NOTE: This version of the Dead Gear design document is for my portfolio use only. As such, various sections have been trimmed or excluded for privacy reasons, as development continues on the game.

Game Design Document for:

Written by Alex Miller

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Version # .3

Tuesday, April 24, 2012

Table of Contents

Design History

Below is a list of the different versions of this detailed design document, where it states what major components of the document have been completed. Further versions were integrated as changes were made from reviewing and revising.

Version .3

o Added Game World Section

o Added Game Character Section

o Added Magic Fusion Section

o Added Game Interface- Menus Section

o Added Relic System Section

o Refined all sections

Version .2

o Detailed Movement and Navigation completed

o Added Single Player Game Section

o Visual Style completed

o Camera completed

Version .1

First Draft including:

o Game Overview completed

o User Controls completed

Game Overview

High concept

Dead Gear is a 2D platformer/metroidvania game where you play as Illyia, a girl who has crashed into a strange place called the Dead Gear. She must find her friends, and use her powerful Crystalmancy to discover the secrets behind Dead Gear, and prevent a deadly calamity from occurring.

Dead Gear has an enormous, interconnected game world, and Illyia must learn unique abilities and powerful magic that allows her to access areas that were previously unreachable. As Illyia makes her way through Dead Gear, she will unravel the mystery behind the reason she crashed, and why her friends have been captured by mysterious forces.

Philosophy

A Golden Age

The concept of Dead Gear was created for... well, you could say it was nostalgia. In the 90s, there was an explosion of excellently-designed, masterfully created 2D Platformers. *Mario 3, Super Mario World, Super Metroid, Ghouls and Ghosts, Yoshi's Island, Oddworld, Contra, Mega Man* series, *Castlevania: SOTN;* the list goes on and on. The genre itself has largely been adapted for 3D, with great success. Just look at *Prince of Persia, Mario 64, Crash Bandicoot;* all of these 3D games were created using modified 2D platformer elements as a base.

But even then, as time wore on, the platformer genre began to fade away, the market giving way to First Person Shooter titles. I immensely enjoy many of these games, but often found myself booting up old SNES platformers on emulators. I decided that one day, I would create a game as a homage to 2D games, as a form of appreciation for the effect they had on my life.

Dead Gear, it was decided; would be that game. Based on a fusion of Super Metroid, Megaman, and Castlevania, with a dash of RPG elements; I began work immediately.

Got 99 problems, and a tileset isn't one.

Dead Gear will not use any tilesets in-game. While all games in the 8-bit and 16-bit era took advantage of reusing graphical tiles, this was done mostly as a means of optimizing performance. Tilesets do, in some ways, contribute to the retro charm, but ultimately I decided that if I was going to create Dead Gear, I wanted each room, each environment to be unique. All environments and the layers that make them inside of Dead Gear will be hand-drawn with a pencil tool in photoshop, to provide the slightly jagged pixel edges reminiscent of older games.

http://deadgear.blogspot.com/

Common Questions

So what is the game, anyway?

Play as a girl named Illyia to save her friends and unravel the mystery of the strange place that her airship has crashed into. She must use her skills in Crystalmancy, (drawing magic from precious gems) to fuse different elements together and create new spells. She has to fight, maneuver, and think her way through the Dead Gear, discover the reason her airship crashed there; and ultimately escape. Different choices in the game can lead to five different endings.

Why create this game?

I wanted to create a game that would have captivated me entirely in the mid-90s, and the kind of game that people would willingly use emulators to play it even 15-20 years later. The game itself combines elements of classic platforming games with RPG elements, like equipping items and HP.

Where does the game take place?

The game universe is a steam-punkish world called 'Mechanism,' and it consists of giant, continent-sized Gears floating above a black and empty void, continuously spinning in sync with each other.

The game itself takes place on a strange, isolated Gear, completely separated from the rest of civilization for hundreds of years. It is separated from the rest of the gears, and so it does not move; hence its nickname 'Dead Gear.'

A ruined, seemingly modern-day city sits in the center of the Dead Gear, surrounded by snowy mountains, ancient temples, forests and caverns.

Who do I control?

The player controls a magic-wielding girl named Illyia. She has an unusually strong gift in Crystal-mancy, the ability to evoke magic from crystals and stones. As she finds various gems, she can fuse their elemental magic to create new, powerful spells and effects. Fairly agile, she can jump, slide and run to avoid enemy attacks and obstacles.

How many characters do I control?

Illyia is the only character that the player takes control of. This is primarily a single player game where we intend the player to equip Illyia with various relics, fuse magic, and explore the Dead Gear. There will be various friendly (and unfriendly!) NPCs that players can interact with, over the course of the story.

What is the goal/objective of the game?

The initial, overall goal of Dead Gear is to find Illyia's friends and escape with them. As the story progresses, however, the goal is to prevent the cataclysmic destruction of their home nation, Centralia; at the hands of the primary antagonist. Depending on the ending received, Illyia may or may not succeed in saving her home or friends.

What's a 'Metroidvania?'

A Metroidvania is a genre of 2D games with an emphasis on an exploratory action-adventure structure. The Metroid series blazed the trail for the Metroidvanias, testing the idea of a non-linear side-scroller. These games were based heavily on exploration with areas that could only be reached after attaining items in other areas of the game. These games also required the player to discover the next available path on their own and frequently backtrack over previously-explored areas to further their goals.

Castlevania: Symphony of the Night (PSX)

Super Metroid (SNES)

Why choose 2D over 3D?

Metroidvanias are traditionally 2D, and some purists refuse to acknowledge 3D games as Metroidvanias at all. I did, at one time, consider making Dead Gear a 2.5D game. (3D environments with 2D gameplay.) But eventually, I decided to compromise, by creating a 2D game inside of a 3D engine (Unity).

By using Unity as the engine, it gives us a lot of freedom and power to use actual 3D depth inside Dead Gear, instead of just emulating it on a single 2D plane. This way, we can even have 3D elements in the background, or particles that move on all X/Y/Z axes.

User Interface - Controls

In-Game Controls - Gamepad

Below is a diagram layout of how the control scheme works for an in-game session with a gamepad. I wanted to keep the controls to a minimum for an easy pick up and play.
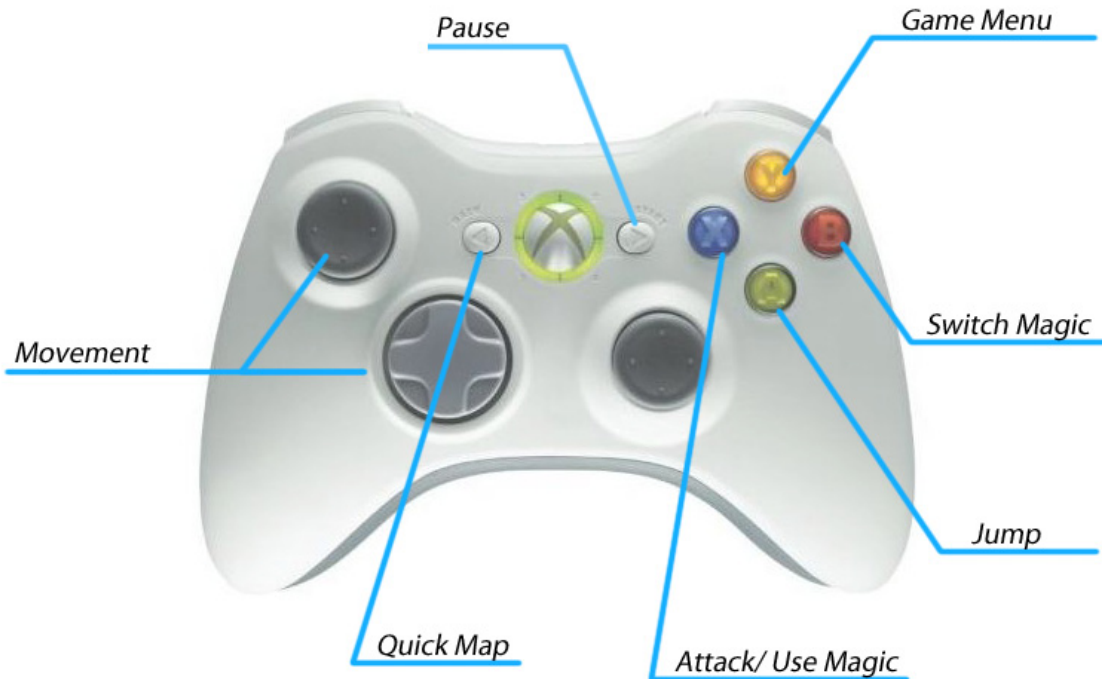
Button Input	Response
Left Analog Stick	Moves Illyia left and right, and look up and down, and slide.
Directional Pad	Moves Illyia left and right, and look up and down, and slide.
A Button	Press to make Illyia Jump/Double-Jump
X Button	Press to make Illyia attack or cast her equipped magic.
B Button	Switches the currently equipped Magic.
Y Button	Brings up the Game Menu
Start Button	Brings up the Pause Menu
Select Button	Brings up the Map Menu

In-Game Controls - Keyboard

Below is a diagram layout of how the control scheme works for an in-game session with a keyboard. I wanted to keep the controls to a minimum for an easy pick up and play.
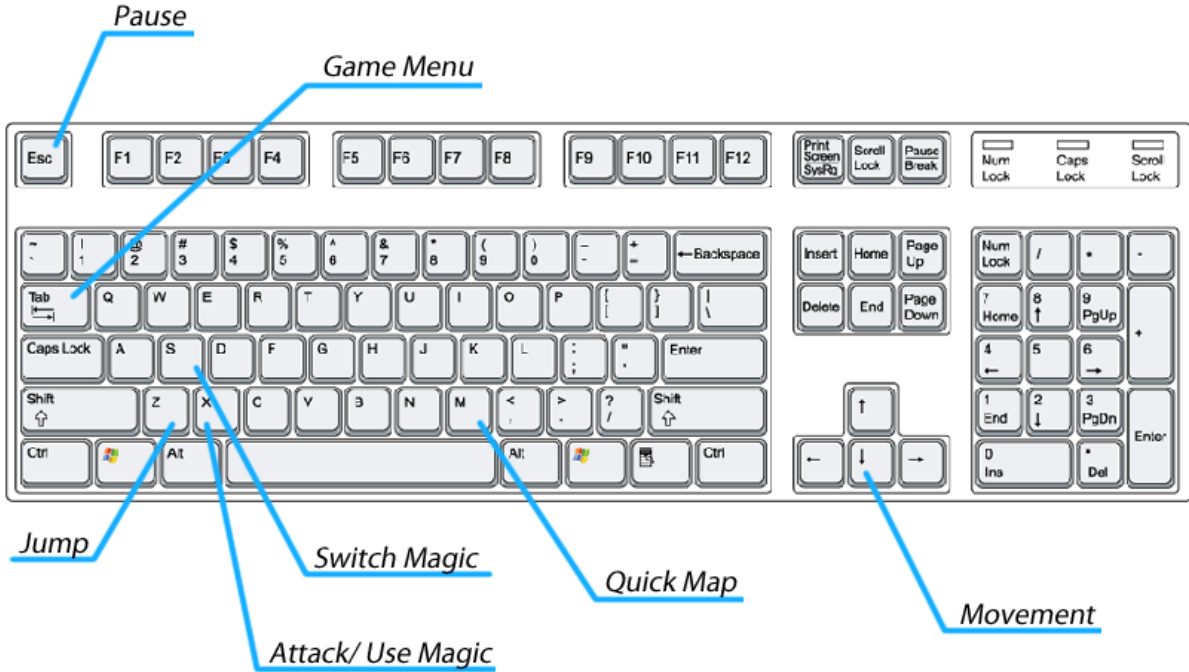
Button Input	Response
Control Keys	Moves Illyia left and right, and look up and down, and slide.
Z	Press to make Illyia Jump/Double-Jump
X	Press to make Illyia attack or cast her equipped magic.
S	Switches the currently equipped Magic.
Tab	Brings up the Game Menu
ESC	Brings up the Pause Menu
M	Brings up the Map Menu

Menu Navigation

The various menus will be based on rotating gears, but will be easily navigated with just the arrow keys or analog stick.

Button Input	Response
Control Keys/ Direction Pad / Analog Stick	Navigation
Z / A Button	Confirm Choice
X / ESC / B Button	Cancel / Go Back

Detailed Movement and Navigation

Below are some simple diagrams, displaying the various physical manuevers that the player will be able to perform. More intricate details are present in move's respective task ticket on the repository.

Basic Movement

Move analog stick to move

Move Left   Move Right

Slide

While moving, hold down on the analog stick

Jump

Press the (A) Button to Jump.

Double Jump

Press the (A) Button to jump again at the apex of your first jump.
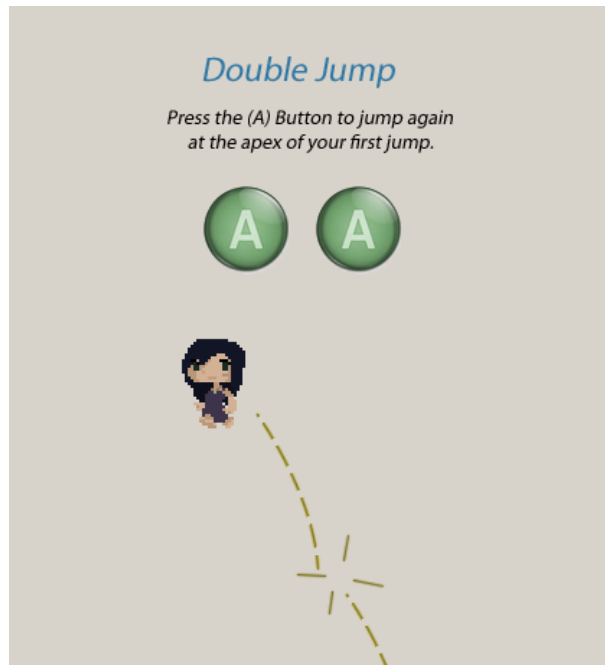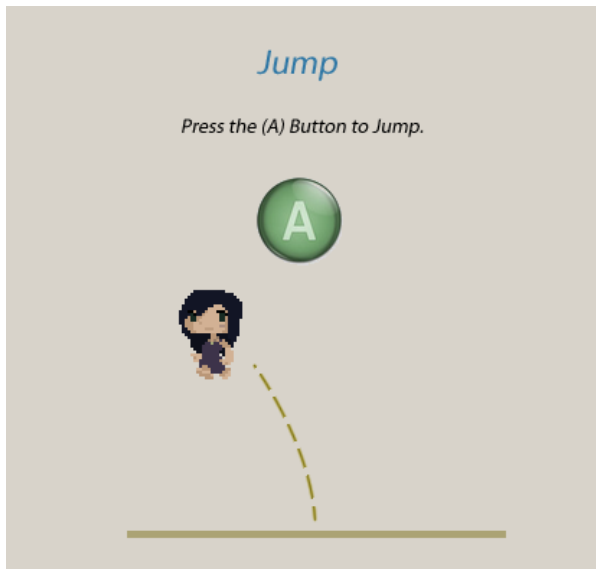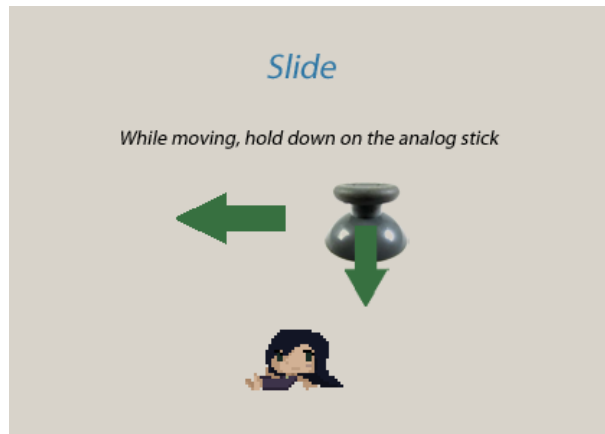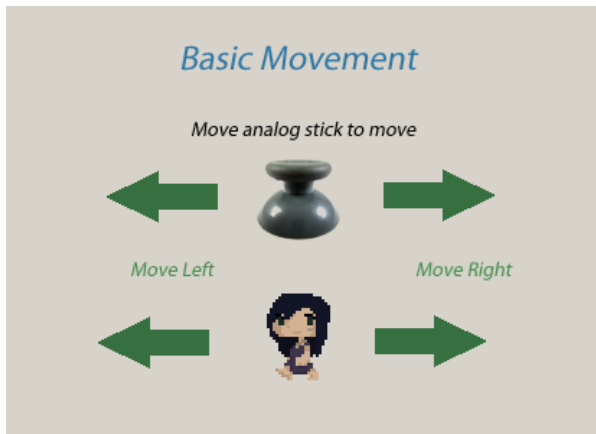
Wall Slide

While falling, press against a flat wall to hold onto it and slowly slide downard.

