



Misha

Game Design Document - Version # 1.0

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EXECUTIVE SUMMARY

Game Concept

The Big Idea

Misha is a Hollow-Knight inspired open world action platformer with a focus on aerial mobility and combat, momentum-based movement, and a greater emphasis on a story and character-driven narrative experience.

Overall Premise

The world of Ini-Oro is a quirky anthropomorphic animal-filled island with seven different towns with an enormous tree in the center known as the Tree of Progress. Monsters known as "The Goop" have begun to appear and are latching onto the inhabitants, amplifying their strength and rage. The mass chaos that ensues threatens the end of the world. Our hero, Misha, embarks on a quest to aid the people of Ini-Oro through the catastrophe. Along the way, he meets several quirky characters, many of whom are "Chimeras," beings that have enhanced their genetics or grown new appendages using the chemical "Chimerite." What starts as a simple journey helping those in need becomes much grander as Misha discovers the secrets of Ini-Oro and his connections to the island.

What Makes Misha Unique?

- Incentivize staying airborne with fluid aerial-based combat
- Combo-based combat with customizable movesets
- Slick momentum-based movement - become a bouncy ball, roll down a hill, and swing with goopy arms!
- Multiple permanent mobility power-ups that seamlessly link with combat
- 7 main towns, each with its own distinct visual style and storyline, with the freedom to choose and explore the areas that interest *you!*

Key Features

- Enjoyable and unique side quests - minigames, platforming challenges, races, and more!
- Memorable cast of quirky, lovable characters
- A plethora of large-scale, skill-intensive boss fights
- Rich breathing world with an extensive history
- Multiple story endings
- A huge sense of discovery- learn the history of the world as you find lots of secrets!
- Cute painterly 2.5D pixel-art visuals

Platform

Our target systems for Misha are the Personal Computer and the Nintendo Switch. We aim to release Misha on Steam for PC and the Nintendo eShop for the Nintendo Switch.

Our team is open to other platforms in the future, but our current priority would be launching on PC, followed by Nintendo Switch. We aim to have both versions of the game running at a consistent 60 frames per second with little to no slowdown dips.

We are aiming for a simultaneous PC and Nintendo Switch launch. The game is designed for optimal play with a controller on both platforms. The release date is undetermined.

Genre

Misha is a **single-player, open-world platformer action-adventure** game. A word commonly used within the gaming industry to refer to titles of this type would be **Metroidvania**, but Misha puts more emphasis on story and dialogue than titles of this genre typically do.

Rating

Misha is aiming for a **T for Teen** rating for the North American release. For the **European** release, Misha would be rated **PEGI 12**. Our current idea of Misha includes the following themes indicated by both the T for Teen and PEGI 12 classifications:

- **Mild Blood**
- **Fantasy Violence**
- **Mild Language**
- **Simulated Gambling**

Note: The simulated gambling mentioned above does not mean microtransactions or real-money purchases - the simulated gambling relates to in-game events using in-game currency.

Target Audience

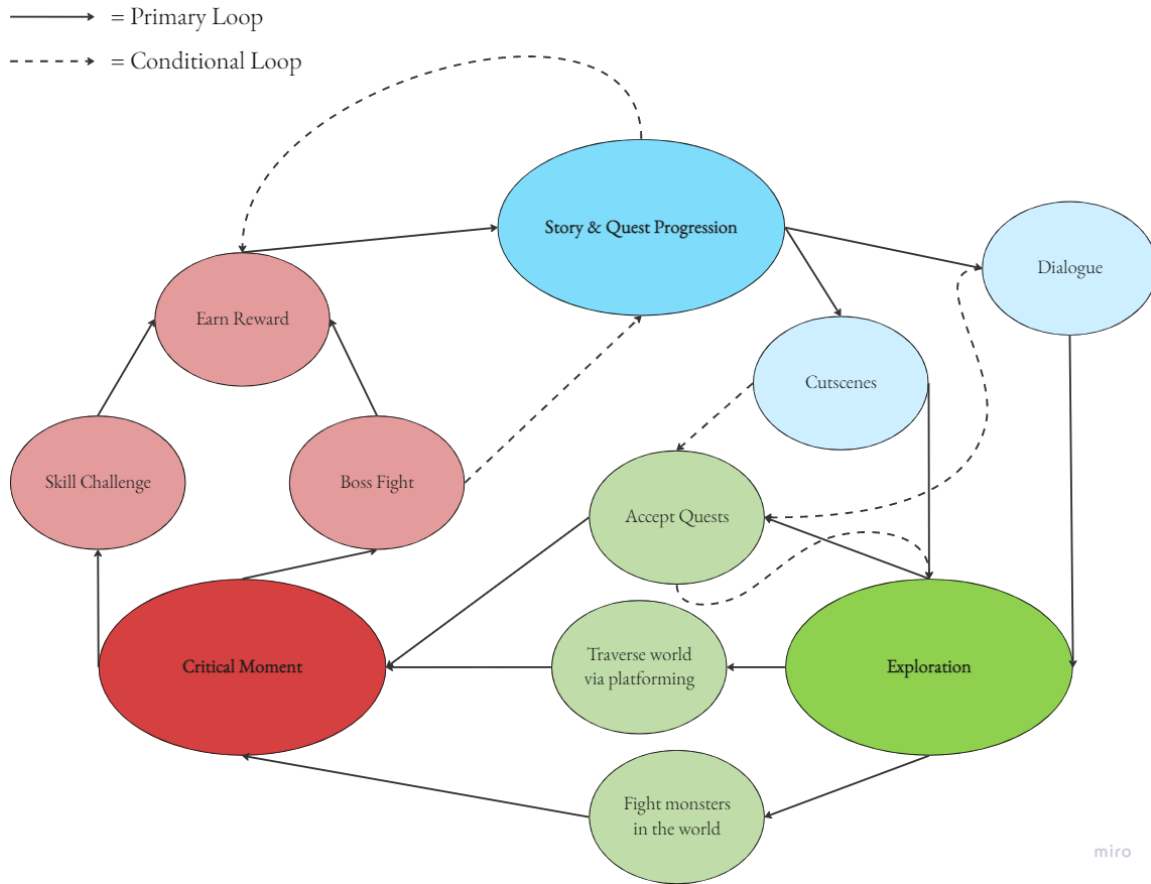
Misha is targeted at players ages 13+ that want to play a highly challenging platformer or action-adventure game. The gameplay is similar to *Hollow Knight*, *Owlboy*, and *MapleStory*, but with the difficulty and skill expression of *Dark Souls*. Since it emphasizes direct storytelling via cutscenes and dialogue, Misha targets fans of narrative-driven games. Some examples include *EarthBound* and *Eastward*, which feature similarly quirky and surreal story that dives into dark, poignant themes. Lastly, the game should appeal to fans of the 16-bit gaming era and the recent trend of creating games with HD-2D pixelated art styles.

Project Scope

This game will contain 35+ hours of gameplay, including the main scenario and all side content. The average playthrough of a game, focusing on only the main story content, would take a decently skilled player 20+ Hours to complete.

