

Wicked ARCANA

GAME DESIGN DOCUMENT

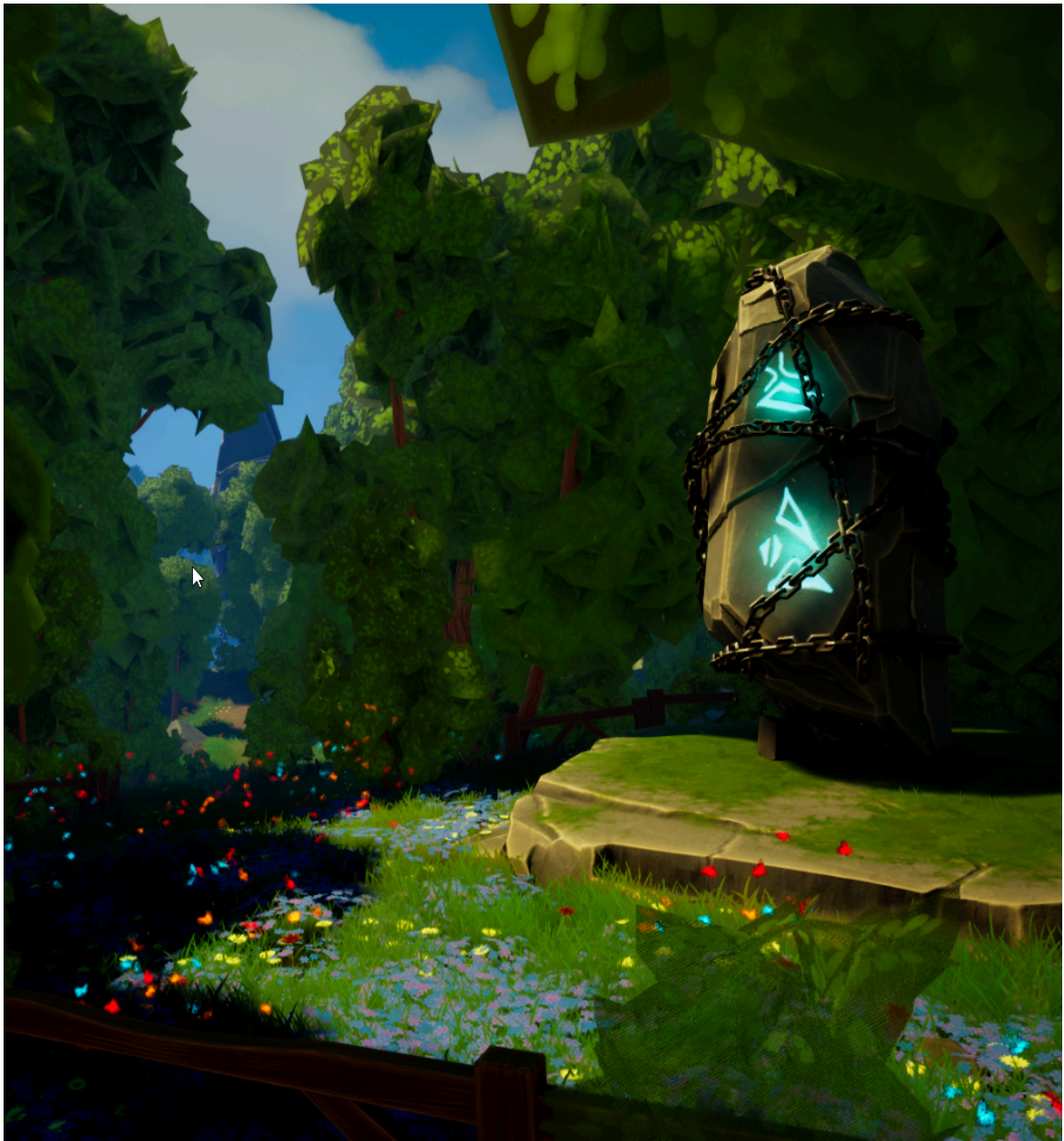


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High Concept

"Wicked Arcana" merges action and arcane mystery, inviting players to wield ancient runes in a world filled with magic and mystery. This game melds the fluid melee combat of "Kingdom Hearts 2" with an evolving ranged magic system reminiscent of "Ratchet and Clank," offering a fresh take on the action RPG genre.

The game's standout feature is its gameplay mechanics. Engaging melee battles and a rune-based magic system for ranged attacks are central to the experience. Spells grow in power with use, enriching both combat and exploration. This magic system is seamlessly integrated into the game's environmental puzzles and exploration, creating a dynamic and cohesive gameplay experience.

"Wicked Arcana" crafts a narrative that, while universal in its themes, is unique in its storytelling. This allows the creation of a world that reflects the grandeur of ancient myths but is articulated through a distinct, imaginative blend of styles, offering a fresh perspective on mythological storytelling.

Artistic innovation is a cornerstone of "Wicked Arcana." The game is envisioned to showcase a unique stylized aesthetic, combining imaginative artistry with the technological prowess of Unreal Engine 5.3.2. This approach aims to create visually stunning and artistically distinctive environments and characters, setting "Wicked Arcana" apart in the realm of visually captivating games.

In "Wicked Arcana," every battle, spell, and story element is meticulously crafted, offering a journey through a world where myth and magic converge. Players will embark on an adventure filled with awe-inspiring landscapes, enigmatic runes, and a narrative that captures the essence of mythological epics.

Player Hook

Step into the mystical world of 'Wicked Arcana, where ancient runes unlock powerful magic and hidden truths. In this stylized action RPG, blend the art of melee combat with the mystique of rune-based spells to unravel a story inspired by mythological lore. Embrace the challenge of mastering diverse combat techniques, explore enchanting environments brimming with secrets, and embark on a quest that transcends the boundaries of traditional mythology. With every rune collected, and every puzzle solved, uncover a narrative woven with the threads of legends, reimagined in a world where magic is not just a tool, but a gateway to discovering your true potential. Wicked Arcana is not just a game—it's a journey into a realm where your actions shape the legacy of myths.

Game Vision

Game Pillars

1. Integrative Rune-Based Magic System

Central to "Wicked Arcana" is its innovative rune magic system, where runes are not only used for combat but also serve as keys for exploration and puzzle-solving. This system interweaves gameplay with lore, enriching both combat and environmental interaction.

2. Deep and Engaging Combat

The game melds intuitive melee combat with strategic magic use, providing a dynamic combat experience. It rewards skill and strategic planning, with players having to balance physical attacks and magical abilities.

3. Rich Narrative

"Wicked Arcana" presents a unique story that's universal yet distinctive in its storytelling. This narrative depth encourages exploration and discovery, immersing players in a world where their actions resonate with mythological grandeur.

4. Stylized Artistic Vision

The game showcases a unique, stylized aesthetic, combining fantasy elements with a mystical quality. This artistic direction sets "Wicked Arcana" apart, creating visually captivating environments and characters that enhance the magical and mythical atmosphere.

5. Interactive and Responsive World

The game world responds dynamically to player actions, making decisions and victories feel impactful. Environmental design plays a significant role, with puzzles and obstacles requiring player ingenuity.

6. Player Choice and Customization

Emphasizing player agency, "Wicked Arcana" allows for significant character progression and customization. Players can tailor their abilities and playstyle, especially in the growth and evolution of their magical powers.

7. Seamless Integration of Gameplay Elements

Combat, exploration, and puzzle-solving are seamlessly integrated, ensuring a cohesive gameplay experience. Each element complements the others, creating a balanced and immersive game.

8. Accessibility and Inclusivity

The game is designed to be accessible and enjoyable for a wide audience, including various difficulty settings and inclusive design considerations. This pillar ensures that "Wicked Arcana" can be experienced by all players, regardless of skill level.

Unique Selling Points

Rune-Based Magic System: A unique magic system where players use runes to cast spells, each with distinctive effects and upgrade paths, intertwining gameplay with rich lore.

Stylized Aesthetic: A visually unique and stylized art direction that brings a fresh perspective to the action RPG genre, blending inspiration from various sources to create a distinct and memorable world.

Innovative Combat Mechanics: A blend of intuitive melee combat and strategic magic use, offering a dynamic combat experience that rewards skill and strategic thinking.

Environmental Interaction and Puzzle Solving: The game's environments are not just backdrops but play a key role in gameplay, with puzzles and obstacles that require clever use of magic and combat skills to overcome.

Character Progression and Customization: Deep character progression systems that allow players to tailor their abilities and playstyle, with a focus on the growth and evolution of their magical powers.

Responsive World Design: A world that responds dynamically to player actions, making every decision and victory feel impactful and meaningful within the game's narrative and setting.

Accessibility and Inclusion: A commitment to making the game accessible and enjoyable to a wide audience, including various difficulty settings and inclusive design considerations.

Cross-Genre Appeal: The game appeals to fans of action RPGs, puzzle games, and narrative-driven adventures, offering a rich blend that caters to diverse gaming preferences.

Audience

"Wicked Arcana" is designed to captivate a diverse range of players, each drawn to different facets of its rich gaming experience:

Action RPG Enthusiasts: Gamers who revel in the thrill of real-time combat and intricate character progression will find "Wicked Arcana's" unique blend of melee and rune-based magic combat deeply engaging. The game's combat system is designed to be both intuitive and satisfying, offering depth for those who appreciate a challenge.

Mythology and Fantasy Fans: Players who are captivated by rich mythological stories and fantastical worlds will be drawn to the game's narrative, inspired by a tapestry of legends and lore. The game's setting and story are crafted to immerse players in a world that feels both ancient and timeless.

Puzzle-Solving and Exploration Aficionados: This group will appreciate the game's emphasis on exploration and environmental puzzles. The interactive world of "Wicked

Arcana" is filled with mysteries to uncover and obstacles that require clever use of abilities to navigate.

Stylized Art Appreciators: Players who value artistic creativity in games will be attracted to "Wicked Arcana's" unique visual style. The game's distinctive aesthetic blends various artistic influences to create a visually captivating and memorable experience.

Story-Driven Gamers: For those who seek games with compelling narratives, "Wicked Arcana" offers a rich storyline filled with intriguing characters, plot twists, and a world teeming with lore. The narrative is designed to be engaging and immersive, keeping players invested in the unfolding story.

Casual to Mid-Core Gamers: "Wicked Arcana" is accessible to casual gamers but also offers enough depth to satisfy mid-core players. The game features adjustable difficulty levels and intuitive mechanics, making it welcoming to a wide range of skill levels.

