



Game Design Document (GDD) – Shattered Charms: Through The Veil (SCTTV):

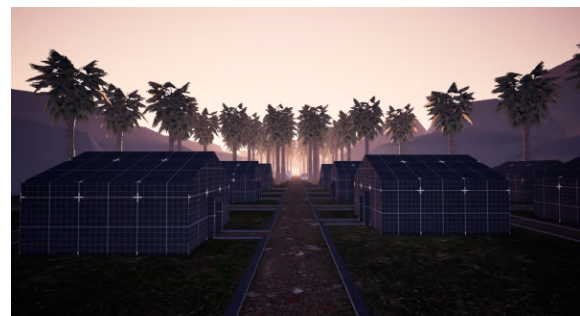
By Karuna Ketan :) | [LinkedIn](#)

Summary:

An action RPG where you cross into corrupted lands, gather forgotten charms and fight the echoes of another world to save your sister.

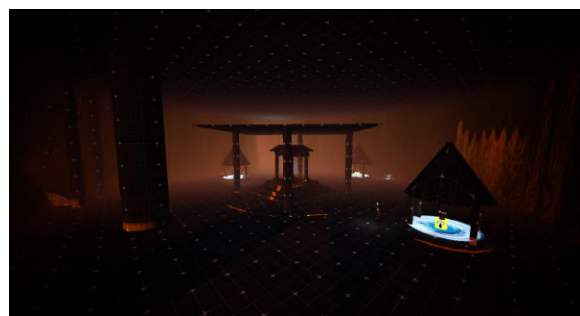
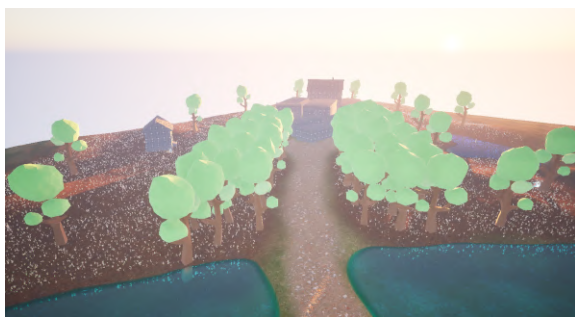
"Shattered Charms: Through The Veil" is a third-person action RPG set in a dark fantasy world torn open by a mysterious event known as the Shattering. You play as a simple villager whose quiet life ended the night creatures emerged from the Veil and took your sister. With nothing left but a sword and a fragment of strange charm power, you begin a journey that blends grief, exploration and fast skill based combat.

What starts as a desperate search becomes a path of discovery. You learn to fight using steel and magical



charms that shape your abilities. Passive charms strengthen your body, active charms unleash powerful effects and collecting both reveals fused charms that grant even stronger abilities. The world guides you through ruined farms, corrupted forests and ancient temples as you uncover the truth of the Veil and prepare for the final confrontation.

References: The Witcher 3: Wild Hunt, Elden Ring
 Anime Reference: Demon Slayer





Core:

1. Game Title: *Shattered Charms: Through The Veil*

2. Game Genre: Action RPG, Dark Fantasy

3. Platform(s): Primary – PC (Keyboard/Mouse + Gamepad support)

4. Software Used:

- **Game Engine:** Unreal Engine 5 (Blueprints)
- **Assets:** Additional models and textures sourced from Fab and free marketplaces

5. Core Gameplay Mechanics:

- **Player Character:**
 - The player controls a desperate farmer with no formal combat training, driven solely by the need to save his sister.
 - He is not a "hero" by destiny but by circumstance, relying on found tools (Sword) and power (Charms) to survive.
 - **Inner Monologue:** The protagonist talks to himself when entering key areas (like the Market or Boss Crater), acting as both narrative flavor and a subtle hint system.
- **Tactile Combat:**
 - **Melee:** Fast-paced combat using the Left Mouse Button for a 3-hit combo with the family sword.

- **Dodge:** Pressing [Space] while moving performs a dodge with brief invulnerability frames (0.1s), essential for evading enemy swarms and boss attacks.
- **Lock-On:** Pressing the Middle Mouse Button locks the camera onto nearby enemies, allowing for focused strafing and attacks.
- **The Charm System (Dual-Slot):**
 - The core power progression mechanic. Players manage their build via a Drag-and-Drop Inventory Menu [Tab].
 - **Passive Charms:** Equipped in the 'Normal' slot. These provide constant buffs (e.g., *Veil Harmony* for damage reduction, *Shatter Pulse* for increased loot).
 - **Active Charms:** Equipped in the 'Normal' slot. These unlock a powerful ability triggered by the Right Mouse Button (e.g., *Veil Burst* for AOE damage).
 - **Fused Charms:** Unlocked by possessing specific pairs of charms. These occupy the special 'Fused' slot and combine the effects of both components (e.g., *Veil Shard Strike* gives both passive defense and active damage).
- **Exploration & Interaction:**
 - **Hub-and-Spoke World:** The game features a central safe zone (The Market) that connects to distinct, non-linear exploration zones (Cave, Farm, Temple).
 - **Contextual Interaction:** A single key [Q] handles all interactions: opening chests, talking to NPCs, and activating Shrines.
 - **Visual Cues:** Important areas like the "Fake Shrine" traps or lore bodies are highlighted through lighting and placement rather than UI markers.
- **Progression & Economy:**
 - **Jewels:** The primary currency found in chests and dropped by enemies.
 - **The Shrine Ritual:** The final boss arena is locked behind a "Boss Barrier." To break it, the player must find the Shrine and pay Jewels to "Purify" their sword (upgrading it to Level 1 & 2).

- This creates a mandatory loop: Explore → Fight/Loot → Upgrade → Boss.
 - **Enemies & AI:**
 - **Minions (Echoes):** Spawn in varied tiers to test different skills:
 - **Lvl 1 (Varmint):** Weak swarmers that teach basic attacking.
 - **Lvl 2 (Warrior):** Standard threats that require dodging.
 - **Lvl 3 (Elite):** High health enemies that guard key rewards (like the Farmer).
 - **The Boss (Guardian of the Portal):** A multi-phase encounter. The boss teleports to heal when low on health and switches between melee combos and ranged projectiles based on the player's distance.
 - **Emergent Storytelling:**
 - The narrative is delivered through the world itself. There is no quest log.
 - Story beats are revealed through NPC conversations (The Elder, The Priest) and environmental "Self-Talk" triggered by locations (Entering the Town, Finding Bodies).
 - This forces the player to pay attention to the world to understand their goal.
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6. Story & Narrative:

- **Premise:**
 - A simple farmer's life is destroyed when "The Shattering"—an asteroid impact—tears a hole in the sky, merging the world with a dark dimension called the Veil. Creatures pour forth, slaughtering his family and kidnapping his sister, who was worshipped for the mysterious "Mark of the Bangle" on her arm. The player survives the attack, finding a Cursed Charm in the ashes. He must now wield this forbidden power to hunt down the creatures, purify his blade, and rescue his sister from the heart of the corruption.
- **Setting:**
 - **Starting Location:** The game begins in the **Old Village Ruins**, the smoking remains of the player's home. The atmosphere is desolate,

thick with ash and silence, immediately establishing the stakes of the protagonist's loss.

- **Environmental Change:** The world is split into distinct zones of safety and corruption. The **Market** acts as a fortified safe haven with warm lighting and survivors. In contrast, the "Spoke" areas (the **Blighted Farm** and **Cursed Cave**) are visually twisted by the Veil's energy—crops are withered yellow, and tunnels are glowing with unnatural purple crystals.
 - **Final Encounter:**
 - The climax takes place in the **Impact Crater (Boss Arena)**, the exact spot where the asteroid fell on the night the sister was born. It is a surreal, snowy landscape humming with raw magical power. The player must face the **Guardian of the Portal**, a multi-phase boss that protects the rift. Victory requires using every Charm collected and every skill learned to break the Guardian's defense and seal the portal.
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7. Characters:

- **Main Character (The Farmer):**
 - A simple farmer who has lost everything. He is driven by desperation to save his sister and avenge his family. He has no magical bloodline but wields a stolen "Cursed Charm" and his family's sword. His inner monologue reveals his grief, his fear of the Corruption, and his growing determination.



- **Veyla: The Boss (Guardian of the Portal):**

- A massive, multi-phase entity corrupted by the Veil. It guards the impact crater where the asteroid fell. It uses powerful melee combos and ranged void projectiles. It represents the source of the corruption and the final barrier to the player's sister.



- **The Minions (Echoes):**

- Creatures from the Veil dimension that spawn in escalating tiers.

- **Lvl 1 (Varmint):** Weak swarmers that teach basic attacks.
- **Lvl 2 (Warrior):** Standard threats that require dodging.
- **Lvl 3 (Elite):** High-health mini-bosses guarding key locations like the Farm and Cave entrance.



8. Enemies:

- **Veyla: The Boss (Guardian of the Portal):**
 - A towering, multi-phase entity corrupted by the Veil that guards the asteroid crater.
 - It uses melee combos at close range and teleports away to heal when weakened.
 - Its presence is the source of the corruption, and its defeat is the only way to get through the portal and find your sister.
- **Minions (Lvl 1 - Varmint):**
 - **Appearance:** Small, fast, twisted creatures that swarm the player.
 - **Behavior:** Low damage and health, but dangerous in groups. Used to teach basic attacks.

