



Game Design Document

The Pitch / Title

Soul Star is a Prologue to a future series, (NAME TO BE REVEALED). In this world there exists a special race of people with special powers. They can control the elements as well as their own "Soul Weapon" - hence these people are known as "Soul Warriors".

The player plays as one of these Soul Warriors, **Kaumudi**, who has to fight off the powers of darkness along with her friend Hacim. The purpose of this game is to show the audience how the rest of the titles are supposed to work, and to establish the rules of the universe.

Genre

Soul Star is a 3rd person single player action RPG with combat as the main focus.

Gameplay

The gameplay of Soul Star is inspired by Kingdom Hearts, Zelda: Breath of the Wild and Dark Souls.

Player Goals

Throughout the game the goal of Kaumudi (the Player) is to stop the **Masters of Darkness** from awakening the "Ancient Darkness". She believes that this can be done by using the seven thought-to-be-mythical Soul Stars - powerful magical objects - against them. As the story progresses, she changes her mind and decides that the way to stop the Masters can only be done by collecting all seven Soul Stars, and destroying them.



User Skills

When compared to other action games the difficulty of Soul Star is around at the same level as "Kingdom Hearts". Although it features Souls-Like elements when it comes to combat the best way to describe the difficulty would be to call it "Dark Souls for kids".

The player will be able to fight two types of creatures in terms of difficulty. Minions which will only kill the player if they make quite a lot of mistakes and Bosses that deal massive amounts of damage and can easily kill the player if they make mistakes.

The player will need to react in time to attacks (minions and bosses) to counter them well and also memorize patterns (especially for bosses) to know when to strike and when to be defensive.

Player Mechanics

Movement



The player can move around either in a jogging speed or as walking, depending on the axis of the controller stickers being used. Movement doesn't affect the view of the camera as the camera is controlled by the right sticker. The camera is positioned behind the player in the middle to support a wider view for combat

The player can jump and has a relatively strong air control, allowing them to correct a bad jump.

Camera

The player's camera smoothly follows the player with a delayed sway. It can be rotated with the right thumb stick.

When a cinematic scene is happening the camera blends to the cinematic camera either immediately or smoothly, dependent on the cinematic scene and once the cinematic is over it can also blend back smoothly or immediately.



Interactions



When an interactable item or NPC is in close proximity to the player, that item/NPC is highlighted. Once that happens the player can press a button that allows them to interact with them - which can result in an item being collected and placed in the inventory, a chest being opened giving the player an item or a conversation being started that can progress an existing or start a new quest.

Quests

Quests can be received by interacting with NPCs or by following the main plot line. Furthermore, friendship quests can be received from other friendly characters such as **Hacim**. All of these quests will be available to read via the Quest Log or by the quest items.



Shops

The Sunshine Shack is a shop that is open in every town within the game world. There the player will be able to interact with the shop assistant who will sell items to the player in return for the currents the player owns.



Inventory

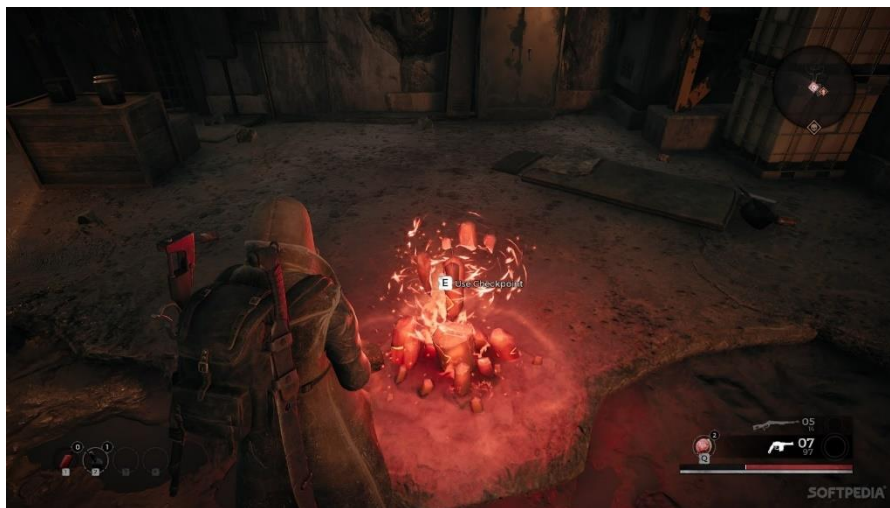
The player has an unlimited inventory - that is very similar to how inventory is handled in Fable. There is no weight limit nor a space limit which is to encourage exploration and collecting. The items stored in the inventory are categorized based on their type, Consumables, Equipment and Quest Items - further discussed under “**Items & Powerups**”.

