

Myco: Keeper of the Light Game Design Document

**Version 1.2
May 9, 2023**

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**GAME 469/470: Game Development Project I & II
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Summary

Myco, a Lightkeeper, must battle against imposing corruptive forces in this adventure and turn-based RPG. Set in the fantasy forest, Lumenwald, you will guide Myco through battles to keep their town safe from the encroaching corruption.

Introduction

Enter the world of Myco, a Lightkeeper who must battle against an imposing corruptive force that threatens to overtake the forest of Lumenwald.

Myco must use their healing abilities to protect their companions from the damaging effects of the plagues spread by their enemies.

The negative consequences of this spreading corruption will affect not only the player's party, but the environment and the NPCs who populate it as well.

A dynamic combat system featuring the player's party members *blossoming* new abilities during their combat action through a weighted algorithmic methodology that will make for an emergent character development system with enormous replay value.

Assemble your party and watch them grow together as they become beacons of light that will battle against the darkness and purge their woodland home of a corruption that seeks to destroy them all.

Background Story

Lumenwald is a bright light in a dark forest, where the unseen lurks within the encroaching shadows on all sides. The Lightkeepers of Lumenwald protect the Heart of the Woods, tending the Lightstalks that keep the woodland inhabitants safe from the darkness.

Myco, one of Lumenwald's fungusfolk, spends their days vigilantly maintaining the forest's protective light. One night, Myco finds Lumenwald's light fading, the Lightstalks on the village's periphery going dim.

With the help of a diverse cast of friends and forest dwellers, Myco must investigate this waning of the light and protect the Heart of the Woods from a mysterious, corrupting threat lurking just out of sight...

Gameplay

Gameplay will be focused around adventure through Lumenwald, where the player will learn about the corruption and the path to hold back the corruption of their town. Through turn-based combat players will defeat various corrupted enemies, *Blossom* new abilities as they level up, and have a chance for party members to combine attacks for increased damage.

Features

- Gather a diverse team of forest dwelling companions to aid Myco in their quest in classic RPG style. Each character has their own specialties when it comes to combat and narrative focused dialogue will exhibit engrossing character arcs. This combination will accentuate the game's replay value.
- Explore the forest environment of Lumenwald. The deep wooded paths that Myco must explore will be populated with obstacles, adding to the mysterious nature of a fantasy forest setting. Navigate Forest pathways and use problem solving skills to find the way forward through a vivid, yet challenging world.
- Unlock the power of Myco and their companions with a combat system that allows them to discover new abilities in the midst of battle. By fulfilling conditions and being awarded *Blossom*, a weighted and scaled fortune roll that will provide players with varying outcomes through subsequent playthroughs as well as react to the combat decisions made in battle.
- Look for characters to master abilities that will allow them to act in tandem with fellow party members as they battle together and develop chemistry with one another.

Experimental Features

New abilities will be handled as a random outcome. The randomness will be weighted towards the favor of the tree it has started, but could spread out to new areas randomly.

Objective/Goals

With the corruption spreading throughout Lumenwald, each section will require Myco to journey through and defeat the enemies that are occupying it. Once the boss of each section is defeated, Myco will relight the Lightstalks in each one, purging that area of the corruption.

Gameplay Elements

Rotating cast of playable characters

The player will be able to use a menu interface to manage their party by choosing which of the recruited characters will be active. There will be a larger pool of potential party members than

there are slots available in the active party for combat purposes which allows player agency over party makeup and development.

Exploration of a scenic and interactive environment

There will be two primary scenes in the game: overworld and combat. In the overworld scene, the player will navigate a 3D town and dungeon environments with a forced perspective camera. In town scenes, they will be able to interact with NPCs to progress the story. In dungeons, they will encounter enemies randomly and will solve environmental puzzles to open additional paths. Encountering enemies will start a combat.

Evolving scenery based on player's progress

Successfully "purged" sections of the forest will be cleared of environmental assets that represent corruption and instead use the textures that are used in the healthy environments. Warmer lighting and/or filters and music changes will very clearly demonstrate this transformation as well.

Story driven dialogue for narrative development

Players will interact with NPCs in town scenes to be given additional story beats and context. The dialogue will not include player choices. Party members will also provide story depth and direction to the player through dialogue and cutscenes.