GAMEPLAY

Core Loops



Objectives

Progress the story

Scripted cutscenes play during crucial story moments, occurring at the beginning, middle, and end of major story sections. They also happen occasionally during side quests. NPCs have incidental dialogue to add flavour to the game and drop story hints - this occurs when interacting with NPCs that have a dialogue or quest marker above their head.

Explore a vibrant and dynamic world

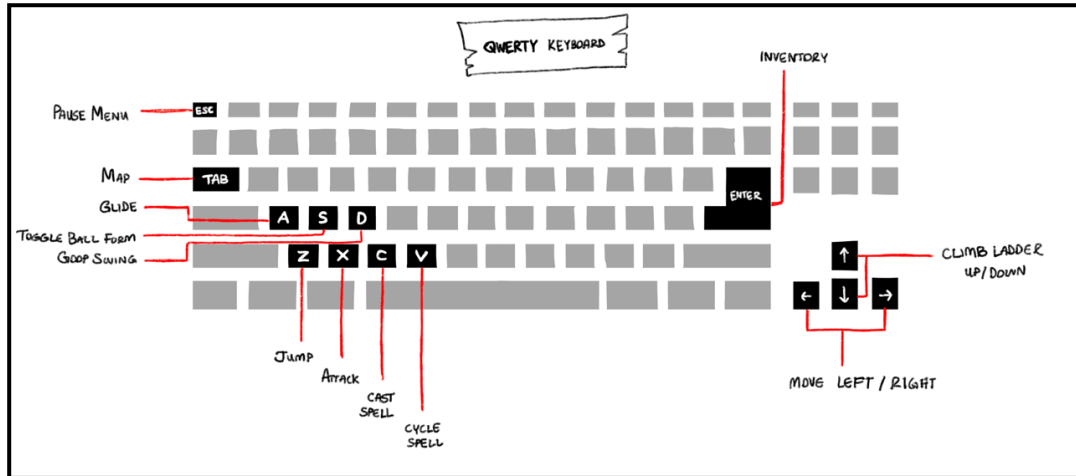
Quests are accepted by progressing the main story and interacting with NPCs. Quest rewards include new weapons, items, currency (Quil), and story beats for the player. Some quests are optional and progress side stories and may unlock secrets.

Exploring the world is achieved with the strategic use of Misha’s platforming abilities. Misha can fight the enemies that spawn in the world using his Leaf weapons and elemental magic abilities. Players can use Misha’s momentum for fast-paced, exciting ways to fight.

Control Layout

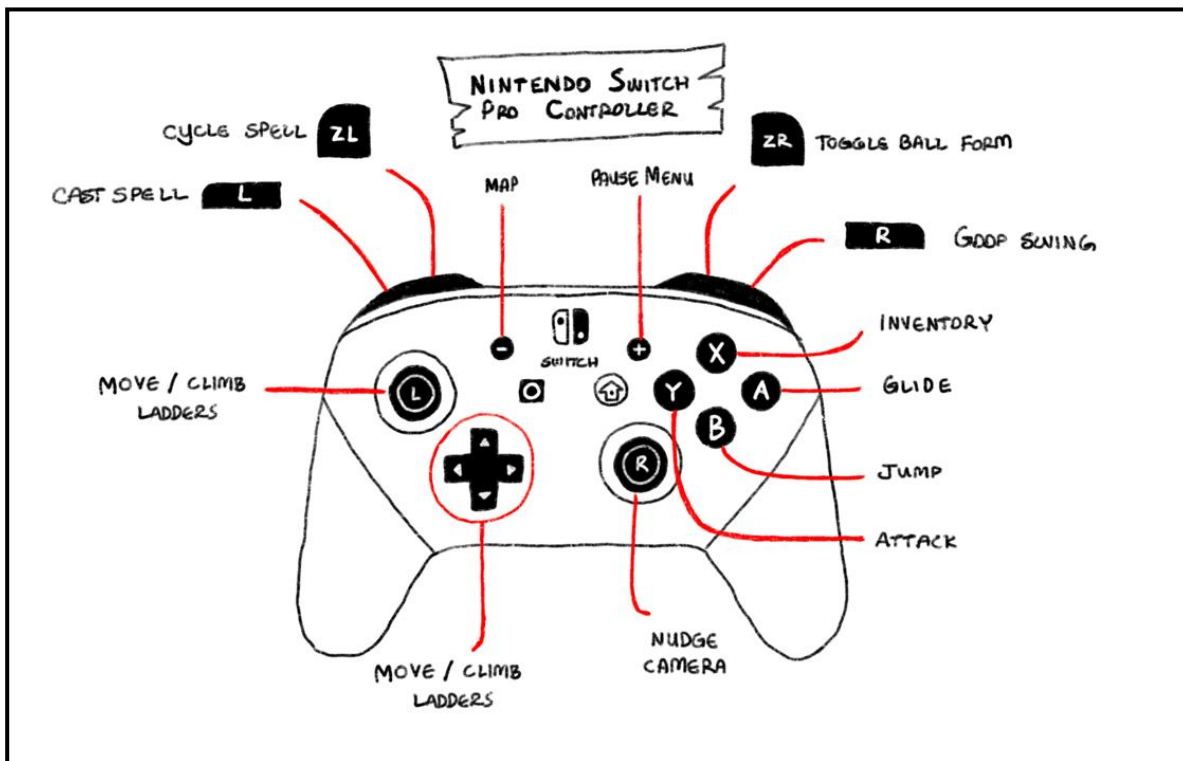
Note: For consistency and simplicity, all controls in the rest of the document refer to the Nintendo Switch Pro Controller button scheme.

PC (WASD Keyboard)



Action	Button Input
Up (climb ladders)	UP Arrow Key
Down (climb ladders)	DOWN Arrow Key
Move Left	LEFT Arrow Key
Jump	Z
Attack	X
Interact/Talk	X (when in the proximity of interactables)
Map	Tab
Cycle Spell	V
Cast Spell	C
Glide	A
Toggle Ball Form	S
Goop Swing	D
Pause Menu	ESC
Inventory	Enter

Switch (Pro Controller & Joy-Con)



Action	Button input
Up / Down / Left / Right	Left Analog Stick / D-Pad
Jump	B
Attack	Y
Interact/Talk	Y (when in the proximity of interactables)
Map	Minus (-)
Cycle Spell	ZL
Cast Spell	L
Glide	A
Toggle Ball Form	ZR
Goop Swing	R
Pause Menu	Plus (+)
Inventory	X
Nudge Camera	Right Analog Stick

MECHANICS

Core Systems

This section describes the fundamental rules the game needs to obey, including basic movement, gravity, how the in-game camera operates, Misha's health and what fundamental elements affect these rules.

We use Unity's measurement of 1 Unity Unit = 1 meter to describe the game's rules. All speeds are listed in terms of units with respect to the speed of the referenced object at a given *frame*.