Genre

Primary Genre:

Action RPG (Role-Playing Game): "Wicked Arcana" primarily falls under the Action RPG genre. It features real-time combat, character progression, and a focus on player choice within a richly developed world. The game distinguishes itself in this genre through its unique rune-based magic system and the integration of this system into both combat and environmental interactions.

Secondary Genres:

Puzzle-Adventure: The game incorporates elements typical of puzzle-adventure games, including environmental puzzles that challenge players to think creatively and use their abilities in new ways. These puzzles are seamlessly integrated into the world and narrative, enhancing the exploration and discovery aspects of the game.

Fantasy: With its setting and narrative deeply rooted in mythological lore, "Wicked Arcana" also fits within the fantasy genre. It presents a world filled with magical elements,

mythical creatures, and a storyline inspired by epic legends, offering players an escape to a fantastical realm.

Platformer Elements: While not a platformer in the traditional sense, "Wicked Arcana" includes platforming elements such as jumping puzzles, wall climbing, and using magical abilities to traverse the environment. These elements add an extra layer of physical challenge and spatial problem-solving to the gameplay.

In combining these genres, "Wicked Arcana" aims to offer a rich and varied gaming experience. It maintains the core elements of an Action RPG while infusing aspects of puzzle-adventure, fantasy, and platforming to create a unique and engaging game that appeals to a wide range of players.

Rating

Everyone 10+ (ESRB)

Platform

PC through Steam (*Subject to Change*)

Software

- **Game Engine:** Unreal Engine 5.3.2
- **3D Art & Animation:** Blender 3D
- **Texturing & Material:** Substance Painter
- **Documentation:** Google Workspace
- **Task & Bug Tracking:** HacknPlan
- **Version Control:** GitHub

Gameplay & Mechanics

Overview of Gameplay

"Wicked Arcana" invites players into a mystical world where ancient runes hold the key to powerful magic and hidden truths. At its core, the game is an action RPG that skillfully blends melee combat with a unique rune-based magic system, set against the backdrop of a richly imagined world inspired by mythological lore.

Combat System: Players engage in fluid, real-time melee combat, with a diverse array of moves and combos at their disposal. The combat experience is elevated by the integration of rune magic, allowing for a variety of magical attacks and effects. This system encourages strategic thinking, as players must choose the right combination of physical and magical skills to overcome their foes.

Rune Magic: Central to the gameplay is the innovative rune system. Runes, discovered and collected throughout the journey, are not just tools for combat but also serve as keys to unlocking new areas and solving environmental puzzles. Each rune has unique properties and can be upgraded, providing players with a sense of progression and increasing power.

Exploration and Puzzle-Solving: The game world of "Wicked Arcana" is replete with mysteries and challenges. Exploration is rewarded with new areas to discover, lore to uncover, and resources to collect. Environmental puzzles are intricately designed, requiring the use of both combat skills and rune magic to solve, blending action with cerebral gameplay.

Narrative and World: The narrative of "Wicked Arcana" is deeply intertwined with gameplay. Players will find themselves on a journey through a mythical world, encountering a variety of characters, each with their own stories and quests. The game's lore is revealed through exploration, dialogue, and environmental storytelling, allowing players to immerse themselves fully in the world.

Character Progression: Players can develop their character's abilities, tailor their combat style, and enhance their magical powers through the game's progression system. This system allows for customization and personalization, ensuring that each player's experience is unique.

In summary, "Wicked Arcana" offers an engaging blend of action, magic, and exploration, set in a world rich with mythological allure. The gameplay is designed to be both accessible and challenging, offering depth for seasoned gamers while remaining welcoming to newcomers to the genre.

Gameplay Guidelines

The design of "Wicked Arcana" is anchored in a set of core guidelines that ensure a balanced, immersive, and enjoyable experience for players. These principles are crucial in guiding the development of the game's mechanics, narrative, and world.

Do's of Gameplay Design:

Prioritize Player Agency and Choice: Ensure that players feel their decisions and actions significantly impact the game world and story. Offer meaningful choices in combat, exploration, and interactions with the game environment and characters.

Balance Combat and Magic: Achieve a harmonious balance between melee combat and rune-based magic. Both systems should feel rewarding and integral to gameplay, encouraging players to experiment and develop their own playstyles.

Integrate Story and Gameplay Seamlessly: The narrative should be deeply woven into the gameplay. Story elements should emerge organically through exploration, dialogue, and environmental clues, providing a rich, narrative-driven experience.

Focus on Intuitive and Responsive Controls: Controls must be easy to learn yet offer depth. They should be responsive and consistent, allowing players to effortlessly execute combat moves and interact with the game world.

Ensure Accessibility and Inclusivity: Design the game to be accessible to a diverse audience. Include adjustable difficulty settings, customizable controls, and features that address various accessibility needs.

Don'ts of Gameplay Design:

Avoid Overcomplicating Mechanics: While depth is essential, overly complex systems can be off-putting. Strive for simplicity in design, ensuring that game mechanics are easy to understand yet offer enough depth for mastery.

Shun Inconsistency in World Design: The game world should be cohesive and believable. Avoid design choices that break immersion or contradict the established lore and aesthetic of the game.

Steer Clear of Redundant Gameplay Elements: Every feature, puzzle, and combat scenario should add value to the overall experience. Avoid filler content that doesn't contribute to the game's narrative or thematic goals.

Refrain from Restrictive Linear Gameplay: While the game has a structured narrative, players should not feel funneled down a single path. Offer diverse routes and strategies to encourage exploration and replayability.

Avoid Neglecting Player Feedback: Regularly gather and incorporate player feedback throughout the development process. This helps ensure the game resonates with its target audience and meets their expectations.

By adhering to these guidelines, "Wicked Arcana" will provide an engaging, satisfying, and memorable gaming experience that aligns with the vision and goals of the project.

Player Experience

In "Wicked Arcana," players step into a mystical world where every choice carves a path through a rich tapestry of lore and legend. The experience is a blend of exhilaration, discovery, and mastery, designed to immerse players in a realm where myth and reality intertwine.

Engagement in Combat and Magic: Players will find themselves enthralled by the fluidity and depth of the combat system. The thrill of close-quarters melee is seamlessly integrated with the strategic depth of rune-based magic. Each skirmish is not just a test of reflexes but also of tactical acumen, as players combine physical prowess with arcane spells to overcome challenges.

Exploration and Discovery: The world of "Wicked Arcana" invites players to explore and uncover its secrets. Every corner of the map promises new discoveries – from hidden runes and ancient artifacts to enchanting vistas and intricate puzzles that reveal the lore of the land. The sense of discovery is constant, as each exploration yields new insights into the world and its history.

Narrative Immersion: The narrative of "Wicked Arcana" is a compelling element that drives the player forward. Intricately woven into the fabric of gameplay, the story unfolds through dynamic interactions, environmental storytelling, and pivotal choices. Players will feel connected to the characters and the world, experiencing a sense of involvement in the unfolding drama.

Progression and Customization: Players will experience a satisfying sense of progression and personalization. As they journey through the game, the growth in their combat skills and magical abilities is tangible. Customization options allow players to tailor their abilities and appearance, fostering a deeper connection with their in-game persona.

Challenges and Rewards: The game is designed to challenge players, but also to reward their efforts and ingenuity. From mastering a difficult combat sequence to solving a complex puzzle, each achievement brings a sense of accomplishment and often tangible rewards that enhance the player's capabilities.

Aesthetic and Atmosphere: The unique stylized aesthetic of "Wicked Arcana" is not just visually captivating but also contributes to the overall atmosphere. Players will be absorbed by the art style that beautifully marries fantasy with a unique, imaginative interpretation of mythological elements.

Community and Replayability: Multi-faceted storylines, various playstyles, and hidden secrets ensure high replayability. The game's design encourages community discussions, theory crafting, and sharing experiences, fostering a vibrant player community.

In "Wicked Arcana," players embark on a journey that is as emotionally engaging as it is visually and mechanically compelling. It's a game where each session is an adventure, each challenge a new tale to tell, and each discovery a step deeper into a mesmerizing, magical world.

Core Player Actions

In "Wicked Arcana," players are empowered with a variety of actions that define their interaction with the game world. These actions are central to the gameplay experience, providing the foundation for combat, exploration, and narrative progression.

Movement Mechanics:

Walk/Run: Navigate the world at varying speeds to explore environments, evade enemies, or engage in combat.

Jump/Double Jump: Overcome vertical obstacles or reach higher platforms; use magical double jump for extended reach.

Crouch: Utilize for stealth, navigating under obstacles, or exploring hidden areas.

Climb: Engage with climbable surfaces to reach new areas, offering a vertical dimension to exploration.

Combat Interactions:

Melee Attacks: Execute a variety of close-range attacks, with different combos for different situations.

Rune-Based Magic: Cast spells using collected runes for ranged attacks or special abilities, integral in both combat and puzzle-solving.

Defensive Maneuvers: Dodge, block, and parry to avoid damage and create strategic combat opportunities.

Rune Interaction:

Rune Activation: Utilize runes to interact with specific environmental elements, solve puzzles, and unlock new areas.

Upgrade and Customize: Enhance runes to improve their effectiveness or alter their properties, tailoring to player preferences and playstyles.

Environmental Interaction:

Puzzle Solving: Engage with the environment to solve puzzles that blend logic, rune magic, and physical interaction.

Exploration: Discover hidden paths, secret rooms, and lore-rich areas that enrich the game's story and world.

Narrative Engagement:

Dialogue Options: Choose from multiple dialogue options during interactions with NPCs, impacting story progression and character relationships.

Decision Making: Make key decisions that influence the narrative, leading to different outcomes and experiences.

Character Customization and Progression:

Character Development: Enhance and develop the player character's abilities, tailoring skills to suit individual playstyles.

Equipment Customization: Equip and modify gear to alter appearance and enhance capabilities.

World Interaction:

Use Objects: Interact with objects in the world for various purposes - from activating mechanisms to using items for health or buffs.

By engaging in these core actions, players will fully immerse themselves in the world of "Wicked Arcana," experiencing a rich tapestry of combat, exploration, and story that makes every playthrough unique and engaging.

Goals

In "Wicked Arcana," players are immersed in a world where their actions and choices shape their journey and the world around them. The game is structured around a series of interconnected goals, each contributing to the overarching narrative and the player's experience.