Wall Jump

While wall-sliding, jump in the direction you're facing to perform a Wall Jump. Illyia can climb up tight corridors using this technique.

Crystal Dash

Tapping Left or Right twice, very quickly, will make Illyia perform a Crystal Dash. This ability allows her to cross large gaps. Works in mid-air as well.

Crystal Smash

If Illyia Crystal Dashes into a 'Crystal Gate,' she can quickly burst in any four directions, depending on what direction is held while crossing into the gate.
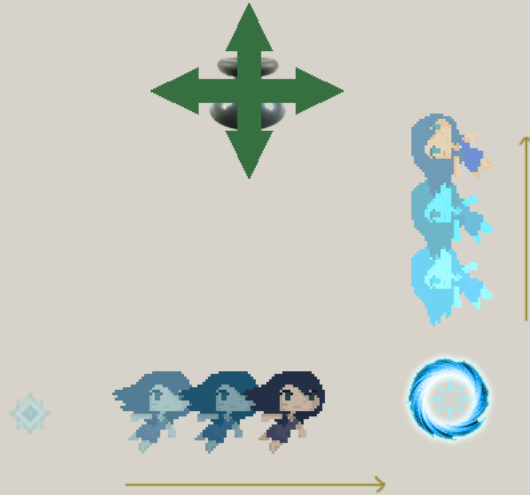
Swimming

Illyia can initially only swim on the surface of water. But when she learns to swim underwater, she can swim underwater by rapidly tapping (A) and holding a direction.

Looking Upward

While moving, Illyia can hold Up on the directional pad, and look / aim upward.
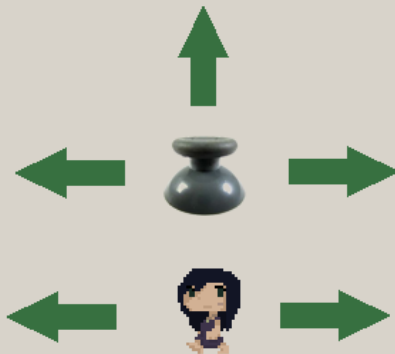
Feature Set

Feature Highlights

An enormous world to explore.

The world of Dead Gear is huge, with over a dozen distinctive regions; including a mysterious ruined city, an ancient temple hidden behind a massive waterfall, and a cursed train station.

Over 60 different magic combinations.

Discover 10 different gemstones, each with elemental magic imbued within. Illyia can use her skill in crystalmancy to combine two gems to create new spells, like homing magic missiles, a sword familiar, and even temporarily transforming into a fire elemental.

Tons of enemies and bosses.

Over 100 enemies and bosses, each unique to their own area. Animated snow wolves, spirit golems, and other creatures wander the vibrant environments of Dead Gear.

Multiple endings and secret content.

Five different endings, depending on the choices you make. Hidden areas, weapons, items, and even characters lie in wait for you to discover.

Single Player Game

Overview

Dead Gear is a single player experience, where the player can become immersed with the storyline and enjoy the solitary exploration of the game world. Although it is technically a platforming game, it could be called an Action RPG for many of the light RPG mechanics, as well as its plot-driven gameplay.

Exploring Dead Gear

Illyia begins her story in a cavern where her airship has crashed. A strong element of the Metroidvania genre is that the map is largely contiguous, offering no breaks in play aside from the occasional load screen. Even though the storyline and cutscenes may suggest or guide Illyia on where to go, there is no handholding, and the player must depend on exploring his environment to progress through the game.

Story (Exposition)

When Dead Gear begins, the player is shown a small expository cutscene, complete with moving illustrations, in a manner similar to digital comics. After the cutscene, the player begins immediately.

In the beginning, there was the Eternal Machine. It created the Void, the Sky, the Gears. From the grass of the Gears, sprung the People.

They called their world "Mechanism."

Many great kingdoms and empires rose and fell with the times. 5 years ago, the greatest empire of its time, Centralia; waged war against its magic-wielding neighbor, Atheria.

An orphan Centralian girl, with Atherian blood, sought to end the war, and with the help of unlikely allies, did so. Now in an era of peace and prosperity, the Girl wanders the edges of Mechanism with her allies, helping rebuild the devastated Kingdom of Atheria.

It was there that they discovered a curious sight; a Dead Gear. Uncharted, unmoving and isolated from the rest of the Gears; the Girl and her friends aboard the airship Daedalus decide to investigate...

Story (Summary)

There are several cutscenes in Dead Gear with dialogue. This chart briefly describes the major plot progression points within the game. For the actual dialogue spoken, see the Script document.

Chapter One

Illyia wakes up in a snowy cavern, surrounded by the wreckage of the airship she had been flying in. Disoriented, Illyia decides to search for her allies that had been onboard when it crashed.

Illyia finds a friend pinned under some of the airship wreckage, her automaton, Harrison. His power supply seems to have been broken, so Illyia decides to try and find a replacement.

Chapter Two

Illyia returns to Harrison with a crystal infused with magic power, and repairs him to the best of her ability. When Harrison awakens, they discuss the whereabouts of their other friends, and Illyia leaves Harrison to scavenge what he can from the wreck, in search of them.

Illyia finds her friend, Regina, lying unconcious in the snow. Standing over her is a mysterious woman and a large Wyvern. Upon discovery, the woman accuses Illyia and Regina of being Centralian spies, and flies into the mountains with Regina on her wyvern.

Chapter Three

On top of the mountain, in what appears to be an ancient artillery battery, Illyia confronts the wyvern rider as she finishes making some sort of radio broadcast. She introduces herself as Solina, Dragoon of Atheria, and challenges Illyia to a fight. After the fight, Solina reveals that the Dragoons had been sent to Dead Gear over 5 years ago, to find a legendary weapon to use against Centralia.

When Illyia tells her that the war ended a year ago, Solina admits that she no longer cares about the war, only about escaping Dead Gear and returning home. She has become a deserter, and marked as a traitor amongst the other dragoons.

Solina offers to tell her more, if she can find her hideout at the top of the waterfall shrine.

Inside the hideout, Solina tells Illyia that Regina is gravely injured and requires medicine. She is willing to sneak into the Dragoon camp and steal some, but in exchange, Illyia must investigate a structure underneath the Flooded Cavern for her.

Chapter Four

The mysterious structure underneath the flooded cavern resembles an elaborate nuclear bomb shelter. Deep within the bunker, Illyia finds a room filled with monitors. When she turns on the primary power, a video begins playing in a language she does not understand, with images of a space shuttle.

Riding the cargo elevator upward, Illyia discovers a large hangar with an 'airship' (Space Shuttle) inside. Illyia meets an eccentric, and overly-apologetic AI named A88Y, who believes that Illyia is captain of the space shuttle. She informs Illyia that the bunker is running on reserve power, and that the launch cannot occur without full power.

Basic Walkthrough

This section details each area as required to complete the game, through maps and charts. Since Dead Gear is a non-linear platformer, it would be redundant and inefficient to write out the full details of each area in this design document, so only the basics will be printed here. A room's respective level design details can be found on their PSD.

Chapter One - Crashsite 1 and 2

1. Where the game begins. A cutscene will begin, and then gameplay will begin.

2. To the left is the entrance to Crashsite8. Illyia cannot jump high enough to get into the airship wreckage.

3. The player finds their first weapon, the Diamond, as well as the first enemies, the Kukus.

4. A doorway into Crashsite3.

5. Swimmable water. Diving into the water will lead into Powerstation15, but Illyia cannot swim underwater yet.

6. Entrance into Crashsite9.

Chapter One - Crashsite 3 and 4

1. The player must learn how to jump from platform to platform in order to make their way up.

2. A Lifestone that raises Illyia's Max HP. A reward for learning how to jump from platform to platform.

3. Entrance to Greenlight Mine3.

4. Entrance to Bunker4. Impossible for Illyia to jump to without learning the Crystal Dash.

5. Player's first encounter with a ranged enemy, an Egg-throwing Kuku.

6. Impossible for Illyia to jump to without learning Double-jump and Crystal Dash.

7. Entrance into Crashsite5.
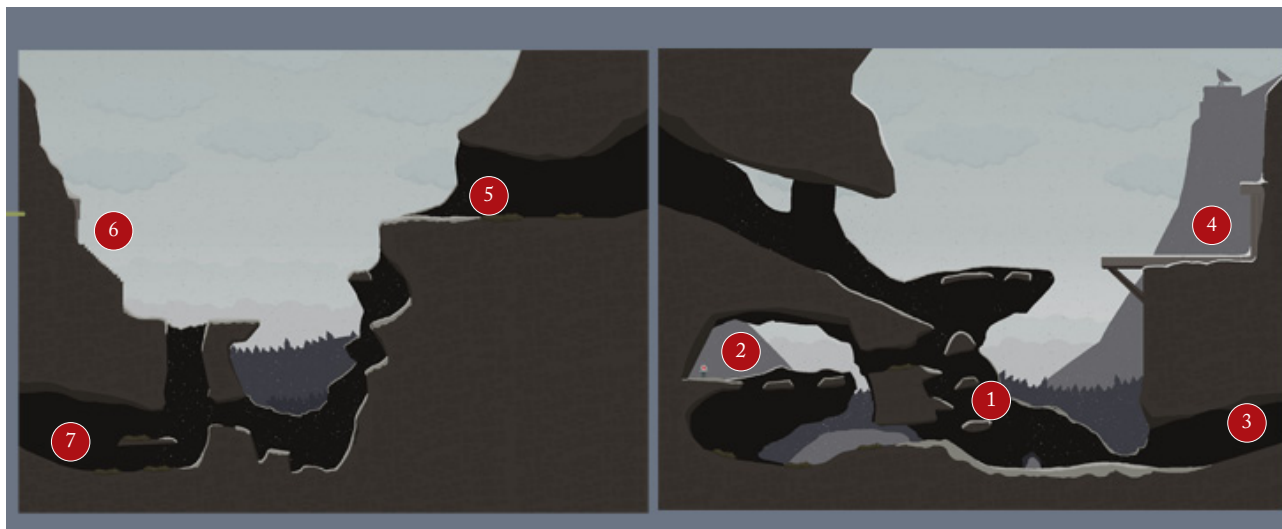
Chapter One - Crashsite 3 and 4

1. The player must cross a series of collapsible platforms. This will prove their ability to jump skillfully.

2. A doorway into Crashsite6.

3. A Teleporter room. It will show up on the player's map, but it cannot be utilized yet.

4. Teams of regular and ranged enemies line this corridor.

5. The player picks up and learns how to use the Map system.

6. The player's first encounter with a mini-boss, the Mama Kuku.

7. Cutscene with Harrison.

8. Entrance to Crashsite1, back to the beginning.
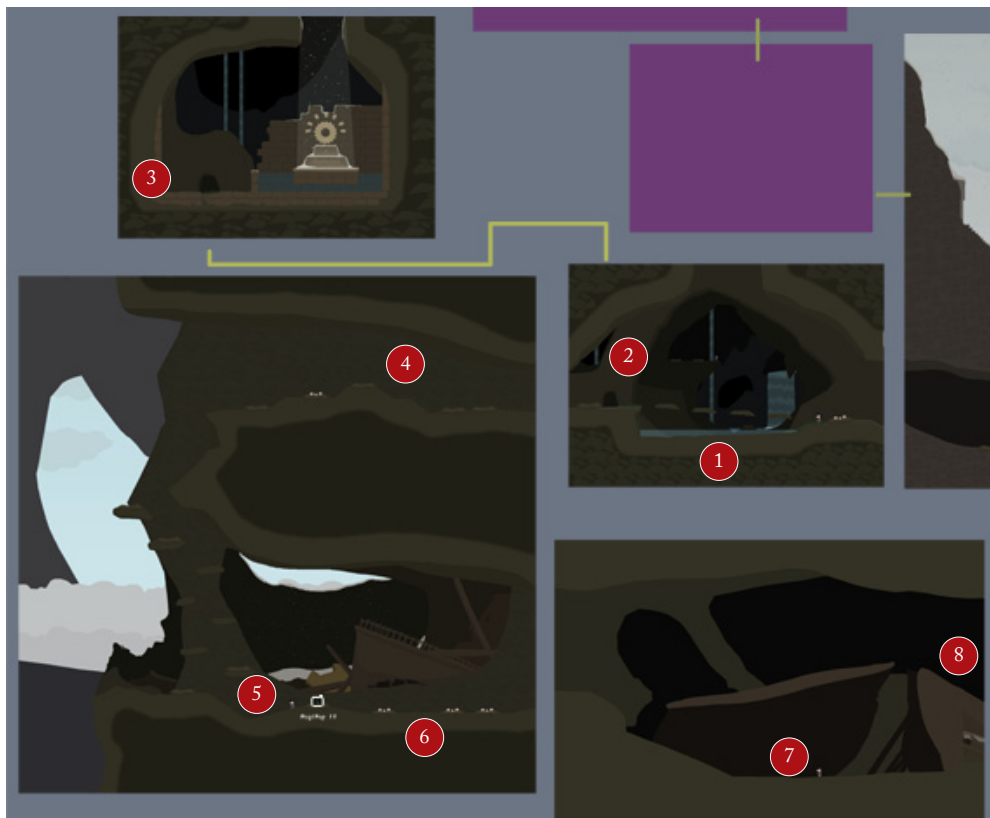
Chapter Three - Waterfall Shrine 2 and 3

1. Player enters WFShrine2 on the moving platform. Since she has pulled the Lever in WFShrine1, the large gear to the right is notably spinning the opposite direction, allowing her to jump onto it, and become lifted upward.