- **Weakness:** Easily staggered by melee combos.
 - **Minions (Lvl 2 - Warrior):**
 - **Appearance:** Larger, armored echoes wielding corrupted weapons.
 - **Behavior:** Moderate damage and speed, but more dangerous in groups. Used to teach dodging.
 - **Weakness:** Easily staggered by melee combos.
 - **Minions (Lvl 3 - Elite):**
 - **Appearance:** Massive, armored echoes wielding corrupted areas.
 - **Behavior:** High damage and aggression. They have the power of healing to make the player aware about the power of the boss.
 - **Role:** Mini bosses that test the player's mastery of Fused Charms.
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9. Weapons & Gear:

- **Player's Sword:**
 - **Description:** An old family heirloom, dull and rusted at the start.
 - **Progression:** It begins weak (Level 0). The player must pay Jewels at a Shrine to "Purify" it (Level 1 & 2), unlocking the ability to damage the final boss.
 - **Feel:** Fast, responsive melee combo system.



- **Charms (The Magic):**

- **Veil Harmony (Passive):** A defensive charm that reduces incoming damage. Essential for surviving elite enemies.
- **Veil Burst (Active):** An offensive charm that releases a shockwave.
- **Shatter Pulse (Passive):** A utility charm that increases the drop loots, speeding up progression.
- **Shatter Strike (Active):** A combat charm that boosts melee damage for a short period of time (e.g. 10s), perfect for boss phases.
- **Veil Shatter Burst (Fused):** Combines the Passive Charm power of Veil Harmony with the Active Charm power of Veil Burst rewarding experimentation.
- **Veil Shard Strike (Fused):** Combines the Passive Charm power of Shatter Pulse with the Active Charm power of Shatter Strike.

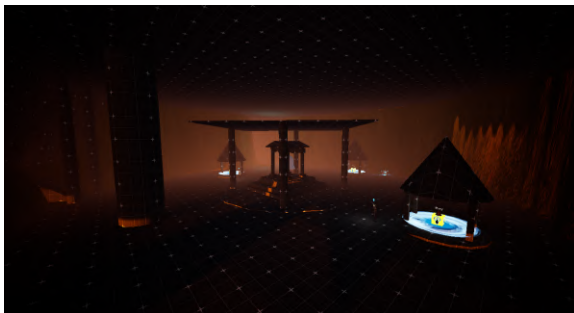
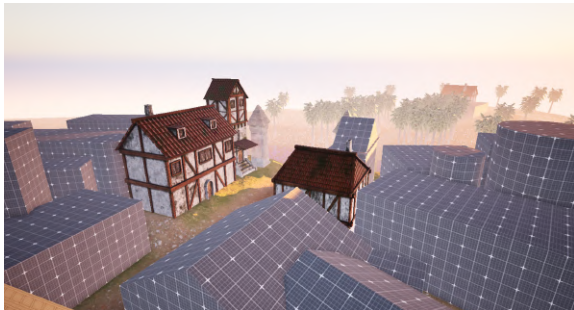
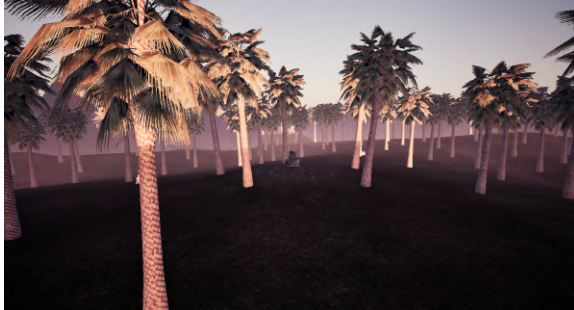


10. Art & Aesthetics:

- **Visual Style:**

- **Stylized Dark Fantasy:** A low-poly but atmospheric aesthetic. The world is oppressive but beautiful, with high contrast between the "Safe" warm lights of the Market and the "Corrupt" cool tones of the Veil.

- **Lighting:** Lighting is a key mechanic. The Market uses warm, inviting oranges to signal safety. The corrupted zones use sickly yellows, purples, and deep blues to signal danger.



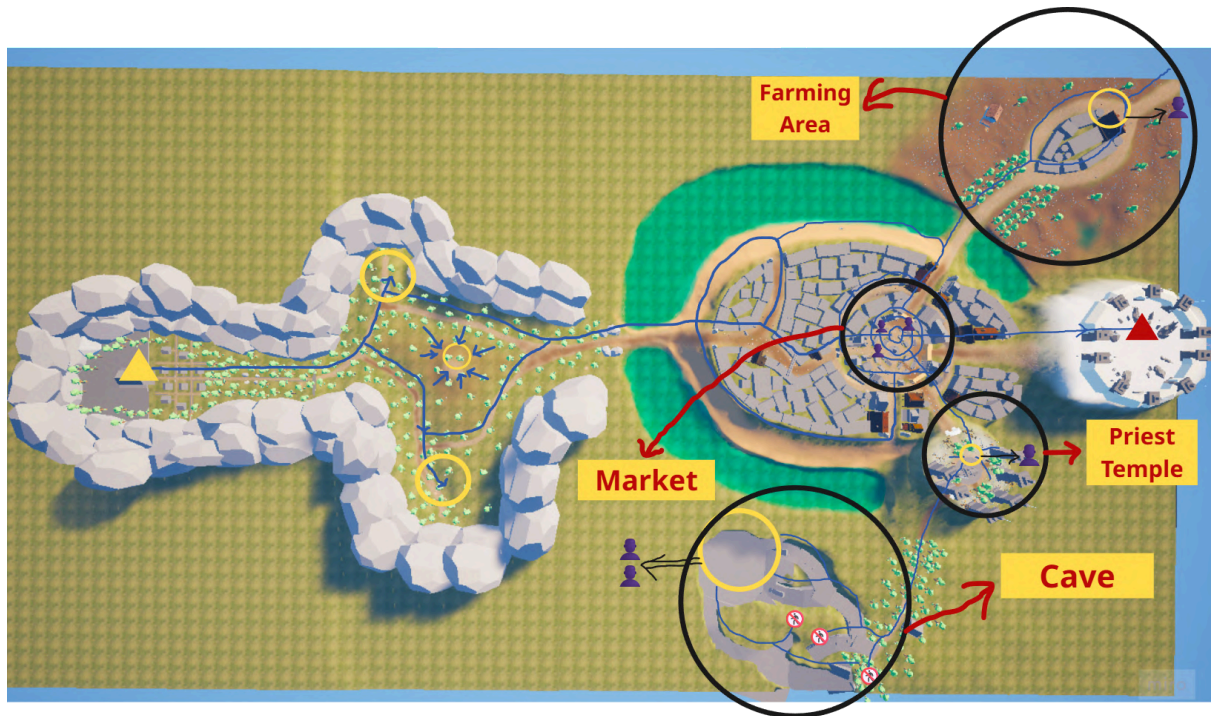


- **Character Design:**

- **Player:** A simple farmer in tattered clothes, contrasting with the glowing, magical Charms he wields.
- **Enemies:** Designed to look "wrong"—glitching, shadowy figures with glowing eyes, representing their origin from a broken dimension.

- **Environment Design:**

- **Hub-and-Spoke:** The map is a wheel. The Market is the hub; the Spokes are distinct biomes (Cave, Farm).
- **Visual storytelling:** Every zone tells a story. The dead bodies on the road, the blighted crops in the farm, and the shattered sky above the crater all reinforce the narrative without text.



11. Audio & Sound:

- **Sound Design:**
 - **Combat:** Crunchy, impactful sounds for sword hits
 - **Atmosphere:** Quiet, mournful wind in the Ruins. Bustling (but tense) murmurs in the Market. Ominous, low-frequency humming in the Cave.
- **Voice & Narrative Cues:**
 - **Self-Talk:** The protagonist voices his thoughts when entering new areas ("I need to hurry..."), guiding the player and revealing his emotional state.

- **NPCs:** Each NPC has a distinct "voice" in their text—the mad Priest, the weary Elder, the stoic Guardian—adding depth to the world.
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12. Progression:

- **Stage 1: The Awakening (Tutorial):**
 - The game begins in the ruined remains of the player's home.
 - A wooden log blocking the path teaches the player to **Jump**.
 - The first encounter with a "Varmint" enemy trigger the combat tutorial, teaching the basic 3-hit combo.
 - The player's inner monologue guides them towards the only safe place left: The Market.
- **Stage 2: The Hub & The First Charm:**
 - The player reaches the **Market**, meeting the **Town Elder** who provides the main quest context.
 - The player must choose a path. Visiting the **Priest Temple** reveals the first major reward: the **Veil Harmony** charm (Passive).
 - This stage introduces the Charm Inventory system, teaching the player how to equip items for power.
- **Stage 3: The First Ritual (Sword Lvl 1):**
 - After collecting Jewels from chests or enemies, the player returns to the **Priest Temple**.
 - They perform the **First Purification Ritual** at the temple's Shrine.
 - **Cost:** 80 Jewels (Ritual Charge).
 - **Reward:** Sword Upgraded to **Level 1**. The blade glows faintly, signifying it can now harm stronger enemies.
- **Stage 4: Expanding the Arsenal (Spokes):**
 - **The Cursed Cave (Part 1):** The player fights through the cave to find the **Temple Guardian**.
 - **The Active Charm:** The Guardian gives the player **Veil Burst** (Active).
 - **The Return Trip:** As the player tries to leave the cave, a new wave of **Lvl 2 Warriors** blocks the exit, forcing the use of the new Active/Fused

charm.z`

- **The Blighted Farm:** The player defeats an ambush to save the Farmer, earning the **Shatter Pulse** charm.
 - **Stage 5: The Second Ritual (Sword Lvl 2):**
 - Deep within the **Cursed Cave**, the player finds the **Hidden Shrine**.
 - They perform the **Second Purification Ritual**.
 - **Cost:** 130 Jewels (Ritual Charge).
 - **Reward:** Sword Upgraded to **Level 2**. The blade burns with holy fire.
 - **Stage 6: The Climax:**
 - The player reaches to the boss arena which is guarded by the final Guardian which tests the worthiness and the player needs to defeat him in a board game (The board game is not implemented in this prototype).
 - After defeating the final guardian, the player receives another active charm as a reward.
 - The player confronts the **Guardian of the Portal** in the crater. The fight tests every mechanic learned: dodging shockwaves, using Active charms for damage, and enduring phases.
 - Victory opens up the portal to enter the veil and go on the path to save the sister.
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13. User Interface (UI):

- **Main Menu:**
 - **Play:** Starts the game from the tutorial zone.
 - **Boss Fight:** Allowing players directly jump to boss fight.
 - Controls:
 - Credits:
 - **Quit:** Exits the application.