Classic turn-based RPG combat with a dynamic ability system

The combat will be a tried and true turn based system where the player queues up actions for each party member and then the round is resolved automatically with each enemy taking their own action. The order of combat will be determined by a combination of the character's speed and the specific ability used. Each player action will be chosen from a pool of abilities that grows over the course of the game. Character's will have one animation representing their actions during combat, particle effects will differentiate between the different attacks.

Rich ability trees

All abilities will exist in one of several ability trees focused around a single theme such as fire magic. Each recruitable character will start with a handful of different abilities in different ability trees. As those characters use abilities in combat, they will have a chance to spontaneously use a new ability instead, usually from the same tree as the triggering ability. Abilities unlocked in this manner will then be permanently available for use.

Controls

Movement: WASD. No movement in the turn based combat areas

Interact/Select: E

Progress: R

Menu Button: TAB

Battle UI: Left Click

Art Specifications

The inspiration for the world of Lumenwald draws from elements of classic fantasy forests, as well as the more fantastic aspects of our real, natural world. The glow of firefly lanterns and bioluminescence inform the brighter side of our color spectrum, while the rich, dark greens and browns of the deep woods, along with the dim reds and blacks that represent shadow and rot populate the opposite end.



Soft palette vs eerie color palette contrast:



Examples





MYCO: KEEPER OF THE LIGHT

Characters


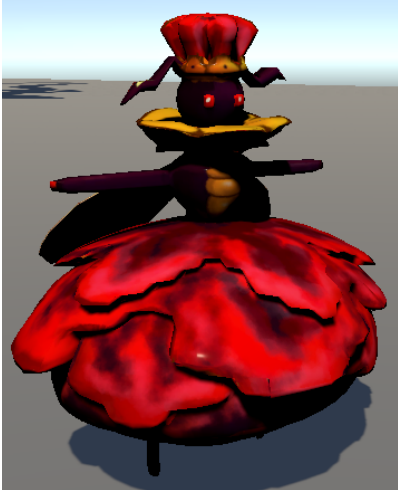




	<h1>Myco</h1>														
	<p>A young shroomfolk lightkeeper who lives a quiet life in Lumenwald. They spend their days walking through the forests and tending to the Lightstalks that serve as beacons of light and refuge. It has been an age since the Lightstalks have gone out, so Myco's tasks rarely require little more than housekeeping in between their walks and inspections. Ever ambitious and optimistic, Myco dreams of adventure and the chance to put their abilities to the test. When the Lightstalks begin to wane and a creeping darkness shows itself in Lumenwald, Myco may find a greater and more dire adventure than they bargained for awaiting them.</p>														
<p>Ability Type:</p>	<p>Luminescence</p>														
<p>Weapon:</p>	<p>Bell</p>														
<p>Main Abilities:</p>	<p>Strike Tone Resonance Restore Spore Hyphae Net</p>														
<p>Starting Stats:</p>	<table> <tr> <td>Strength</td> <td>8</td> </tr> <tr> <td>Dexterity</td> <td>10</td> </tr> <tr> <td>Intelligence</td> <td>12</td> </tr> <tr> <td>Willpower</td> <td>10</td> </tr> <tr> <td>Vitality</td> <td>12</td> </tr> <tr> <td>Fortitude</td> <td>12</td> </tr> <tr> <td>HP</td> <td>300</td> </tr> </table>	Strength	8	Dexterity	10	Intelligence	12	Willpower	10	Vitality	12	Fortitude	12	HP	300