2. To get this hallway, the player must perform a leap and a Crystal Dash to the left. The player must use her jumping skills to avoid the spinning blades.

3. The player must jump on the spinning, floating platforms that are held up by the gears in the background.

4. Once the player enters WFShrine3, they must jump on each of the moving music note platforms as they drift to the right, careful to avoid the spikes on the walls.

5. After jumping between the spinning gear platforms again, the player must jump to the right, onto the flipping platforms. The player only has a limited time to jump to the next platform before the one they're standing on flips to the right, so they need to be quick. After jumping to the right, the player can proceed to WFShrine4 by riding the platform.

6. Should the player miss the first jump onto the gear platforms, they will land on a platform full of slimes. If she proceeds further left, then she will come across a Teleport Room.
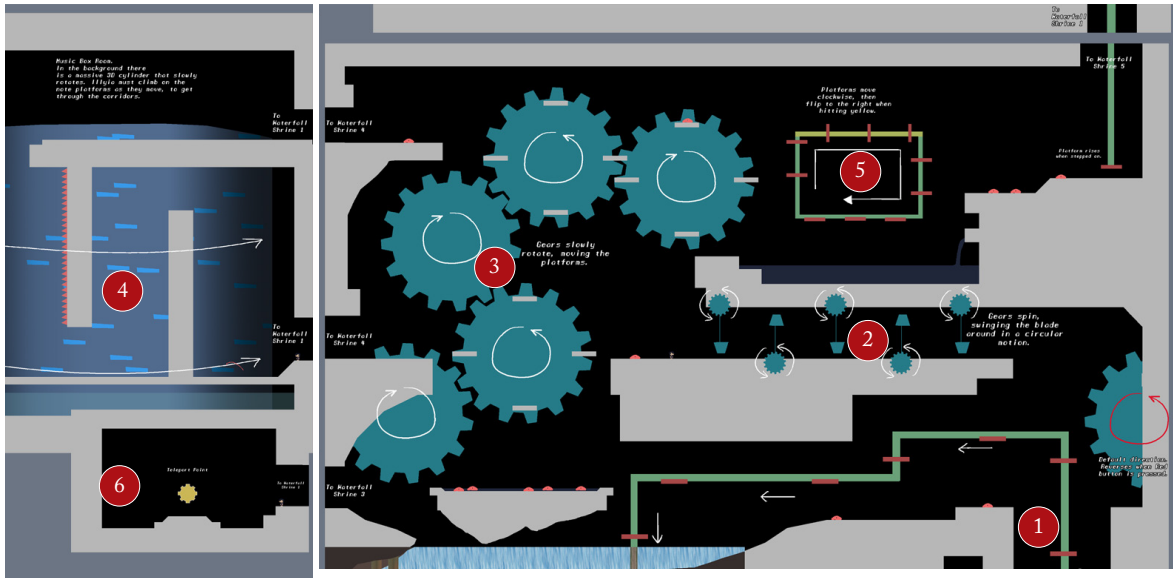
Beat Chart

The Beat Chart allows me to develop individual game 'rooms', as well as 'map' the structure of the game. It is much easier to sense unwanted patterns and balance them accordingly, when using a beat chart.

'Regions' in a Metroidvania can effectively be thought of as traditional 'levels.' Every room within a region generally shares the same theme and location type, and in some case, mechanics.

Region 1 - Crashsite

Scene Name	Crashsite1	Crashsite2	Crashsite3
Name	Starting Room	Nesting Hall	Lookout Point
TOD, Weather	Day, Snowing	Day, Snowing	Day, Snowing
Progression	Cutscene, plot progression	Player picks up first weapon gem, is taught basic movement and combat.	Player is taught how to jump onto platforms to make her way upward. Encounters flying enemies.
Color Map	Brown (Rocks/Airship Wreck), White (Snow), Gray (Stone)	Brown (Rocks/Airship Wreck), White (Snow), Gray (Stone)	Brown (Rocks/Airship Wreck), White (Snow), Purple (Trees, Background)
Enemies	None.	Basic Kuku	Basic Kuku, Flying Kuku
Mechanics	None.	Swimmable Water, Door	Door
Hazards	None.	Breakable Kuku Eggs	Breakable Kuku Eggs
Items/Collectibles	None.	Diamond Gem (Weapon)	Lifestone x1
Abilities Utilized	None.	Advanced Swimming	None.
Music Track	Crashsite Ambience	Crashsite Ambience	Crashsite Ambience
Save Point	Yes.	None.	None.

Scene Name	Crashsite4	Crashsite5	Crashsite6
Name	Snowy Cliff	Lake Cavern	Crashsite Teleport Room
TOD, Weather	Day, Snowing	-	Day, Snowing
Progression	Player faces first openly hostile enemy, as well as first ranged enemy.	Player comes across their first plat-forming challenge.	Player comes across first Telepoint, although it is inactive.
Color Map	Brown (Rocks), White (Snow), Purple (Trees, Background)	Brown (Rocks), White (Snow), Blue (Water, Waterfall.)	Brown (Rocks), White (Snow), Tan/Orange (Stone bricks and teleporter)
Enemies	Basic Kuku, Flying Kuku, Egg-Throwing Kuku	None.	None.
Mechanics	None.	Collapsible platforms, Door	Telepoint.
Hazards	None.	None.	None.
Items/Collectibles	None.	None.	None.
Abilities Utilized	None.	None.	Teleport.
Music Track	Crashsite Ambience	Crashsite Ambience	Crashsite Ambience
Save Point	None.	None.	None.

Scene Name	Crashsite7	Crashsite8	Crashsite9
Name	Kuku Den	Wreckage Crater	Flooded Cavern Entrance
TOD, Weather	Day, Snowing	Day, Snowing	-
Progression/Interest	Player faces first mini-boss enemy, and collects the Map.	Player learns how to equip new weapons, and fuse them together. Plot progression, Cutscene.	Interesting landmark
Color Map	Brown (Rocks/Airship wreck), White (Snow), Purple (Trees, Background)	Brown (Rocks/Airship Wreck), White (Snow),	Grey (Stone, rocks) Blue (Water)
Enemies	Basic Kuku, Egg-Throwing Kuku, Mama Kuku, Kuku Chick	None.	None.
Mechanics	Collapsible platforms	NPC	Swimmable Water
Hazards	Breakable Kuku Eggs.	None.	None.
Items/Collectibles	Map	Moonstone.	None.
Abilities Utilized	None.	None.	Advanced Swimming
Music Track	Crashsite Ambience	Crashsite Ambience, Harrison's Theme	Crashsite Ambience
Save Point	None.	None.	None.

Region 4 - Waterfall Shrine

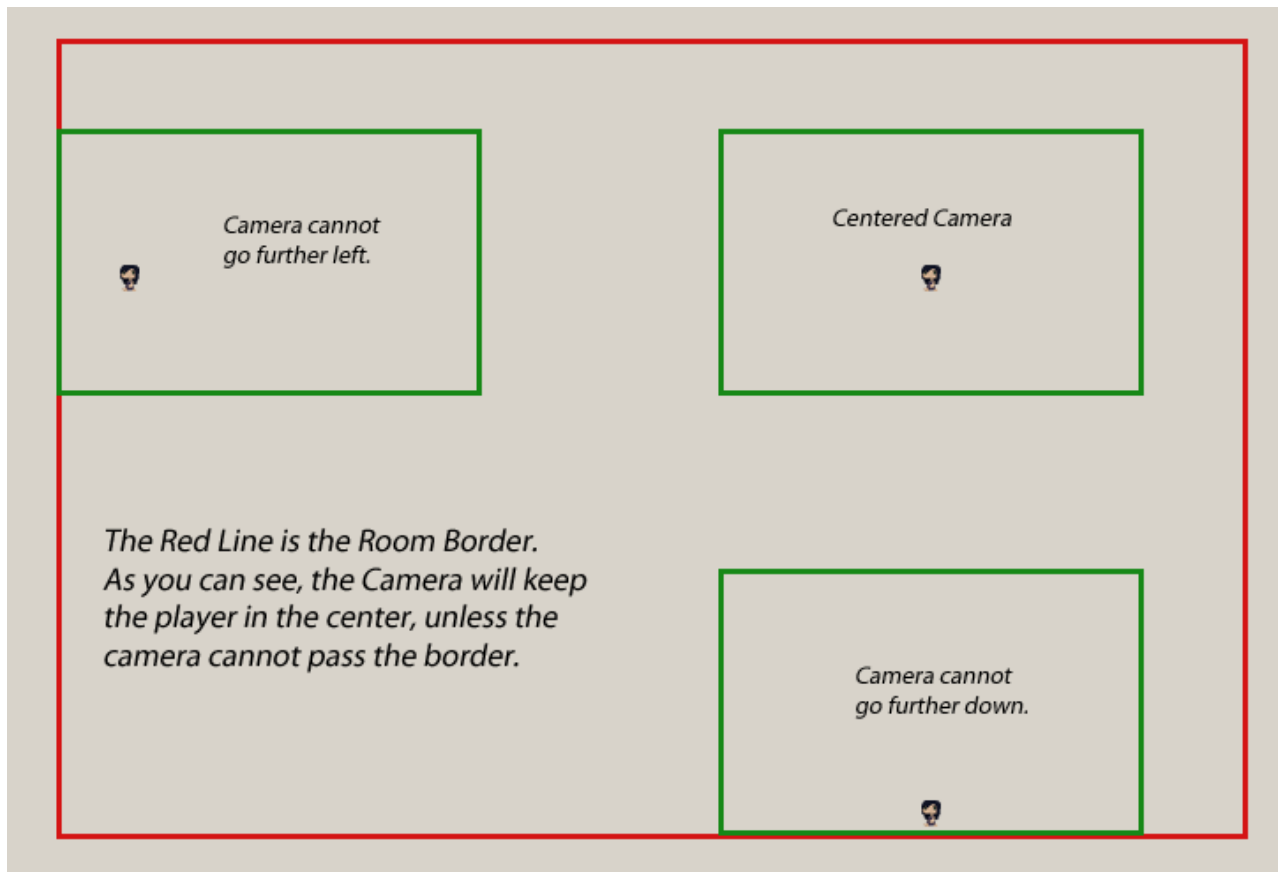| Scene Name	WFShrine1	WFShrine2	WFShrine3
Name	Waterfall Shrine Entrance	Gear Room	Music Box Room
TOD, Weather	Day	Day	Day
Progression	Player encounters new enemies and new platform mechanics.	Player encounters new enemies and new platform mechanics.	Player encoutners new platform mechanics.
Color Map	Blue (Water), Green (Moss), Gray (Stone), Tan (Brick)	Blue (Water), Green (Moss), Gray (Stone), Tan (Brick)	Blue (Water), Green (Moss), Gray (Stone), Tan (Brick)
Enemies	Prism Slime, Water Elemental	Prism Slime, Splitter Slime	Prism Slime
Mechanics	Swimmable water, Moving platforms, Rotating gears, Levers, Pressure plates.	Swimmable water, Moving platforms, Rotating gears, Levers, Pressure plates.	Moving platforms, Locked Door.
Hazards	Spikes.	Swinging blades.	Spikes.
Items/Collectibles	None.	None.	None.
Abilities Utilized	Crystal Dash.	Crystal Dash.	Crystal Dash.
Music Track	Waterfall Aria	Waterfall Aria	Waterfall Aria
Save Point	Yes.	None.	None.

Visual Style

The visual style for the game will resemble a 2D game from the 90s... if the artists were allowed to use a brush to paint their pixels. Overall, it is a more simple style that takes advantage of powerful shapes and color instead of intricate textures. Each environment is detailed with distant background elements to foreground elements that add atmosphere to the game.

Camera

The camera view for Dead Gear will be from a 2D side view perspective, where the player will be restricted on one plane but also allowing to show the depth of the world. The camera will follow the player as they move about in the world, always keeping Illyia in the very center of the screen.

However, once the camera hits the border of a room, it will refuse to advance any further, allowing Illyia to venture from the center of the screen.

Camera cannot go further left.

Centered Camera

The Red Line is the Room Border. As you can see, the Camera will keep the player in the center, unless the camera cannot pass the border.

Camera cannot go further down.

The Game World

Overview

The world of Dead Gear is designed to be a fantastic, and yet comfortingly familiar experience, both in terms of visuals and gameplay. The art style has an abstracted, simple look to it, with both vibrant color schemes and powerful shapes. (For examples of the game's visual style, refer to the Dead Gear Art Bible.)

Regions and 'Levels'

Distinct features associated with the Metroidvania formula are side-scrolling, exploratory, action-adventure gameplay, ability upgrades, and a map that is filled in automatically as the player progresses through the game.

A strong element of the genre is that the map is largely contiguous, offering no breaks in play aside from the occasional load screen. The world is broken up into several 'regions.' Regions in a Metroidvania can effectively be thought of as traditional 'worlds.' Every room (level) within a region generally shares the same theme and location type, and in most cases, mechanics.

1. Crashsite	6. Rapids	11. Dead Tower
2. Greenlight Mines	7. Aqueducts	12. The Cliffs
3. Flooded Caverns	8. Power Station	13. Temple of the Architects
4. Ice Forest	9. Spirit Metro	
5. Waterfall Shrine	10. Dead City	

Regions of Dead Gear

The game universe is comprised of several continent-sized gears holding up entire worlds, eternally spinning, locked with each other; with a endless, empty void beneath them. The 'Dead Gear' that the Daedalus crew had set off to explore was one of the distant dead gears, no longer rotating and completely separated from the rest.

The game takes place on 'Dead Gear,' which comprises of a snowy mountain range, dense forests, frozen lakes and rivers, connected by a large central ruined city. Deep inside the gear lies a dense labyrinth of ancient pipes, machinery-laden corridors and perpetual engines. The map is largely contiguous and interconnected, offering no breaks in play aside from the occasional load screen.

Crashsite

"The rocky exterior of a snow-covered mountain, with heavy snowfall. The airship wreck itself has plowed through a section of the mountain wall and into an cavern. Illyia wakes up here in the beginning of the game. A peaceful air lingers here, despite the wreckage."

Greenlight Mine

"A large, open cavern with giant mushrooms and glowing lichen that fills the entire cavern with a green glow. The upper section is filled with rotting wood structures and crates, and seems to have been some sort of mine at one time; although it is unclear what they were mining for. Giant mushrooms, overgrown plants and insects, and spore-like creatures wander inside."