- **HUD (Heads-Up Display):**

- **Health Bar:** A red bar at the top-left corner. Flashes when damage is taken.
- **Stamina bar:** A blue bar below health bar. Drains while sprinting, slowly regenerates when standing still or walking.
- **Mana Bar:** A purple bar below Stamina bar, used for Active Charm abilities.



- **Objective Text:** Dynamic text at the top-right guiding the player (e.g., "Find the Market").
- **Instruction Prompts:** Context-sensitive tutorials (e.g., "Press [Space] to Jump") appear at the bottom-center when entering trigger zones.



- **Charm Menu [Tab]:**
 - **Layout:** A grid-based UI charm menu can be opened by hitting [Tab] which contains slots and can be used to equip charms.
 - **Drag-and-Drop:** Players drag charms from the grid to the slots to equip them.



- **Interaction:**

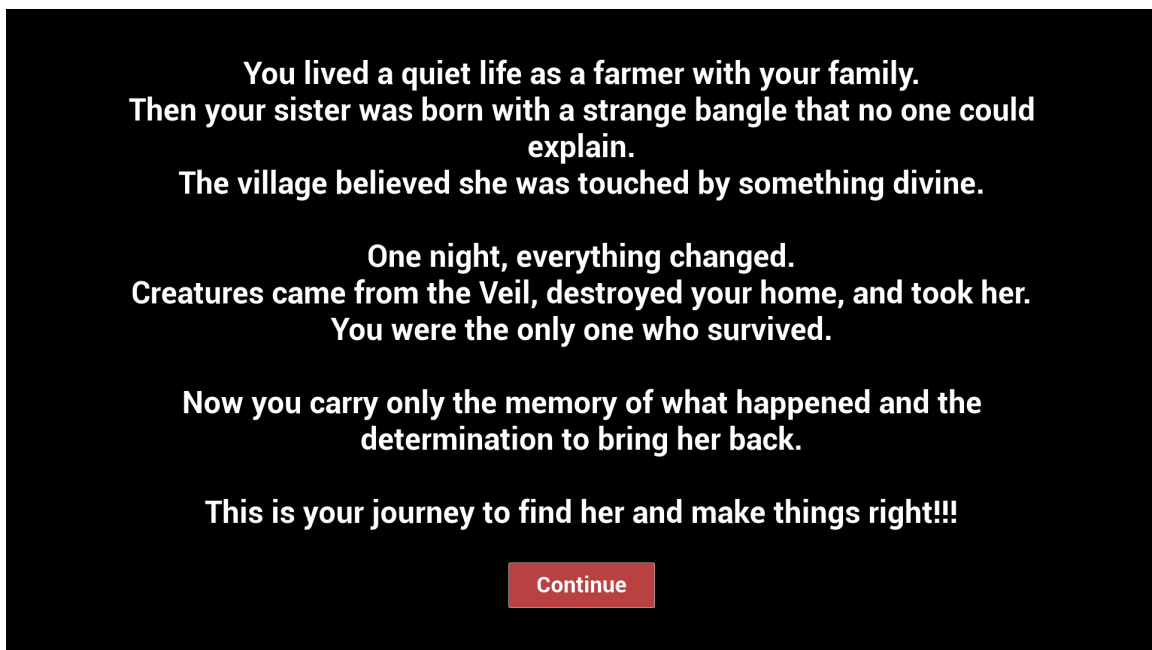
- **Prompt:** When near an interactive object (Chest, NPC), a floating "Press [Q]" widget appears in the world space above the object.
- **Dialogue:** NPC dialogue appears in a text box at the bottom of the screen with branching response buttons.



- **Narrative UI:**

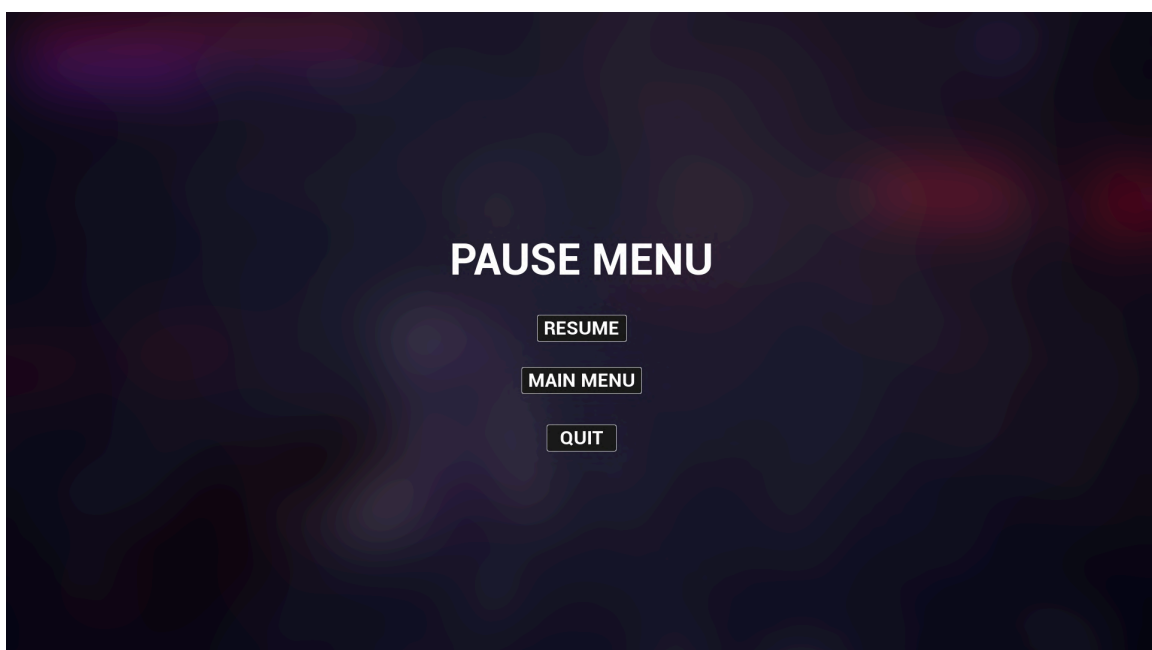
- **Story Intro:** A full-screen text crawl upon starting a new game, establishing the "Farmer's Revenge" lore.

- **Self-Talk:** The protagonist's inner monologue appears as subtitle text at the bottom right, reacting to world events ("The town is in sight...").



- **Pause Menu:**

- Resume
- Main Menu
- Quit



14. AI Behavior:

- **Pawns AI (Tiered Difficulty):**

- **Lvl 1 (Varmint):** Basic swarm behavior with low damage but high aggression. They actively patrol ruins, chase and fight on sight to overwhelm the player.
- **Lvl 2 (Warrior):** Increased difficulty with faster movement and higher damage. They engage in direct combat, forcing the player to use dodge rolls.
- **Lvl 3 (Elite):** The strongest pawn. They guard key locations (Farm/Cave) and use heavy attacks.
- **General Logic:** All pawns react to player presence. If the player breaks line of sight, they abandon the chase and return to their patrol routes.

- **Boss AI (Guardian of the Portal):**

- **Role:** The primary antagonist with relentless pursuit mechanics.
 - **Capabilities:** Uses a high detection radius and moves faster than any minion.
 - **Tactics:** Adapts to the player's range—using melee combos up close and void projectiles from afar.
 - **Pressure:** Designed to create dread. It teleports to heal when damaged, forcing the player to stay aggressive and preventing the fight from becoming passive.
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15. Design Pillars:

- **Grounded Dark Fantasy in a Ruined World:**

- An Action RPG set in a once-peaceful valley now twisted by the Veil, turning familiar landscapes like farms and markets into places of corruption and fear.

- **Simple Yet Tense Gameplay:**

- Core mechanics like dodging, light/heavy attacks, active charm abilities, and limited healing create constant tension. Survival depends on timing and positioning, not just stats.