Strength	8														
Dexterity	10														
Intelligence	12														
Willpower	10														
Vitality	12														
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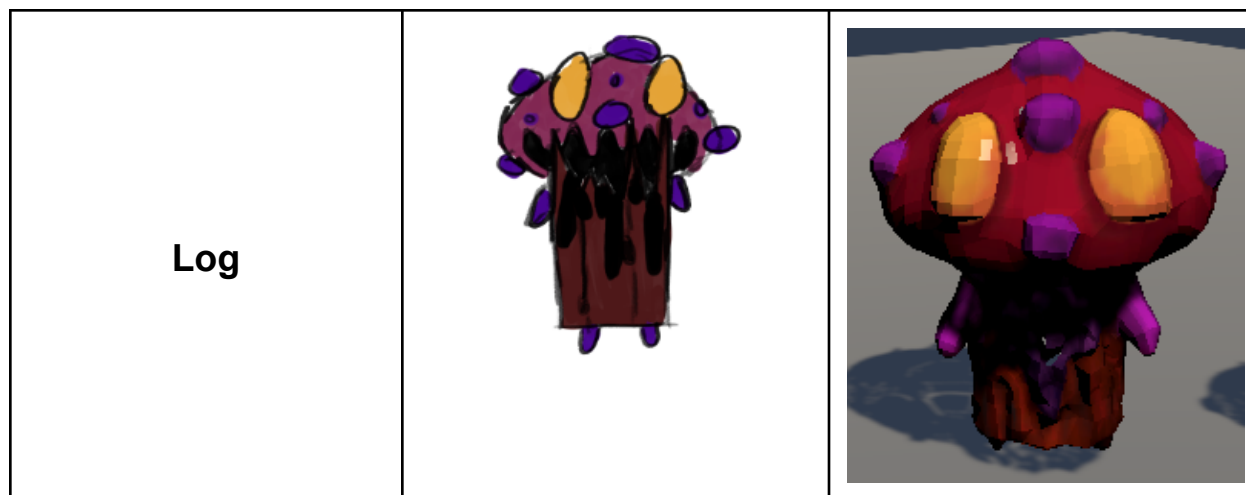
	<h2>Thysa</h2>														
	<p>A sharp witted fencermoth who uses their speed and intelligence to carve up enemies on the battlefield. She meets Myco shortly after discovering the corruption spreading through the forest and together they seek a way to restore Lumenwald to its proper state. Myco and the others rely upon Thysa's wisdom and logic in the face of adversity, not to mention the occasional clever jest to keep everyone's spirits up.</p>														
<p>Ability Type:</p>	<p>Soul</p>														
<p>Weapon:</p>	<p>Rapier</p>														
<p>Main Abilities:</p>	<p>Riposte Soul Saber Phototaxis Soul Dance</p>														
<p>Starting Stats:</p>	<table> <tr> <td>Strength</td> <td>10</td> </tr> <tr> <td>Dexterity</td> <td>15</td> </tr> <tr> <td>Intelligence</td> <td>10</td> </tr> <tr> <td>Willpower</td> <td>13</td> </tr> <tr> <td>Vitality</td> <td>12</td> </tr> <tr> <td>Fortitude</td> <td>10</td> </tr> <tr> <td>HP</td> <td>275</td> </tr> </table>	Strength	10	Dexterity	15	Intelligence	10	Willpower	13	Vitality	12	Fortitude	10	HP	275
Strength	10														
Dexterity	15														
Intelligence	10														
Willpower	13														
Vitality	12														
Fortitude	10														
HP	275														

	<h2>Condy</h2>														
	<p>A grumpy moleminer who prefers to pass the time with his nose in the dirt. Though he has been commissioned to clear stones for root growth and gardens, he much prefers to search for gems and fossils with his trusty shovel. After finding himself surrounded by the menacing creatures spawned by the corruption, Myco and Thysa come to his rescue. He begrudgingly joins them in their quest, offering both his useful terraforming abilities and the occasional bout of grumbling.</p>														
<p>Ability Type:</p>	<p>Terra</p>														
<p>Weapon:</p>	<p>Shovel</p>														
<p>Main Abilities:</p>	<p>Spade Spear Quarry Break Mineral Mail Tremors</p>														
<p>Starting Stats:</p>	<table> <tr> <td>Strength</td> <td>12</td> </tr> <tr> <td>Dexterity</td> <td>10</td> </tr> <tr> <td>Intelligence</td> <td>10</td> </tr> <tr> <td>Willpower</td> <td>12</td> </tr> <tr> <td>Vitality</td> <td>14</td> </tr> <tr> <td>Fortitude</td> <td>15</td> </tr> <tr> <td>HP</td> <td>375</td> </tr> </table>	Strength	12	Dexterity	10	Intelligence	10	Willpower	12	Vitality	14	Fortitude	15	HP	375
Strength	12														
Dexterity	10														
Intelligence	10														
Willpower	12														
Vitality	14														
Fortitude	15														
HP	375														