Ice Forest

"A dense, snowy pine forest. Small rivers and a large frozen lake complement the area. The western edge is very steep and mountainous, prone to landslides. Animated snow golems rise from the snow, birds of prey perch in the tall trees, and a gentle snow falls on the forest. To the east lies an enormous waterfall that fills the forest with its thundering crash."

Dead City

"The ruins of what must have been once a great and technologically advanced city. A thin layer of snow covers the ancient freeways, billboards and skyscrapers. Tortured spirits and skeletons wander amongst the rubble, and the sky seems to always be a sicky hue of yellow. In the distance, a massive tower's dark silhouette is barely visible. What was this place, and what happened to it?"

Waterfall Shrine

"Ancient stone ruins inside of a massive waterfall. Hydraulically-powered platforms and doors slowly move throughout the entire shrine. Old copper pipes lead hot water towards the top of the waterfall, where an old hot spring bathhouse has been built. Small prism slimes ooze around in puddles of water.

Solina has made her temporary hideout in a cove above the waterfall."
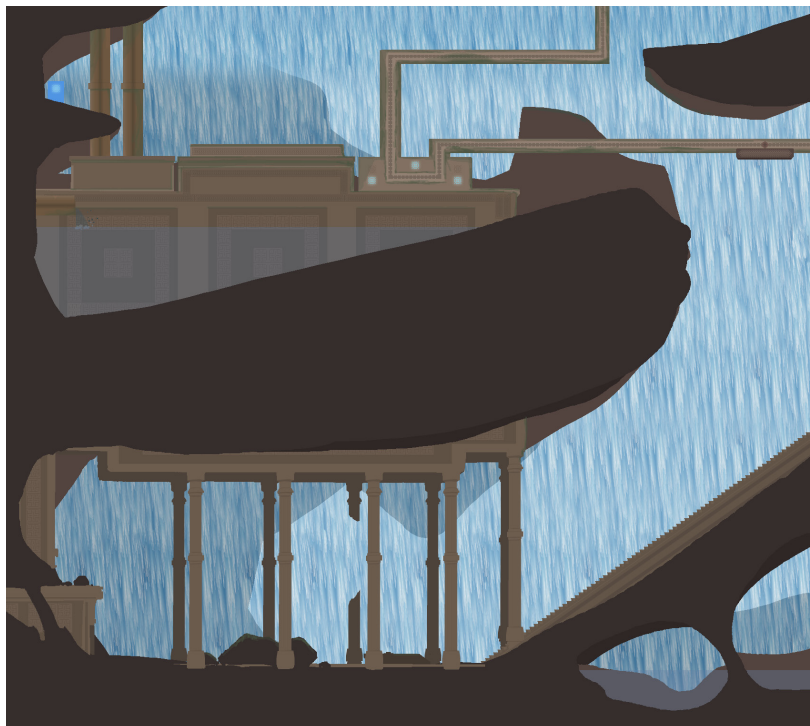
Travel

Illyia will be mainly moving through the world by running and jumping through different rooms, and using her newly learned abilities to pass through obstacles that were previously inaccessible.

Since the game world itself is so large, the player will encounter Teleport rooms with small altars, as seen below. By stepping in front of the altar and activating it, it will allow Illyia to teleport to any Teleport room that she has previously encountered.
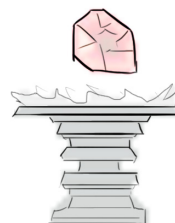
Objects of Interest

Throughout Dead Gear, Illyia will be able to find and collect objects placed around the world, or even dropped from enemies and bosses.

Life Stone

A glowing white and red crystal on a small pedestal that when picked up, instantly increases Illyia's max HP by [X] points.

Anima Stone

A large glowing blue stone on a small pedestal that when picked up, instantly increases Illyia's max Anima by [X] points.

Magic Essence

Floating ethereal orbs that bolster Illyia's knowledge of Crystalmancy, increasing the amount of damage she does by [X]. Sometimes dropped by bosses.

Strange Prisms

Glowing prisms that can be found hidden around Dead Gear and are commonly dropped by enemies. Used to buy things from BHOLDR's shop. They are affected by gravity, and bounce on the ground a few times before coming to a rest. After a while, they will despawn.

Life Crystals

Small glowing red crystals that float in the air after killing an enemy. They come in small, medium and large sizes, each healing a set percentage of the player's HP. After a while, they will despawn.

Small Crystal . . . . 5% HP healed.

Medium Crystal . . . . 10% HP healed.

Big Crystal . . . . 15% HP healed.
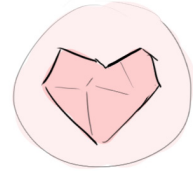
Anima Crystal

Small glowing blue crystals that float in the air after killing an enemy. They come in small, medium and large sizes, each healing a set percentage of the player's HP. After a while, they will despawn.

Small Crystal . . . . 5% Anima healed.

Medium Crystal . . . . 10% Anima healed.

Big Crystal . . . . 15% Anima healed.
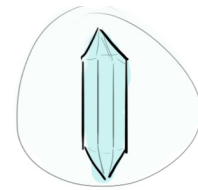
Save Points

There are save points scattered all over Dead Gear in the form of large, floating crystals.

There are save points scattered all over Dead Gear in the form of large, floating crystals.
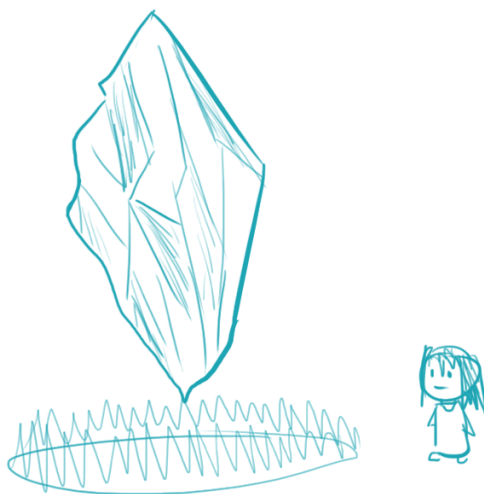
Once within the range of a save point, Illyia will be able to activate it, restoring HP and Anima to full, and recovering from any status effects. In addition to that, Illyia will be able to open the fusion and relic menus while close to a save point.

Save points will be strategically spread through the regions, insuring that there's a risk of lost progress if the player dies, but not so great a risk that they would have a considerable amount to redo. Save points should almost **always** be present before a boss fight.

Game Characters

Overview

All the characters in Dead Gear have a detailed history, and expressive personalities. There is no 'amnesia syndrome' in Dead Gear, where the main character can't remember how to tie her own shoe (Illyia doesn't even wear them!) but knows how to cast magic and fight.

Main Character

'I've never seen magic like this before.'

A curious-minded 15-year old Aetherian girl named Illyia. She has an unusually strong gift in Crystalmancy, the ability to evoke magic from crystals and stones; a trait common in her Aetherian heritage. Raised by wealthy foster parents in Central City, she braved an adventure to find her real parents in the midst of the Centralian-Aetherian war, forging friendships with unlikely people. After becoming trapped on Dead Gear, she will stop at nothing to find her friends in the Daedalus crew. She prefers dressingly simply, wearing only a purple tunic and a necklace. She dislikes wearing shoes.

Stats

Throughout the game, Illyia will grow stronger, and more powerful by discovering Life Stones, Anima Stones, and Magic Essences. In a way, gaining these items are like 'level-ups' in an RPG. Illyia has three main stats:

HP- Health points. The amount of health Illyia has before she dies. Finding a Life Stone increases her maximum HP by a set amount.

Anima- The equivlent to MP/Mana. Most spells and fusions require an Anima cost. When her anima gauge becomes too low, she will be unable to cast spells, or even attack at all, unless she has a spell that requires zero anima cost. Anima, unlike HP, has a very slow regen, recovering roughly 1% of her Max anima every few seconds. Finding an Anima Stone will increase her maximum Anima by a set amount.

Power- The damage bonus being applied to all of Illyia's attacks. This stat is significantly less visible as it doesn't show up on the UI. Each time Illyia collects a Magic Essence after a boss fight, her power stat goes up by [5]. This means that all attacks get:

(Base Attack Damage) + (Power Stat Bonus) + (Elemental/Relic Bonuses) - (Enemy resistances) =

Total Damage Dealt

NPC Characters

The following characters are NPCs that the player will encounter while playing Dead Gear. Most are friendly, and can be talked to/interacted with.

HR1SN

'Slow down, Miss Illyia!'

Or 'Harrison,' as Illyia is keen to call him, is a large, powerful crystal-powered automaton that has served as her nanny and guardian since she was small. Very prim and proper, Harrison may resemble a large butler, but he holds intensely genuine affection and loyalty to Illyia. He served as her bodyguard on her trip to Aetheria. When the airship crashes on Dead Gear, his power supply is broken. Illyia must find his crystal in order to fix him. Afterward, Harrison is constantly short-circuiting from her shoddy repairwork.

Regina Carlwood

'They need justice, and I will give it to them.'

Formerly Captain of the North City Knights in Central City. Honorable and stubborn, she deserted her post when refusing to follow unethical orders. Joining with Illyia and HR1SN on their quest to Aetheria; she was eventually forced to use force against her own city, and take it back from the maddening tyranny of her own grandmother, the Knight-Commander of Centralia.

After the war, she became a royal diplomat for Centralia, and came to Dead Gear with her friends with the intention of forging an alliance with the native population, should there be one. She is very gravely injured in the crash, being flung from the ship into an icy forest. Illyia must find a means of healing her if she is to live.

Driver

"Hey, can you hand me that, uh, the- whatchamacallit- ..."

Pilot and genius inventor of the Daedalus, the only airship able to withstand the crystal-negating power of the void. Son of a famous but neglectful Voidnaut, Driver sought to achieve his own legacy instead of living in his father's shadow but instead became high enough in debt with an enormous corporation to have an offer on his life taken. He assisted Illyia and the others in reaching Aetheria, and resolving the war. Finnicky and aloof, he is immensely intelligent, and owes his life to his friends. He has been taken prisoner by the Dragoons, a large group of dragon-flying Aetherian elite who believe the war is still going.

Solina

'Honor was the only thing I had, and now I don't even care about that.'

A former captain, but now deserter of the Dragoons. Competent, brash and ever-sarcastic, she has abandoned her mission and is trying to find a way off the Dead Gear, but cannot seem to escape from it, only seeming to end up where she began. The Dragoons have labeled her a traitor and want her dead.

Solina is extremely suspicious of Illyia and the others, as she herself is unsure if the war is actually over. Her hideout lies near the top of the Waterfall Shrine, where she lives along with her mount, a black dragon named Abraxas. As Illyia gains her trust, Solina becomes a strong ally, occasionally showing up to aid Illyia during the game.
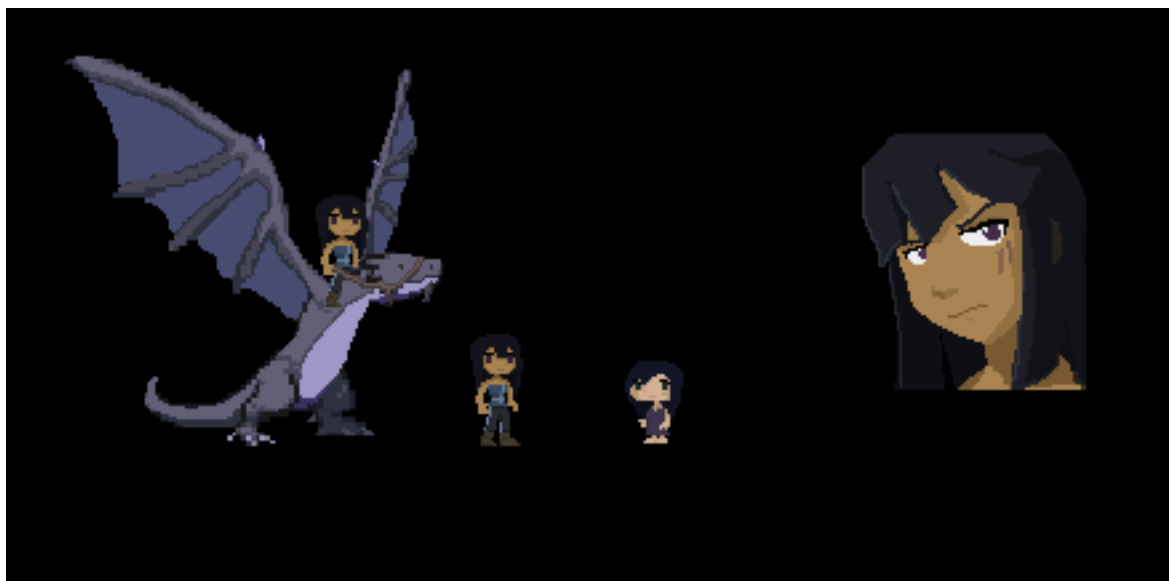
Commander Alban

'Now, now. Calm down. I haven't decided even whether to execute you or not.'

Commander of an elite Aetherian force deployed to the Dead Gear in order to find hints as to what caused its destruction, and if possible, to use it as a weapon on Centralia. The primary antagonist of Dead Gear.

Alban was a brown-nosing, irritating second-in-command officer. When the commander of the Dragoons on Dead Gear mysteriously disappeared, he became the most senior officer, gaining all authority.

Alban seems calm and chilled out, but in actuality, is immensely paranoid; and believes that the war continues. The Dragoons have not heard any contact from Aetheria, and believe it may have already fallen. This only fuels their determination to destroy Centralia. Ruthless in his ways, he executes any dragoon that begins to question their role after 4 years on the Dead Gear.

Merchant

Deep within the Flooded Cavern, there is a strange room with junk piled about everywhere. Housed inside the room is an AI named Beholder, and many monitors, each with an eye that follows Illyia across the room.

It is the remnants of an ancient Architect AI named 'BHOLDR', and one that had come into contact with Neophytes centuries ago. It is surprised to see Illyia, mentioning that it has been approximately 230 years since it has last had human contact.

It is curious about the world that it has been introduced to, and requests that Illyia bring it the Strange Prisms found around Dead Gear. In exchange, he will give you some of the salvaged junk from the city that 'Puff' has brought it.

Within the last year or two, it has befriended a small puffball creature that travels through the pipes, and used it to fetch items to research from the Dead City. The items he offers Illyia can range from equippable relics, to upgrades, to new gemstones, to keys that open up new areas.