Primary Game Goal:

Unravel the Mysteries of the Runes: The central goal of "Wicked Arcana" is to uncover the secrets and powers of ancient runes. This journey takes players across varied landscapes, through challenging encounters, and deep into the lore of the game's world. The ultimate aim is to harness these runes to prevent a looming cataclysm that threatens the realm.

Sub-Goals:

Discover the Origin of the Runes: Explore ancient ruins, decipher texts, and interact with key characters to learn about the origin and purpose of the runes.

Master Rune-Based Magic: Develop and refine the use of rune magic, learning to wield its power effectively in combat and exploration.

Restore Balance to the Realm: Navigate the conflicts and challenges of the game world, making choices that will impact the fate of its inhabitants and the balance of magical forces.

Moment-to-Moment Goals:

Combat Encounters: Engage in battles with diverse enemies, using a combination of melee skills and rune magic.

Puzzle Solving: Utilize runes and environmental elements to solve puzzles that unlock new areas and reveal story elements.

Exploration: Investigate the game world, discovering hidden locations, gathering resources, and uncovering lore.

Character Progression: Continuously develop and upgrade the player character's abilities, gear, and magical runes.

Story Progression: Participate in narrative sequences, make decisions in dialogues, and complete quests that advance the story.

By pursuing these goals, players of "Wicked Arcana" embark on a journey that is not only action-packed and challenging but also rich in story and exploration. Each goal is designed to be engaging and rewarding, ensuring that players feel a sense of accomplishment and investment in the game's world and their role within it.

Rules

The rules in "Wicked Arcana" create a framework that guides player interaction with the game world and its mechanics. These rules are essential in maintaining balance, providing challenges, and ensuring a fair and immersive experience.

Combat Rules:

Energy System: Players have a finite amount of energy for attacks and spells, which regenerates over time or through specific actions.

Cooldown Mechanics: Certain powerful abilities and spells are subject to cooldown periods to prevent spamming and encourage strategic use.

Damage Types and Resistances: Different enemies have varying resistances and vulnerabilities to certain types of physical and magical attacks.

Magic and Rune Rules:

Rune Collection and Usage: Players must find and collect runes to unlock their magical abilities. Each rune has unique properties and can be used in specific scenarios.

Rune Upgrade Path: Runes can be upgraded along a specific path, enhancing their power and effects. However, each upgrade requires specific resources and conditions to be met.

Exploration and Interaction Rules:

Environmental Limits: Certain areas of the game world are inaccessible until specific conditions are met or certain abilities are acquired.

Puzzle Constraints: Environmental puzzles must be solved within set parameters, using a combination of player abilities and in-world elements.

Narrative and Decision-Making Rules:

Branching Narrative Paths: Player choices affect the narrative direction. Certain decisions lock or unlock specific story arcs and character interactions.

Consequence System: Decisions have consequences that impact the game world, character relationships, and story outcomes.

Character Progression and Development Rules:

Leveling System: Players gain experience through combat, exploration, and quest completion. Leveling up enhances the player's abilities and unlocks new skills.

Skill Tree Limitations: Players cannot unlock every skill in a single playthrough, encouraging replayability and diverse character builds.

Health and Survival Rules:

Health Regeneration: Health does not regenerate automatically; players must use potions or find specific in-game items to restore health.

Death Penalties: Upon death, players respawn at the last checkpoint with some penalties, such as resource loss or temporary attribute reduction.

By adhering to these rules, "Wicked Arcana" provides a structured yet dynamic gameplay experience, ensuring both challenge and enjoyment for players as they navigate its mystical world.

Control Scheme

Controller

Gamepad Left Thumbstick - Player Movement

Gamepad Right Thumbstick - Player Camera Movement

Gamepad Face Button Bottom - Jump

Gamepad Left Thumbstick Button - Sprint

Gamepad Right Thumbstick Button - Crouch

Gamepad Special Right - Menu

Gamepad Face Button Left - Roll

Gamepad Face Button Right - Attack

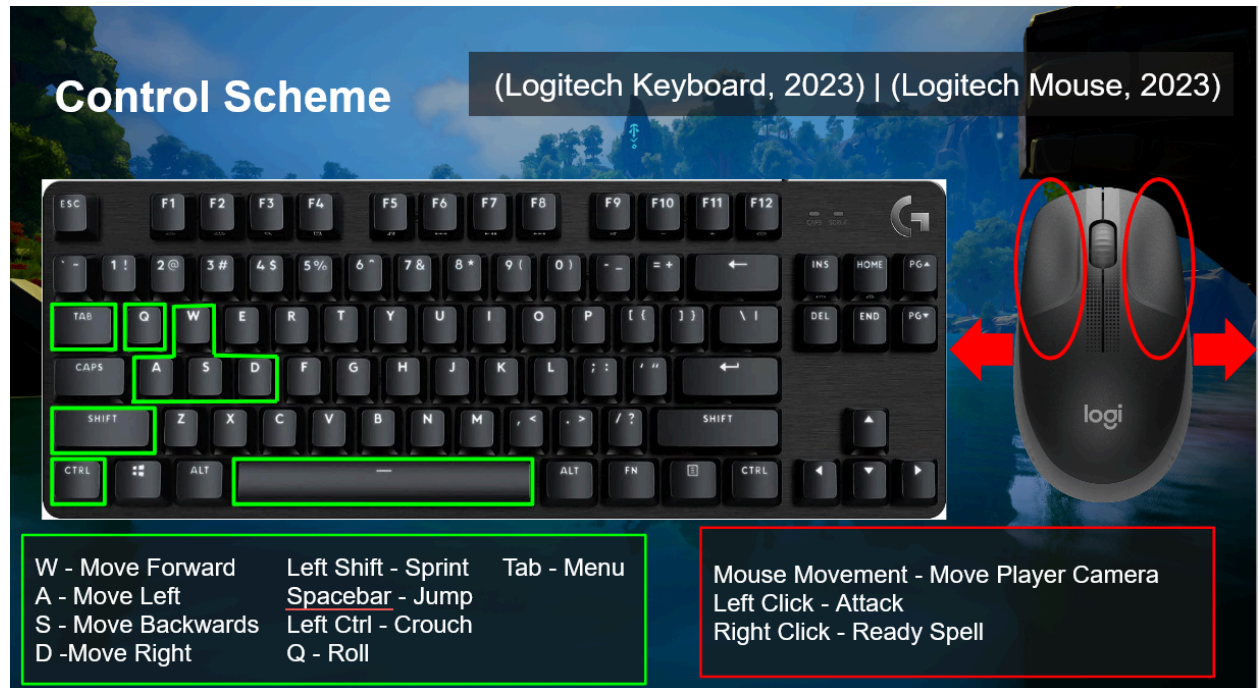
Gamepad Left Trigger - Ready Spell

Gamepad Face Button Top - Spell Selecting Wheel



Mouse and Keyboard

W - Move Forward
A - Move Left
S - Move Backwards
D - Move Right
Left Shift - Sprint
Spacebar - Jump
Left Ctrl - Crouch
Q - Roll
Tab - Menu
Mouse Movement - Move Player Camera
Left Click - Attack
Right Click - Ready Spell



Systems

"Wicked Arcana" is built upon several interlocking systems that together create a rich and immersive gameplay experience. These systems are designed to be intuitive yet deep, offering players a variety of ways to interact with the game world and shape their journey.

Combat System:

Overview

The combat system in "Wicked Arcana" is a blend of exhilarating melee combat and strategic rune-based magic, designed to offer players a dynamic and engaging experience. This system emphasizes skill, strategy, and adaptability, allowing players to express their playstyle through various combat techniques and magical abilities.

Core Mechanics

Combos and Techniques: Players can execute a series of melee attacks, chaining them into combos. Each weapon type offers unique combo patterns, encouraging players to experiment with different styles.

Parry and Counter: Timing is key. Players can parry enemy attacks, opening opportunities for devastating counterattacks.

Stamina Management: Melee attacks consume stamina, requiring players to balance aggression with moments of defense or retreat to regain stamina.

Rune-Based Magic:

Elemental Runes: Each rune represents a magical power (e.g., fire, ice, lightning, spirit). Players can use these runes to cast spells, each with unique effects like area damage, status ailments, or buffs/debuffs.

Combat Strategies

Environmental Interaction: The environment plays a significant role in combat. Players can use surroundings to their advantage, like leading enemies into traps or using high ground for strategic positioning.

Adaptability: Enemies exhibit varied behaviors and weaknesses. Players must adapt their combat approach, switching between melee and magic to exploit these vulnerabilities.

Synergy Between Melee and Magic: Players are encouraged to fluidly switch between melee and magic. Combining both effectively can lead to powerful combos and control over the battlefield.

Advanced Techniques

Runic Infusion: Temporarily infuse melee weapons with rune powers, granting them additional effects like elemental damage or special abilities.

Magical Parry: A well-timed magical parry can deflect enemy spells or turn them into counterattacks.

Aerial Combat: Utilize jump attacks and airborne spells to engage flying enemies or gain tactical advantages.

Combat Progression

Abilities: Players can earn ability points to unlock new melee techniques and gain passive combat benefits.

Combat Challenges and Rewards

Boss Fights: Unique bosses challenge players to use all their combat skills and strategies. Each boss has distinct patterns, requiring specific tactics to defeat.

Reward System: Successful combat encounters yield rewards like experience points and energy shards.

Accessibility and Difficulty Settings

Difficulty Levels: Multiple difficulty settings cater to a wide range of player skills, from those seeking a casual experience to hardcore gamers looking for a challenge.

Rune Magic System:

Overview

In "Wicked Arcana", protagonist Lyra wields a distinct rune-based magic system. Each rune is a conduit for specific elemental or magical powers, playing a vital role in Lyra's arsenal.

Energy System

Runes are fueled by magical energy, functioning similarly to ammunition for a gun. This energy gets depleted with each spell cast.

Energy is replenished by collecting 'Energy Shards', which spawn from defeated enemies or when certain objects in the environment are broken.

Efficient energy management is key, as depleted runes cannot cast spells until their energy is replenished.

Energy Shards

Energy Shards are crystallized magical energy.

They materialize in the world after combat encounters or when specific environmental elements are interacted with.

Gathering these shards refills the rune's energy reserve, enabling continued use of magical abilities.