	<h2>Lago</h2>														
	<p>A Knight of the Cultus Arborum, Lago wields his flaming sword in defense of Lumenwald and its inhabitants. With an air of chivalry and poise he is a stalwart addition to Myco's quest.</p>														
<p>Ability Type:</p>	<p>Flame</p>														
<p>Weapon:</p>	<p>Great Sword</p>														
<p>Main Abilities:</p>	<p>Ember Rend Ignis Ensis Krumphau Arbor Rampart</p>														
<p>Starting Stats:</p>	<table> <tr> <td>Strength</td> <td>15</td> </tr> <tr> <td>Dexterity</td> <td>12</td> </tr> <tr> <td>Intelligence</td> <td>8</td> </tr> <tr> <td>Willpower</td> <td>10</td> </tr> <tr> <td>Vitality</td> <td>12</td> </tr> <tr> <td>Fortitude</td> <td>12</td> </tr> <tr> <td>HP</td> <td>350</td> </tr> </table>	Strength	15	Dexterity	12	Intelligence	8	Willpower	10	Vitality	12	Fortitude	12	HP	350
Strength	15														
Dexterity	12														
Intelligence	8														
Willpower	10														
Vitality	12														
Fortitude	12														
HP	350														

Enemies

<p>Lycora (boss)</p>	 A 2D illustration of the Lycora boss. It is a large, red, multi-layered, flower-like creature with a central black and yellow body. It has a small red head with two eyes and a crown-like structure. It has long, thin legs and a pair of white wings with black spots. A small inset image shows a smaller version of the creature.	 A 3D render of the Lycora boss. It is a large, red, multi-layered, flower-like creature with a central black and yellow body. It has a small red head with two eyes and a crown-like structure. It has long, thin legs and a pair of white wings with black spots. The render is set against a simple grey ground and blue sky background.
<p>Jester Frog</p>	 A 2D illustration of the Jester Frog. It is a purple frog with a large, pink, ruffled collar. It has a green hat with three purple spheres on top. It has yellow eyes and a small mouth.	 A 3D render of the Jester Frog. It is a purple frog with a large, pink, ruffled collar. It has a green hat with three purple spheres on top. It has yellow eyes and a small mouth. The render is set against a simple grey ground and blue sky background.
<p>Rot Mushroom</p>	 A 2D illustration of the Rot Mushroom. It is a purple mushroom with a large, yellow, circular head. It has a green stem with a small red mouth. It has green, vine-like appendages extending from its base.	 A 3D render of the Rot Mushroom. It is a purple mushroom with a large, yellow, circular head. It has a green stem with a small red mouth. It has green, vine-like appendages extending from its base. The render is set against a simple grey ground and blue sky background.



UI Concepts & Sample Dialogue



Audio Specifications

The soundtrack and audio will draw further from the fantasy forest setting. The following audio samples provide a cross section of what can be expected from a soundtrack in this setting. One is hopeful and compelling, the use of the classical guitar's nylon strings evoking the music of minstrels from somewhere in the distant past. The steady pacing of the song meshes well with RPG style exploratory area navigation. The other music sample uses a building, droning synthesizer that evokes the feeling of something sinister looming nearby. The track also features chirping noises which can universally be recognized as the sounds of a forest at night. Properly

assigning music and sounds in the right places will add far more weight to the game's theme of light vs. dark

Example Theme: [dark-forest.mp3](#) [ForestWalk-320bit.mp3](#)

- Menu sounds- selection/deselection
- Fights-vfx noises/magic, new ability unlocked,
- Walk, ambient noise, doors, foliage, npc characters

Team

Name Redacted	Focus: Programming: Environment and Gameplay Other contributions: Tools for Designers, Controller Support
Name Redacted	Focus: Concept Art/Character Design/Character Modeling/Rigging Other contributions: Animations/Texturing
Name Redacted	Focus: Narrative/World-building/Character and Environmental Art Other contributions: Dialogue, Level Design
Name Redacted	Focus: UI Design / FX Artist (for attacks) Other: Concept Character Designer, Level Design
Nicholas Silva	Focus: Project Management/AI and Enemy Programming Other contributions: Dev Logs/Production Blog/Itch.io
Name Redacted	Focus: Systems and Gameplay Programming and Source Control Other contributions: Dev Logs