See 'Merchant Wares Appendix' for the items that BHOLDR sells.
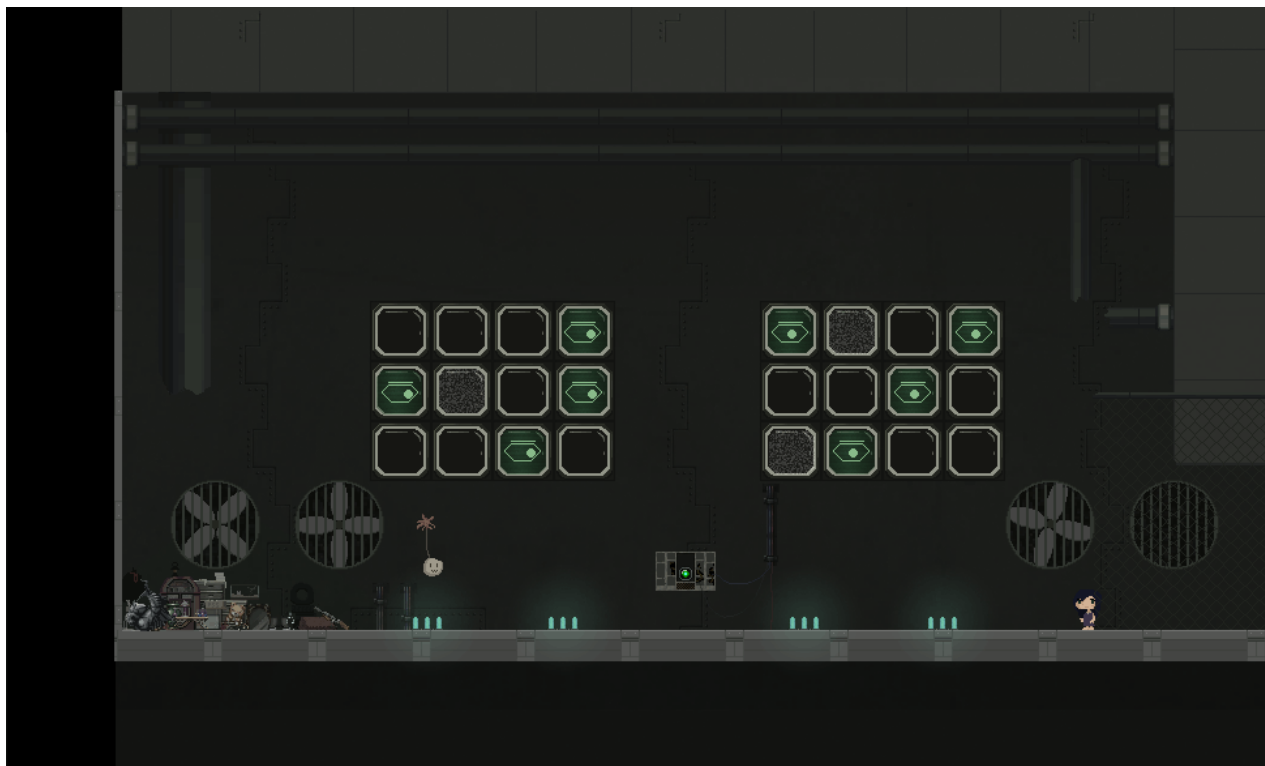
Examples of Base AI Types

Walking AI

Walks on horizontal surfaces.

Variables			
Health	**Speed**	**Jump height**	**Attack style**
1 = Easy 3 = Medium 5 = Difficult	0 = Static (remains in one spot, e.g. Venus's flytrap) 1 = Slow 2 = Medium 3 = Fast 5 = Super fast 10 = Slow, but fast when the player is nearby	0 = Cannot jump 1 = Low 2 = Medium 3 = High 10 = High when the player is directly above	0 = None, just wander around 1 = Near range melee 2 = Medium range melee 3 = Shoot projectiles

Flying AI

Flies around in the air.

Variables			
Health	**Speed**	**Fly diagonal**	**Attack style**
1 = Easy 3 = Medium 5 = Difficult	1 = Slow 2 = Medium 3 = Fast 5 = Super fast 10 = Slow, but fast when the player is nearby	0 = Cannot fly diagonally 1 = Can fly diagonally	0 = None, just wander around 1 = Near range melee 2 = Medium range melee 3 = Shoot projectiles

Crawling AI

Walks on any surface: horizontal, vertical, diagonal and upside down.

Variables			
Health	**Speed**	**Drop down**	**Attack style**
1 = Easy 3 = Medium 5 = Difficult	1 = Slow 2 = Medium 3 = Fast 5 = Super fast 10 = Slow, but fast when the player is nearby	0 = Cannot drop from the ceiling 1 = Drop from the ceiling randomly 2 = Drop from the ceiling when the player is beneath	0 = None, just wander around 1 = Near range melee 2 = Medium range melee 3 = Shoot projectiles

Enemies

Every region of Dead Gear is filled with various creatures that wish to do her harm. Some enemies are man-made, some magicial, and some are simply animals. Different enemies each have their own attack patterns, HP, and are unique to their own region, they are not just reused in another area with a palette swap.

Kuku (Basic)

A large, cave-dwelling bird that is native to the mountains of Dead Gear. Mostly passive by nature, the Kuku will become angry if kuku eggs are smashed, increasing its speed and attack power.

Base AI Type	Walking AI
Health Type	1
Speed	1 [2]
Jump Height	0
Attack Style	0 [1]

HP (Hit Points)	15
Attack (Contact)	3 [6]
Attack (Other)	None.
Special Behavior	If Kuku Eggs are broken, then the Kuku becomes [enraged], actively chasing Illyia if she comes within close range.
Death Animation	Puff of Smoke
Drops	1 Prism - 10%
Region Found	Crashsite
Weak/Resist	None. Knockback w/ Melee

Kuku (Basic)

Kuku (EggThrower)

A Kuku that stays next to a nest of eggs. When Illyia approaches, it reaches into the nest, picks up and egg, and chucks it at Illyia in an arc motion. When the egg makes contact with Illyia or the ground, it shatters.

Base AI Type	Walking AI
Health Type	1
Speed	0
Jump Height	0
Attack Style	1

HP (Hit Points)	20
Attack (Contact)	3
Attack (Other)	Egg damage = 5, Range = 10 Units
Special Behavior	None.
Death Animation	Puff of Smoke
Drops	2 Prism - 10%
Region Found	Crashsite
Weak/Resist	None.

Mama Kuku

A very large Kuku that protects her chicks fiercely. She will only appear when one of her chicks are harmed, falling from the ceiling and smashing into the ground with a large boom, and actively attacking the player.

Base AI Type	Walking AI
Health Type	3
Speed	1 [2]
Jump Height	0
Attack Style	0

HP (Hit Points)	50
Attack (Contact)	4 [6]
Attack (Other)	None.
Special Behavior	When HP drops below 20, she becomes [enraged.]
Death Animation	Puff of Smoke
Drops	5 Prism - 35%
Region Found	Crashsite
Weak/Resist	Knockback w/ melee.

Mama Kuku with chicks
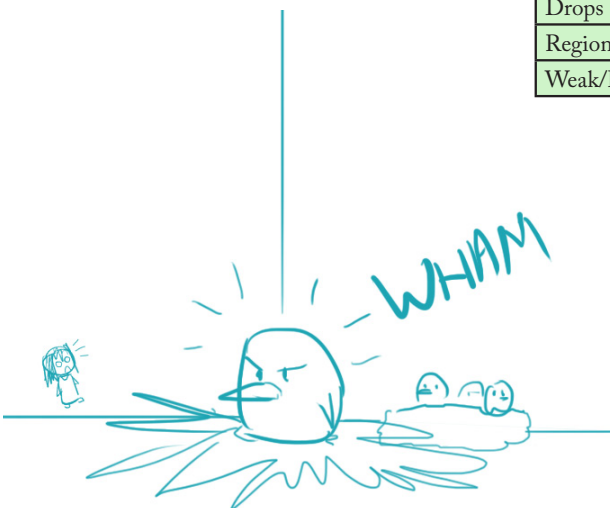
Kuku Chick

Defenseless Kuku chicks that like to follow Illyia around. If one is killed, the Mama Kuku is summoned. She can only be summoned once, and the player must rezone for her to be summoned again.

Base AI Type	Walking AI
Health Type	1
Speed	1
Jump Height	0
Attack Style	0

HP (Hit Points)	1
Attack (Contact)	No damage.
Attack (Other)	None.
Special Behavior	Follows Illyia around. If killed, summons Mama Kuku.
Death Animation	Puff of Smoke
Drops	1 Prism - 5%
Region Found	Crashsite
Weak/Resist	Knockback w/ melee.

Magic Fusion System

Overview

Illyia has the ability to draw magic out of crystalline stone, and it is her primary method of attacking. Throughout the game, Illyia will find and pick up precious stones and add them to her repertoire of spells, combining them for new effects. She can equip up to three spell combinations (fusions) at a time, switching freely. But she can only equip new fusions at a save points.

Fusing

Gems can be used by themselves, which is called their 'Base' fusion. Their base attacks dictate what the general theme of the gem is. Let's take a look at the very first two gems that the player collects in the game: Diamond and Moonstone.

Moonstone, if fused with itself; equips its Base fusion, the '**Magic Bolt.**' Magic Bolt is the game's most basic projectile attack, and it can be held and charged for a more powerful projectile. As mentioned above, the Base Fusion hints at what the gem's defining traits are. In this case, all gem combinations that use Moonstone result in a Fusion that can be charged up for a more powerful attack or effect.

Diamond, if fused with itself; equips its Base Fusion, the '**Magic Sword.**'

The Diamond's defining trait is that it is a melee weapon. All gem combinations that include Diamond will be short-range melee weapons, or involve them in some way.

When two seperate gems are fused, they always result in the same Fusion. (ie: both Moonstone+Diamond AND Diamond+Moonstone would both result in the **Holy Sword** Fusion.) The Holy Sword Fusion takes elements of both the Diamond (melee weapon) and the Moonstone (charge shot), and combines them; the Holy Sword is a melee attack that you can hold and charge for a very powerful attack.

To continue the example, Garnet's Base Fusion is **Flamethrower,** a very powerful, but unwieldy and costly attack. Garnet's defining trait is that all fusions are powerful, but come with a high risk or cost, be it Anima or how long it takes to cast. Whereas the Holy Sword is slow, fairly powerful and easy to wield; the Flame Sword is fast and powerful, but requires precise timing on the combo, stunning the player if the cue is missed.

Likewise, the **Fireball** fusion is incredibly powerful, but slow and considerable Anima cost. Since it is a Moonstone combination, Fireball can be charged for an immensely powerful and costly attack.

	Moonstone	Diamond	Garnet
Moonstone	Magic Bolt	Holy Sword	Fireball
Diamond	Holy Sword	Magic Sword	Flame Sword
Garnet	Fireball	Flame Sword	Flamethrower

Relic System

Overview

Throughout Dead Gear, Illyia will be able to find strange items ("Relics") that she can equip to give her different boosts and advantages. She is only able to equip 3 relics at a time, and only at save points.

Relics can be found hiding in plain view, dropped by enemies or hidden inside secret rooms and areas. They can significantly aid the player, and allow her to change up her playing style by equipping different relics. They also serve as a reward for players who take the effort to explore every area.

Relic and Item Types

Illyia can equip three different kinds of relics, depending on the type of energy they emit: red, blue and green. She initally only has one slot available per color, but is some green relics allow her to gain an additional red or blue slot while progressing in the game.

Red Relics: Equippable items that boost HP or Anima.

Blue Relics: Equippable items that boost Defense or Offense.

Green Relics: Equippable items that grants Illyia various effects.

List of Relics and Items

Illyia can equip three different kinds of relics, depending on the type of energy they emit: red, blue and green. She initally only has one slot available per color, but is some green relics allow her to gain an additional red or blue slot while progressing in the game.

Number values are subject to change.

Red Relics

|	Name of Relic/ Item	Color Type	Effect	Ingame Description	Location
1.	Faberge Egg	Red	Increases Illyia's max HP by [30.]	An antique, gem-studded, blue faberge egg.	-
2.	Comfy Scarf	Red	Increases Illyia's max HP by [45.]	Comfy and easy to wear.	Shop
3.	Copper Bracelet	Red	Increases Illyia's max HP by [60]	An ornate copper bracelet that goes on the forearm.	-
4.	Medkit	Red	Increases Illyia's max HP by [10%]	An ancient medkit filled with bandages and medication.	Shop
5.	Dragoon Plate	Red	Increases Illyia's max HP by [20%]	An ancient piece of armor.	-
6.	Bronze Hair-band	Red	Increases Illyia's max HP by [25%]	A royal-looking hairband.	-
7.	Rusty Bell	Red	Increases Illyia's max Anima by [30.]	A rusty bell that no longer rings.	-
8.	Ornate Key	Red	Increases Illyia's max Anima by [45.]	A gem-encrusted silver key that doesn't seem to go to anywhere.	Shop
9.	Unusual Lantern	Red	Increases Illyia's max Anima by [60.]	A brass lantern that holds a ghostly blue glow.	-
10.	Old Diary	Red	Increases Illyia's max Anima by [10%]	The tattered diary of a young girl.	Shop
11.	Mandragora Root	Red	Increases Illyia's max Anima by [20%]	A dried root of the mandrake plant. A little eerie-looking.	-
12.	Mood Ring	Red	Increases Illyia's max Anima by [25%]	Mood ring that never seems to stray from the color blue.	-

Blue Relics

	Name of Relic/ Item	Color Type	Effect	In game Description	Location
1.	Sheet Music	Blue	Increases Light-elemental damage and resistance by [15%], lowers Dark-element damage and resistance by [15%]	A sheet of piano music detailing a piece entitled 'Piano Sonata No. 14.'	Shop
2.	Faded Statue	Blue	Increases Wind-elemental damage and resistance by [15%], lowers Dark-element damage and resistance by [15%]	A small stone statue with detail has faded beyond recognition.	-
3.	Fulgurite	Blue	Increases Lightning-elemental damage and resistance by [15%], raises Earth magic cost by [15%]	A piece of glass born of lightning.	-
4.	Ice Drake Tooth	Blue	Increases Ice-elemental damage and resistance by [15%], lowers Fire-element damage and resistance by [15%]	Cold to the touch.	-
5.	Fighter's Crest	Blue	Increases Melee damage by [10%], lowers Projectile damage by [10%]	A heavy iron crest, displaying a shield and sword.	-
6.	Mage's Crest	Blue	Increases Projectile damage by [10%], lowers melee damage by [10%]	A crest carved out of dark stone, displaying runes and scrolls.	-
7.	Box of Matches	Blue	Increases Fire-elemental damage by [15%], lowers Ice-elemental damage by [15%]	A slightly damp box of instant matches.	-
8.	Demonic Statue	Blue	Increases Dark-elemental damage by [15%], lowers Light-element damage by [15%]	A small figurine of a particularly frightening monster.	-
9.	Dragoon Blade	Blue	Increases overall damage by [5%]	An ancient blade.	-
10.	Trinity Seal	Blue	Increases Elemental Bonus damage by [15%]	An elemental rune transcribed on a dark blue stone.	-
11.	Mannequin	Blue	Cannot be hit for more than [25%] of Max HP at one time.	A small wooden mannequin.	-
12.	Stress ball	Blue	Immune to knockback, but receive [5%] more damage.	Nothing's going to break your stride.	Shop