- **Narrative Through Inner Thoughts:**

- The player's own thoughts ("Self-Talk") guide progression, acting as both a subtle tutorial system and a method for delivering story beats without interrupting gameplay.
- **Escalating Fear & Difficulty:**
 - With every stage (Ruins → Market → Cave → Farm → Boss), enemies become faster, more aggressive and more numerous, amplifying pressure and raising the stakes.
- **Resource Scarcity and Progression:**
 - Limited Jewels and rare health pickups make every decision matter. Choosing to buy an upgrade or save for a charm is a critical strategic choice.
- **Meaningful Progression (Charms):**
 - The player has limited slots (Normal/Fused). Finding a new charm isn't just a stat boost; it opens up entirely new gameplay possibilities (like AOE attacks or passive buffs), making exploration highly rewarding.
- **Immersive Atmosphere:**
 - A mix of contrasting visuals (warm safe zones vs. cold corrupted zones), ambient soundscapes, and sudden combat music changes builds a constant sense of dread and urgency.



Game Loops:

Core Game Loop:

1. Explore the Environment:

- The player navigates through the distinct zones of the valley, from the ruins to the Market, Farm, and Cave.
- Exploration is tense due to the "corruption" aesthetic and ambient sounds.
- **Goal:** Find chests for Jewels and locate key NPCs for lore and charms.

2. Fight or Evade Enemies:

- The player encounters three tiers of "Echoes" (Varmint, Warrior, Elite).
- **Combat:** Fast-paced melee combos and Active Charm abilities.
- **Decision:** Players must decide whether to engage for loot (Jewels) or dodge enemies to preserve health, as healing is limited.
- **Boss:** A multi-phase endurance test requiring pattern recognition and proper charm usage.

3. Use Resources:

- **Health:** Finite. Restored only by rare pickups or specific interactions.
- **Jewels:** The primary currency. Must be hoarded to pay for the critical Sword Purification ritual.
- **Mana:** Used for powerful Active Charm abilities; must be managed carefully in long fights.

4. Complete Objectives (Emergent):

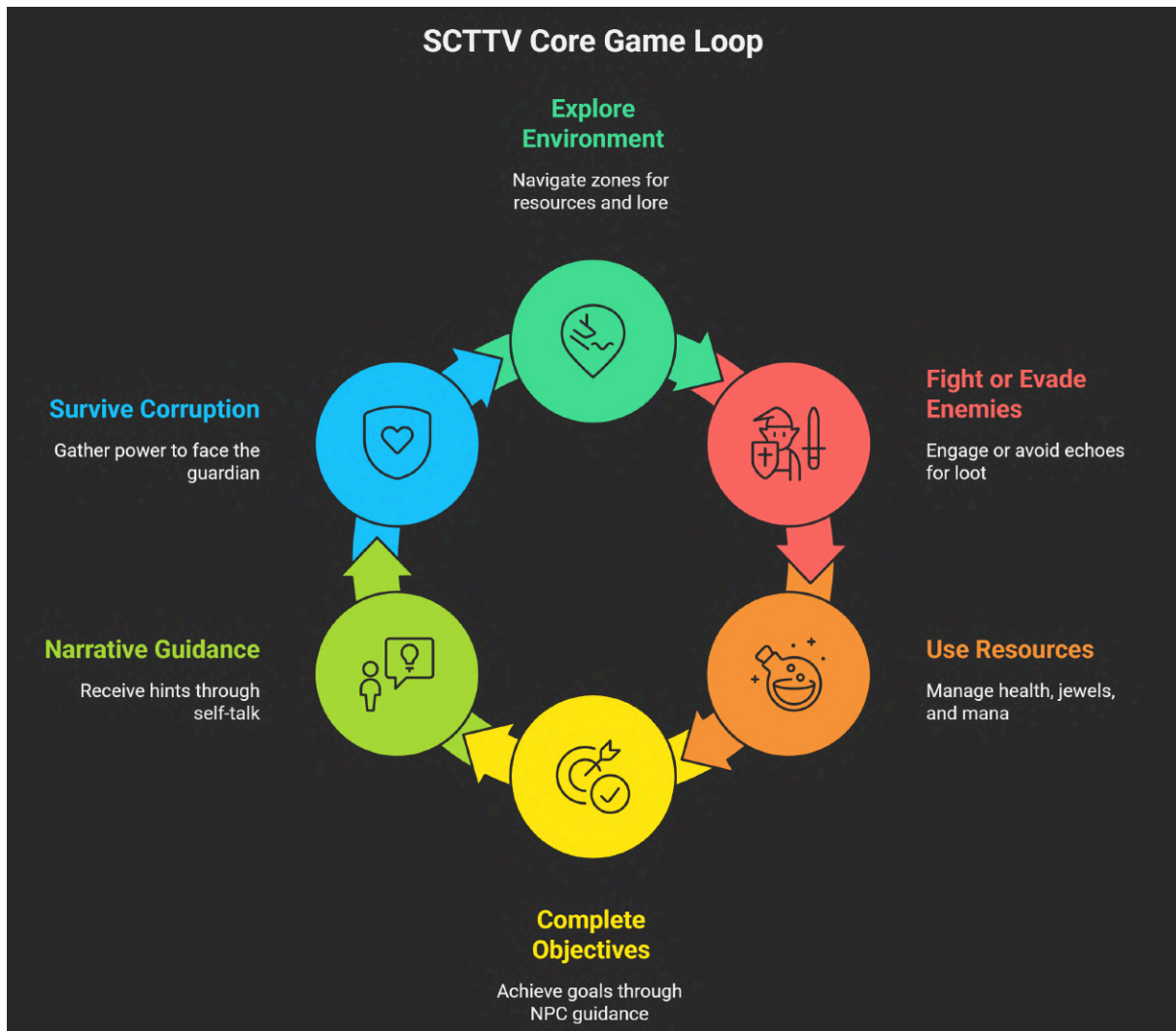
- No quest markers. The player must listen to NPCs to know where to go.
- **Primary Goal:** Purify the Sword at the Shrine to break the barrier.
- **Secondary Goal:** Collect specific Charms to unlock Fused abilities.

5. Narrative Guidance:

- The protagonist's "Self-Talk" provides hints and emotional context when entering new areas.
- This acts as an invisible tutorial, guiding the player without breaking immersion.

6. Survive the Corruption:

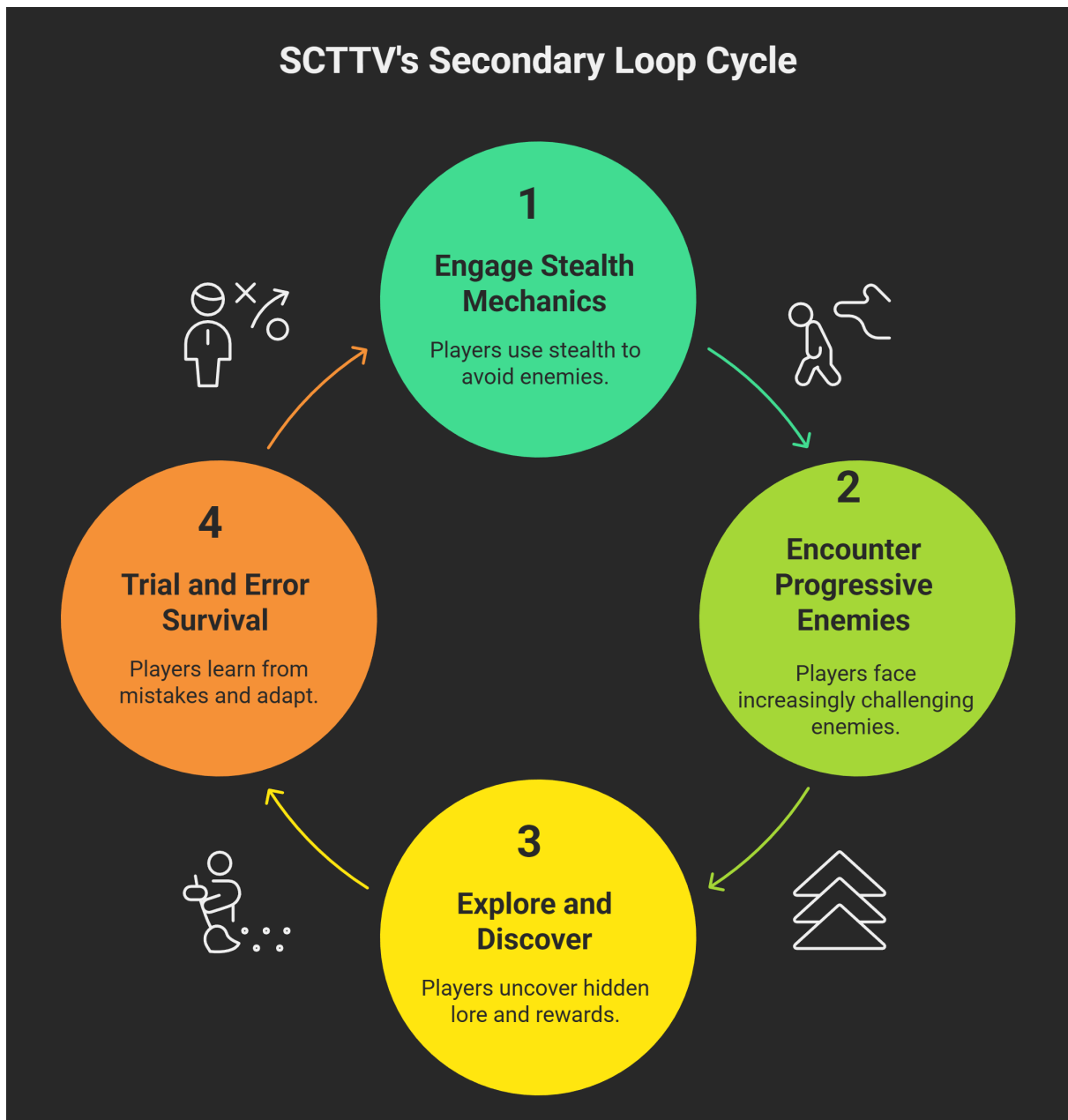
- The ultimate loop is survival. The player must gather enough power (Charms/Upgrades) to face the Guardian of the Portal and save his sister before the corruption overwhelms everything.