Rune Usage and Leveling

Each rune has its own unique leveling system. As Lyra deals more damage with a rune's spells, it gains experience and levels up.

Leveling up a rune unlocks "Mystic Shards," which can be allocated to unlock new abilities and effects for the runes.

Each level-up also increases the base damage output of the spells linked to that rune, enhancing Lyra's combat prowess.

Rune Management

Strategic management of rune energy is crucial. Players must choose the right moments to unleash powerful spells, ensuring they don't exhaust their magical resources at critical times.

This system adds a tactical layer to gameplay, requiring players to balance offensive magic use with energy conservation.

Environmental Interaction

The rune magic system is deeply integrated into environmental interaction and puzzle-solving.

Players are encouraged to use different runes creatively to overcome obstacles and unravel mysteries within the game world.

Narrative and Rune Progression

The discovery and progression of runes are closely interwoven with the game's narrative.

Unveiling the history and potential of each rune not only enriches the gameplay experience but also deepens the player's immersion in the game's lore and mythology.

Exploration and Puzzle System

Environmental Interaction: The game world is rich with interactive elements, from climbable structures to movable objects, all designed to encourage exploration and discovery.

Puzzle Mechanics: Puzzles in "Wicked Arcana" range from simple environmental challenges to complex riddles that require the use of specific runes and strategic thinking.

Narrative and Quest System

Branching Storylines: The narrative unfolds through player choices, with branching story paths that lead to different outcomes and experiences.

Dynamic Quests: Quests are designed to be dynamic and responsive to player actions, offering both main story missions and side quests that enrich the game's lore and world.

Character Progression System

Leveling and Skills: As players progress, they gain experience points, level up, and unlock new skills and abilities. This progression system is tied to both combat effectiveness and the ability to access new areas and storylines.



Runes and Spells

Lightning Runes

Normal (Hold): Shoots an arch of electricity that deals medium damage over time and stuns enemies.

Release: Releases a final blast of electricity that deals medium damage to the target and branches from target to stun nearby enemies.

Special (Lightning Strike): Summons a storm cloud that strikes all enemies in an area, dealing high damage and stunning enemies for an extended period.

Poison Runes

Normal: Shoots a poison dart that shows poison status and creates confusion.

Release: Lobs a poison that creates a toxic cloud, deals poison damage over time.

Special (Miasma): Summons a poisonous cloud inflicting poison status and confusion to enemies within the cloud.

Spirit Runes

Normal: Summons a group of small sprites that seeks out enemies and explodes, dealing medium damage.

Hold (Release): Summons a spirit minion that attacks nearby enemies for a period of time before disappearing.

Special (Ethereal Master): Summons 3 spirits that attack nearby enemies and periodically summon sprites to damage enemies.

Arcane Runes

Normal: Single shot spell of pure energy, deals a medium amount of damage.

Hold: Rapid shot spell of pure energy, deals a low amount of damage per shot.

Special (Arcane Blade): A wide-angle blade of energy radiates from the player, dealing medium damage, and knocking back enemies.

Fire Runes

Normal: Single shot spell fire, deals a medium-low amount of damage and sets burn status.

Hold (On Release): Triple shot balls of fire that home in on enemies. Deals medium damage per fireball and sets burn status.

Special (Fire Bomb): Throws an explosive fire bomb that does high damage within the blast area and temporarily sets the blast area on fire.

Ice Runes

Normal: Shoots a single icicle that does medium damage and slows enemies by 20%.

Hold (On Release): Shoots an expanding wall of ice stalagmites in front of the player, exploding on contact with enemies or after a short duration. Deals medium damage and slows enemies by 20%.

Special (Ice Storm): Storm of ice radiates around the player, freezing all enemies within the radius for a period of time.

These runes offer a wide range of offensive capabilities, allowing players to tailor their combat strategy to the situation at hand. The various effects, from damage over time to enemy slowdowns and confusions, not only provide tactical depth but also synergize with the abilities of the allies and the vulnerabilities of the enemies. Each rune type

comes with a normal, hold, and special attack, giving players the flexibility to respond to changing combat dynamics in real-time.

Enemies: Shades

In the realms of Wicked Arcana, the player will encounter various manifestations of guilt, known as Shades. These entities are more than mere adversaries; they are physical embodiments of remorse and penitence that haunt the landscapes. The design and behavior of these Shades are crafted to offer unique challenges and require strategic thinking to overcome.

Overview of Shade Types

Ethereal Caster



Appearance: Gaunt figures with faint outlines, blending with the shadows.

Attack Style: Ranged

Health: Low

Behavior: These Shades keep their distance, launching ethereal arrows at the player. They are evasive, utilizing quick, darting movements to avoid direct confrontation. Their low health is compensated by their agility and tendency to attack in groups from a distance.

Behemoth Revenant



Appearance: Towering, robust forms with heavy, formidable arms.

Attack Style: Melee

Health: High

Behavior: These are the juggernauts of the Shades. With punishing blows and a devastating spin attack, they can control the battlefield. Their high health and damage output make them a formidable force. Players must utilize timely dodges to avoid their spin attack and exploit moments when they're recovering from their heavy moves.

Guardian Wraith



Appearance: Stout, armored shades with one oversized, shield-like arm.

Attack Style: Melee

Health: Medium

Defense: High

Behavior: The Guardian Wraiths possess a balance of offense and defense. Their large arm doubles as a shield and a bludgeoning weapon. These Shades require strategy to defeat, as head-on attacks are often futile. Flanking and attacking from behind will be the player's best strategy.

Swarm of Innocents



Appearance: Small, seemingly harmless child-like shades.

Attack Style: Swarm

Health: Very Low

Behavior: Deceptively adorable, these Shades attack in large numbers, overwhelming players with sheer quantity. Individually weak, their strength lies in their numbers and the chaos they can inflict on the battlefield.

Serpent Shade

Appearance: Slender and serpentine, with a ghostly trail.

Attack Style: Hit-and-run

Health: TBD

Behavior: Fast and elusive, Serpent Shades would specialize in ambush tactics. They would swiftly strike at the player before retreating into the shadows, making them unpredictable and dangerous.

Whispering Shadows

Appearance: Thin, almost two-dimensional shades that flicker like faulty static on an old television screen.

Attack Style: Distraction and minor damage through touch.

Health: Very Low

Behavior: These Shades emit disorienting whispers that can confuse the player, slightly distorting the screen or warping the direction of sounds temporarily. They're weak and can be dispatched easily, but in groups, they can significantly disorient the player, making them vulnerable to other attacks.

Grieving Sentinels

Appearance: Tall, stoic figures shrouded in tattered cloaks, with faces obscured by mournful masks.

Attack Style: Mid-range magic and area denial.

Health: Medium

Special Ability: They can cast zones of sorrow that slow the player down and sap their strength, making other Shades more dangerous.

Behavior: These Shades are not particularly aggressive, but they create areas of heavy, oppressive energy that can drastically change the dynamics of a battlefield. They serve as area-denial units that can support other Shades by hindering the player's movement and actions.

Echoes of Regret

Appearance: Shades that appear as twisted versions of the protagonist, replaying their past actions.

Attack Style: Mimicry of player's past combat moves.

Health: Medium-High

Behavior: They have the unique ability to learn and mimic some of the player's recently used combat maneuvers, forcing the player to constantly innovate and not over-rely on a single tactic. They would require the player to be unpredictable and versatile in combat.

Warden of Remorse

Appearance: Massive, armored Shade, with chains that rattle with the echoes of clanking metal.

Attack Style: Heavy melee and chain grabs.

Health: High

Special Ability: Chain grab to pull the player in and deal a devastating melee attack, also able to summon weaker Shades as minions.

Behavior: The Warden is a formidable opponent that can not only deal heavy damage up close but also disrupt the player's positioning with its chain grab. The ability to summon Whispering Shadows or Swarm of Innocents adds a layer of complexity to the fight, as the player must manage both the Warden and its minions.

Enemies: Bosses

Guardian of Shadows

Location: Mossborough

Appearance:

Height: Towering over 15 feet tall.

Body: Composed of swirling, dark mist that shifts between solid and ethereal states.

Eyes: Glowing red, piercing through the darkness.

Attire: Tattered, flowing robes that seem woven from shadows, constantly moving and reshaping.

Background:

The Guardian of Shadows is an ancient entity, summoned by a mysterious figure using forbidden magic. Its origin is shrouded in mystery, believed to be from a realm where darkness reigns supreme. This entity is bound to the Manifestation of Darkness, a powerful crystalline core that fuels its existence and abilities. The Guardian is tasked with protecting those who summon and control the shades.

Abilities/Attacks:

Shadow Swipe: A wide, sweeping attack with its shadowy arms.

Shadow Manipulation: Can blend into shadows, move swiftly and silently, and create shadowy tendrils to attack or defend.

Darkness Bolts: Fires concentrated bolts of dark energy.

Veil of Night: Can envelop an area in impenetrable darkness, disorienting opponents.

Shadow Minions: Summons lesser shades to assist in battle.

Eclipse Slam: A powerful ground-pound attack, releasing a shockwave of dark energy.

Light Disruption: The boss can attempt to extinguish the lanterns or disrupt the mirrors, adding a layer of complexity to the fight.

Darkness Overwhelm: A phase where the room gets darker, increasing the boss's attack frequency, requiring quick restoration of lantern light to weaken it again.

Weakness:

The Manifestation of Darkness, while being the source of its power, is also its greatest vulnerability. When exposed, it becomes susceptible to damage, particularly to mystical or enchanted weapons.

Strategy:

Environmental Use: Activating lanterns and positioning mirrors to expose the boss's core.

Phase Management: Balancing between attacking the boss and managing the environmental elements during different phases of the fight.

Avoid and Counter: Evasion is key; Lyra must avoid heavy attacks and wait for the right moments to strike the Manifestation of Darkness.

Environmental Interaction:

Lanterns and Mirrors: The room contains ancient lanterns that emit a mystical aura, temporarily dispelling shadows. Mirrors placed around the room can be used to direct this aura towards the boss. Lyra can activate these lanterns or adjust the mirrors to focus the aura on the boss.

Revealing the Manifestation: When the aura from the lanterns hits the Guardian of Shadows, it momentarily disrupts its shadowy form, revealing the Manifestation of Darkness. This is the opportunity for Lyra to attack the core.