Gravity

Misha is affected by a constant downward force of gravity, pulling Misha down at a speed of 5 units. This force is *additive* in that, assuming Misha is in the air starting at 0 downward speed, the next *frame* Misha will fall at a speed of 5 units, then the *frame* after, at a speed of 10 units, the next *frame* at a speed of 15 units, so on and so forth.

Basic Movement

Horizontal

The player can use the analog stick or d-pad to move horizontally, left or right. Misha begins to run when pushing the analog stick or d-pad left or right.

Going from idle to running (player input left / right), the player accelerates at a rate of 0.5 units in the inputted direction. Going from running to idle, with no input, the player accelerates at a rate of 0.5 units.

Vertical

The player can press B to jump. Misha jumps 2 Misha's high with a full hold button press.

The player can release the jump button before Misha reaches the apex of his jump to cut the jump short. Misha will rapidly decelerate and proceed to fall as if the jump's apex occurred when the player released the button. This should work at any point when the button is released before the 2 Misha-high jump cap.

Viewport

Misha occupies 1/10th of the screen's width and 1/6th of the screen's height. Misha is positioned in the center of the screen. The camera is fixed at this zoom and will not zoom in or out except for cinematic reasons.

As Misha moves faster in a direction, the camera will move ahead of him to give the player more information about what's zooming toward them. This camera movement only kicks in once Misha is travelling at least 3 units in any given direction.

The camera moves all the way until the distance between Misha and the player's screen is approx. 100 pixels, or until the camera begins to encroach on out-of-bounds territory.



Health

Misha has 20 Health at the beginning of the game. The player can obtain collectibles and purchase upgrades to increase Misha's maximum health by up to 50 points.

Misha takes damage based on how fast he's falling as he hits the ground. Fall damage is calculated based on the following damage formula:

$$\text{Fall Damage} = (\text{VerticalSpeed} - 20) / 5$$

This makes it so Misha can fall at a speed of up to 20 units with no fall damage repercussions - the moment Misha travels at a speed of more than 20 units, the fall damage formula calculates the appropriate damage.

Currency

The game features a standard currency system. Enemies drop "Quil," the name of the currency for the game, upon defeat. Certain environmental props also drop Quil upon destruction. Side quests and challenges may also reward additional Quil.

Quil is spent on player upgrades in the form of weapon augments and talismans, key items to advance the narrative, and other meaningful upgrades.

Dying

When Misha's Health hits 0, Misha stops moving and dies, dissolving into feathers that get blown away. The screen will tear and flicker before cutting out, akin to a TV losing signal and then turning off. The screen will fade back in, and the player will respawn at the last town they visited.

There are no finite lives - players can die as often as they want. Each time they die, however, they lose 3/4 of their currency and leave behind a satchel at the location of death.

Upon collecting the satchel, the player gains all their missing currency back.

In the future, there are plans for there to be some unique aerial-based mechanic, building up a meter based on how many aerial hits you land which you can expend to gain health or other bonuses similar to Hollow Knight, but there are no concrete ideas yet. This feature will be added to future versions of the GDD.

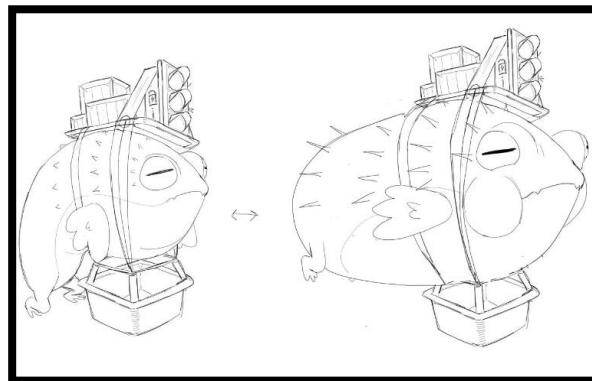
Map

The map is accessible right from the beginning of the game. Pressing the map button pauses the game and brings up a 2D map representation of the world that fills the screen.

This map only updates and shows whatever Misha himself has explored. For each new loading zone/screen Misha enters, the map updates and records the newly visited map. The map has an icon legend that helps the player track what and who they've seen in their adventure.

Fast Travel

Scattered throughout the world are lily pads called Lili-Pads (like a helipad). On top of these lily pads are creatures called Blimpfrogs. Unbeknownst to the player, only one actual Blimpfrog remains, but this one has poor memory, so it always feels like you're meeting a new one each time.



Blimpfrog Concept Art © Arda 2022

These Lili-Pads act as fast travel points, allowing the player to move between them by interacting with the Blimpfrog. The map will open, allowing the player to choose a destination. A cutscene will play, and the player will spawn at their destination. The player unlocks an area's Lili-Pad by accessing it with the interact button for the first time.

There is a Lili-Pad for each main town (7 total), but others are tucked away in certain maps between towns. These will be added to the GDD as development progresses.

Saving Progress

Also scattered throughout the world are Bird Baths, fountains that Misha can take a bath in to save the player's progress. They resemble a traditional Japanese onsen, with a bamboo pipe supplying running water.

There is a Bird Bath for each main town (7 total), but others are tucked away in certain maps between towns. These will be added to the GDD as development progresses.

Enemy Placement & Behaviour

Enemies take many shapes and forms that test the abilities of the player.

Some enemies encourage aerial combat by only being weak to aerial attacks. Inversely, some enemies encourage ground combat. There are also enemies that take increased damage from appropriate elemental-type attacks. For example, a fiery-looking enemy takes increased damage if Misha uses water spells or attacks on them.

Every individual map has a predetermined set of enemies, all at their own predetermined positions. When the player defeats an enemy, the enemy remains dead until the player enters a different map/loading zone. At that point, the next time the player enters said room, the enemies will be back in the same positions.

Generally, unless otherwise specified in the [Enemies](#) section (p.24), enemies patrol the platform they are on, back and forth, until the player comes within range - at which point, they'll aggro and approach the player swinging.

Abilities

Abilities are **permanent player upgrades** that the player obtains throughout the game, either at pivotal narrative points or as a reward for completing challenges or bosses. Below is a table detailing the currently planned abilities and their specifics with how they contribute to the physics aspect of the game.