These items can be used based on their type, which can result in the player equipping a new armor or an accessory, assigning a consumable to the player’s hotbar making it consumable using the D-pad or reading a quest item (in case of a note).



Rest

On specific locations scattered around the map, the player will be able to rest, which will replenish their **Health and Aura** to full. This will reset every cooldown they had and zero out their **Constellation Meter**. A rest does not restore however consumables that were used throughout the previous run.

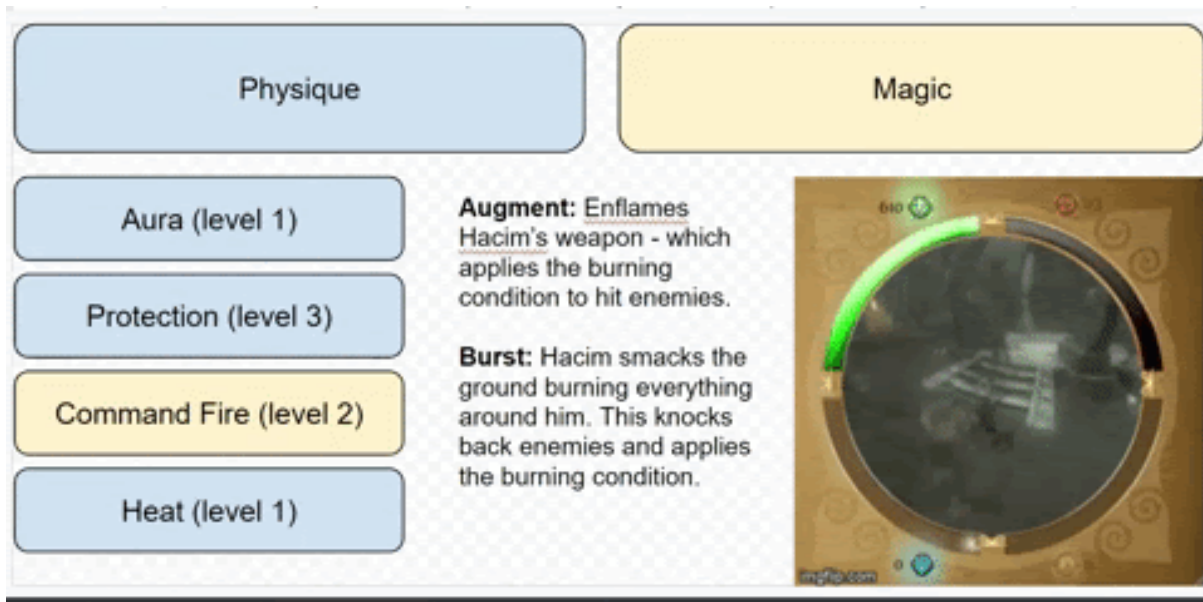


Furthermore, a quick save is made at the resting place, which the player will be able to go back to when they die and they want to quickly reload the game.

Not only that but resting also respawn all the enemies that died on the map (focusing on those that are on this level).

Abilities

The player has multiple abilities that affect how they perform and play, some of them being passive abilities such as **Constitution or Strength**, some of them being active - such as **Command Arts and Spells**. These can be unlocked or upgraded by collecting experience points. There are two main categories of abilities - **Physique and Magic**.



Physique

All abilities within this category are related to the abilities of the body. A solid choice when the player wants to focus on going hand to hand in physical combat and building their character by focusing on good loot. The following abilities can be levelled up within this category.

Strength

This defines how much damage the player deals when landing physical attacks. The higher the level the more powerful the attacks become.

Constitution

This reflects the overall health of the player. The higher the level the more health the player has for combat scenarios.

Health defines whether the player is dead or alive. When this goes to zero, the player dies. By default, the player cannot regenerate health, that can only be done by the following:

- Drinking a healing potion
- Consuming an herb can increase health dependent on the herb
- Resting replenishes Health to its maximum

Toughness

When the player is hit, damage is dealt based on how tough the player is. The tougher you are the less damage you actually take from a blow. High Constitution combined with high Toughness will mean that your character can become the ideal tank.