Secondary Loops:

- **Stealth Mechanics:**
 - Moving carefully and using dodge helps avoid being swarmed by "Varmint" enemies in tight ruins.
- **Progressive Enemy Tiers:**
 - Each zone introduces a new tier of enemy (Lvl 1, 2, 3), forcing the player to adapt their tactics.
 - This creates a natural difficulty curve without needing explicit level-ups.
- **Exploration & Discovery:**
 - Environmental storytelling (corpses, blighted crops) and changes in atmosphere (lighting shifts) deepen immersion without text.

- Optional paths reward curious players with extra Jewels or lore hints.
- **Trial and Error Survival:**
 - The game features no mid-mission saving. Dying means restarting the zone or the run, making every combat encounter tense and meaningful.
 - This high-stakes loop encourages players to master enemy patterns rather than brute-forcing them.



Player Motivation & Progression:

Primary Motivation:

- The player's driving force is **desperation**. Unlike a soldier fighting for duty, the Farmer fights for **family**. The urgency comes from the knowledge that his sister is in the hands of the Void creatures, and every moment wasted is a risk to her life.

Secondary Motivations:

- **Curiosity & Dread:** The contrast between the warm Market and the corrupted Spokes pulls the player to see what lies in the dark, even when they are underpowered.
 - **Power Fantasy (Growth):** Starting with a dull blade and no magic, collecting the first Charm and upgrading the sword creates a massive spike in confidence ("Survival Pride").
 - **Economy (Greed):** The need for Jewels to pay for the Shrine ritual forces the player to take risks they would otherwise avoid, engaging in optional combat for loot.
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Progression Flow:

- **Stage 1: Learn & Survive (Ruins):**
 - **Goal:** Survive the tutorial.
 - **Motivation:** Fear. The player is weak, has no charms, and must learn to Dodge and Attack just to stay alive.
 - **Reward:** Reaching the Market (Safety).
- **Stage 2: The Hunt for Power (Hub & Spokes):**
 - **Goal:** Gather the 4 Charms and the Jewels to purify.
 - **Motivation:** Exploration. The player realizes they need tools to fight back. They venture into the Farm and Temple.
 - **Reward:** Unlocking the first **Fused Charm** and realizing their potential.
- **Stage 3: The Ritual (Escalation):**
 - **Goal:** Purify the Sword.

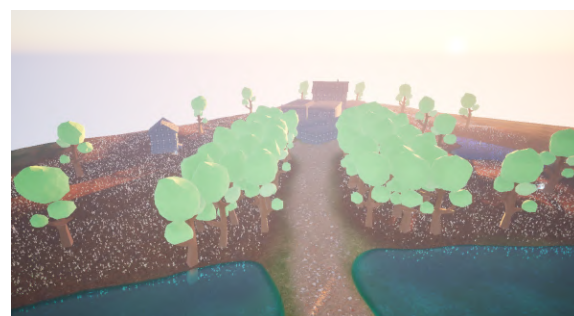
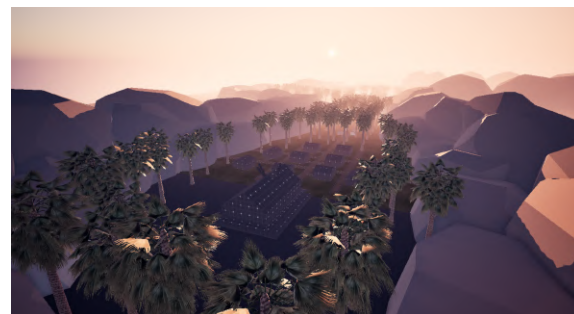
- **Motivation:** Preparation. The player faces stronger Tier 2 enemies and must use their new powers to gather the Jewels.
- **Reward:** Access to the Boss Arena.
- **Stage 4: The Final Confrontation (Climax):**
 - **Goal:** Defeat the Guardian.
 - **Motivation:** Revenge & Rescue. All mechanics (Combat, Charms, Movement) are tested.



Level Blockouts:

- **Purpose:**
 - Before final art and lighting, rough blockouts were constructed to establish the pacing, scale, and player flow through the Hub-and-Spoke world.
 - This phase focused on testing navigation (tutorial → combat → exploration) without the distraction of visual details.
- **Key Focus Areas:**
 - **Navigation & Pacing:** Ensuring the transition from the linear Tutorial (Ruins) to the open Hub (Market) felt rewarding.

- **Combat Arenas:** Designing spaces like the Farm and Boss Crater to accommodate specific enemy types (Swarm vs. Elite) and mechanics (Dodge Rolling, Cover).
- **Signposting:** Placing large landmarks (The Temple, The Mountain) to guide the player naturally towards objectives.
- **Spatial Variety:** Balancing tight, claustrophobic corridors (Cave) with wide-open combat zones (Farm/Boss Arena) to vary the gameplay rhythm.



Features:

1. Sword Combat (Core Mechanic):

Context: The sword is the player's primary weapon. It is simple, fast, and always available. Combat is designed to be readable, responsive, and learnable even for players unfamiliar with action RPGs.

Hypothesis: If the sword combat feels snappy and reliable, players will naturally engage with encounters instead of avoiding them. The sword becomes the foundation for learning charm-powered combat.

Measuring Success:

- Players rely on the sword for encounters.
- Players understand timing, spacing, and damage patterns with minimal tutorialization.
- New charms feel like extensions of an already solid core.

Design:

Summary: Light attacks, movement, dodging, and stamina use form the backbone of the combat loop. Upgrading the sword unlocks the ability to equip Fused Charms and access the final zone.

User Journey:

Player enters an encounter → Observes enemy tells → Times attacks and dodges → Learns rhythm → Builds confidence.

Values:

- Responsiveness
 - Readability
 - Player mastery
-

2. Sword Purification (Progression Gate):

Context: The player starts with a dull, rusty sword that deals minimal damage. To hurt the final boss, it must be "purified."

Hypothesis: Creating a clear, visible goal (the Shrine) that requires resources (Jewels) will give players a strong long-term motivation to explore the world.

Measuring Success:

- Players prioritize collecting Jewels over rushing through the level.
- The moment of upgrading feels like a major power spike.

Design:

- **Cost:** 80 Jewels for Lvl 1 and 130 Jewels for Lvl 2 purification.
- **Effect:** Updates `SwordUpgradeLevel` variable. Visual glow added to the sword.

Values:

- Progression
 - Economy
 - Empowerment
-

3. Dual-Slot Charm System (Core Mechanic):

Context: The player finds magical shards ("Charms") that grant powers. They can equip one "Normal" charm and one "Fused" charm.

Hypothesis: Limiting the player to just two slots will force meaningful strategic choices (Defense vs. Offense) rather than just "equipping everything."

Measuring Success:

- Players swap charms frequently to adapt to different enemy types.
- Players actively seek out specific charm combinations to unlock Fused abilities.

Design:

- **Normal Slot:** Holds Passive (Buffs) or Active (Skills) charms.
- **Fused Slot:** Holds powerful hybrid charms created by owning specific pairs.
- **Flow:** Open Inventory [Tab] → Drag Charm to Slot → Close Inventory → Use Power.

Values:

- Strategy
 - Customization
 - Discovery
-

4. Loot & Resource System:

Context: Loot drops from enemies and chests create small moments of excitement and fuel sword upgrades and charm unlocking. It adds replayability and rewards exploration.

Hypothesis: If loot feels rewarding but not overwhelming, players will naturally explore and fight enemies without requiring forced objectives.

Measuring Success:

- Players seek out chests and willingly backtrack to explore.
- Players recognize loot as meaningful progression, not clutter.
- Sword upgrades feel earned.

Design:

Summary: Loot (Jewels, charms, mana, health) drops from enemies and chests. Used for sword upgrades and charm progression.

User Journey:

Player opens chest → Receives Jewel → Visits shrine → Upgrades sword → Gains access to Fused Charm.

Values:

- Reward
 - Curiosity
 - Exploration
-

5. Exploration and Level Flow:

Context: A central safe zone (Market) connected to dangerous linear paths (Cave, Farm).

Hypothesis: This layout provides a natural "Pacing" loop: Danger → Safety/Resupply → Danger.

Measuring Success:

- Players return to the Market to feel safe after a hard fight.
- Players clearly understand which paths they have already cleared.

Design:

- **Hub:** Warm lighting, friendly NPCs.

- **Spokes:** Cold lighting, enemies, dead ends with rewards.

Values:

- Pacing
 - Player Agency
 - Clarity
-

6. NPC Interaction & Story Delivery:

Context: NPCs deliver story in a light, natural way through short conversations. They reflect the world's suffering and guide the player toward mechanics and objectives.

Hypothesis: Short, emotional NPC interactions will make the world feel alive without heavy cutscenes.

Measuring Success:

- Players understand narrative motivation quickly.
- NPC hints are enough to guide navigation and progression.
- Priest becomes memorable as mentor figure.

Design:

Summary: Simple interaction button. Conversations structured around core beats: world state, charm explanations, next destination.