Green Relics

|	Name of Relic/ Item	Color Type	Effect	Ingame Description	Location
1.	Backpack	Green	Allows Illyia to equip a second Red relic.	A very functional backpack.	-
2.	Handbag	Green	Allows Illyia to equip a second Blue relic.	A fashionable handbag from a reputable brand.	Shop
3.	Heart Charm	Green	Doubles the HP gained from dropped Life Crystals.	A charm bracelet with a small heart-shaped stone.	-
4.	Silver Ring	Green	Doubles the Anima gained from dropped Anima Crystals.	A simple silver ring with a small emblem.	-
5.	Forget-me-not	Green	Will recover Illyia's HP to full when in danger of dying, but consumes itself afterward.	A beautiful blue flower pressed inside of a small book.	Shop
6.	Blue Coin	Green	Raises critical hit chance by [5%]	A heavy blue coin found inside a candle.	-
7.	Pedometer	Green	Slowly regens HP with every couple steps.	'Walking is good for you!' is printed on the side.	Shop
8.	Red Collar	Green	Increases damage done by familiars by [10%]	A tattered dog collar. Says 'Auggie' on the tag.	-
9.	Aqua Orb	Green	Allows Illyia to swim underwater indefinitely.	A small pearl-like orb that enable the user to breath underwater.	Shop
10.	Corrosive Orb	Green	Inflicts Poison status to self, and allows Illyia to swim in corrosive water.	A sickly-looking orb that emits a strong smell.	-
11.	Mage Masher	Green	Increases Illyia's max HP by [50%], and decreases her Anima to 0.	A dagger reputably used for assassinating mages.	-
12.	The Other Scroll	Green	Increases Illyia's max Anima by [50%], and decreases her max HP to [5%].	Cannot be comprehended.	-

Game Interface - Menus

Main Menu Screen Flow Diagram
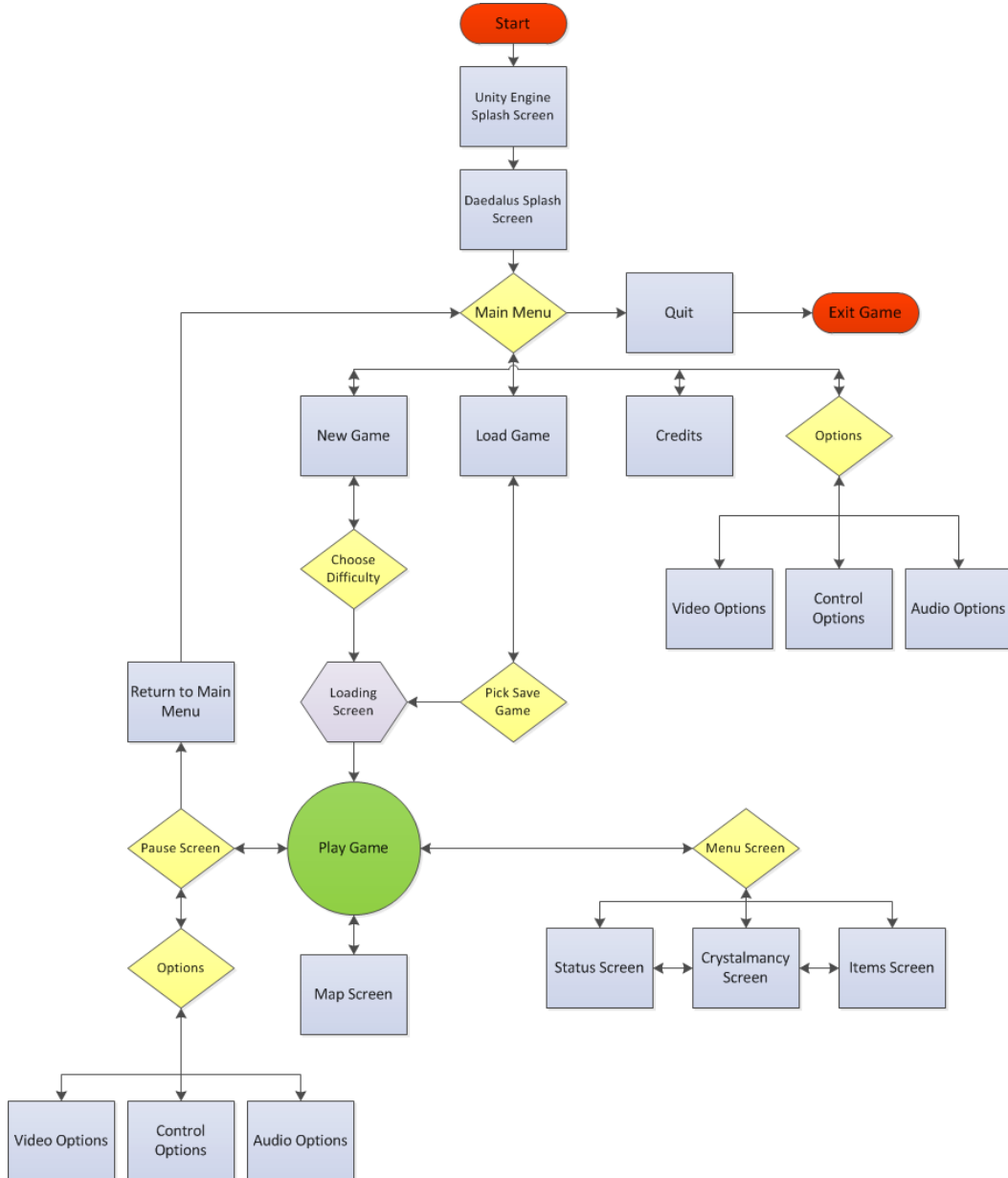
HUD and On-Screen Displays

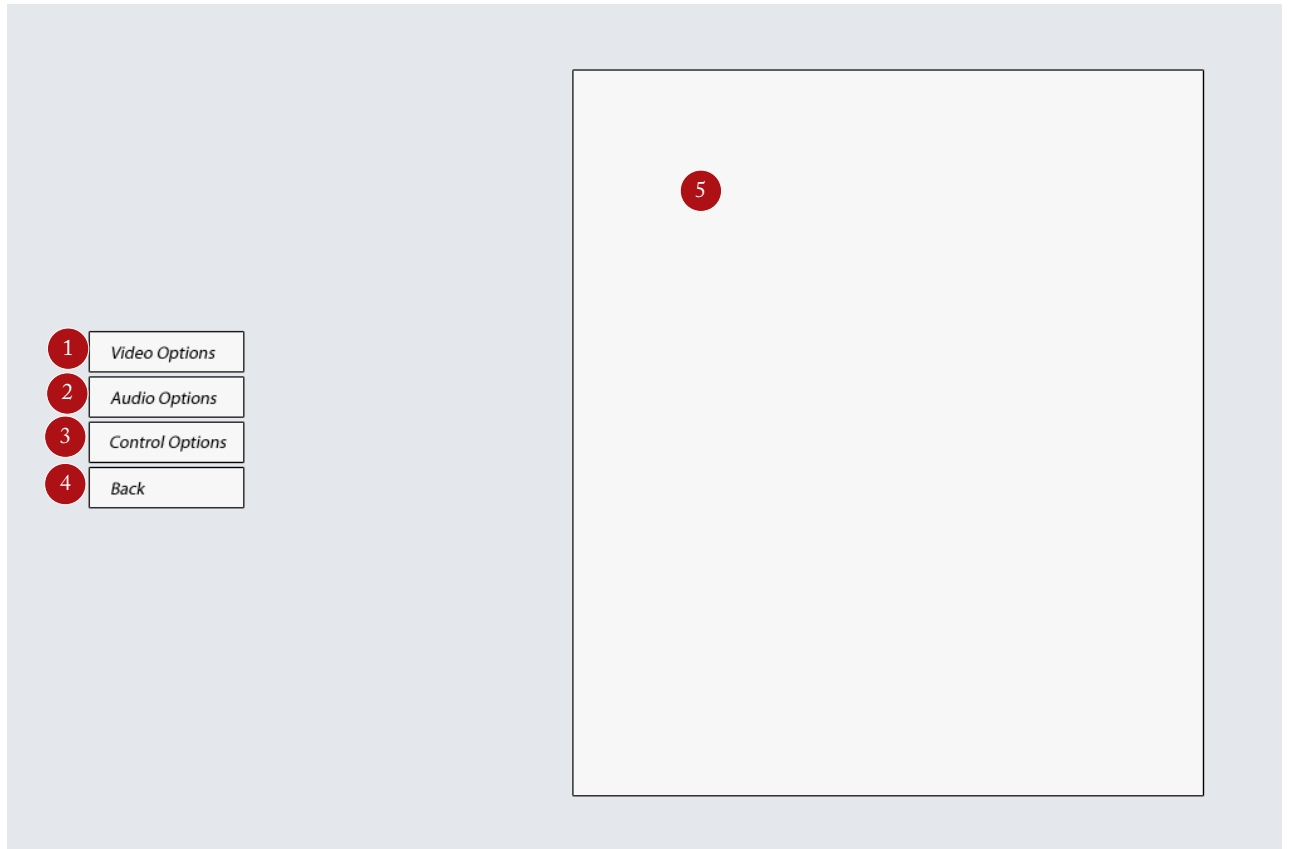### Main Menu

Options Screen (Main Menu)

## *Wireframes*

Main Menu
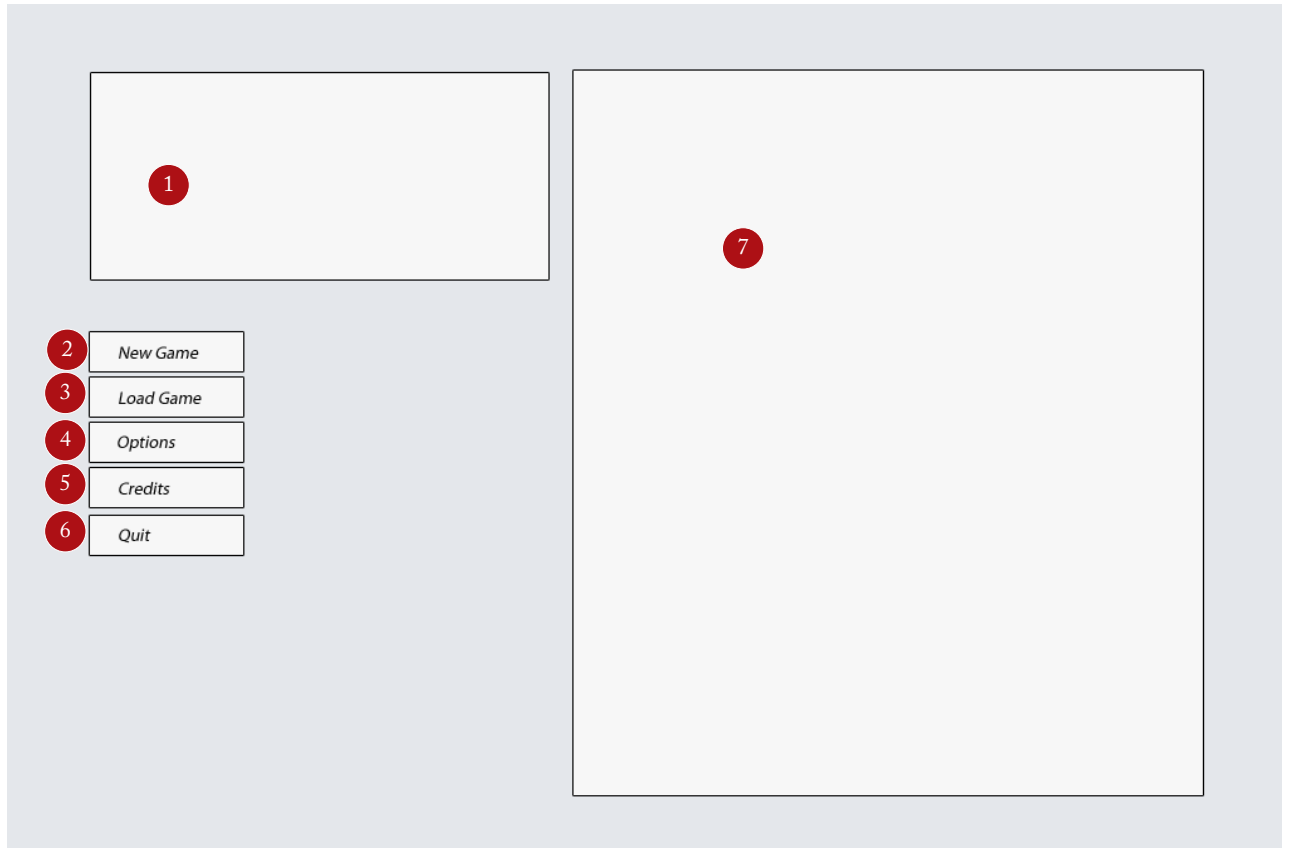
1. Logo of Dead Gear.

2. Fading Transition into the 'Choose Difficulty' screen.

3. Fading Transition into the 'Choose Save Game' screen.

4. Fading Transition into the 'Options' screen.

5. Fading Transition into the 'Credits' screen.

6. Quits game and returns to desktop.

7. Moving background of an airship soaring through the sky. Illyia can be seen, leaning on the rail, and looking into the distance.