Strategic Placement: Lanterns and mirrors are positioned in such a way that Lyra must strategically navigate the room, avoiding attacks while trying to align the mirrors correctly.

Personality:

The Guardian of Shadows is a silent and intimidating presence, devoid of speech or expressive emotions. It executes its duty with relentless determination, showing no mercy to intruders. Its actions are precise and calculated, always seeking to use the environment and its abilities to its advantage.

Role in Game:

As the first major boss of "Wicked Arcana," the Guardian of Shadows presents players with a formidable challenge, testing their combat skills, strategic planning, and ability to adapt to changing battle conditions. The encounter with the Guardian is pivotal, revealing deeper layers of the game's lore and setting the tone for the challenges to come.

Strategy for Players:

Players must use environmental elements, such as lanterns and mirrors, to reveal and target the Heart of Darkness. The fight requires balancing between direct combat, managing shadow minions, and strategically using the room's layout to expose the boss's weakness.

Enemy Design Principles

The Shades of Wicked Arcana are designed to encourage diverse combat strategies and emotional engagement. Each encounter with a Shade should feel like a battle against

one's inner demons, aligning with the game's themes of introspection and overcoming personal battles.

Variety in Combat: Ensure each Shade offers a distinct combat challenge, encouraging the player to adapt and strategize.

Environmental Interactions: Shades can interact with the game world in unique ways, like merging with shadows or causing environmental hazards.

Progressive Difficulty: As players delve deeper into the game, Shades become more cunning and challenging, pushing players to refine their combat skills.

Emotional Resonance: The design and behaviors of Shades should evoke a sense of sorrow and regret, consistent with the game's narrative themes.

Design Considerations

Balance: Ensure that each Shade type has clear strengths and weaknesses to maintain balanced gameplay.

Visual Distinction: Shades should be easily distinguishable from one another through unique visual cues.

AI Behavior: Develop sophisticated AI patterns for each Shade type to provide a challenging and engaging player experience.

Art Direction

Vision and Style:

"Wicked Arcana" is envisioned to have a unique, stylized aesthetic that blends elements of fantasy with a mystical, ethereal quality. The art should evoke a sense of wonder and intrigue, transporting players to a world that is both ancient and timeless.

The style should strike a balance between realism and fantasy, with a focus on creating an immersive, magical atmosphere.

Color Palette:

The game will primarily use a rich, earthy color palette combined with vibrant, mystical accents. Think deep forest greens, stone greys, and ocean blues, accented by ethereal purples, golds, and silvers.

The use of color should be purposeful, guiding player attention and enhancing the narrative and thematic elements of the game.

Environmental Design:

Environments should reflect a world steeped in magic and ancient lore. This includes mystical forests, ancient ruins, and otherworldly realms.

Each location should have a distinct feel, with attention to how the natural and supernatural intertwine. Environments should be designed not just as backdrops, but as interactive elements integral to the gameplay and story.

Character Design:

Characters should reflect the game's magical theme, with designs that incorporate runes, mystical symbols, and fantastical elements.

Designs should range from the human-like to the mythical, including a variety of creatures and beings that inhabit the game world. Each character's appearance should give hints to their nature and role in the story.

UI and Iconography:

The UI should have a sleek, magical feel, with ornate elements that resonate with the overall art style. Think semi-transparent panels with rune-like borders and elegant, easy-to-read fonts.

Icons should be clear and easily recognizable, with a design that reflects their function and ties them to the game's magical theme.

Animation and Visual Effects:

Animations, particularly for combat and magic, should be fluid and impactful, conveying the power and beauty of the game's magical elements.

Visual effects should emphasize the mystical nature of the game, with spells and abilities having visually stunning manifestations.

Reference Material:

Artists should reference a variety of sources, including ancient mythologies, fantasy art, and modern fantastical imagery, to create a unique yet relatable visual style.

Concept art, mood boards, and other visual aids will be provided to ensure a consistent vision across all art assets.

Collaboration and Exploration:

Artists are encouraged to collaborate and share ideas to ensure a cohesive visual direction.

While adhering to the overall vision, creativity and exploration are highly encouraged to bring individuality and depth to the game's visual design.

Level Design

Setting Overview

"Wicked Arcana" is set in a fantastical world where magic weaves into every corner of the landscape. The game's environments are diverse, each offering unique aesthetics, challenges, and storytelling elements. Below are key settings that players will explore:

Time-Worn Villages

Quaint villages that blend seamlessly into the natural environment. They are hubs of activity with NPCs offering quests, lore, and services. Each village has its own culture and history, reflected in architecture, traditions, and local myths.

The Snow-Crown Mountains

Majestic, snow-covered peaks towering above the landscape. These mountains challenge players with harsh climates, treacherous paths, and hidden caves. Ancient beings and fierce creatures make their home here, guarding powerful secrets.

Enchanted Forests

Dense, lush forests brimming with ancient magic. The canopy is alive with glowing flora and fauna, and hidden paths lead to forgotten ruins or sacred groves. Mystical creatures and spirits inhabit these woods, some friendly, others not.

Arcane Ruins

Remnants of ancient civilizations, now overgrown and shrouded in mystery. These ruins are filled with puzzles, traps, and runes waiting to be deciphered. They serve as windows into the past, revealing the history and lore of the game world.

Mystical Caverns and Underground Realms

A network of caves and subterranean areas rich in minerals and magical crystals. Bioluminescent life forms light these spaces, creating an otherworldly ambiance. These caverns are home to unique ecosystems and ancient magic.

Forbidden Swamps

Murky, fog-laden swamps teeming with strange life and treacherous terrain. The air is thick with magic, and the waters hide secrets and dangers. These swamps test the player's cunning and resilience.

Level Overview

Wicked Arcana uses Unreal 5's World Partition feature on a single level and landscape divided into workable landscape proxies. Therefore, areas of the level's landscape are referred to as "region" and "sub-region" as appropriate.

Region 1: The Florere Glades(Technically a Sub-Region to the Forest of Arbor Grandis)

The region of "The Florere Glades" where the village of Mossborough lives along with our protagonist.

Sub-Region 1.1 Training Grounds

A forest clearing where Lyra trains, keeping her melee and magical abilities sharp.

Sub-Region 1.2 Mossborough

The bustling city of Mossborough where the Arcane Advisor and Lyra lives.

Sub-Region 1.3 Thieves' Rest

A cave with a collection of folks deemed unworthy for the society they betrayed.

Sub-Region 1.4 Wandervale

A village created by explorers visiting and solving the nearby work of art: a maze. The village came to be known as Wandervale and later named Mhiralabyrinthia after the maze itself.

Sub-Region 1.5 The Whispering Woods

The forest outside of the city with a path to the fae village of "The Whispering Woods" or "Hag's Hollow."

Region 2 Arbor Grandis

The region of "Arbor Grandis" where the mystical fae resides.

Sub-Region 2.1 Lumen Road

This road was named by the Fae after they planted several Aurora Mushrooms to light the way through the perilous turns and twists of the luminous fae forest.

Sub-Region 2.2 Arbor Domum

The hive-structured treehouse village of the fae.

Sub-Region 2.3 Asper Road

This road was named by the Fae due to the Rocky terrain.
It is the transition between the fae forest and the mountain region.

Region 3 The Snow-Crown Mountains

The region of The Snow-Crown Mountains is where the shades that attacked Mossborough originated from.

Sub-Region 3.1 The "Mountain Pass"

The path of rotting homes leading to the mining town that were once alive, but are now in ruin.

Sub-Region 3.2 Skírr Ríche or Scape Town

The abandoned mining town *Skírr Ríche*, named using the Old Norse word *Skírr* which means purity, and *Ríche* meaning wealthy and was named by the humans long

ago when this town was booming with riches emerging from the mines. Now this town has been named Scape Town due to its lack of life and rotting structures.

Near this town, there will be a Temple by the name of The Temple of Humanoa.

Sub-Region 3.3 Crystal Cave

The crystal cave is exactly that as it was producing just as many crystals/gems as metals during its time of operation. This cave is the origin of the shades that attacked Mossborough.