Speed

Speed is what determines how quickly the player can perform attacks.

Luck

A lucky player will be able to receive more loot in the game - enemies drop more items and more money.

Magic

Magic controls the amount of Aura the player has and how potent the Spells that the player casts are. Focusing on Magic will allow the player to harness Command Arts and Spells that can affect multiple enemies at the same time. The following abilities can be levelled up as part of Magic.

Aura

Aura reflects how much mana the player has for casting Spells, performing Command Arts or blocking damage with the Protect Spell. When a character doesn't have enough Aura to cast Spells, those Spells cannot be cast. Aura doesn't regenerate on its own, but it can be recovered in multiple ways.

- Drinking an elixir will charge the aura back to full
- Consuming an herb can increase aura dependent on the herb
- Resting replenishes aura to its maximum

Protection

A special Spell that focuses on defending the character from Physical and Magic damage. It is further discussed in the "**Combat**" section.

Command Arts

Command Arts are special attacks that may apply status conditions to enemies. Command Arts are further discussed in the "**Combat**" section.

Spells

Spells are projectiles that can be cast by the player to deal damage and may apply status effects to enemies. Spells are further discussed in the "**Combat**" section.

Experience

Experience is a resource that can be used to unlock or upgrade new abilities. It can be gained by killing enemies or by completing quests. When an enemy dies, their corpse spawns experience orbs that the player can collect. The player only gains the experience once they pick up the orbs. Though there is experience, there is not a level up system. Rather, there is a Skill Tree, referred to as ***Ygdraskill***, where players can use the Experience they accumulate to choose what Command Arts and Spells they want to unlock, as well as which Stats they want to enhance.

Constellation Meter

This is a special bar that needs to be filled in order to perform Constellations, strong abilities between two Soul Warriors in the Party. The Constellation Meter can go up by performing and landing attacks that require Aura or landing empowered attacks.

Status Effects

There are four status effects identified at this point; each is related to one of the elements present in the game. When the player receives damage from a status affected attack, they start building up that status effect. When the buildup is complete (e.g. bar is full) the status effect is fully applied with its negatives until it is cured or ended). A status effect on a player can do the following to them.

- Burning - deals a certain amount of damage over time (3 seconds)
- Frozen - Slows down the enemy massively - effectively a petrify
- Shocked - The character sometimes twitches making them unable to do any actions
- Dizzy - It messes up their controls - left is right, right is left, etc.



Combat

Light (Basic) Attack

The player can perform a series of light attacks that move the player towards its attack direction. The attack direction is defined by where the left analog stick is pointing towards. If the player takes damage the attack animation is cancelled and the player is knocked back. When the player presses the attack key while in the air, they perform an aerial.

Empowered Air Attack

Besides light attacks the player can perform empowered air attacks that deal increased damage to enemies and knock them up in the air - leaving them defenseless. These powerful attacks can be performed after consecutive attacks have hit an enemy - being hit before performing the empowered attack will remove the empowerment. This attack cannot be blocked by anything but can be cancelled just as normal light attacks can be. Landing this attack increases the Constellation Meter.



Command Arts

Command Arts are special attacks that apply status effects and are powered by the player's Aura. When a Command Art is performed (e.g. Cryo-Strikes) a status effect is applied to the player's weapon. When the weapon hits an enemy - the status effect is applied to the enemy's "condition meter" and it's subtracted from the weapon's status condition meter (e.g., the weapon has 50 freeze condition - once an enemy is hit, enemy receives 10, weapon has 40 after that). When the status condition runs out - the Command Art ends. These attacks can still be blocked by the enemy so it needs to be landed in order to apply the condition.



Furthermore, while using a Command Art the standard aerial attack becomes an AOE (area of effect) attack, that applies the status condition to everyone around the player, but in return it immediately removes the status effect from the weapon - making this attack a great finishing move just before running out of the Command Art status effect.

Dodging

The player can perform a quick dodge which is a roll that allows them to get away from enemy attacks. This can be done to any direction and at the moment of dodging the player becomes invulnerable for a brief period of time.