User Journey:

Speak to NPC → Learn charm → Get hint → Explore new area.

Values:

- Emotion
 - Clarity
 - Player motivation
-

7. Enemy Encounters & Combat Variety:

Context: Enemies exist to challenge the player's mastery of charms, sword combat, movement, and timing. Each enemy type is designed with a clear purpose: teaching, testing, or escalating the combat experience as the player progresses toward the final boss.

Hypothesis: If each enemy behaves in a readable and intentional way, players will begin recognizing patterns, reacting skillfully, and feeling rewarded for combining swordplay with their charm loadout.

Measuring Success:

- Players learn enemy patterns instead of taking random hits.
- Passive + Active charm combinations feel impactful, especially against groups.
- Combat feels fair, learnable, and intense without overwhelming new players.
- Veyla, the final boss, feels like a culmination of all learned mechanics.

Design:

Summary:

- **Varmint (Lvl 1 Minions):** Small, fast corrupted creatures that swarm the player. Used to teach basic sword timing and spacing.
- **Warrior (Lvl 2 Minions):** Armored echoes with corrupted weapons, teaching the importance of dodging and using Active Charms during openings.
- **Elite (Lvl 3 Minions):** Massive, aggressive foes capable of self-healing, foreshadowing the abilities of the final boss. These encounters reinforce the importance of using Fused Charms.
- **Veyla – Guardian of the Portal (Final Boss):** A multi-phase duel against a corrupted Veil entity. Heavy melee combos at close range, teleport evasions, ranged cosmic ray attack and healing behavior echo the player's entire combat learning curve.

User Journey:

Spot enemy → Read movement pattern → Time dodge or block → Use Active Charm to create an opening → Finish with sword or unleash a Fused Charm for high impact.

Values:

- **Challenge** – Enemies constantly test timing, charm usage, and awareness.
- **Learning** – Each encounter teaches a specific mechanic or prepares the player for the next threat.

- **Satisfaction** – Landing a well-timed dodge, activating charms, and defeating corrupted enemies feels rewarding and skill-driven.
-

8. Boss Battle (Final Test):

Context: The final boss is designed as a climactic skill check. The player must use everything learned — dodging, sword timing, charms, resources.

Hypothesis: A well-designed boss fight will elevate the experience and cap the prototype with a strong emotional note.

Measuring Success:

- Players recognize clear patterns and phases.
- The fight feels challenging but fair.
- Defeat feels dramatic, victory feels earned.

Design:

Summary:

Boss has four behaviors: melee strike, self-heal, teleport reposition and ranged cosmic ray attack. Designed using Behavior Trees for readability and modular expansion.

User Journey:

Enter arena → Read attack cues → Use Fused charm at the right time → Survive phases → Win.

Values:

- Mastery
 - Tension
 - Reward
-

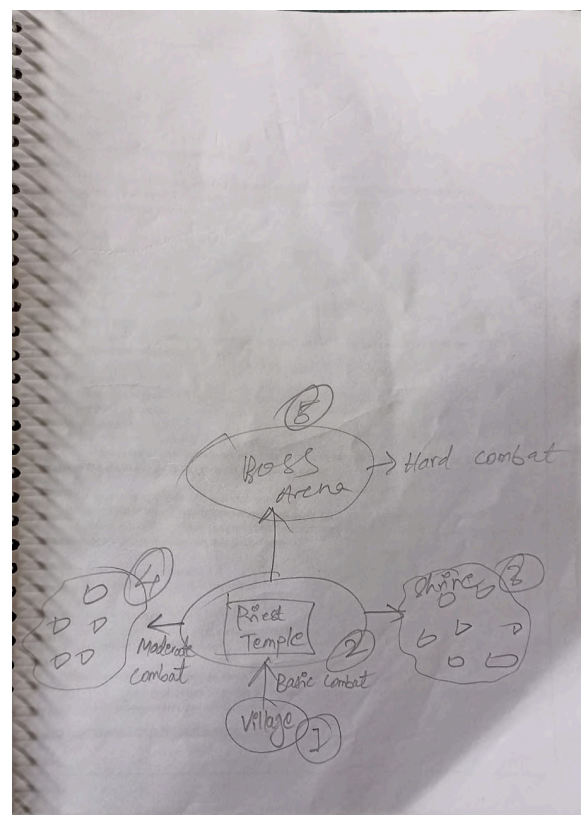
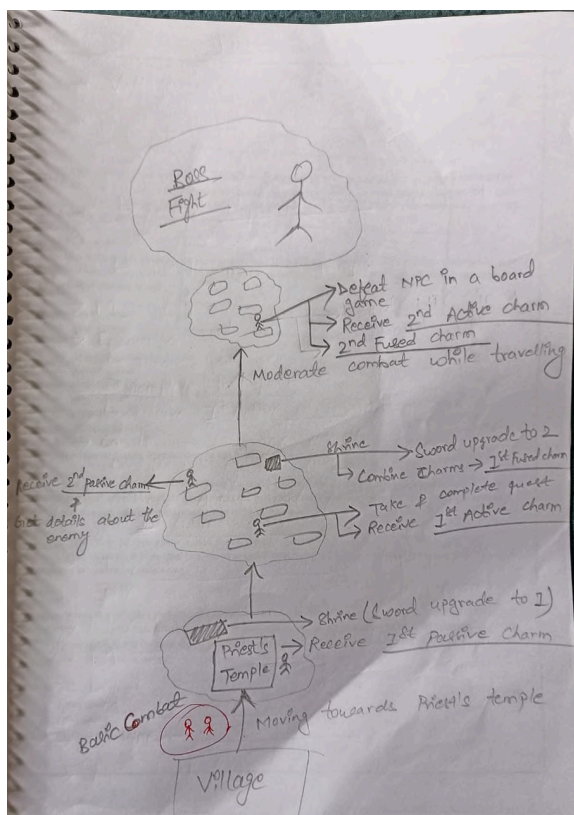
Design Process & Analysis: Prototyping & Iteration:

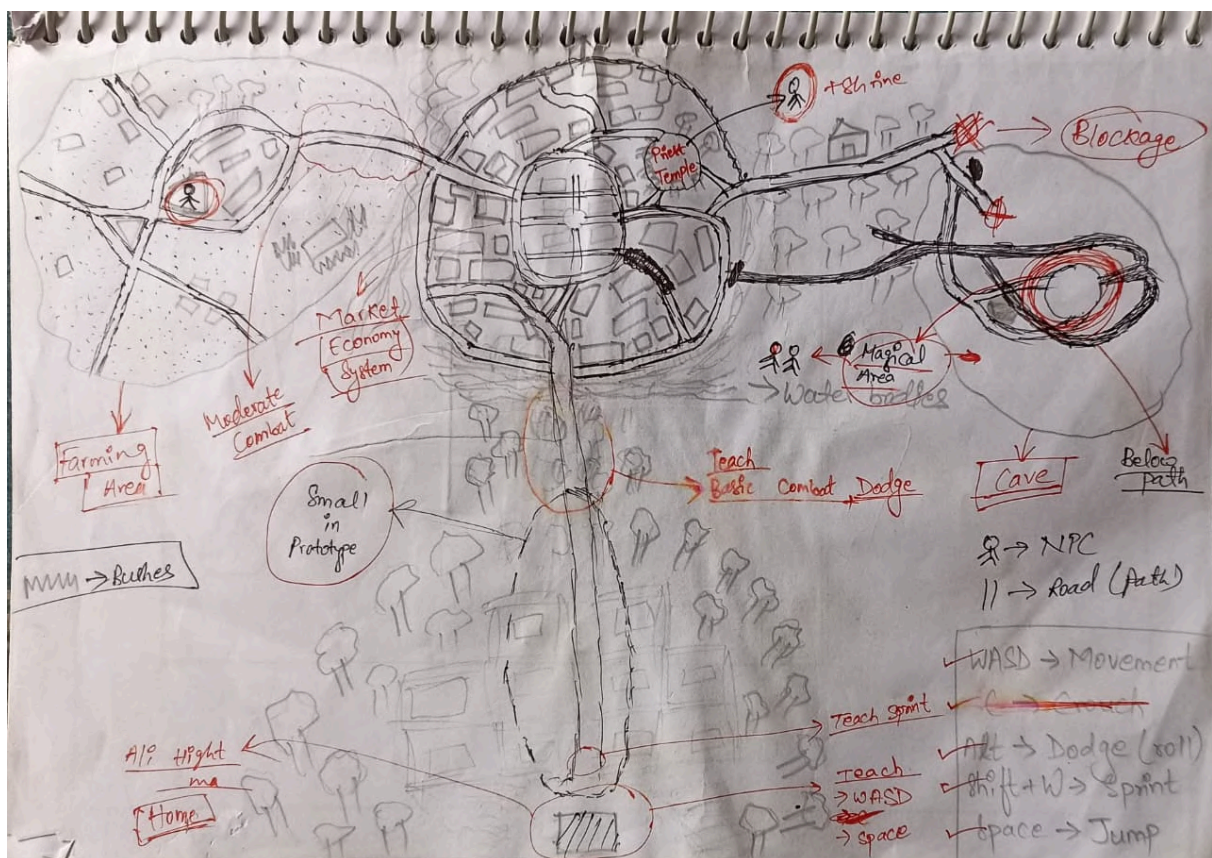
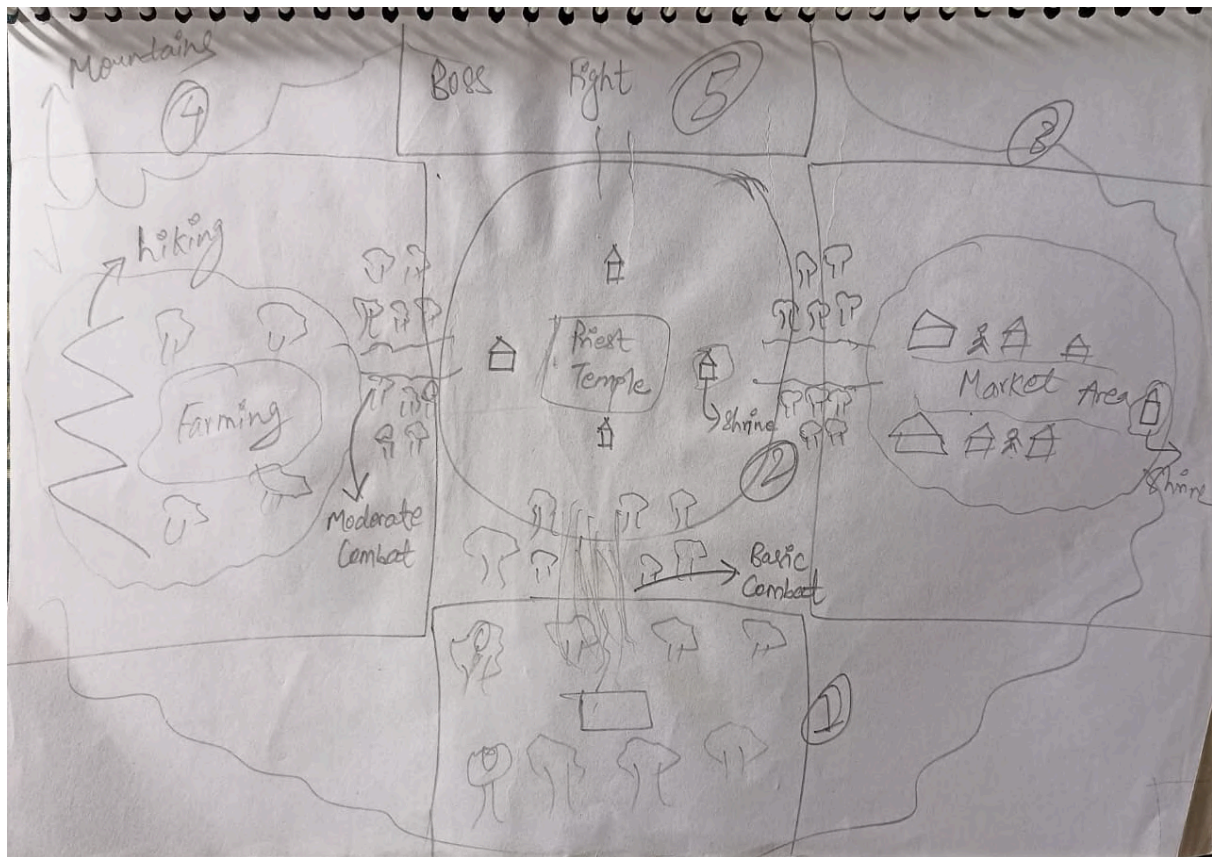
This game began with simple sketches, paper layouts, and rough charm-system diagrams. Early prototypes focused on testing movement flow, encounter placement, and how the charm system could support different