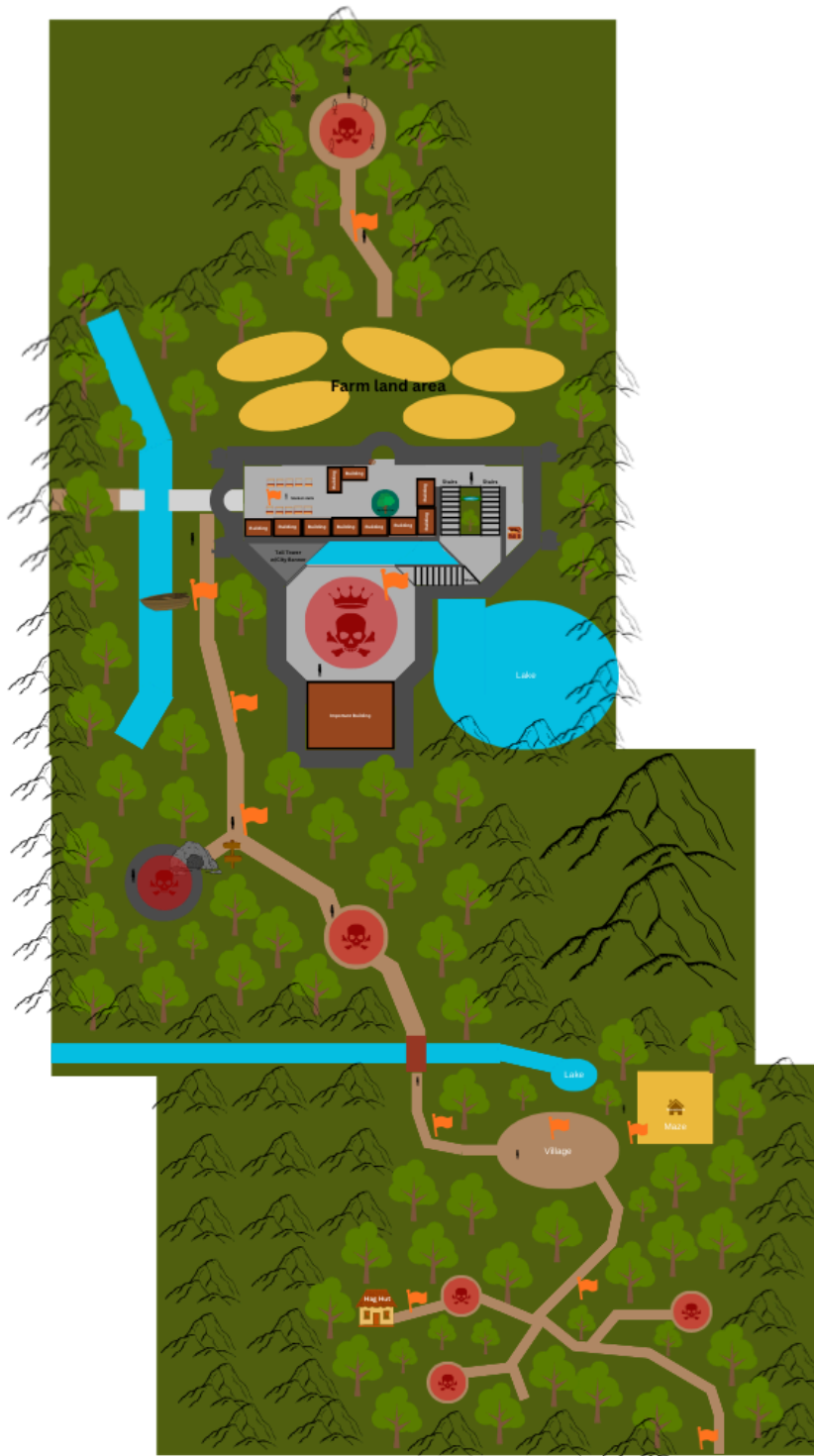
Region Mockups

Each region in Wicked Arcana has 3 sub-regions, detailed with a key and reference images. The following mockups are clean versions of each region. The clean and full versions of these mockups are also available on the Level Design Canva Whiteboard.

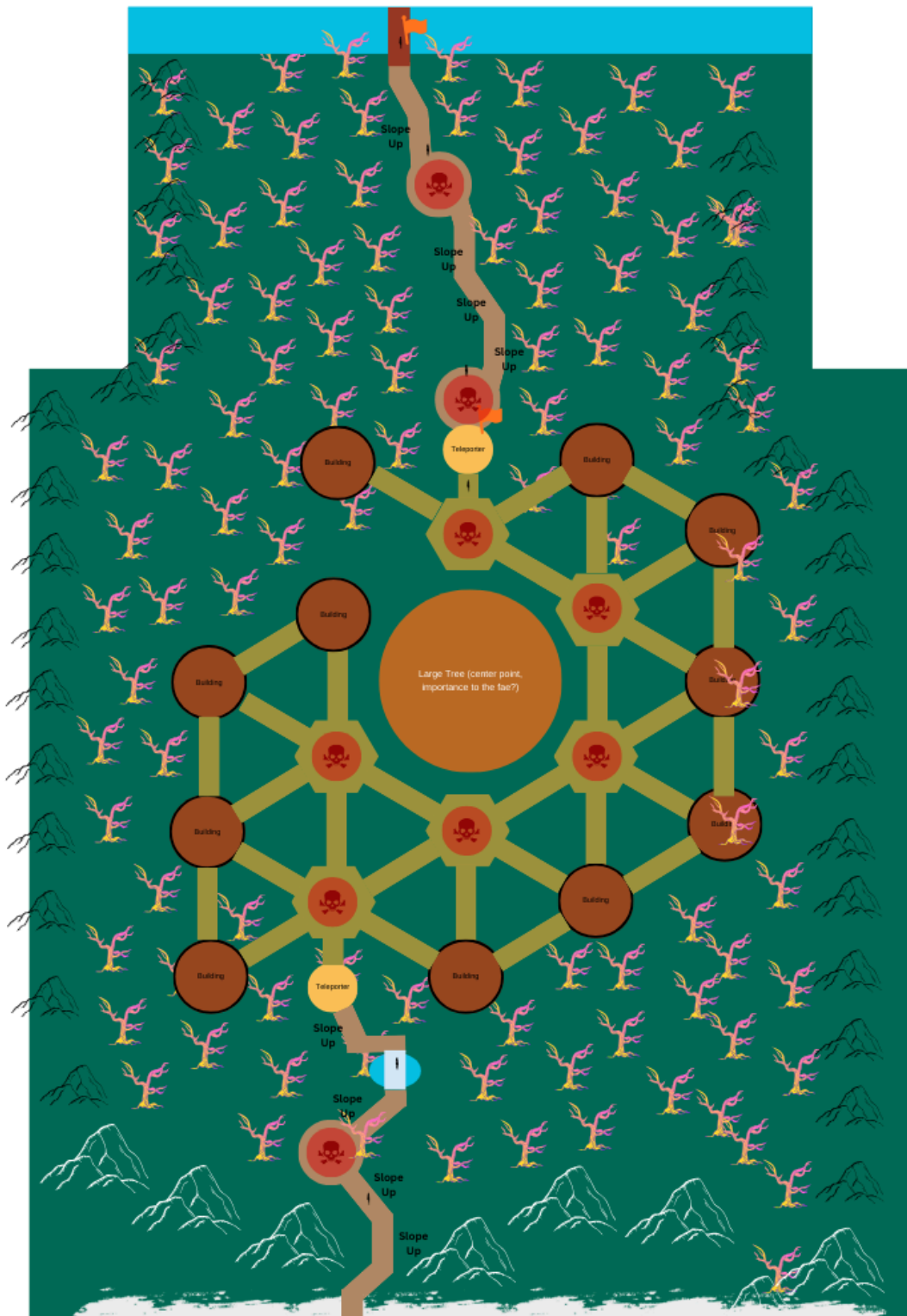
Level Design Canva Link:

https://www.canva.com/design/DAFySvluKyU/eO3RuS1mPuhFh_qaWmXhTQ/edit?utm_content=DAFySvluKyU&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

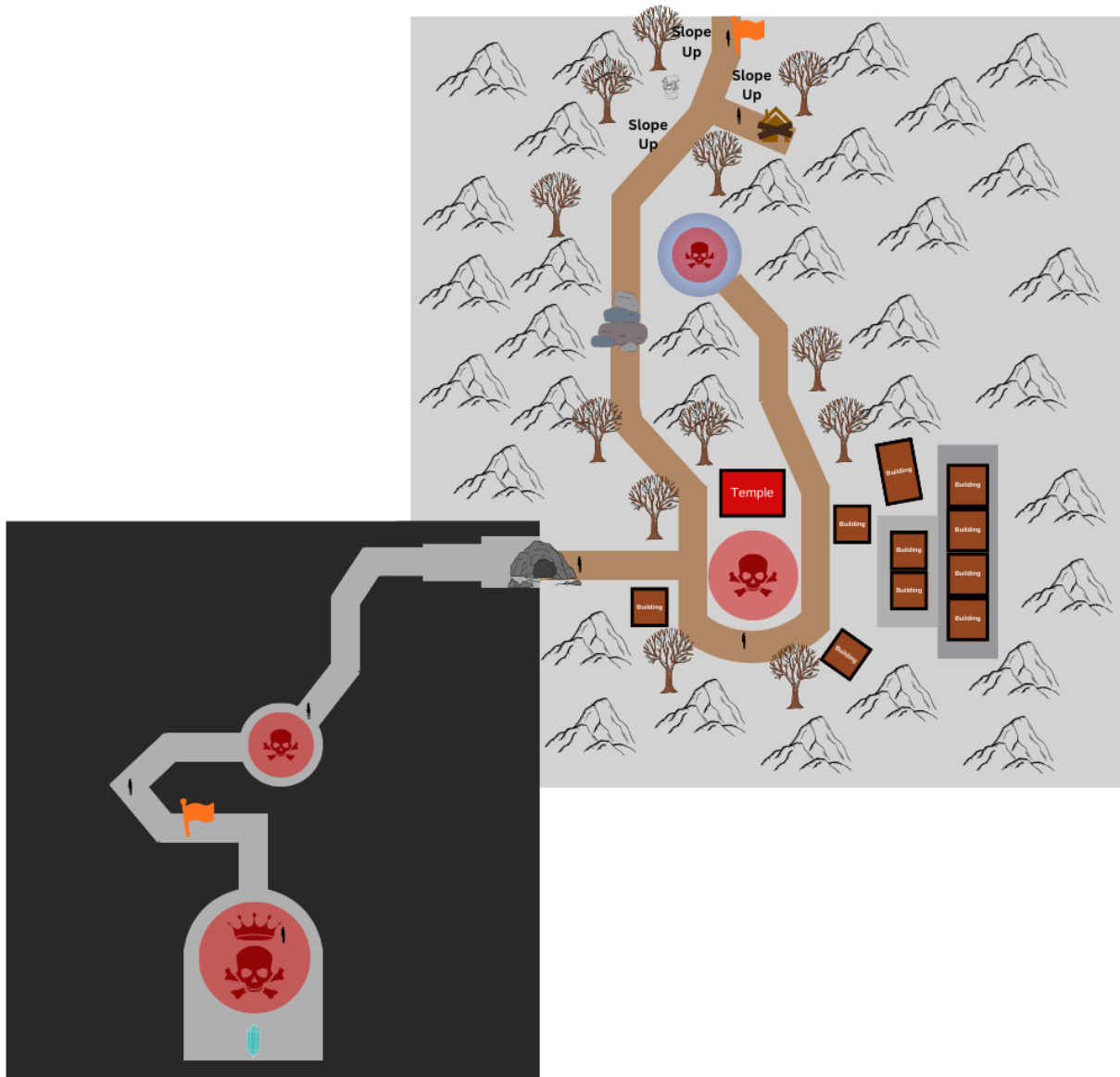
Region 1: The Florere Glades



Region 2: Arbor Grandis



Region 3: The Snow-Crown Mountains



IPM Chart

IPM Chart

IPM stands for **Introduce**, **Practice**, and **Master**.

This is used to map out where gameplay elements fit into levels.