Ability Name	How To Perform	Description and Physics Modification (if applicable)	How To Unlock
Glide	<p>Input Start - Hold A End - Release A</p> <p>Doable at any point that Misha is airborne, regardless of form.</p>	<p>Description Allows Misha to descend slowly by reducing the rate at which Misha falls downward. Misha is still able to use their standard Y attack while gliding.</p> <p>Physics Modification While Gliding, Misha's gravity is changed to a <i>constant</i> (non-additive) speed of 2 units downward.</p>	<p>Unlocked at the beginning of the game once Misha finishes the tutorial and is forced to descend Tip-Top Tree Top.</p>
Ball Form	<p>Input Toggle between Ball Form and Regular Form - Press ZR</p> <p>Doable at any point <i>except</i> while using Goop Swing.</p>	<p>Description Misha curls up into a ball, granting Misha a smaller form (half his size) and increasing max acceleration in vertical and horizontal directions. The player can input the movement commands <i>left</i>, <i>right</i>, and <i>jump</i> while in this form.</p> <p>Misha accelerates greatly on slanted platforms, being able to carry momentum off ramps.</p> <p>Physics Modification While in Ball Form, Misha's gravity is changed to an <i>additive</i> speed of 8 units downward.</p> <p>Misha's horizontal acceleration and deceleration changes to 0.3 units. Jump will be unaffected and behave the same. Jump will maintain Misha's current horizontal momentum.</p>	<p>Unlocked after the first two towns have been completed for the player's first visits.</p> <p>Obtained as a reward for defeating the second boss.</p>
Goop Swing	<p>Input Hold R to send & latch arm</p>	<p>Description Misha extends his long elastic arm at a 45-degree upward angle. The</p>	<p>Unlocked after the first four towns have been completed for the player's</p>



	<p>Release R to detach arm</p>	<p>arm will latch on to the first object it encounters.</p> <p>If it latches onto platforms, ceilings or walls, the arm will lock at that length, and Misha will swing in an arc at that fixed distance.</p> <p>If it latches onto an enemy, Misha will pull himself toward the enemy and, upon collision, deal 5 damage.</p> <p>Physics Modification While an arm is attached to a surface (player input left / right), the player will accelerate left / right at 1.5x Misha's speed the moment he latches.</p> <ul style="list-style-type: none"> - While an arm is attached to a surface (player released left / right), the player will decelerate left / right at a rate of 0.3 units. 	<p>first visits.</p> <p>Obtained as a reward for defeating the fourth boss.</p>
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Melee Combat

The game will contain multiple obtainable weapons, each with its own combos. The player can perform the combo for the weapon by hitting the Attack button in succession, chaining from one combo hit to the next. Some may have 2-hit combos, 3-hit combos, 5-hit combos or even 10-hit combos. This varies by the weapon.

Once the final combo attack is performed, or if 2 seconds have passed without an Attack input, the next time the player hits the button, the combo restarts from the beginning.

Each Weapon also has a specific attack as part of the combo that players can modify, tweak, or switch out. For example, The Ironleaf (mentioned on the following page) may have an augment for the 2nd attack of its 3-hit combo that may allow the player to increase the movement boost it gives at the cost of its damage.

A blacksmith NPC located in Carrier City can augment Misha's weapons.

On the following page is a list of weapons obtainable in the game, each with its own table describing all of its specific characteristics.

Note: Only the starting weapon is listed below. We intend for more but have not been able to come up with all of them yet. These will be added to future versions of the GDD.



Weapons

Ironleaf

Tooltip Description	Grounded Combo	Aerial Combo route	Augmentable Hits (if any)	How to Obtain
<p><i>"Despite the name, it's a leaf that's as hard as Damascus steel. Plucked from the canopies of Tip-Top Treetop by Avi...</i></p> <p><i>...How in the world did a tree make this?"</i></p>	<p>3-hit combo 1st hit: 3 damage 2nd hit: 3 damage 3rd hit: 5 damage</p> <p>Physics Explanation 1st and 2nd hit will slightly shift Misha forward in the direction he's facing 0.25 units.</p> <p>The default 3rd hit will shift the player forward 1 unit. If this boost pushes Misha off a ledge, Misha will gain a speed boost of 4 units for one <i>frame</i>.</p> <p>Description The 1st hit is a horizontal slash, the 2nd hit is a vertical slash, and the 3rd hit is a diagonal upward slash, as a samurai would do.</p>	<p>2-hit combo</p> <p>Physics Explanation 1st and 2nd hit stall Misha's vertical speed, whereas horizontal speed remains the same as before the attack was initiated.</p> <p>Description The 1st hit is an upward swing. The 2nd hit is a downward swing which causes Misha to front flip.</p>	<p>Grounded</p> <p>3rd hit augments: Blitz, Uppercut</p>	<p>Player begins the game with the Ironleaf.</p>

Augment Name	Description	Unlock Criteria	Cost to Buy (once unlocked)
Blitz	<p>Grounded</p> <p>The 3rd hit becomes a blindingly fast cut that boosts Misha forward a great distance.</p> <p>Increase horizontal speed boost of default 3rd hit to 5;</p> <p>Increase horizontal speed boost of performing 3rd hit off of the ledge to 8;</p> <p>Reduce damage of 3rd hit to 3.</p>	Obtain 100 kills with the 3rd hit of the combo.	2000 Quil
Uppercut	<p>Grounded</p>	Hit an enemy while airborne with both hits	4000 Quil



	<p>The 3rd hit becomes an upward swing that propels Misha upward!</p> <p>Increase vertical speed boost from 0 to 2 units;</p> <p>Reduce horizontal speed boost to 0.2 units;</p> <p>Reduce damage of 3rd hit to 1.</p>	<p>of the aerial combo 20 times.</p>	
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Magic System

Elements

Misha can harness the world's elemental powers by utilizing **Talismans**. There are 4 different categories of talismans that the player can collect throughout the game, each pertaining to an element present within the world and garnered by the godly creatures that inhabit it.

The four elemental types are **Earth, Wind, Water,** and **Nebula**.

While the first 3 do not have any subcategories, Nebula has 3 subcategories of spells, each representing one of the aspects that The Celestial controls. These are **life, stars,** and **time**.

Earth spells focus on upwards movement - whether that be Misha's own upward movement or the enemy's. Some will also involve creating or destroying platforming elements in the environment. They deal strong single-target damage with single, powerful hits.

Wind spells focus on horizontal movement - whether that be Misha's own vertical movement or the enemy's. They deal weak single-target damage with a blinding flurry of hits.

Water spells focus on downward movement - whether that be Misha's own downward movement or the enemy's. Depending on the spell, they deal medium area-of-effect damage with varying amounts of hits.