Options Menu

|	
1	Video Options
2	Audio Options
3	Control Options
4	Back

5

1. Fading Transition into the 'Video Options' screen.

2. Fading Transition into the 'Audio Options' screen.

3. Fading Transition into the 'Control Options' screen.

4. Returns to the Main Menu.

5. Large silhouetted gears, slowly moving in sync.

Load Game Screen
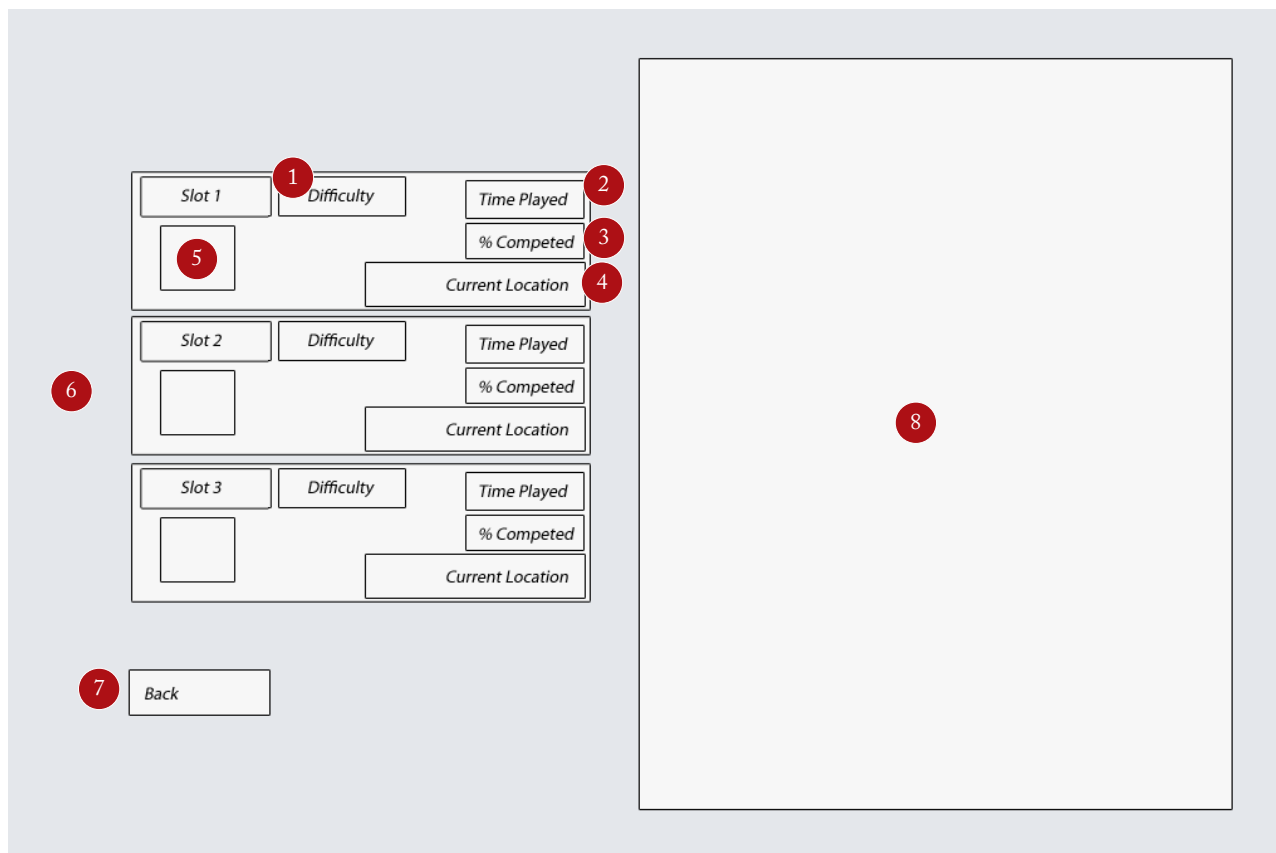
1. Slot info: Displays the Difficulty chosen for the saved game.

2. Slot info: Displays the amount of time played for the saved game, in the form of 00:00:00.

3. Slot info: Displays the Percentage of the game that has been completed for the saved game.

4. Slot info: Displays the name of the region the player saved in.

5. Illyia Sprite. Each Slot has her doing a different animation.

6. Entire 'Slot' serves a button. The player picks a slot, or picks 'Back.' If a slot is chosen, transition into Loading Screen.

7. Transition back to Main Menu.

8. Large silhouetted gears, slowly moving in sync. A snapshot of where they saved is juxtaposed in front, allowing the player to visually identify their save.

Credits Screen
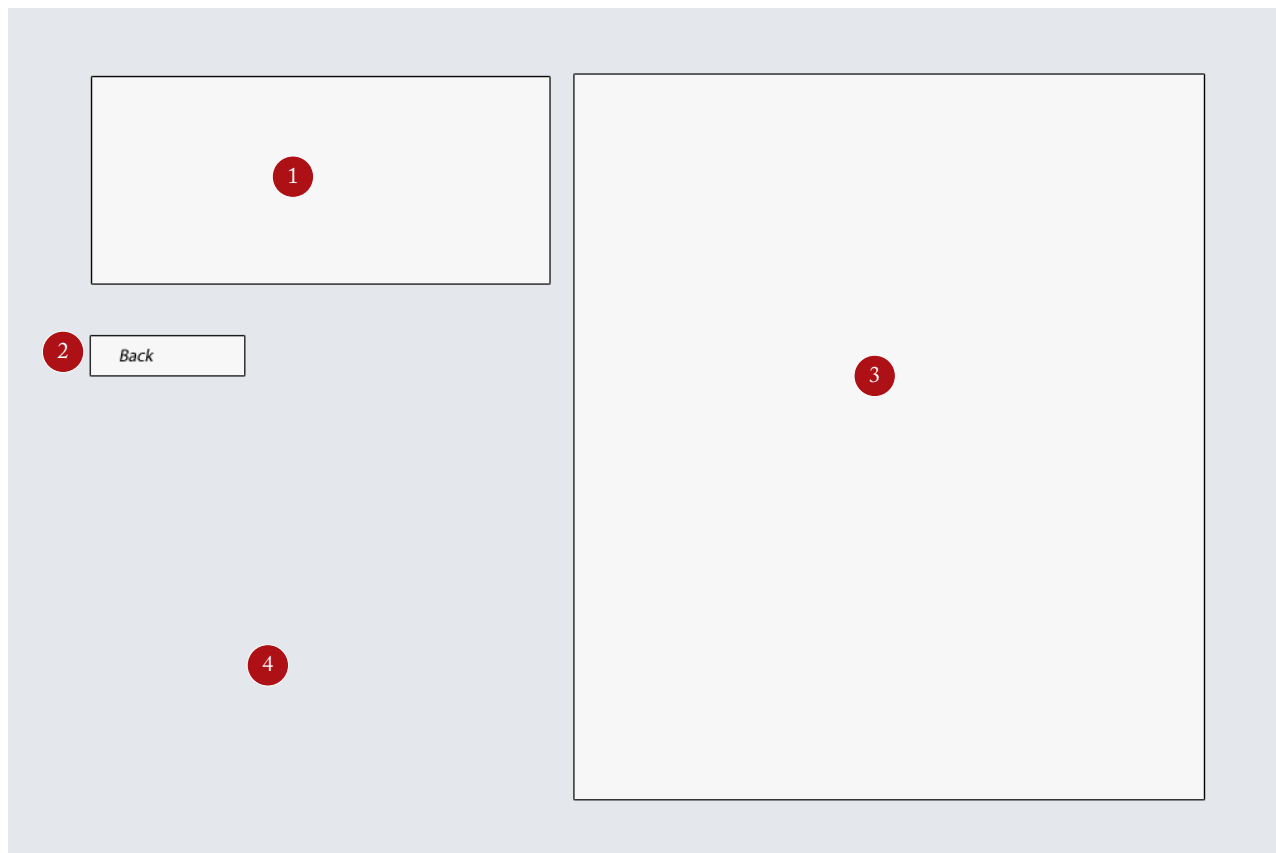
1. Logo of Dead Gear.

2. Fading transition to Main Menu screen.

3. Credits Scrolling - Fades in each screen of the entire credit list, returning to the main menu once it has been completed.

4. Background gears, moving in sync.

Options - Video Screen
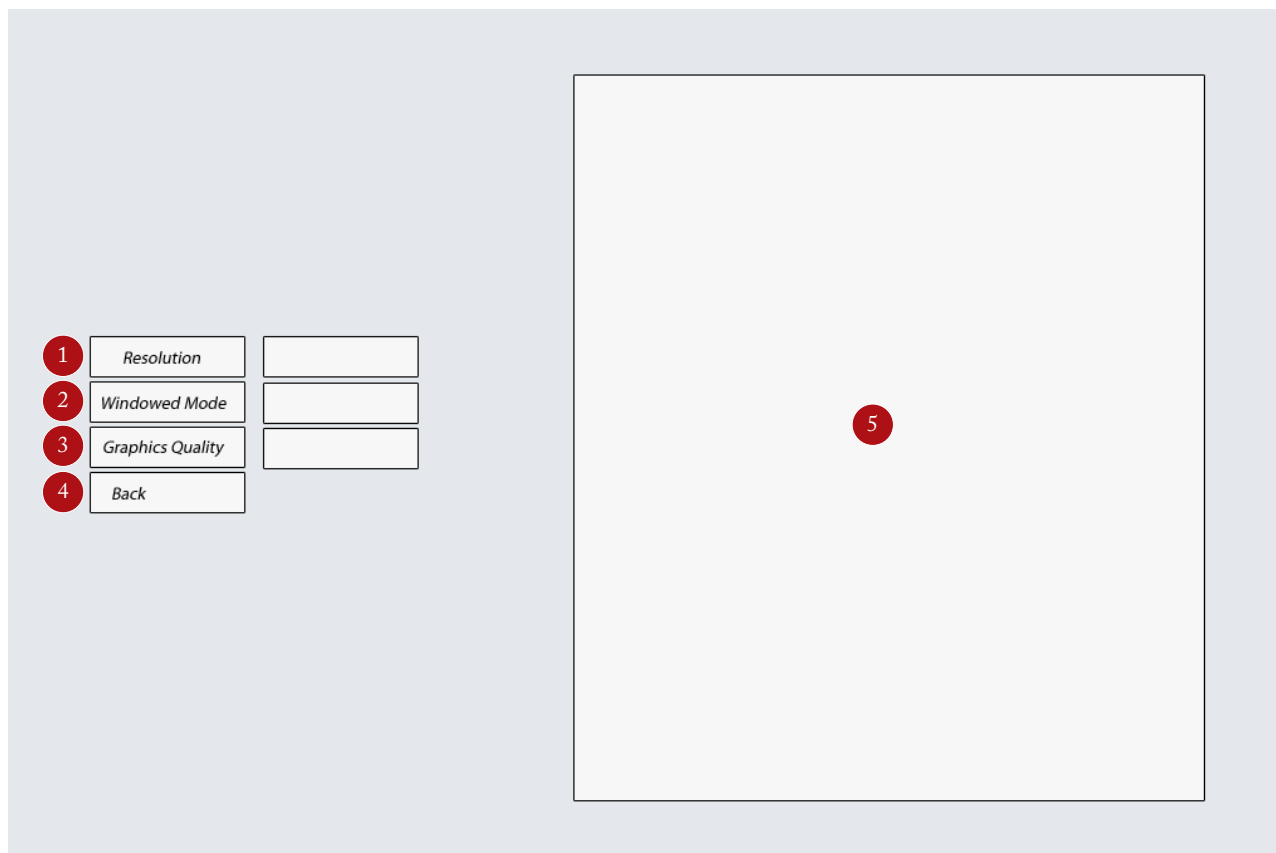
1. Toggles through the available resolutions. The section to the right will display the currently used resolution. (1024x768, 1920x1080, etc)

2. Toggles Windowed Mode On and Off.

3. Toggles through the Unity Engine's default graphical settings. From 'Fast' to 'Normal' to 'Fantastic'

4. Returns to Options Screen.

5. Background gears, moving in sync.

Options - Audio Screen
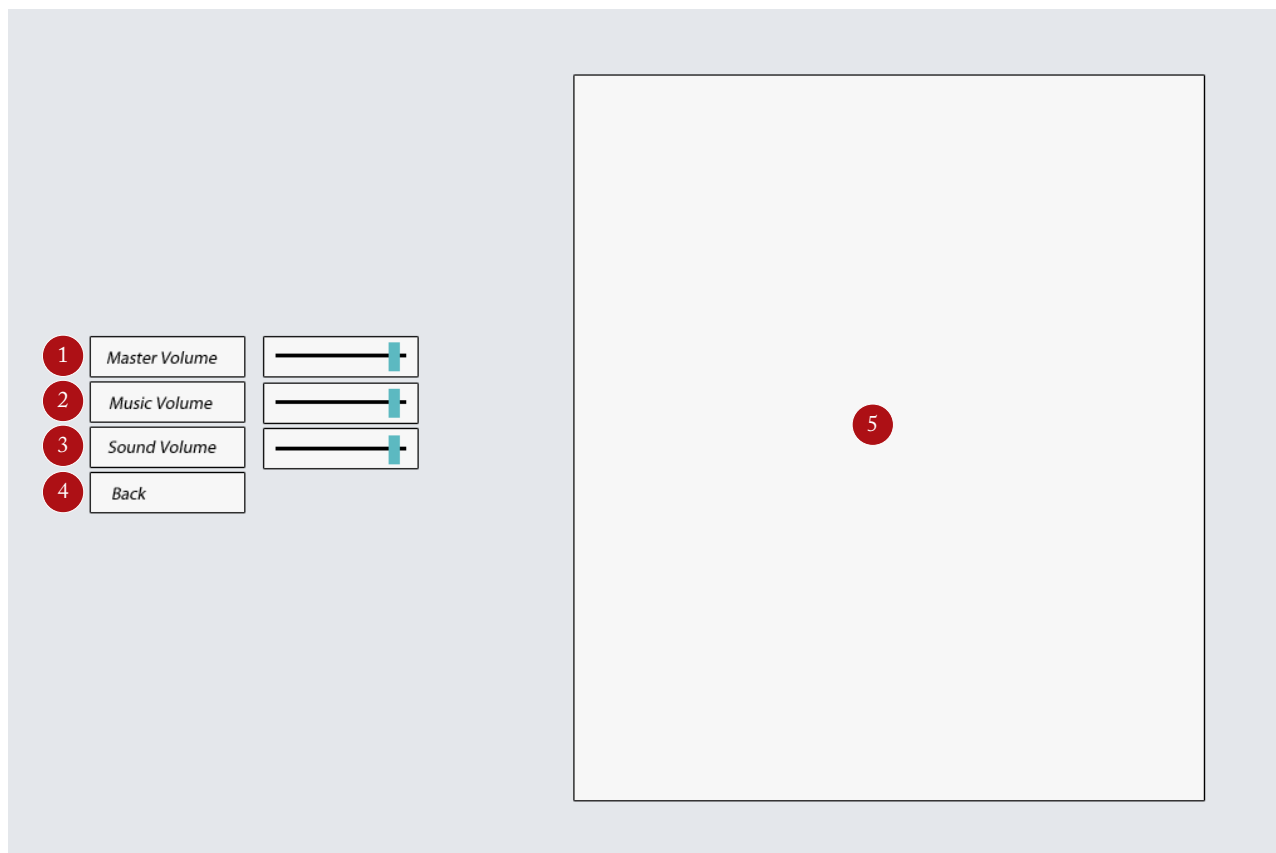
1. Controls the Master volume of the game. Slider goes from 0% to 100%