		Levels											
		LVL 0.1	LVL 0.2	LVL 0.3	LVL 1.1	LVL 1.2	LVL 1.3	LVL 2.1	LVL 2.2	LVL 2.3	LVL 3.1	LVL 3.2	LVL 3.3
Gameplay Elements	Movement	I	I	I	P	P	P	P	M	M	M	M	M
	Combat	I	I	I	I	P	P	P	P	M	M	M	M
	Rune Pouch Pickup	I	I	I	P	P	M	M	M	M	M	M	M
	Health Pickup	I	I	I	P	P	M	M	M	M	M	M	M
	Collectibles												
	Ethereal Caster												
	Behemoth Revenant												
	Guardian Wraith												
	Swarm of Innocents												
	Serpent Shade												
	Whispering Shadows												
	Grieving Sentinels												
	Echoes of Regret												
	Warden of Remorse												

Overall Structure and Philosophy:

"Wicked Arcana" adopts a seamless, interconnected world design where each main region naturally flows into various sub-regions. This structure creates a cohesive and immersive experience, reminiscent of the fluidity seen in classic platform-adventure games.

The game world is designed as a series of expansive, diverse environments, each containing multiple sub-regions with distinct themes and challenges. This approach allows for a rich exploration experience within each main region.

Seamless Transition and World Partition:

Utilizing Unreal Engine's world partition capabilities, "Wicked Arcana" features a world where transitions between sub-regions are smooth and natural, without noticeable loading screens.

This design philosophy ensures that players feel a continuous sense of progression and discovery as they explore different areas and uncover the secrets and stories within each environment.

Main Regions and Sub-Regions:

Each main region is a broad environment with a unique aesthetic and thematic feel, such as mystical forests, ancient ruins, or hidden arcane realms.

Within these main regions, players discover various sub-regions. Each sub-region offers distinct challenges, environmental puzzles, and combat scenarios, aligned with the overarching theme of the main region.

Sub-regions vary in design, ranging from densely packed combat areas to intricate puzzle spaces and serene exploration zones, offering diverse gameplay experiences.

Progression Mechanics:

Progression to subsequent main levels is gated by specific criteria, such as solving key puzzles, defeating certain enemies, or achieving story milestones. This encourages thorough exploration and engagement with each level's content.

The game's rune magic system plays a crucial role in progression, with certain abilities or spells required to unlock new areas or solve critical puzzles.

Environmental Design and Interactivity:

Levels are richly detailed, with environmental storytelling that deepens the lore and narrative context of "Wicked Arcana." The design includes elements like ancient inscriptions, environmental art, and interactive objects that reveal the history and mysteries of the game world.

Interactivity is a key feature, with environments that respond to player actions and magic use, enhancing the sense of immersion and impact on the game world.

Integration of Combat, Exploration, and Puzzles:

The level design balances combat, exploration, and puzzle-solving, ensuring that players encounter a variety of challenges and experiences.

Strategic placement of enemies, thoughtful puzzle design, and hidden paths and secrets encourage players to explore and engage with each area fully.

Accessibility and Exploration:

While the game encourages exploration, it is designed to be accessible, with clear indicators and pathways to guide players through the main story, while still offering the freedom to explore and discover.

This approach to Level Design in "Wicked Arcana" aims to create a world that is rich in diversity and depth, offering players a seamless journey through a magical, interconnected universe, filled with challenges, discoveries, and stories at every turn.

User Interface Design

Aesthetics

Color Palette:

The UI should use a color palette that resonates with the game's mystical and mythical theme. Muted earth tones combined with vibrant accent colors (such as deep blues and rich purples) can create a magical and immersive feel. The accent colors could be used to highlight important UI elements or magical aspects in the game.

Font Style:

The font choice should reflect the mythical and ancient feel of the game. A serif font that resembles old runes or script can be used for titles and headers. For regular text, such as menu items and descriptions, a more readable sans-serif font that complements the primary font should be used for clarity.

Iconography:

Icons in the UI, including those for items, spells, and abilities, should have a hand-drawn, intricate style, resonating with the game's aesthetic. Each icon should be distinctive and easily recognizable, using shapes and colors that align with their function or elemental type.

Menu Design:

Menus should have a semi-transparent background with ornate borders, reflecting an old tome or parchment feel. This keeps the focus on the gameplay while still providing all the necessary information clearly.

The main menu can have animated mystical elements, such as faintly glowing runes or floating magical artifacts, to enhance the immersive experience.

HUD Design:

The HUD should be minimalistic to avoid cluttering the screen, providing only essential information like health, energy, and active runes.

A dynamic HUD, which only displays certain elements when relevant (e.g., rune powers appear when they are available or in use), can keep the screen clean and immersive.

Interactive Elements:

Interactive elements like dialogue boxes and quest logs should have a stylized frame design that complements the overall aesthetic, perhaps with subtle rune-like carvings.

Button prompts and interactive UI elements should be clearly visible but not overly modern in design, maintaining the game's mythical atmosphere.

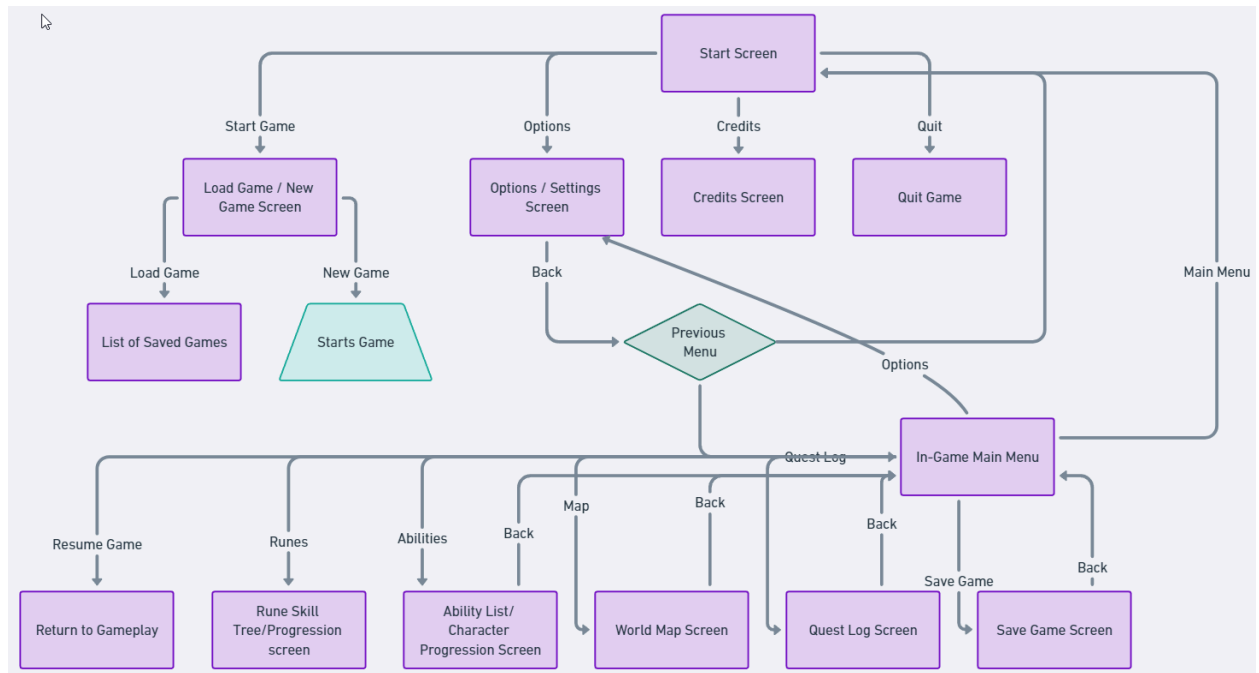
Animation and Transitions:

UI animations should be smooth and have a magical essence. For example, opening a menu might be accompanied by a subtle magical effect or a light flourish.

Transition effects between different UI screens should be fluid, contributing to an immersive experience without causing distractions.

By adhering to these aesthetic guidelines, the UI of "Wicked Arcana" will not only be functional and user-friendly but also contribute to the overall storytelling and world-building, enhancing the player's immersion in the game's magical and mythical universe.

Flow Chart



Mockups

Start Menu

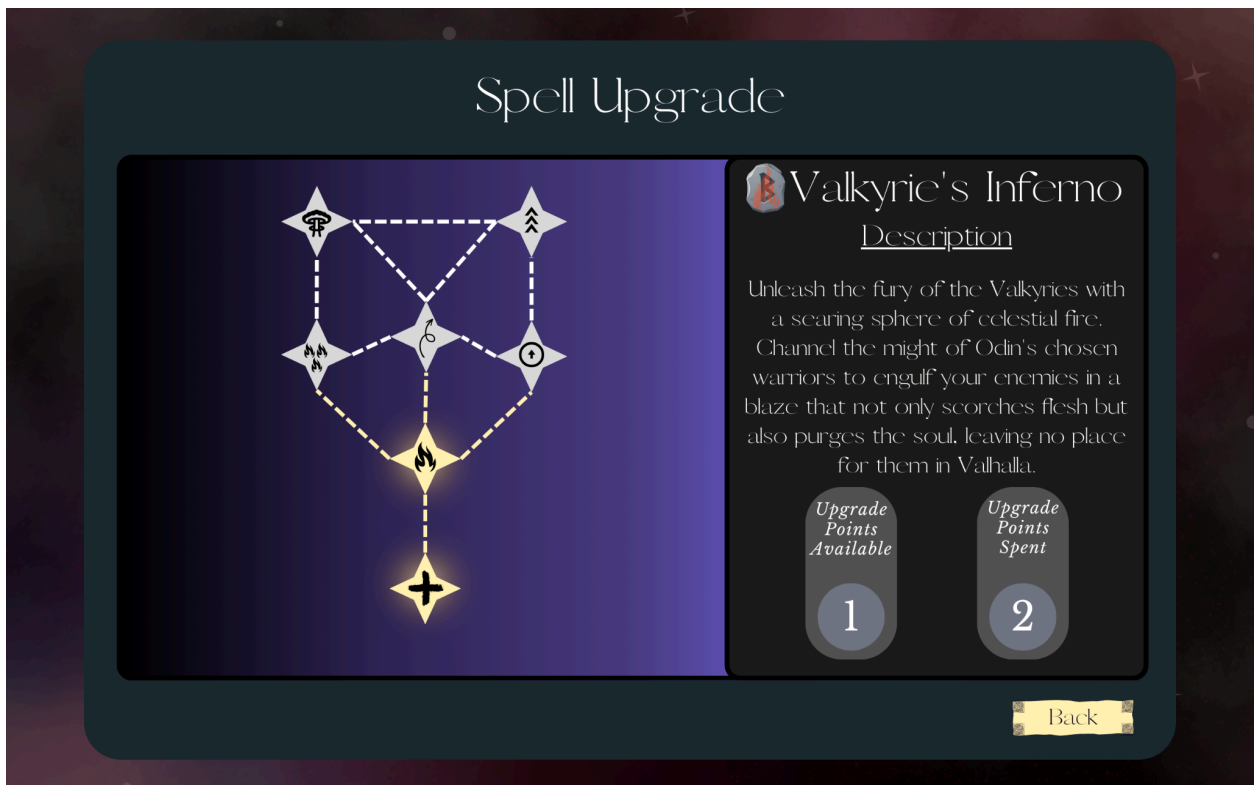


Settings





Spell Tree



HUD



Spell Wheel



Narrative Design

[Narrative Canva Board](#)

