

Team Onion 🍷 proudly presents...

# Soulbound Escape:

A Hunter's Redemption



# Narrative

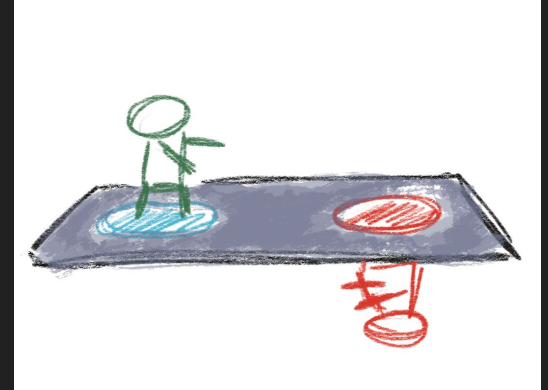


# Core Idea

- Single-player hack-and-slay
- World divided in two parts: overworld and underworld
- Escape this world by fighting through enemies and finding an exit

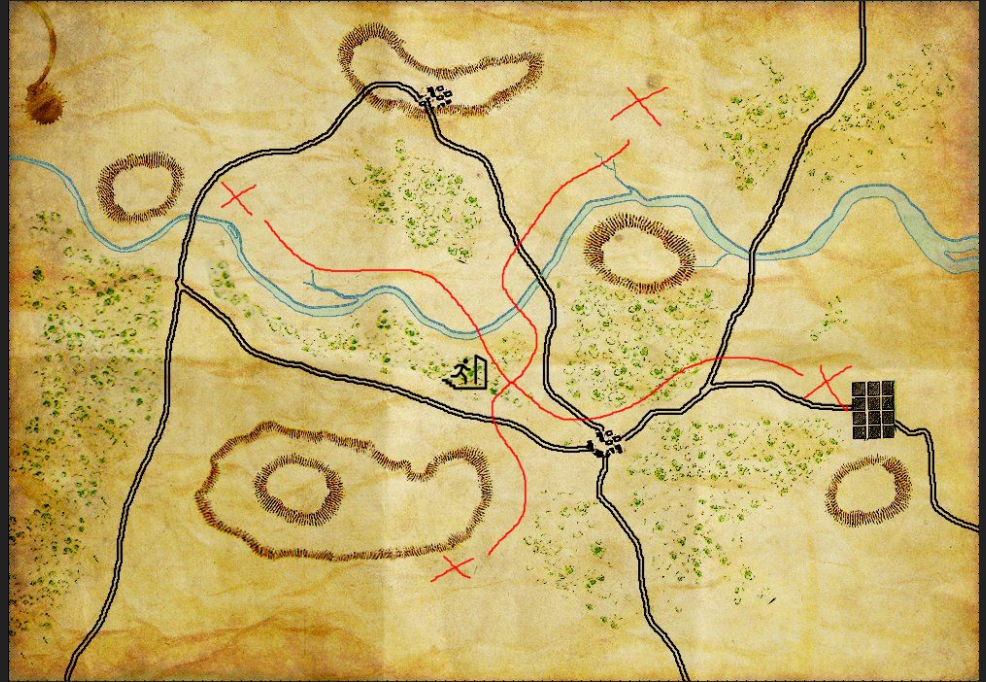


- Character is present (and vulnerable) in both worlds
- Player controls only one side of the character at a time
- Enemies are mostly only vulnerable in one of the worlds
  - player can flip the world and swap control to the other player half



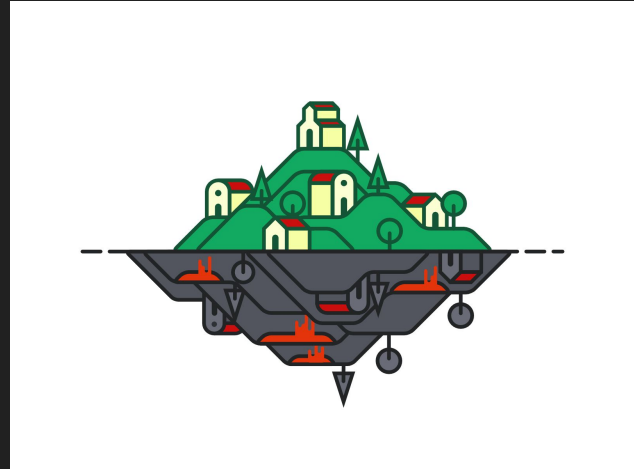
# Goal

- player needs to find an exit to escape
- interactables around the map
- activating all interactables will open a portal
- if the player dies on either side of the worlds, they lose