2. Controls the volume of Music in the game. Slider goes from 0% to 100%

3. Controls the volume of Sound Effects in the game. Slider goes from 0% to 100%

4. Returns to Options Screen.

5. Background gears, moving in sync.

Options - Controls Screen
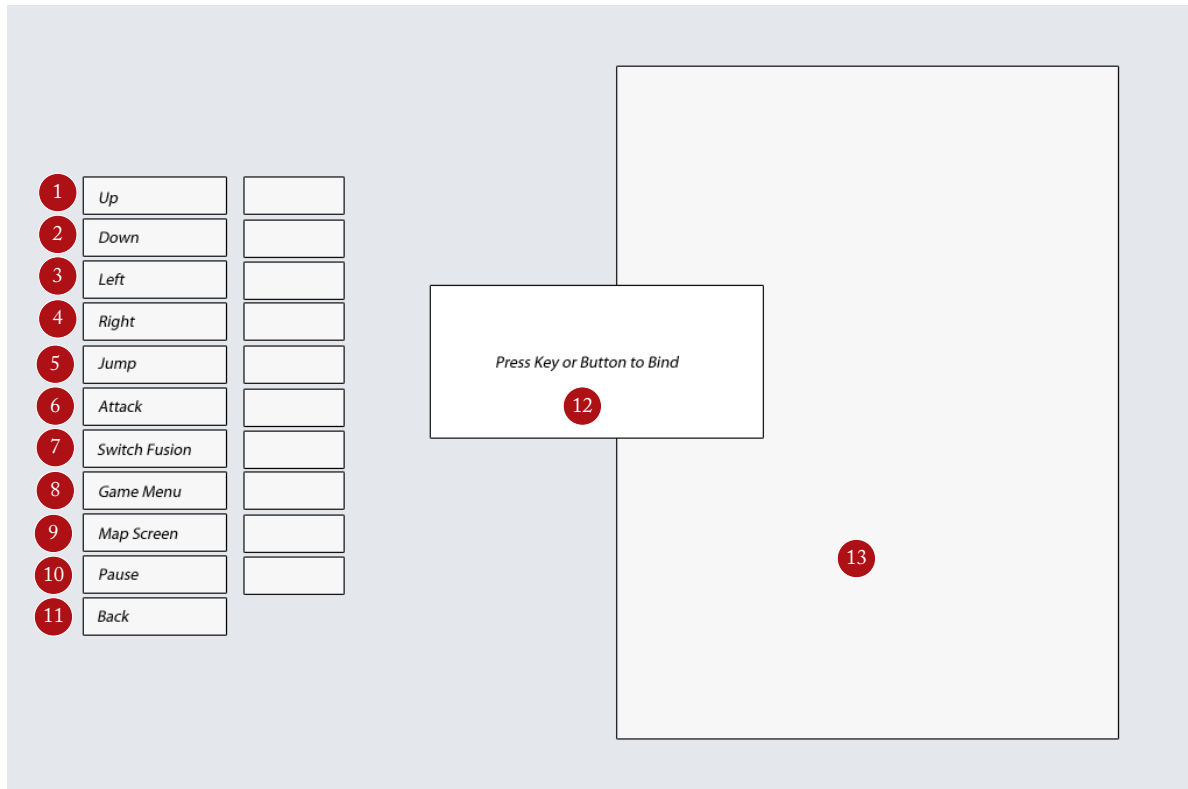
1. Displays the current key bound for 'Up.' Clicking it will bring up a window, and the next key pressed will be bound.
2. Displays the current key bound for 'Down.' Clicking it will bring up a window, and the next key pressed will be bound.
3. Displays the current key bound for 'Left.' Clicking it will bring up a window, and the next key pressed will be bound.
4. Displays the current key bound for 'Right.' Clicking it will bring up a window, and the next key pressed will be bound.
5. Displays the current key bound for 'Jump.' Clicking it will bring up a window, and the next key pressed will be bound.
6. Displays the current key bound for 'Attack.' Clicking it will bring up a window, and the next key pressed will be bound.
7. Displays the current key bound for 'Switching Fusion.' Clicking it will bring up a window, and the next key pressed will be bound.
8. Displays the current key bound for 'Game Menu.' Clicking it will bring up a window, and the next key pressed will be bound.
9. Displays the current key bound for 'Map Screen.' Clicking it will bring up a window, and the next key pressed will be bound.
10. Displays the current key bound for 'Pause.' Clicking it will bring up a window, and the next key pressed will be bound.
11. Returns to the Options screen.
12. Window pops up when Player selects a key binding to change.
13. Background gears, moving in sync.

'Choose Difficulty' Screen
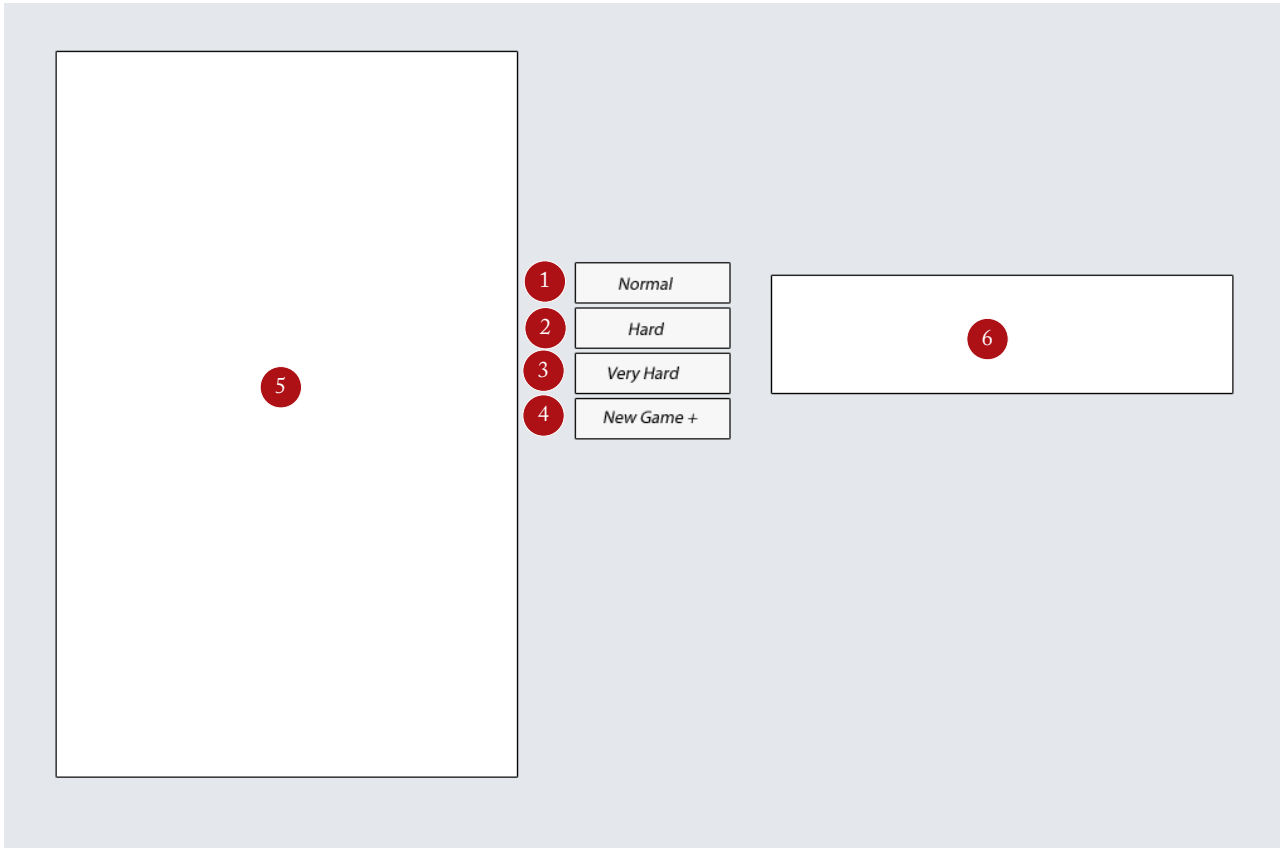
1. Fading transition to Loading screen. Game begins in Normal Difficulty.

2. Fading transition to Loading screen. Game begins in Hard Difficulty.

3. Fading transition to Loading screen. Game begins in Very Hard Difficulty.

4. Fading transition to Loading screen. Game begins in New Game + mode.

5. Background gears, moving in sync.

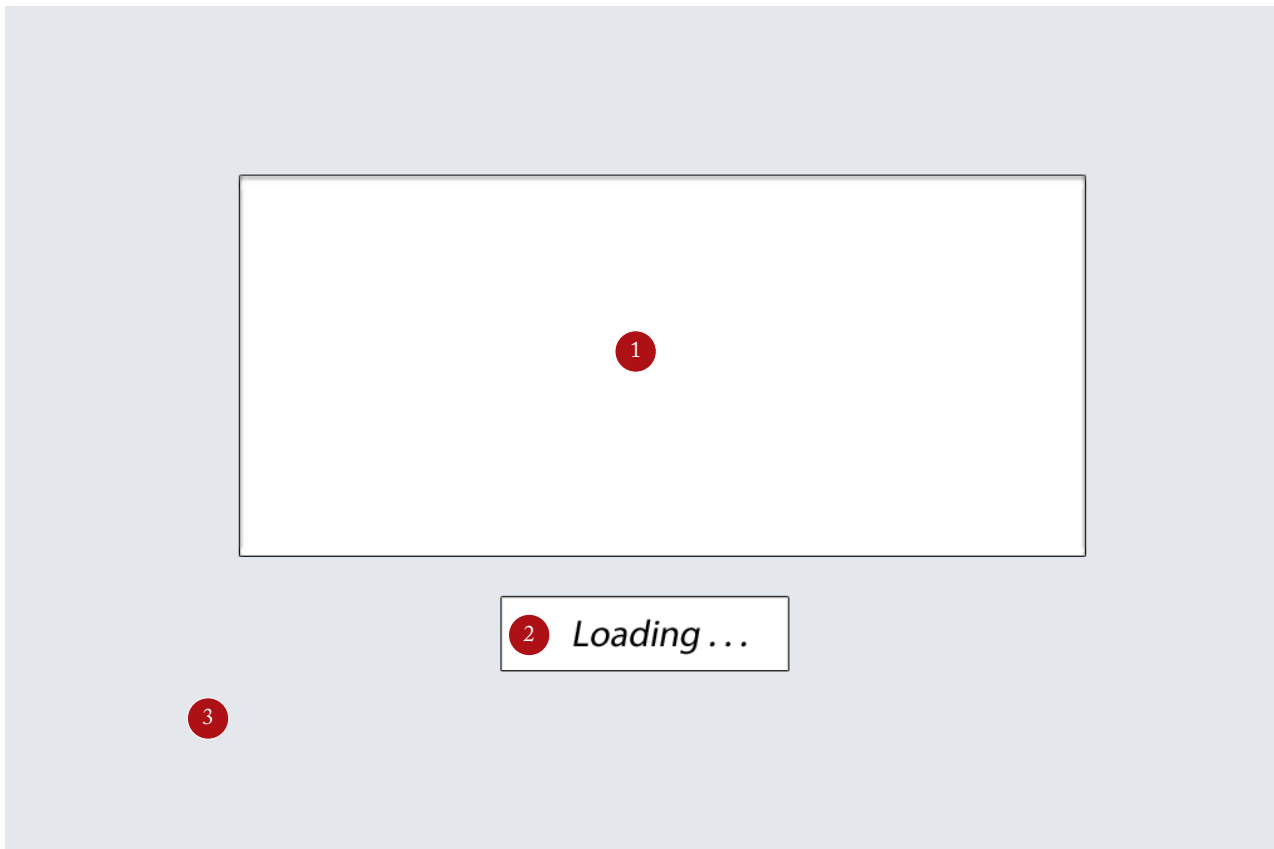6. Describes the currently selected difficulty:

Normal: Play Dead Gear as it was meant to be played.

Hard: For the player who wants a challenge. Harder enemies, less HP and anima.

*Very Hard: For the hardcore. No HP upgrades. Strong enemies.*

New Game+ : Begin game on Hard Mode, with all the gems and relics collected from the last playthrough.

Loading Screen

1. A randomized, amusing sprite animation featuring Illyia. Should be at least 15 different animations.

2. The word "Loading" with the 3 dots after, fading in and out, one after another.

3. Black screen.

Pause Menu

Paused

1 Resume

2 Options

3 Quit to Title Screen

4
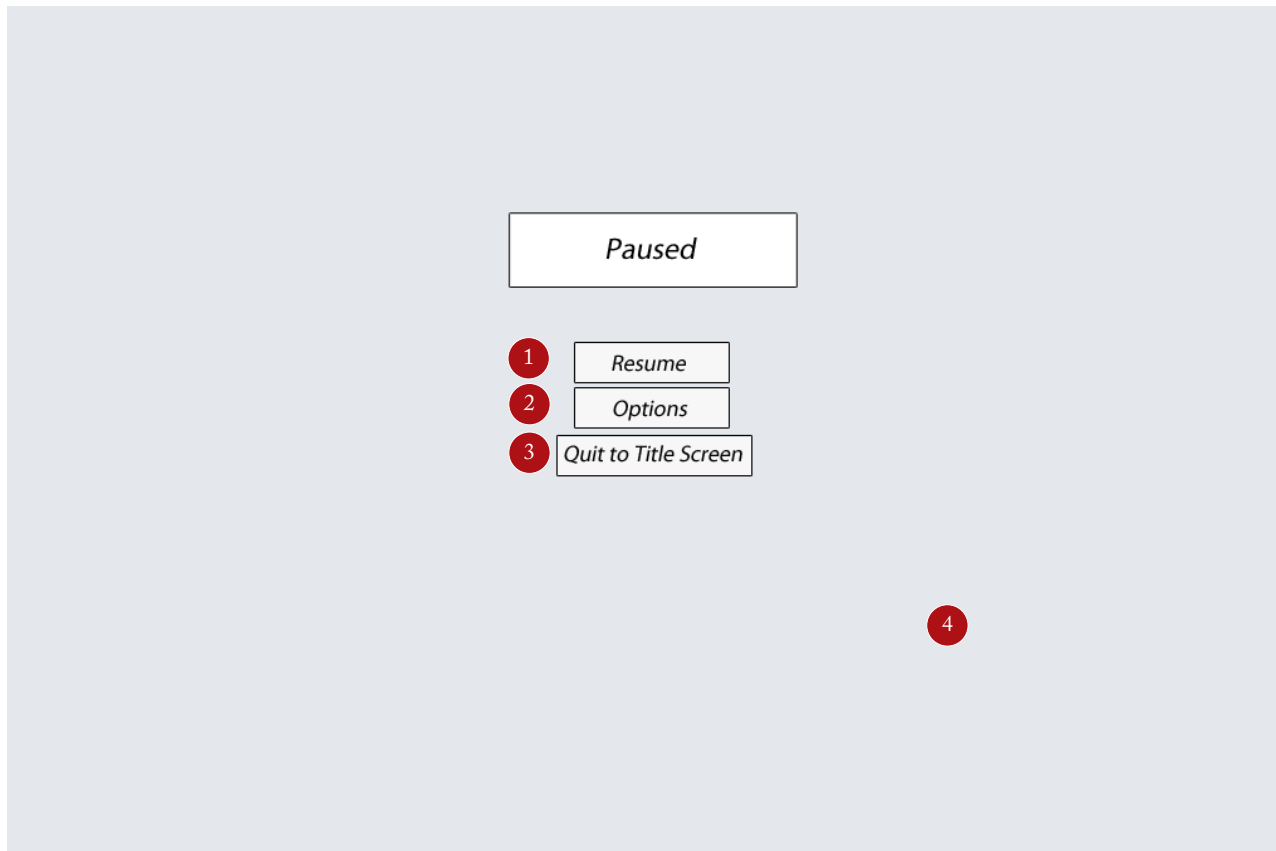
1. Resumes gameplay.

2. Brings up the options screen.

3. Quits the game and returns to the main menu.

4. The background is a frozen snapshot of the moment the player paused, with a 75% black overlay.