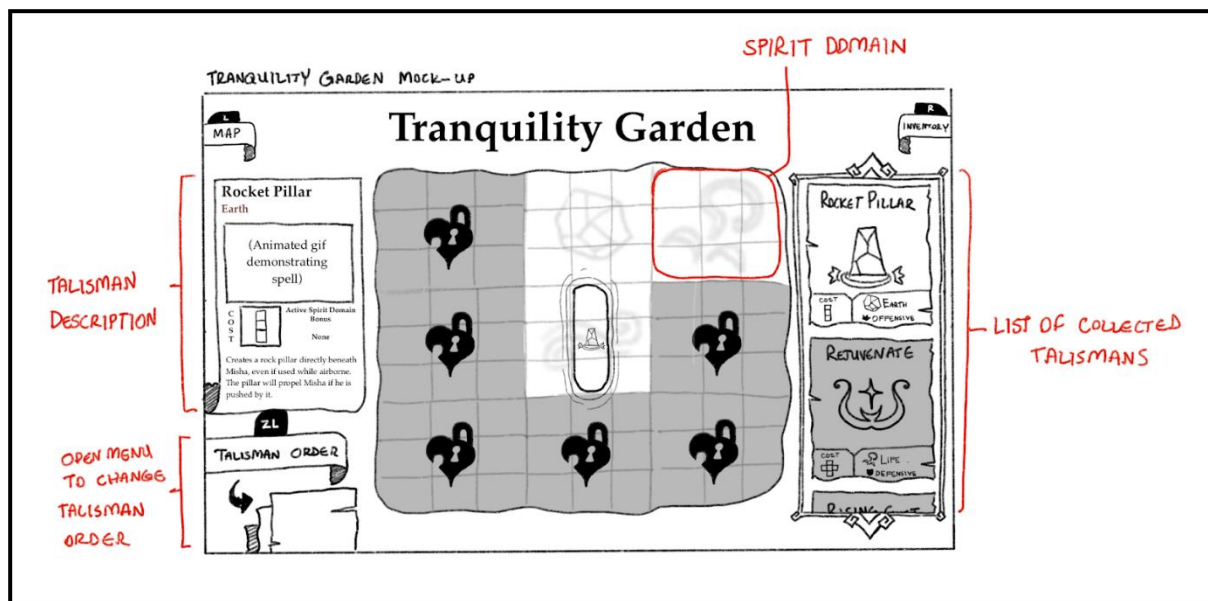
Nebula spells focus on restorative effects, teleporting, and crowd control for life, stars, and time, respectively. These spells provide powerful supportive effects that come at the cost of dealing no damage - they are purely utility-based.

Tranquility Garden

Upon obtaining their first Talisman, the player gains access to the Tranquility Garden menu, accessible from their inventory. The Tranquility Garden is a mechanic that allows the player to take the talismans they have acquired and slot them onto a grid. Each talisman has an associated number of grid spaces they take up, along with a shape that those spaces are arranged.

The grid size of the garden is 9x9, split into nine 3x3 squares called Spirit Domains. Spirit Domains also offer specific bonuses based on what elemental spells the player slots within their space.

There are 2 Spirit Domains for each element, except for Nebula, which has 3. The player begins with one Spirit Domain (center) from the beginning, whereas they can unlock the other 7 Spirit Domains by obtaining them in the game. Detailed below are a few examples:



Spirit Domain	Bonus Offered	How to Obtain
Wind (Centre)	Talismans placed within this Spirit Domain will have 20% <i>faster</i> cast time/animation but deal 20% <i>less</i> damage.	Unlocks once player obtains their first talisman
Earth (Centre-Top)	Talismans placed within this Spirit Domain will have a 20% <i>slower</i> cast time/animation but deal 20% <i>more</i> damage.	Obtained by completing the Symbiote Vega boss fight
Life (Right-Top)	Talismans placed within this Spirit Domain will recover 20% of the damage dealt by them as health. Talismans that already recover health will restore 20% <i>more</i> health.	Obtained by completing the Vulture King mini-boss fight

When placed in the grid, the talismans resemble rocks with elemental icons etched into them. This produces the effect of making the Tranquility Garden resemble a Japanese zen garden. Effectively, by placing spells, the player is also decorating a zen garden. Each Talisman placed means that the player has access to the corresponding spell in their Talisman deck.

The Talisman deck is a sequenced order of the talismans the player currently has equipped in their garden. The player can also modify this in the Tranquility Garden menu based on which talismans are currently equipped. Each time the player hits the “Cycle Spell” button or casts the currently selected spell, the UI will cycle to the next spell in the order. Once the last spell in the order has been either cast or cycled, the deck will refresh, and the currently selected spell will cycle back to the first spell in the order.

Talismans

There are planned to be 4 talismans per element, except for Nebula, which will have 6 (2 for life, 2 for stars, and 2 for time).

The following page contains a table with examples of talismans obtainable in the game and their details.

Talisman Name	Talisman Element	Effect Description	Damage / Health restored	How to Obtain
Rocket Pillar	Earth	Creates a rock pillar directly beneath Misha, even if he uses it while airborne. The pillar will come out at a speed of 5 units, and will propel Misha if he is pushed by it by applying its speed to him. The pillar will stop coming out of the ground when it is approx. 2 Mishas tall. Enemies caught in the path of the pillar will take damage.	Deals damage. The pillar deals 20 damage right at the beginning of the animation (the first 5 frames). For the rest of the animation, the pillar will deal 8 damage.	Obtained from fighting the optional boss “Overwork” located in Papyroost.
Rejuvenate	Nebula (life)	Misha becomes locked in an animation for 2.5 seconds. If Misha is damaged, the animation is interrupted and the spell ends. If Misha is able to go the entire 2.5 second duration without being interrupted, Misha restores his health.	Restores health. Restores 50% of player’s maximum health	Obtained from completing the secret platforming challenge room (only accessible upon 2nd visit) located in Tip-Top Treetop.

GAME ELEMENTS

Universe

The Celestial, the Caretakers, and the Communion of Order

Ini-Oro is ruled by a divine being known as The Celestial. Though referred to as one being, they are, in fact, three gods named Ghidea, Ovina, and Dhathos that share consciousness with each other. They operate in perfect unison while each representing a domain:

- Ghidea – Vita, the domain of life.
- Ovuna – Stella, the domain of stars.
- Dhathos – Tempus, the domain of time.



The Celestial has a meticulously thought out plan for Ini-Oro, known as the "Grand Design." It details the evolutionary line of every living creature and the timeline of significant historical events. The Grand Design commenced with the creation of The Caretakers, three avian Gods that each played an essential role in building the world that would become Ini-Oro:

- Altair – The God of Air. He created the sky, oxygen, the sun, and the moon.
- Deneb – The Goddess of Water. She created all bodies of water and fauna.
- Vega – The God of Earth. They created land masses and flora.

The Celestial and the Caretakers are the key deities of the religious group The Communion of Order. Followers of this religion dedicate their lives to studying the Grand Design and following it as a way of life, with any attempts to deviate from it being labelled as heresy. The symbol of this religion is a hand with three extended fingers, referred to as The Hand of Creation. Each finger symbolizes one of the aspects of the Celestial, while the triangle-shaped palm represents the world of Ini-Oro, with each point representing one of the three Caretakers.

The Communion of Order was founded by Drakkoan archaeologist, Onnac Loc, who discovered ancient drawings in a cave at the southern end of the world. The first drawing showed The Hand of Creation and the three Caretakers creating the world. The next one showed an ancient civilization living happily, followed by a group of Drakkoans creating a bird creature resembling Caretakers. The final image showed a large turtle creature (now referred to as the "Harbinger") falling to the earth, a group of Drakkoan soldiers fighting it, and the chaos that ensued afterwards.

Onnac Loc believed these drawings foretold the end of the days and the wrath the divine would inflict on the world if they defied God's will. In reality, these events had already occurred, and the world of Ini-Oro was the Harbinger defeated by the ancient Drakkoan civilization. Onnac Loc was correct in believing the Harbinger was an act of divine wrath. It was sent down by the Celestials to punish those who went against the Grand Design by speeding up evolution and creating birds from Drakkoan eggs. Those who survived built a new civilization atop the Harbinger, which is now unrecognizable from its original form.