Protection

A special Aura-based spell can be used for defending that is called "Protect". This is an AOE spell that surrounds the player. When damage is dealt to the player, Aura is consumed and the damage is negated. However, when the player runs out of Aura, the Spell cannot absorb any more damage so the damage is dealt to the player. If the spell is cast when the attack lands - a Perfect Protect can be achieved, which not only negates the damage but knocks back enemies while also regaining some Aura. This also builds up the Constellation Meter.



Elements

There are seven unique **Elements** in the game. Each Element has a single weakness and is strong against a single other Element. The exception from this is Light and Dark which are equally strong and weak against each other. Each Soul Warrior in the game controls one element that grants them Element-specific Spells and Command Arts. Here are all the seven elements with all their respective strengths and weaknesses. Some Elements might have sub-categories (such as Water having Ice - this will be decided based on playtesting).

Light

- Weak against: Dark
- Strong against: Dark

Dark

- Weak against: Light
- Strong against: Light

Fire

- Weak against: Water
- Strong against: Plant

Water

- Weak against: Storm
- Strong against: Fire

Plant

- Weak against: Fire
- Strong against: Earth

Storm

- Weak against: Earth
- Strong against: Water

Earth

- Weak against: Plant
- Strong against: Storm

Spells

A Spell is usually a ranged projectile based (with a few exceptions such as Healing) that can be used to apply a status effect and to deal damage to the subject that was hit. These Spells are tied to their Element - which makes them stronger against a single Element or weaker against another single one.

Spells are considered to be abilities and they can be unlocked and upgraded when the player has enough Experience to do so. Each upgrade makes the Spell more powerful and effective at what they do.

Kaumudi has two Spells: **Freeze and Nox** - Freeze applying the Frozen status condition, while Nox is never used due to story reasons, so it's not discussed here.

Hacim also has two spells **Heat and Lux** - Heat applying the Burning status condition while Lux is a blinding ball of light that can inflict the Dizzy condition.

Constellations

These are special attacks that can be performed with a teammate. They can only be unlocked by completing friendship quests and they require the Constellation Meter to be full in order to perform them. These are rarely performed but they deal massive amounts of damage to a huge area.

Items & Power Ups

There are three types of different items that the player can collect throughout the game – Consumables, Equipment, and Key Items.

Consumables

These are items that can be collected and consumed by the player, and they grant immediate effects. These effects can be the following - immediate healing, which is achieved by healing potions, immediate Aura regeneration, which can be done via elixirs and the removal of status effects, which herbs are for. Some herbs can also provide healing/Aura benefits along with the status effect removals.

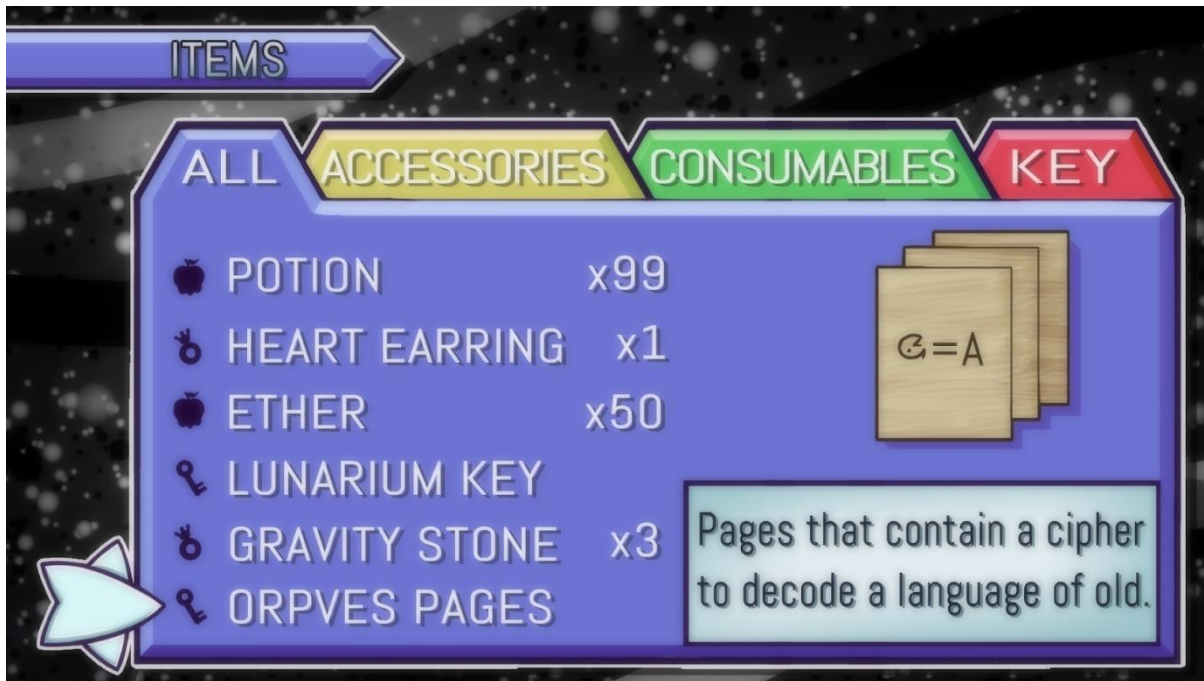
A consumable can be assigned to the player's hotbar which is controlled by the D-pad. When the assigned key is pressed the player consumes the consumable applying its effects. It cannot be consumed in the inventory menu.