Timeline

Milestone Date	Goal
Milestone #1 - 10/13/22	<p>Programming: Initial player controller, scene transitions, and begin battle system</p> <p>Art: Begin level layout for the hub area, begin character art and rigging, work on character stories and narrative</p>
Milestone #2 - 10/27/22	<p>Programming: Continue battle system development, incorporate enemy AI into the battle system, begin dialog system</p> <p>Art: Begin importing art assets, level lighting,</p> <p>Design: Build ability trees</p>
Milestone #3 - 11/10/22	<p>Programming: Dialog system for NPCs, Random PROC of new abilities, debuffs for characters who have died.</p> <p>Art: Populate and clutter the world, lighting FX, Sound FX/Music, Enemy art,</p>
Milestone #3.5 Thanksgiving (No class)	<p>All: Bug fixing/playtesting</p>
Milestone #4 - 12/8/22 (With Shady Grove)	<p>Programming: Saving, UI/UX Logic,</p> <p>Art: Menus, character animations and art, particle FX for fights,</p> <p>General: Game should be playable from beginning through first main area and dungeon(s)</p>
<p>Semester 2 Milestone #1 - 2/21/2023</p>	<p>Develop next playable area/expansion of main area</p> <p>Programming: Code side of particle effects and animations, main menu functionality, camera fixes, reveal camera animation, narrative camera, combat front end tweaks, and wire frame of pause menu</p> <p>Art: Thyra modeled & rigged, log enemy finished with anim, start Sir Calabaza model, plan environment assets</p> <p>Narrative: Begin to implement story narrative</p> <p>Design: Reframe main level to better fit the scale, implement animations onto main characters, continue cluttering the levels including "corruption", tuning combat algorithms, and begin implementing shaders/particle effects.</p> <p>Misc: Fix Unity file directory organization</p>
<p>Semester 2 Milestone #2 - 3/7/2023</p>	<p>Control remapping Introduce new NPCs</p> <p>Programming: Implement quitting and saving on the pause menu, implement existing flag system for puzzles and other systems</p>

	<p>Art: Sir Calabaza model finished, Quercus model, NPCS, environmental assets- houses, environment clutter</p> <p>Narrative: Continue adding and tuning the narrative.</p> <p>Design: Begin adding narrative and enemies, flesh out stats on enemies, continue building level branches,</p>
Semester 2 Milestone #3 - 3/28/2023	<p>Polish all aspects, Playtest,</p> <p>Programming: Scene changes for different zones and create systems for the environments to have different effects based on the flags</p> <p>Art: Textures, all characters rigged and animated, environment clutter</p> <p>Narrative: Make changes based on playtest feedback</p> <p>Design: Complete all branches, ensure all main areas have visual “weenies” and are cluttered to feel more real, add in random encounters in exploration areas.</p>
Semester 2 Milestone #4 - 4/18/2023	<p>Programming: Finalizing UI and final tweaks to under the hood systems</p> <p>Art: textures, textures, textures</p> <p>Narrative: Polish narrative for the final build</p> <p>Design: Final adjustments for damage values and other stats, final tweaks to overall level design and aesthetics.</p>
Final Submission	Breathe...

Market Analysis

Indie RPGs like Ikenfell and Cosmic Star Heroine both proved financially viable with Ikenfell selling roughly 25,000 units according to vginsights.com and Cosmic Star Heroine drew in almost \$133,000 on Kickstarter. Sea of Stars, a fairly similar game, raised over \$1.25 million dollars on Kickstarter but has not been released yet.

Story driven RPGs have been a core element of the gaming world, even before the digital age. There is a long standing demand for the escapist fantasy worlds brought to life by this genre. This game willingly adds itself to an already massive library of its predecessors, but seeks to bring new life with distinct combat development, fresh world building, and a conflict that manifests itself in the player's experience.

Our contemporary gaming world is brimming with nostalgia, with more and more retro themed entries popping up every day. As the pixelated MetroidVanias pile up on the shelf, Myco: Keeper of the Light looks forward to a new generation of nostalgia, the polygon era of the early 90s that so shaped much of our young gaming lives.