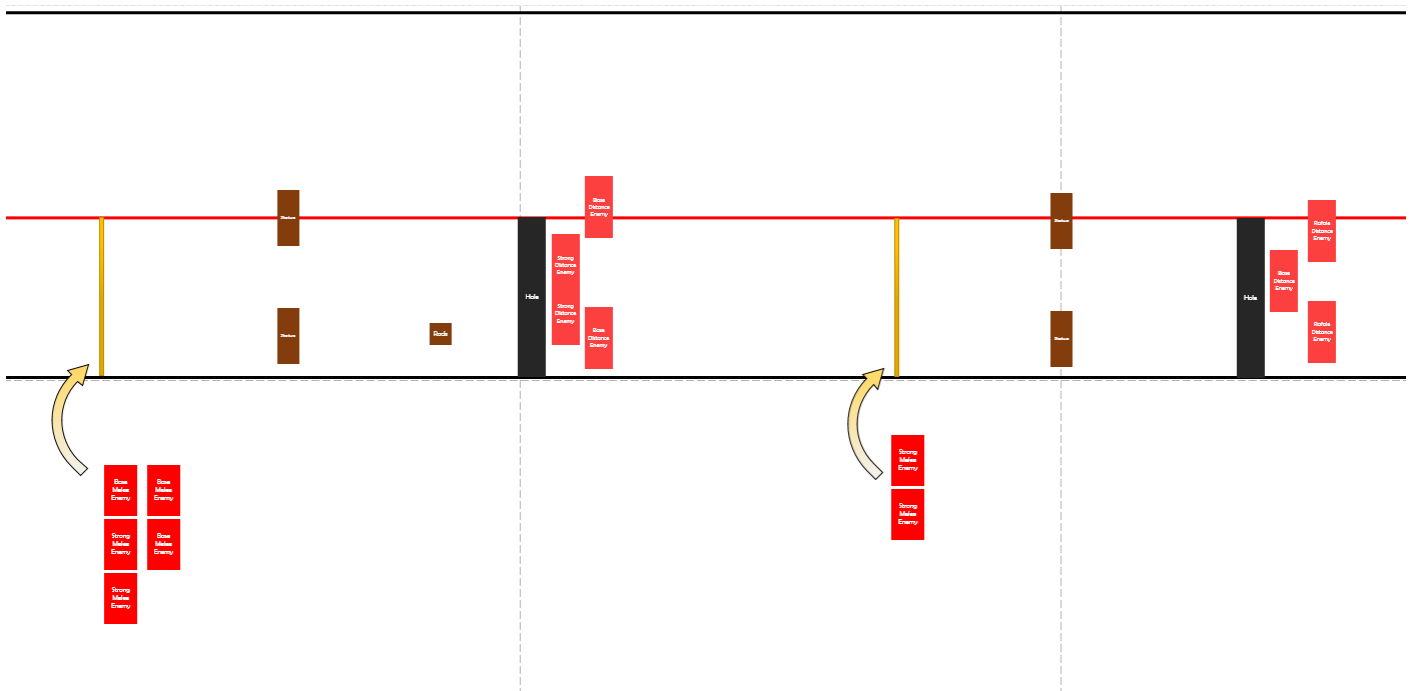


On the situation above, the special attack LONELINESS can be found here, in a dead bonfire, in an abandoned camp. Taking it will trigger an arena and a huge wave of enemies, reinforced by a new mob every 5 seconds for 30 seconds. This represents the endurance of the Child who has to resist to his depression whatever it takes.

Then the Depression tundra ends, and the Child arrives to the bottom of Reconstruction, a bright and holy path **on a mountain**. The dirty snow is less present and the whole environment feels cleaner and fresher.

On this Mountain, the Acceptance is very near, so the enemies will mostly come: either from behind the players, to

bring them again in Depression tundra, or either in big waves blocking the path to the summit, as shown here:



Destructible props will mainly be statues, linked to the holiness of the place, and rocks, as **it's a mountain.**

The special attack Reconstruction can be found at the bottom of **the mountain.**

At the end of the path, the Child finally finds his peace of mind, and he fades out, as his Father waves bye-bye at him, in an emotional moment.

CUTSCENE

The starting cutscene is an illustration with special effects, and the door slamming.

When the player starts the game, a cutscene launches, showing the child kneeling in front of his Father's corpse in the family home. The door is still open, following the previous events, drafts are brewing inside the house, the door slams, and some special effects show that the wind is blowing.

The Child gets out with the very knife that killed his father, and starts facing monsters as his Father's spirit shows up behind him.

REVISION TABLE

Date	Release	Description	Authors
18/04/2018	V1	-First structure and link of the different design documents	Simon Larguier Valentin Serri Maixent Bouteiller
19/04/2018	V1.2	-Added Enemies section and flowcharts	Simon Larguier Valentin Serri Maixent Bouteiller
24/04/2018	V1.3	-Added Grief slider stats -Added new metrics	Simon Larguier Valentin Serri Maixent Bouteiller
25/04/2018	V2.0	-Added Level Design Document -Added Burden Points value -Minor correct	Simon Larguier Valentin Serri Maixent Bouteiller
26/04/2018	V2.1	-Added Animation Frames section -Added checkpoints brick -Added minor precisions on combat system	Simon Larguier
28/04/2018	V2.2	-Father combat system updated -Minor writing corrects (weapons and camera) -Added combat metrics for Child Ultimate -Updated controls pictures -Minor changes on Child SA4 and Ult	Simon Larguier
01/05/2018	V2.3	-Deleted Shop category -Added bargaining mechanic in Level 2	Simon Larguier
02/05/2018	V2.3.1	-Added a precision in "Candle" category	Simon Larguier

03/05/2018	V2.4	-Added precisions in “fire” category -Added SP used for each special attack, and precisions	Simon Larguier
04/05/2018	V2.5	-Minor corrects on text and form -Added a Special Points category -Deleted Burden Points occurrences -Added various pictures	Simon Larguier
05/05/2018	V2.6	-Changed checkpoints to checkpoints candles -Added precisions on special attacks metrics & stats -Added Crowd Controls category -Added precisions on Explosive tank & Spectral rock	Simon Larguier
13/05/2018	V3.0	-Added the Universe category (bible) -Added Narrative flowchart -Added storyboarding indications	Simon Larguier Valentin Serri Maixent Bouteiller
24/05/2018	V3.0.1	-Minor changes on Universe Bible (grammar)	Simon Larguier
24/05/2018	V4.0	-Added User Interface category	Simon Larguier Valentin Serri Maixent Bouteiller
24/05/2018	V4.1	-Minor changes	Valentin Serri
26/05/2018	V4.2	-Changes and corrections on UI category	Simon Larguier
06/06/2018	V5.0	-Total Rewriting of GDD -Highlighted cut features	Simon Larguier
14/06/2018	FINAL	-Last changes for Jury Milestone	Simon Larguier