playstyles. Each idea was quickly sketched, tested, adjusted, or discarded based on feel and clarity.

Through small iterations — from combat pacing to level readability to how players earn and use charms — the core fantasy became clearer. These early explorations helped shape the final level structure, encounter flow, and the dual-slot charm system that defines the prototype today.

Level:







Flow:

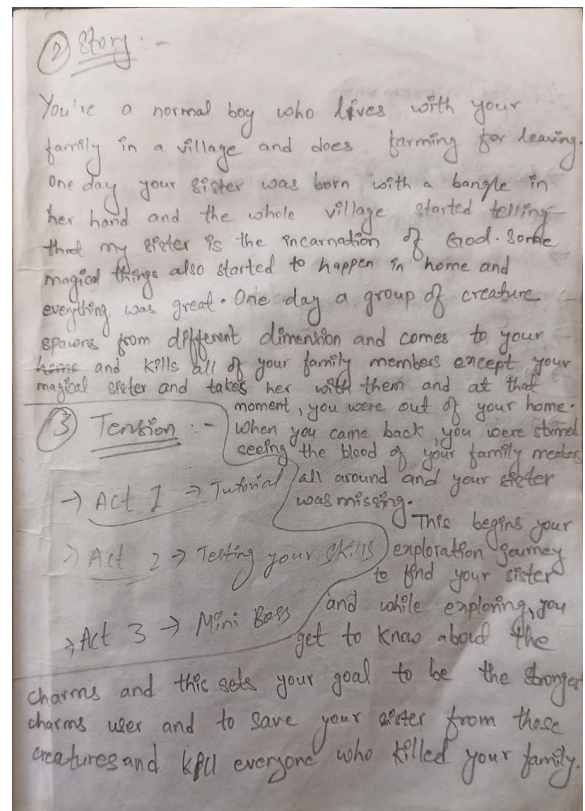
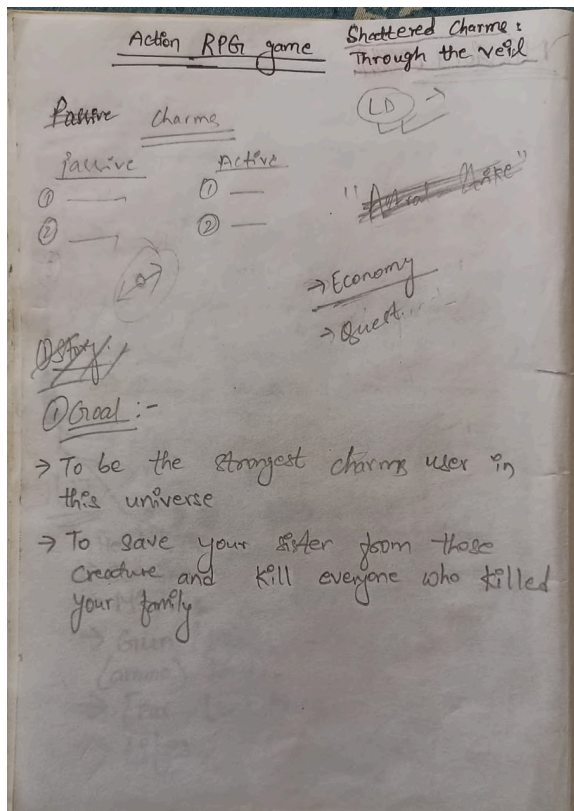
Flow

- Prologue
- Grabs a katana which was in his home
- While exploration, the player finds a temple having priest.
- The priest asks what happened to the player and after asking many times, the player tells what had happened.
- Then priest explains about charms. What it is and what is its power, after the fusion also about passive & active charm
- Player finds his 1st passive charm in a shrine → Go to shrine for upgrade
- Small combat (teaches how to use sword + applying charm on the sword)
- Finds 1st active charm from an NPC
- Can use one charm
- Finds 2nd passive charm after completing a quest by an NPC
- Combine 1st & 2nd passive charm, upgrade sword and use the combined charm
- 2nd combat
- Get 2nd active charm by defeating an NPC in a board game → 1st boss fight

Flow

- Village
- Basic combat while moving towards Priest's Temple
- Priest's Temple
 - ↳ Receive 1st passive charm from priest
- Go to shrine
 - ↳ Sword upgrades to 1
- Move forward
- Encounter 2nd NPC
 - ↳ Take quest and complete it
 - ↳ Complete the quest
 - ↳ Receive 1st Active charm as reward
- Go to small shrine nearby
 - ↳ Sword upgrades to 2
- Combine Active and passive charm to get 1st fused charm
- Take 2nd Passive charm by talking with one NPC and get details about the enemy
- Move forward
- Moderate combat while travelling
- Defeat an NPC in a board game to receive 2nd active charm
- Combine → 2nd Fused charm
- Boss Fight (Hard Combat)

Goal, Story, Tension:



Charms:

Charms

① Passive Charms:-

→ Veil Harmony:-

↳ Reduces incoming damage

✓ → Shatter Pulse:-

↳ Increases resource drop rate from enemies + heals player

② Active Charms:-

✓ → Veil Burst:-

↳ Triggers a small pulse all around the player and deals damage to all the enemies if they're within that region

→ Shatter Strike:-

↳ Increases the next melee attack by 50%

Economy Design:

Economy design

- Gets ^{coins} after defeating enemies and
that coins will be used to
upgrade weapon
- 80 coins → For 1st upgrade
- 130 coins → For 2nd upgrade
- coins can be collecting by farming
and selling crops, completing quests
etc.