Equipment

There are two types of equipment - Armor and Accessories. Armor gives the player a different look and boost some of their Stats (usually Defense), while Accessories are non-cosmetic, Stat-based boosts only.

Key Items

There are items that are story-related and they are there for the player to reference them in the future. The player won't be able to get rid of these items as they are crucial for the story.



Aside from these items, the player will be able to gather “Currens”, the currency of this universe, in order to purchase them. There are also “Regional Currens” which are a special currency required to buy special items that significantly help the player.

Game Rules

Player Death

When the player runs out of HP (health points) they die. There will be a grace period wherein Party members can approach the player back and bring them back to life, with a third of their health maximum HP. If no Party members are present or are also defeated, that will prompt a Game Over screen where the player can choose what their next action is. They can either Continue from the last checkpoint - which is the last rest location; they can Load a previously saved game - which will likely be before the previous checkpoint; or they can quit to the Main Menu.

AI Partner Death

When a Party member dies, they go down and stay in a knocked-out position. They can be revived by running to them and mashing a button prompt until they get back up with a third of their maximum HP. Otherwise, they will stay down until the fight is over after which they raise up with a third of their maximum HP.

Taking Rests

When the player decides to take a rest, they replenish their HP and Aura to their maximum value. It also respawns every enemy in the level that has died that are not boss enemies. Once that's done, a quick save is made, so the player can quickly reload if they die.



Saving The Game

At specific save points, which usually have the appearance of a big book stand that can be found in towns or in specific places the player can save their progress that can be reloaded any time they want.

Pausing The Game

When the player goes into the menus (such as the inventory) the game is immediately paused. This will allow the player to take a break in the heat of battle if there is a need.

Difficulty Settings

When the player chooses difficulty at the beginning of the game, they can choose between Story Mode (Easy), Normal Mode and Hard Mode. Upon finishing the main campaign on Normal or Hard Mode, a fourth mode is unlocked, LuNaTiC Mode, the hardest difficulty option. A harder difficulty setting will mean that enemies will deal more damage, have more hit points making them harder to kill, and the players Perfect Protect window will be shorter meaning it will be harder to perform a Perfect Protect.

Progression

Progressing through the game the player will be able to gain Experience which will allow them to become stronger and perform better abilities. Furthermore, they will be able to find hidden secrets that either add to the story, such as Diary Pages, or provide additional boosts for the player, such as Accessories.

Main Quest

By completing the main quest line, the player will gain Experience and also progress with the story. As a result of the main storyline, some areas can become permanently locked away, such as the Sanctuary or, after entering the Wehi Forest, the rest of the world (since that is the ending of the game).

Side Quests

Additional **Quests** can be started and completed that can grant additional Experience for the player. Most of these quests are given by NPCs around Thera, however there could be some Quests given by finding secret items. There are special types of side quests, "Friendship Quest" which are given by Party members such as Hacim. These are optional, but completing them will not only make the player feel like they are helping their friends, they can also unlock "Constellations" that are Party attacks.

Defeating Enemies

Minions and bosses drop Experience and (less frequently) items which will allow the player to become stronger.

Secret Treasures

Throughout **Thera**, the game world, there will be hidden Treasure Chests where the player can find strong Equipment and other Consumables. This will usually mean having to defeat a strong enemy or having to explore around the level.