Most of the population does not believe in the existence of the Celestials, Caretakers, or Harbinger and considers the Communion of Order a fear-mongering cult. However, with the recent natural disasters and the appearance of the Goop monsters, more people are joining the Communion to seek penance.

Major Story Synopsis

Ini-Oro is a place of bountiful nature, populated by talking animal creatures. As time has passed, the world's technology has reached new heights. A scientist named Gama Clo-Star has created a way to enhance DNA via chemical injections called "Chimerite." The injections allowed people to achieve athletic and intellectual feats never thought possible. He even created products that can change people's physical form, allowing them to grow wings, gills, and so on. People who begin using these injections are known as "Chimeras."

A few months after Chimerite went on the market, a series of violent earthquakes shook the land, leaving massive tremors in their wake. The chasms spawned purple slime creatures known as "The Goop" that began causing chaos, sending the people of Ini-Oro spiralling into panic and grief.

Our hero, Misha, resides at Tip-Top Tree Top with his guardian, Avi. Misha lives an ordinary life until he hears a strange voice that refers to it simply as "Your Guide." The messages are unclear, however, and Misha embarks on an adventure for answers. Along the way he encounters several quirky characters dealing with their own struggles.

Eventually, Misha gets tied up in a plot bigger than he could have imagined. When he reaches the top of the Tree of Progress, he learns that the world is actually the corpse of "The Harbinger." The Harbinger is a giant turtle sent by a divine force known as "The Celestial" ages ago to destroy civilization, and those who survived built a new world on top of it. The Celestial has begun to wreak havoc again by spawning Goop from the Harbinger's body. Misha is an advanced Goop creature created from the Harbinger, meant to fuse with its core to make the Goop swarm unstoppable and capable of destroying the world. Misha also discovers that Your Guide is actually the voice of the Celestial, guiding him to join with the Core Goop atop the Tree of Progress.

Misha refuses to become part of the core Goop. He is now at war with the Celestial, who send their underlings known as "The Caretakers" to capture Misha and join him with the core by force. The Caretaker's are gods who helped create the world before it was destroyed by the Harbinger and have been resting at the Celestial's side ever since. They now possess the bodies of friends Misha met along his journey, each of whom are racked with so much grief that they feel no choice but to submit to the Celestial's will. Misha frees them from the Celestial's control.

Once all three of the Caretakers are defeated, Misha and his friends devise a plan: to regain the people's control over the world by killing God. They venture into the Tree of Progress and defeat the true core, destroying the Harbinger and eliminating the Goop for good. This enrages the Celestial, so in their fury, they erase the world of Ini-Oro. However, after his long and enriching journey, Misha's soul has become powerful enough to survive the Celestial's wrath and is sent to face them in the divine domain, the Pillars of Creation.

Misha ultimately defeats the Celestial, but with Ini-Oro erased, he has no home to return to. He realizes that it was the Celestial who was holding the world together. In a final act of compassion, guided by the thoughts of his friends, Misha takes God's role and restores Ini-Oro to its former state. He becomes a God who does not interfere with the affairs of those in the world he re-created. The people are now free to choose their own fate. Progress can continue, and though it may cause problems in unexpected ways, it can also bring great joy. We can't determine or fight against our future, but we can adapt.

Chapter Breakdown

Prologue – Misha Takes Flight

The story begins with a brief overview of Ini-Oro, Chimerite, and the spread of the Goop. We then pick up at Tip-Top Tree Top with Misha and his guardian, Avi. After Avi leaves to buy groceries, Misha hears a mysterious voice that simply refers to itself as "Your Guide." It claims that the world is in great peril of being destroyed by the Goop and that Misha is the only one who can defeat them for good. Before they can explain further, Misha becomes concerned as it has been some time since Avi left home and still hasn't returned. Your Guide hesitates to pause their conversation but understands the desire to protect those they love. They agree to help Misha learn to fight while they search for Avi.

Misha and Your Guide eventually find Avi in the clutches of the Goop monster. Misha defeats the Goop and returns home with Avi. Your Guide explains to Misha that the source of the Goop, the Goop Coore, lies at the



highest point of the world, the Tree of Progress. However, Misha must first acquire the elemental powers of Air, Water, and Earth to gain the strength needed to defeat it. Your Guide will show Misha where to obtain these powers before bringing him to the top of the Tree of Progress.

Misha has a final conversation with Avi before embarking on his journey. Avi is initially reluctant, but he knows that Misha was born to fly free someday and sends him on his way. Misha and Your Guide begin their journey to master the elements and save Ini-Oro from the wrath of the Goop.

Characters

Misha

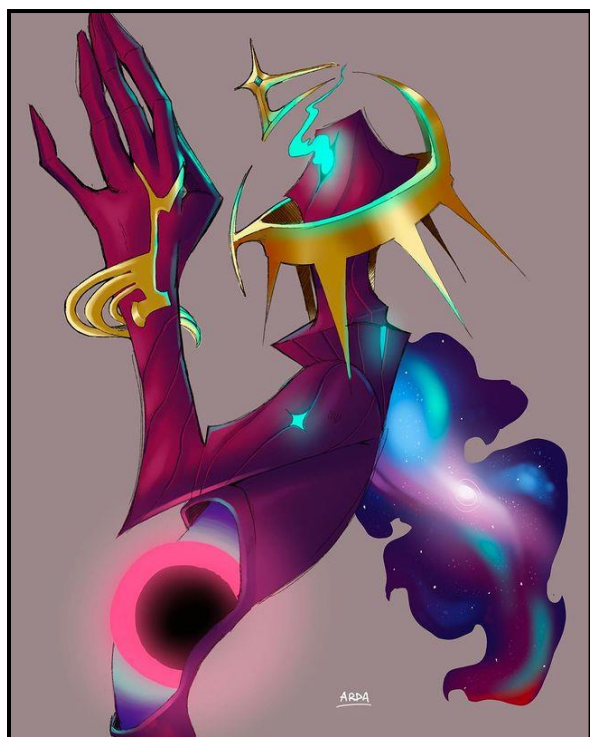


- Age: 1 (10 Human Years)
- Gender: Male
- Species: Strix/Goop
- Occupation: None
- Residence: Tip-Top Tree Top
- Role: Silent Protagonist

Misha is a young Strix that lives with his guardian, Avi. He has a cheerful disposition, as indicated by his expressive nature, and will go out of his way to help

those in need. One day, as he was waiting for Avi to come home from a shopping trip, he began hearing a mysterious voice. The voice, who referred to itself as “Your Guide,” gave Misha strange and confusing hints about the fate of Ini-Oro. In an effort to find answers, Misha set out on a quest to learn more about the world.

Your Guide/The Celestial



- Age: Unknown
- Gender: Unknown
- Species: Divine Being, Supreme
- Occupation: Ruler of the Universe
- Residence: The Pillars of Creation
- Role: Primary Antagonist

Your Guide is an omnipresent voice that follows Misha throughout the beginning of his journey. They give vague hints as to where to go next, eventually guiding Misha to the top of the Tree of Progress. Here it is revealed that Your Guide is actually the Celestial, the supreme divine being that watches over Ini-Oro. The Celestial’s true goal is to use Misha to exterminate the majority of Ini-Oro’s population as punishment for going beyond the “Grand Design” they created for the world.