Upgrade, Player Stats, Mechanics:

Upgrade

- can only be done inside shrines
- 1st upgrade → From the shrine
- 2nd upgrade → From another shrine

Player Stats

- Health
- Stamina
- Mana
- Damage

Mechanics

- 4 single-single charms
- 2 combined charms
- Sword upgrade
- Enemy AI using Melee
 - Wave 1
 - Wave 2
- Using/Applying charm on the sword
- NPC + quest
- Mini boss → Economy system
- Mini board game

Boss Design:

Boss Design

→ Boss also uses a fused charm, and a passive charm

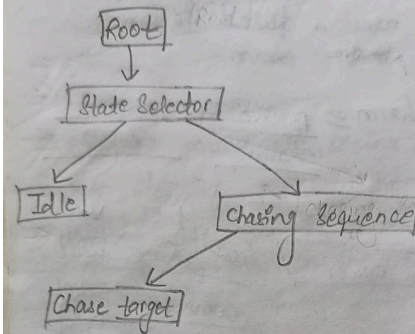
→ Fused charm \Rightarrow passive + Active
charm

Teleportation power

Cosmic Rays will come out while slashing and if the rays hit player, it damages it

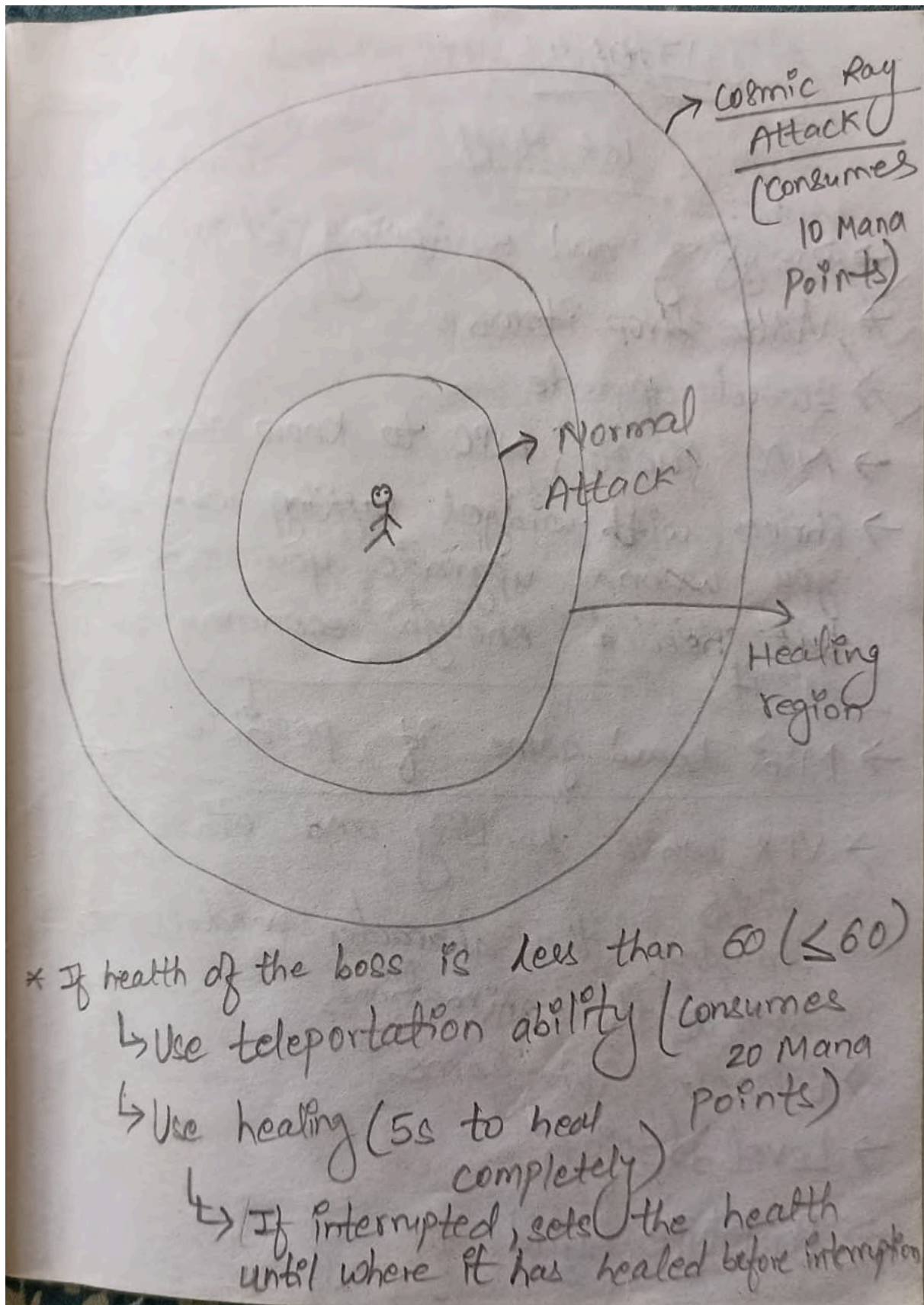
→ Passive charm \Rightarrow Heals player

Boss AI binary Tree



Cosmic ray
Healing

Teleporter



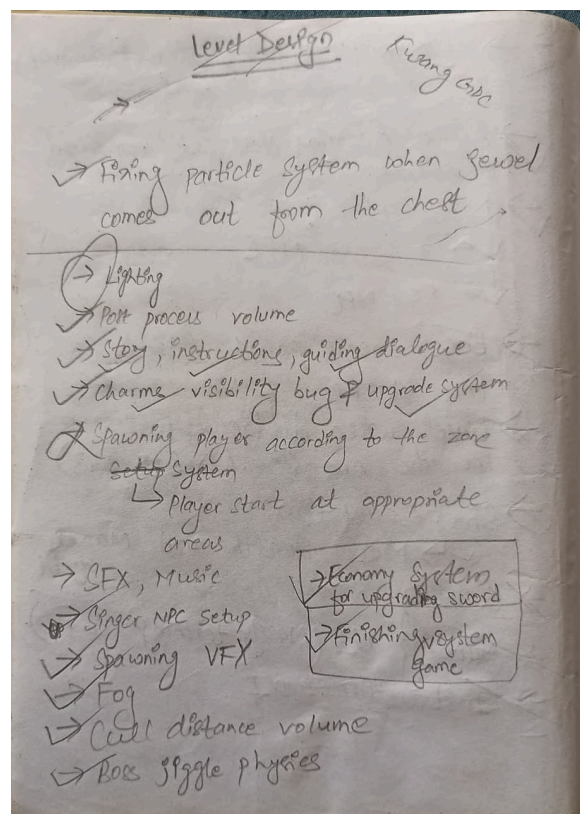
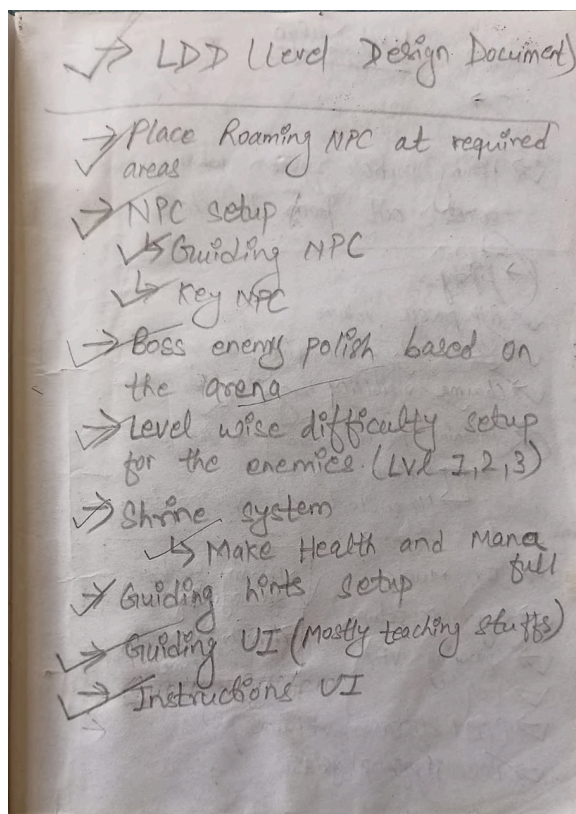
Handling remaining works (Tracking):

- Fixing health system
 - ↳ Going above 100
 - ↳ Not going less than 80, 90
- Charm menu system
- Charm menu UI, seeing details of the charm
- Upgrading the sword (with economy)
- Charm powers on the sword
- NPC + Quest
- Mini boss
- Mini board game
- Normal Attack (doesn't consume Mana)
- charm Attack (Consumes Mana)

- 17 Oct
- let stuff
- ✓ Dragging and equipping charms
 - ✓ Visible drop items
 - ✓ Sword upgrade
 - NPC quest, NPC to know story
 - Shines with widget asking whether you wanna upgrade your sword but needed enough economy to do it
 - Mini board game if possible
 - VFX while healing and other stuff
 - changing the character models as well as the animations
 - Balancing the game
 - Level Design
 - Prototype build

- While hovering or clicking the charm a details will be shown regarding the charm
- Skill tree (if possible)

- ✓ LD Polishing
- ✓ Changing character models
- ✓ Chest system
 - Can't use charm power without upgrade system
- ✓ Spawning enemy based on trigger box
- ✓ Locking system
- ✓ Loot drop VFX
- ✓ NPC
 - Charm Combining system (or in story)
 - POIs (Point of Interests)
- ✓ Polishing combat
- ✓ AI enemy Polishing
- Boss jiggle physics
- ✓ Quest system



→ Locking widget
→ Camera shake

→ SFX, Music
→ Finger NPC Setup

→ Lighting

→ Locking widget bug

→ camera shake

→ Shatter pulse
check

→ Bug fixes

→ texture res reduce

→ Optimization

→ build

Dancer (100)

①

↓ 100
150

25

②

125 125

180

↓

Controller controls

132.5
6.5
3

0.25 11