Abilities

These abilities are further discussed in the "**Player Mechanics**" section. Each ability is on Level 1 when the player starts the game, however they can be improved as more Experience is gained. Spells and Command Arts are not unlocked by default. As an ability is upgraded it becomes stronger - for example, improving Strength will mean that the player will deal more damage. Higher level upgrades cost more than lower-level ones. Also, some abilities cost more to unlock than others even on the same level.

Yggdraskill

Upon accumulating Experience through combat and Quests, players can dedicate whatever Experience they gather to upgrading Stats and Spells, unlocking Command Arts, as well as new abilities through a Skill Tree, known as Yggdraskill. It is to be tested if enough Experience should be able to be earned to unlock every ability in Yggdraskill.

Challenges

The main (and only) challenge of the game is defeating enemies in combat. This means that enemy design will be crucial for the success of the game, and for that reason enemy behaviors will be discussed in another document specifically focused on enemies.

However, here are some details about enemy encounters that are generally going to be true, regardless of their behaviors. Boss encounters are the biggest challenge for the player and they are extremely deadly if the player makes a mistake. Story-related boss encounters cannot be run away from, while wilderness boss encounters might provide that opportunity. Non-Boss enemies (or minions) are much easier to defeat and they are less deadly, but they will still be challenging for the player.

Asides from the **Lurkers** and Masters of Darkness, there will be neutral monsters that can be found in the wild, such as the mighty **Swoar** - which is a combination of a Swamp Toad and a Wild Boar- defeating these **Creatures** will be an additional challenge that the player can take, however these can prove to be stronger than the standard **Darkling**. Every Creature will have an Element assigned to them (this includes Lurkers) which can be exploited by the right use of Command Arts and Spells.

The Story

The game features a linear story that shows the journey of Kaumudi and Hacim. It's a short prologue that sets up the series of (REDACTED).

Throughout the game the players will see a black figure with glowing pink eyes following them, but whenever they look at the figure, it disappears.

Along the way, players will have the chance to experience a short side story that explores the past of the game's main antagonist, **Sotetseg**, but this is hidden away in the form of a secret to be found by the player.

Some of the events will be experienced as cutscenes or cinematics, which means that the player is not in control of their character and everything just plays out.

The world:

The game's world is set in Thera where **Ords** (ordinary people) and Soul Warriors reside. Aside from people, the world is home to numerous Creatures that are hybrids or variations of real-world animals - such as a Showl which is a mix of a shark and an owl or an Aquoenix which is a water-based phoenix.

The story takes place in the "Noppin Region" which was inspired by East Asia (Laos, Japan, Vietnam). In a vast forest abundant with creatures bordering the town of Seiiki lies a place known as the "**Sanctuary**". A group of Soul Warriors are trained within the walls of the Sanctuary, known as the **Servants of Light**. They are trained to fight off an ancient darkness when it arises due to the workings of their opposing Soul Warrior faction - the Masters of Darkness. Lurkers and other dark beings began to surface around 50 years before this story takes place, but they have started to become more and more frequent around the major settlements around the world.



Kaumudi Chandra (SoL):

She is the main protagonist of the story. One of the Soul Guard, her title is that of the Moon Guard, meaning she controls Ice and Dark Magic - but she taught to never to use Dark magic.

The previous Moon Guard was her grandmother Tara, who died not long after Kaumudi turned out to be her successor.

She has a Soul Star - an ancient magical artifact that she keeps as a lucky charm.

Hacim Sol (SoL):

Hacim is the newest and youngest of the Servants of Light - he is the Sun Guard and he controls Fire and Light magic.

He was found by Ahura, a fellow Servant. Heimdall, the previous Sun Guard, gave Hacim a Soul Star during his fight with one of the Masters of Darkness. Hacim was told by him to keep it a secret from everybody.



Sotetseg Reos (MoD):

He is a Warrior of Fire Magic and he is one of the Masters of Darkness.

He actively sexualizes everything, finding the physical beauty in most anything, but is virtuous in delivering pain.

Iakchos Dionys (SoL)

A Warrior of Poison magic (category of plant magic) specializing in and status afflictions, which can affect the characters as they fight, such as Poisoned, Burning or Dizzy.



Iegad Bogyo (SoL)

Warrior of Earth Magic, Iegad specializes in “Protect” Magic that is not tied to any element so any Soul Warrior can perform it, especially those who come from a long line of Soul Warriors.

Rhotta Horus (SoL)

A Warrior of Plant magic who specializes in healing and herbs, which can not only heal but also boost stats temporarily.