Altair



- Age: Unknown
- Gender: Male
- Species: Divine Being, Air Elemental
- Occupation: Caretaker of Ini-Oro
- Residence: The Pillars of Creation
- Role: Secondary Antagonist

Altair is one of the three Caretakers made by the Celestial to create Ini-Oro. He is the god of air, who created the sky, oxygen, the sun, and the moon. After completing his work on Ini-Oro, he returned to the Celestial’s side. His spirit is now in waiting as he prepares to take control of the “Potential” assigned to be his new body.

Deneb

- Age: Unknown
- Gender: Female
- Species: Divine Being, Water Elemental
- Occupation: Caretaker of Ini-Oro
- Residence: The Pillars of Creation
- Role: Secondary Antagonist

Deneb is one of the three Caretakers made by the Celestial to create Ini-Oro. She is the goddess of water, who created oceans, rivers, and all living creatures. After completing her work on Ini-Oro, she returned to the Celestial’s side. Her spirit is now in waiting as she prepares to take control of the “Potential” assigned to be her new body.

Vega

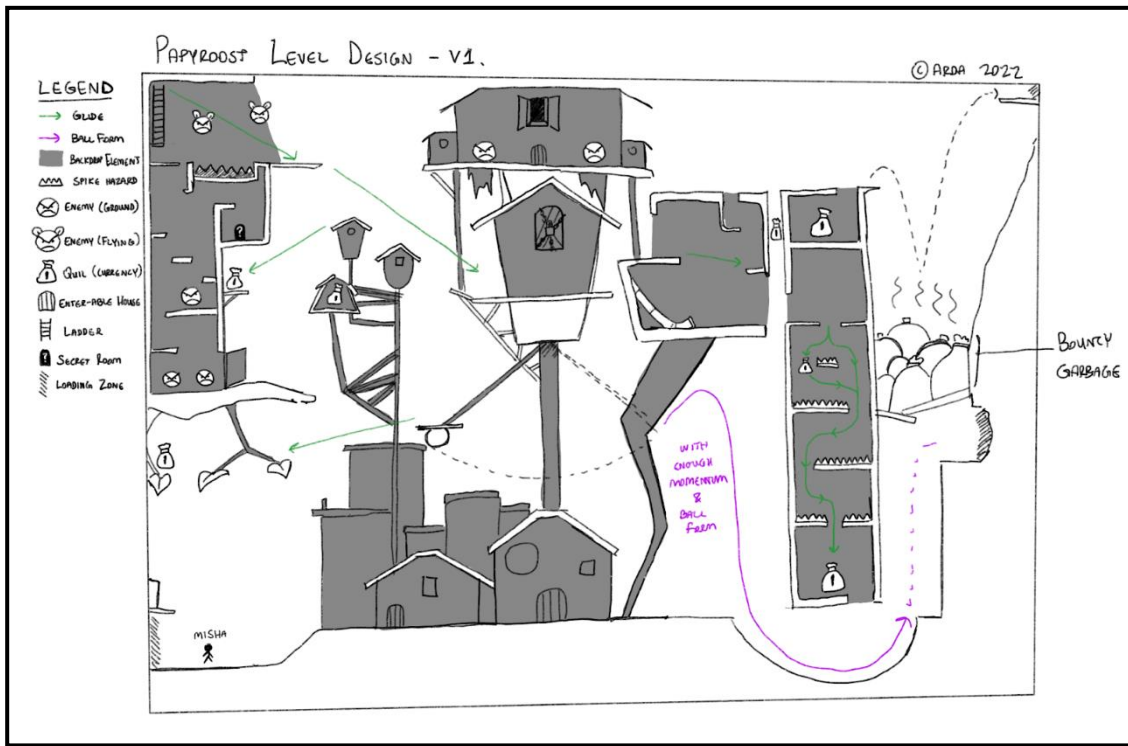


- Age: Unknown
- Gender: Male
- Species: Divine Being, Earth Elemental
- Occupation: Caretaker of Ini-Oro
- Residence: The Pillars of Creation
- Role: Secondary Antagonist

Vega is one of the three Caretakers made by the Celestial to create Ini-Oro. He is the god of earth, who created land masses and the world’s flora. After completing his work on Ini-Oro, he returned to the Celestial’s side. His spirit is now in waiting as he prepares to take control of the “Potential” assigned to be his new body.

Level Design

Below is where level design diagrams for each of the main towns will be. There is currently only 1, as an example. More will be added in the future to the GDD.



Enemies

Below are descriptions of enemies that the player encounters during the game. The single example below is a mid-game enemy encountered throughout the world once the player completes Carrier City.

Goop Hugger

Description	HP	Damage	Special Behaviour
<p>Size: 1 Misha Tall, 2 Mishas wide</p>	20	<p>On Contact: 5 damage</p> <p>Slam Attack: 15 damage</p> <p>Pounce Attack: 15 damage</p>	<p>Goop Huggers will have the same AI behaviour described in the Enemy Placement & Behaviour section. However, they will also not be impeded by walls - they will simply crawl up walls and even onto ceilings.</p> <p>If they're on the ceiling, they will drop on the player the moment the player is beneath them.</p>



Goop Hugger are amorphous blobs spawned from The Goop. They are not particularly fast but can create sporadic bursts of movement thanks to their long arm. If players approach them too recklessly from above, they may be grabbed and slammed to the ground.

Their appearance is supposed to resemble Misha's, as their colour palettes are inverses of each other.

Pounce Attack

Performed if the player is near them when they're on the wall.

Goop Hugger will leap in the player's direction in a parabolic arc at a speed of 5 units. If they collide with the player during this animation, they will latch on to Misha and deal increased damage before leaping off him onto the ground.

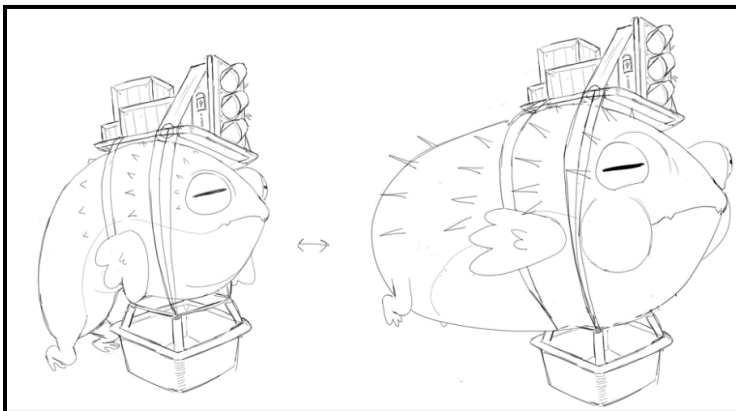
Slam Attack

If the player is above Goop Hugger, it will shoot its arm out in a span of 0.5 seconds up to a distance of 4 units in Misha's direction. If the arm collides with Misha during this animation, Goop Hugger will pull Misha to the ground with great force, slamming him and dealing increased damage.