# Thematic

- Upside and Downside of the whole world
  - Overworld and Underworld theme
- Flipping the world up and down



# MoodBoard

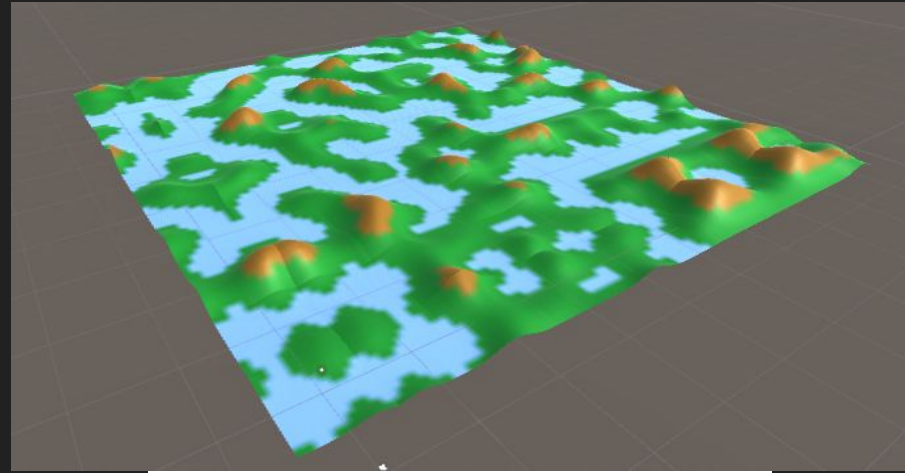


# Technical Achievement

- procedural map generation
- balancing randomness of the map with difficulty
  - enemies, interactables, environment
- both worlds are at core mirror versions of each other

This will ensure

- replayability
- randomness factor for every playthrough
- maintaining difficulty



# Big Idea Bullseye





# Development Schedule

## Functional Minimum

- Simple map
- Isometric camera view
- Player controls
- Basic combat system
- Basic enemies

## Low Target

- World flip mechanic
- Simple map generation

## Desired Target

- Procedural map generation
- Interactables
- Animations
- SFX

## High Target

- Boss enemy
- More enemy types
- Adaptive difficulty
- Complex interactables
- Audio

## Extras

- More complex combat system: ranged combat, spells
- Different triggers for world flipping
- Infinite progression through levels -> rogue-like elements

TASK	PROGRESS	RESPONSIBLE	Planned	Actual
<b>Milestone 0</b>				
Brainstorming	100%	Team	10	10
Idea Refinement	100%	Team	10	10
Slides	100%	Team	4	4
<b>Milestone 1</b>				
Feedback	100%	Team	6	6
Re-Brainstorm	100%	Team	1	1
Rerefinement	100%	Team	3	3
Slides and Report	100%	Team	8	8
<b>Milestone 2 - Prototype</b>				
Re-re-iteration	0%	Team	3	
Material Collection	0%	Team	3	
Sketching	0%	Team	4	
Slides and Report	0%	Team	4	
<b>Milestone 3 - Interim Report</b>				
Player/Enemy Logic	0%	Arda, Lukas	8	
Combat Mechanics	0%	Maria	16	
Flipping Mechanics	0%	Lukas	10	
Environment Design	0%	Arda	8	
Slides and Report	0%	Team	4	

<b>Milestone 4 - Alpha Release</b>				
Character Designs	0%	Arda	4	
Storyline Refinement	0%	Lukas	4	
Procedural Map/Enemy Generation	0%	Lukas, Maria	16	
Interactables Creation	0%	Maria	8	
Animations	0%	Maria, Arda	4	
SFX	0%	Lukas	8	
Mechanics Refinement	0%	Team	16	
Slides and Report	0%	Team	4	
<b>Milestone 5 - Playtesting</b>				
Audio / SFX	0%	Lukas	6	
Playtesting	0%	Team	16	
Bug Fixing	0%	Team	10	
Provide updates	0%	Team	8	
Slides and Report	0%	Team	4	
<b>Milestone 6 - Final Release and Conclusion</b>				
Monitor progress	0%	Team	4	
Trailer Creation	0%	Team	4	
Progress Evaluation	0%	Team	4	
Game Polishing	0%	Team	12	
Slides and Report	0%	Team	4	

ask.