Ahura Mazda (SoL)

The eldest member of the Sanctuary and he is a Fire Magic user.

He has been with the Servants since before they took the Sanctuary for themselves.

Euraika (Neutral)

She is the owner of the Sunshine Shack - a shop - that somehow happens to have locations all over Thera. She will provide useful information for Kaumudi and Hacim on where to head after they get into Xinloi.



Tenebris Mainyu (MoD):

Self-appointed leader of the Masters of Darkness. He is a Soul Warrior who wields Lightning Magic (a category of Storm Magic). He was once a Servant but he didn't want his people to die and suffer any more, so he rose to power to restore the Soul Warriors to their former glory as a Master of Darkness.

Oscura Aergia (MoD):

She is 2nd in command to Tenebris. Though apathetic and unmotivated, she is a dangerous and powerful Warrior of Wind Magic.



Kuamüd Horus (MoD):

A Warrior of Earth Magic and husband to Rhotha's.

A wealthy man, he has slowly begun losing his mind, unable to think clearly about actions nor consequences.

Andhera Gulardenter (MoD):

A Warrior of Poison magic (a category of Plant Magic) who was the childhood friend of Kaumudi. She was friends with her, but her insecurities caused her to resent Kaumudi, as she thought of Kaumudi as better than her, causing Andhera to push Kaumudi away at every turn - she ended up blocking Kaumudi out which left her alone. She is quite strong and can lift heavy objects.

Intuneric Daivini (MoD):

A warrior of Plant Magic who is a brilliant scientist.

He envies the amassed wealth of Kuamüd as he could use that for inventions to gain recognition and he also really envies Kuamüd's wife.

Duisternis Puisabre (MoD):

A warrior of water magic with bright yellow eyes and a kind smile. Only Sotetseg is similarly kind among the Masters.

It's unclear why he is part of the Masters to begin with, but along with Intuneric, he wasn't born into or was ever part of the Servants of Light at any point.

Storyline:

1. The Sanctuary gets attacked by an abnormal number of Lurkers – thought to be caused by the Masters of Darkness.
2. Iakchos decides to confront the Masters of Darkness in **Seiki Town** along with Kaumudi and Hacim who decide to go with him.

3-15 REDACTED

Levels

The Sanctuary

This is where the heroes train themselves. It gets overrun and they have to flee.

Area:

- There are bedrooms for everyone
- Training area
- Main hall

Seiiki town

Here Sotetseg defeats lakchos while Kaumudi and Hacim watch. Later when they return, they defeat Sotetseg. This town lies at the borders of the forest where the Sanctuary is.

Area:

Xinloi Village

Xinloi is where the characters meet Euraika, the shop owner - this is where you can buy stuff - mainly consumables and some special accessories. The town is safe from lurkers when they arrive.

Hacim and Kaumudi learn that legad and Rhotha were planning on heading to Khasaban Bay so that they can sail to Ainrofilac. When they ask why, Euraika mentions Chaos City.

Area:

Olas City

A small city at the waterfront bordered by huge cliffs bordering the Wehi Forest. This is not a sailing town.

Kaumudi and Hacim fight off a huge Lurker here and they meet up with their allies who they decide to travel together with. They head towards Wehi Forest together.

Area:

Wehi Forest

Once Kaumudi and Hacim enter the forest there is no return - this is where the story enters into its finale.

In the forest they fight a bunch of Lurkers who were led here by the Masters of Darkness. Kaumudi and Hacim get separated and they end up leaving the forest at the shore side instead of towards Kokoro City where they wanted to get. They team up with Helios the Showl who offers to fly them across the ocean.

Retaweye Lake

A huge lake in Ainrofilac where Kaumudi and Hacim fight Sotetseg, but Helios gets (REDACTED).

Lairectab Town

This is the outro so this might not be playable. Kaumudi and Hacim end up staying here to watch the First Eclipse. Kaumudi finds (REDACTED).



User Interface

Consumable Hotkeys

Four items can be assigned to the hotkeys that are positioned on the left side of the screen and can be used by the D-pad.

Command Art/Spell Shortcuts

These are four Command Arts that can be used by the player during gameplay. This will likely be displayed on the left side of the screen and the player will be able to change these, in-game, to adapt to the combat situation. We should also consider whether we want only one Command Art to be assigned and use a designated key to trigger them. This is to be decided later on.