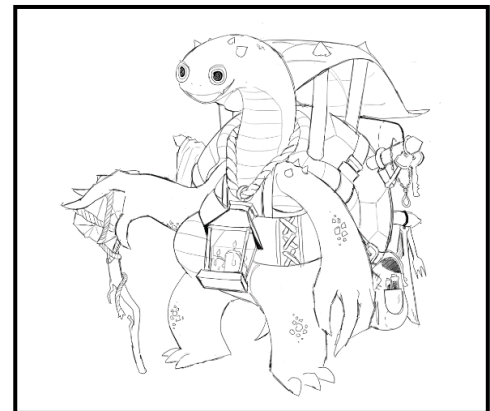
ART

Chimera Example – Blimptoad

Concept Art

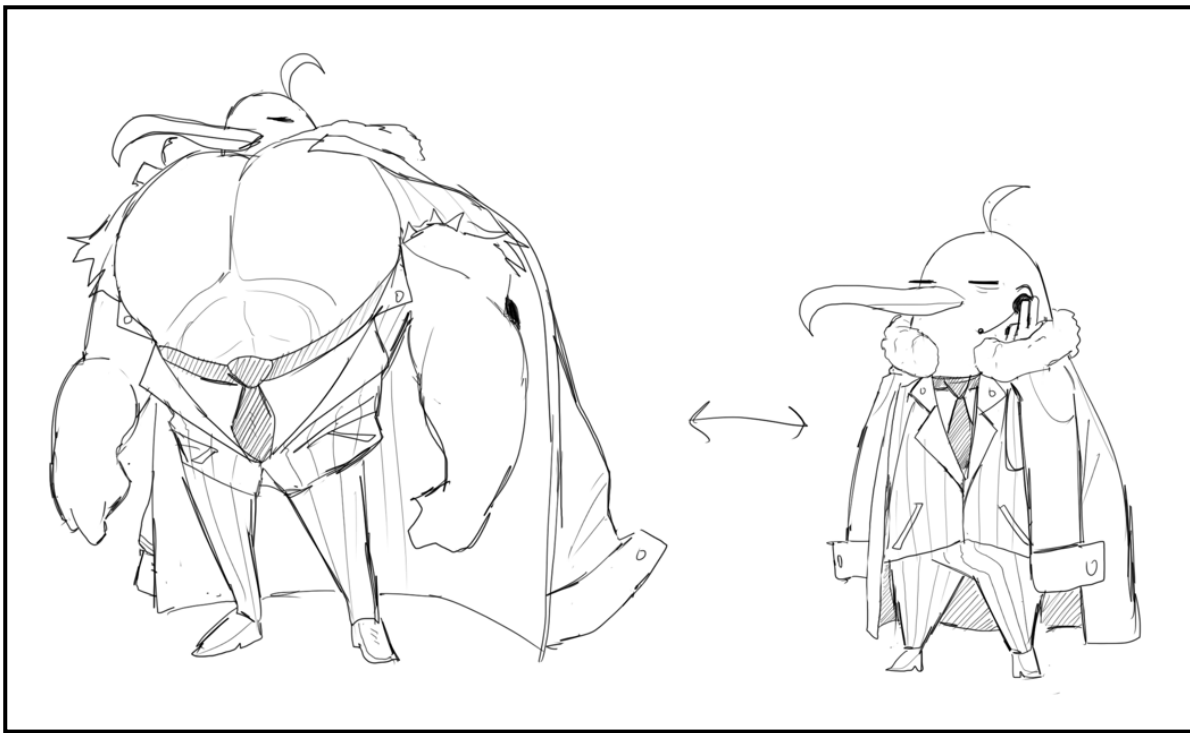


Side Character – The Wandering Merchant





**Side Character – Umbrella Bird
Casino Boss (name TBD)**



**Side Character – Casino Boss Bodyguard
(Name TBD)**



General Race Design – The Drakkoa



Antagonist – Possessed Drakkoan

World Map



VFX

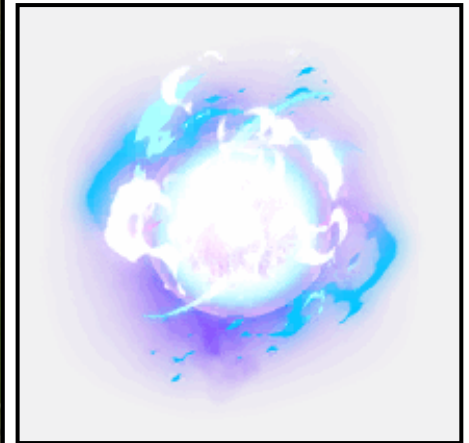


Source: Super Smash Bros. Ultimate, Sora Ltd. & Bandai Namco

The VFX for weapon swinging needs to include a very cartoony swoosh, with smearing on the sword to really sell movement. Attacking with the swords should be impactful and meaningful but not too overwhelming on the eyes. An excellent example of this type of smearing would be something similar to Super Smash Bros. Ultimate's style.

The VFX for magic spells, however, should be incredibly colourful. Because there are 4 different elements of magic, each should have a strong and iconic colour palette to ensure that spells are visually distinct yet still easily identifiable as part of a particular element.

Earth should stay in the realm of browns, oranges, reds, and yellows, with rigid edges, sharp points, and lots of rectangles. **Wind** should stay in the realm of teals, whites, and greens, with lots of thin movement lines and curls. **Water** should stay in the realm of blues, violets, and purples, with a lot of round and teardrop shapes. **Nebula** should primarily be dark purple or black, with interspersed highlights of pink, yellow, or teal, with a lot of swirls and misty shapes. A good example of the style of the VFX for spells would be *MapleStory* and *League of Legends*.



Source: League of Legends, Riot Games (Left) / MapleStory, Wizet & Nexon (Right)

AUDIO

Music

The music is highly varied depending on the area/scenario. The more natural-looking regions of the game feature real instruments playing gentle and soothing songs. These tracks are relatively minimal to not distract from the scenery and action of the game, instead blending into the background as the player immerses themselves in the world. Others have a faster tempo for light-hearted, happy, and comedic moments. On the whole, these songs are meant to sound calming and magical.

In contrast, more technologically developed areas feature electronic and chiptune tracks to reflect the more advanced setting. The town and field themes range from funky to humorous to sinister. The critical moments, such as boss fights and significant story moments, also use electronic beats and electric guitar riffs for added intensity. These tracks sound crunchy and hectic to reflect the dire circumstances Misha is currently in.

Sound Effects

The game's sound effects mimic the cute, whimsical aesthetic while being minimalist. Performing Misha's skills, using weapons or magic, and interacting with the UI produces simple bit-crushed sound bytes. The environment occasionally features more realistic-sounding noises to enhance the setting. This also applies to some of the combat and platforming abilities. Since the characters do not have human voices, their words are expressed through animal noises (real or equivalent).