Character Portraits

The player will be able to see the portrait of Kaumudi and Hacim and along with that additional information regarding their stats, including

- Health Bar (or icon)
- Aura Bar (or icon)
- Constellation Bar (or icon)



Boss Health

When the player is fighting a boss - it's health will be displayed on the screen to let the player know how they're doing.

Subtitles

Whenever an NPC is talking around or to the player, subtitles should be displayed so that the player can read what's happening in case they don't hear it properly. Displaying subtitles should be able to be toggled in the settings menu.

Menu

When bringing up the menu the player can choose between the following options on what they want to do.

Inventory

When going into the inventory they can select between Consumables, Equipment or Key Items. By going in here the player can decide to equip an Armor or Accessories, or assign a Consumable to a hotkey. Furthermore, when reading a Quest Item - the quest log is brought up for that specific item.

Abilities

Abilities have two subcategories and they are the following: Physical, and Magic. Each subcategory holds a couple of useful passive or active skills that the player can unlock. Whenever the player gains enough experience to unlock an ability, they can do so by going into the Yggdraskill menu and selecting an ability to unlock/improve. The following things are displayed when looking at an ability.

- Preview (a short video)
- Description
- Cost
- Current level of skill

Atlas

The Atlas contains all the active quests that were given to the player. It holds conversation information, rumors that were said to the player, per Area. The goal is to remind the player of what needs to be done. As well, the Atlas records how many collectibles you have in any given Area (e.g., Regional Currens, documents, etc.).

Settings

The Settings panel allows the player to change graphical and audio settings. Furthermore, it should also allow the player to reassign their key bindings.

Important Assets

Interactable

- Potions of Healing
- Elixir of Aura
- Experience Points
- Currents
- NPCs - a lot (side quests)
- Treasure Chests
- Resting Places (checkpoints)
- Save Books

Environment

- The Sanctuary
- Xinloi buildings
- Sunshine Shack
- Olas buildings
- Seiki Town buildings
- Forest environments (Wehi, Sanctuary, wilderness, etc.)
- Retaweye Lake
- Lairectab buildings

Character models

Main Characters

- Kaumudi
- Hacim
- Ahura
- Iegad
- Rhotha
- Iakchos
- Tenebris
- Oscura
- Sotetseg

Minions

- Darklings (Lurker)
- Blifes (Lurker)
- Glubbs (Lurker)

Important NPCs

- Helios
- Euraika
- Black Figure with pink eyes
- REDACTED

Weapons

- Astro Blade (Kaumudi)
- Cosmic Blade (Hacim)
- Faravahar (Ahura)
- Duban Shield (Iegad)
- Sekhmet (Rhotha)
- Thyrsus (Iakchos)
- Osore Scepter (Tenebris)
- Acedeia (Oscura)
- Whiapus (Sotetseg)

Art Style & Music

As the game is 3D, we will convert the art style used in concepts to 3D as much as possible. Further info about art style can be found here:

<https://www.pinterest.nz/kierankddunn/soul-star/> - Pinterest board

Music

The game will feature a dynamic music system that can fade in and out of music tracks depending on the game scenario. The three basic music types are exploration, combat and cinematic.

Exploration music is faded in once a combat scenario has ended and there isn't a cinematic event happening right after.

Combat music starts when an enemy spots the player and gets ready to attack. There is also boss specific music that is story related.

Finally cinematic music fades in when a cinematic scene is playing and it fades out when it's over.

Technology

Platforms

We are targeting the PC first and then later potentially a port can be made, but starting out as PC only.

Engine

We are using Unreal Engine - starting with 4.26 release, but as the engine and development progresses, we are planning on switching over to Unreal Engine 5.

Plugins

As of now, we don't know of any potential Plugins we need to develop for the engine, this might change however as the game develops.

We are however utilizing GAS - the "Gameplay Ability System" which was developed by Epic Games.

Tools

- Blender - 3D modelling, sculpting, animations
- Substance painter & designer - A texture creation tool used widely around the industry
- Rider for Unreal - an IDE built specifically to be used within Unreal Engine
- Perforce - A version control system that allows us to work on the same game remotely

Additional Ideas

- Idle animation sync up with the music - dance to music

Flying (Helios)

- When interacting with Helios the player can fly around the level - we need to make sure that the player cannot fly off the level