Plot Outline

High Level Overview

On the continent of Apogea, the world of reality, religion, and magic blur. The continent has a lot to offer, from the humans who reside in it to the Fae living deep in their woods. However, not all is as magical as it seems. Shades, the manifestation of negative human emotions, have begun to infiltrate the land causing mischief and mayhem to those who reside there. The Veil of Shadows, a rift in the world connecting to the realm of the Shades, has been opened and becomes more powerful by the day. Unbeknownst to the humans fighting for survival, the Fae had unintentionally opened this rift, releasing the Shades on the creatures of the land before retreating to their home for safety. Between all of this is our protagonist, Lyra. A 16 year old girl who's path in life has been set from the beginning, to which she has trained for it every day since. She is to be the next arcane advisor to the commander of Mossborough. However, when things take a drastic and horrific turn, the world has become under siege by a powerful and negative force that Lyra must fight against to save her world. While she had initially intended to prove herself a worthy replacement for her mother, she soon discovers that the fate of Apogea and the Veil of Shadows rests squarely on her shoulders.

Plot Overview

Our story begins in the city of Mossborough, where our hero, Lyra, is deep in her studies regarding the arcane. She is to take her mother's place when she comes of age and will become the next arcane advisor to the commander of Mossborough. After being asked to run an errand by her mother, she takes a detour to practice her combat and magic before returning home. However, upon returning, she finds that all hell has broken loose and her home is being attacked by the Shades. To uncover the mystery of the Shades and how to overcome them, Lyra must traverse Apogea to piece together the Veil's

history, her own past, and the role she plays in all of this. Along the way, Lyra meets a number of allies who help her on her journey to uncovering the truth, where she eventually finds that her existence, like the new threat emerging from the Veil, and the powers she possesses are tied together in a past that precedes her. Her powers can either strengthen or weaken this threat as she is more powerful than she realizes and will soon find out. Faced with the possibilities and the fates tied to the Veil of Shadows, Lyra must confront the heart of the chaos - an evil that intends to take control of this world. Confronted with her destiny, she must choose.. Will she or won't be what the world needs?

Setting

World: The realm of Apogea, a land where magic, religion, and reality blur, divided into various mystical, and ethereal territories.

Atmosphere: A richly imagined world with magical phenomena, hidden secrets, and a lingering sense of mystery.

Backstory

- Apogea was once a harmonious land, but a new conflict known as the "Veil of Shadows" fragmented the realm, unleashing the Shades, which are beings born from the darkness both within the world and beyond it.
- The Veil of Shadows is a mysterious veil that emerged, which had separated the physical world from the underworld, but this barrier is weakening from the Fae's actions, allowing the darkness from the Veil to seep into the land of the living.

Protagonist

Name: Lyra

Background: A young child whose role is to follow in her mother's footsteps and become the next arcane advisor to the village. Caught in a tift between another village, Lyra finds herself at the center of a situation much larger than herself.

Motivation: While initially wanting to prove herself to the village leader as a worthy replacement for her mother, issues grow as Lyra finds herself between the fate of the world and the Veil of Shadows.

Gameplay Integration

Rune System: Lyra discovers she can harness the power of runes, each offering unique abilities, essential for combat and solving environmental puzzles.

Combat: Lyra engages in dynamic battles with Shades, using a blend of melee and rune-based magic tactics.

Plot Outline

Discovery: Lyra's journey begins in her home, Mossborough, where she is actively learning and honing her abilities as she trains to become a sorcerer.

Call to Adventure: A Shade attack on the village propels her to seek answers, leading to the discovery of the Veil of Shadows, its strength, and the ones who caused it.

Crossing Realms: Lyra travels through various mystical territories of Apogea, each revealing a piece of the Veil's history, her own past, and the role she plays in all of this.

Shade Encounters: Confrontations with different types of Shades (representing fear, despair, rage, etc.) provide emotional depth and challenge.

Allies and Enemies: Along the way, Lyra allies with diverse characters, each with their own story and connection to the Veil.

- Can pull some more influence from Kena here - 1 person per area that has a direct connection to the Veil and its power. Maybe did something bad themselves (tethered) or were the result of something bad)
- Kind of think of the Heartless vs. the Nobodies (I'll explain a bit more what I'm thinking)

Veil's Secret: Lyra learns that her existence is tied to the Veil, and her powers can strengthen or weaken it.

Final Confrontation: The climax involves a battle against a powerful Shade entity, that being the Shade of Lyra herself

- Trying keep the “Pumped Up Kicks” vibe

Resolution: Depending on player choices, the game ends with either the destruction of the Veil (breaking its hold in the real world, closing the Shades off) and peace in Apogea or a more bittersweet outcome where the balance between realms remains precarious.

Themes

Light vs. Darkness: Explores the duality of light and darkness, both in the world and within characters.

Emotional Resonance: Each Shade embodies a human emotion, providing depth and relatability.

Discovery and Destiny: Lyra's journey of self-discovery ties into the larger fate of Apogea.

Ideas

- Maybe less active magic; more controlled (born with it, church, government)
- Runes can be made as the character grows in level, therefore the character will form a stone and imbue the rune onto it..??
- Make PC a Teen (coming to age, forced to grow up too fast)
- Hammer out why Lyra needs to go on the mission
- Combat idea - “Valor Form, KH2”
- Tutorial (cutscene with mom, being sent out to forest for tutorial, player completes tutorial and comes back to village, village is ransacked and mother is dead)
- Star-Crossed lover with the Fae?

Races

All races in the current timeline speak English.

☰ Races of Apogea

World History

☰ World History

Region 1 Details and Background

Region 2 Details and Background

☰ Region 2: Arbor Domum

Character Profiles

☰ Character Profiles

Lyra Thorne

Role: Hero/Protagonist

Location: Mossborough

Race: half human, half Fae

Background:

Lyra Thorne's destiny is as enigmatic as the ancient woods she hails from. Raised in Mossborough, just north of Arbor Domum, she grew up amidst tales of arcane mysteries and legendary warriors.

Her journey into the heart of "Wicked Arcana" begins when an unexpected event ignites her dormant magical abilities, spurring a quest for self-discovery and her place within the tapestry of magic.

Appearance:

Age: 16, the bloom of youth tempered by the emergence of a deeper strength.

Build: Athletic and agile, a testament to her life of training to become the next Arcane Advisor

Height: A touch above average, standing tall amidst both allies and adversaries.

Skin: Fair, with a constellation of freckles.

Hair: A mane of fiery red, secured in a ponytail, mirroring the utility and form of her attire.

Eyes: Emerald green, alight with the fire of curiosity and the resolve of a burgeoning hero.

Clothing and Gear:

Upper Body: Clad in a mystical tunic reinforced with durable leather, and a short travel shawl crafted to protect as well as to allow the freedom of movement required for combat and spellcasting.

Lower Body: Fitted trousers, rugged and resistant, paired with a utilitarian belt that holds essential tools and components for her travels.

Footwear: Sturdy, reliable boots, designed for the relentless pursuit of destiny across varied terrains.

Accessories: A pendant, carrying the weight of her unknown heritage; a versatile adventurer's pack slung over her shoulder, and a sheathed sword — her constant companion — hinting at battles past and those yet to come.

Personality:

Lyra exudes a fierce independence and resourcefulness, tempered with a compassionate heart. Her natural leadership draws others to her cause, inspiring loyalty and courage.

Intelligent and inquisitive, she thirsts for knowledge, seeking truths hidden within the world's shadows.

Skills and Abilities:

Proficient in martial combat, her skills honed through both discipline and necessity. Adaptable and quick to learn, facing each challenge as an opportunity to grow. Magical talents just awakening, their depths as yet unplumbed but brimming with potential.

Role in the Game:

The player's avatar, guiding through "Wicked Arcana's" myriad mysteries.

Engaging in combat, solving ancient puzzles, and forging alliances, she is the nexus of the unfolding epic.

Her choices and actions shape the narrative, her growth reflecting the player's journey.

Voice and Dialogue Style:

A voice that carries the resonance of authority yet the melody of kindness, and a softness that betrays her age

Character Arc:

From the perceived safety of Mossborough's city walls, to the heart of an epic saga, Lyra's tale is one of growth, discovery, and the power that lies within choices.

Seraphina Thorne

Role: Arcane Advisor

Location: Mossborough

Race: Human

Background:

Seraphina Thorne serves as the esteemed Arcane Advisor to the leaders of Mossborough, a position of great honor and responsibility.

A prodigious spellcaster in her youth, Seraphina was drawn to the intricacies of magical warfare and the delicate balance of power within the realm. She hails from a lineage of minimal magic, although her role as advisor is the culmination of a life dedicated to the study and application of the arcane arts.

Seraphina grew up as the younger sister to Erik, and together they learned about magic and studied its mysteries. They began as children, while playing near the road, Seraphina discovered a book. This book turned out to be a journal of the findings and exploits of a sorcerer by the name of Malaki Haroldr. This would change their lives as Seraphina began to read this book and craft her first runes. Watching his sister, he too became interested in the arts and they crafted their first runes with the help of this journal. They later demonstrated their skills before the Arcane Minister at The Arcanum(School of Magic) and were admitted into the ranks of the students to which they eventually became powerful members of the "Order of the Arcane" that reside within the walls of "The Union," which is the temple or building itself. After a few years serving as guard to the city and taking on missions issued by "The Counsel of Magic" which is the inner circle to the Order, they were approached by Zahdoc Gruiddhic. Zahdoc was a member of the Counsel and could tell the two of them were searching for a greater purpose than serving the Order. Zahdoc offered them a chance to be more and to take on missions of their own devise. He pitched to them his ideas to form a group of vigilantes that would take more or better action than the Order. He explains that he has already recruited others and that they are to gather soon. The two were advised to resign from their duties as members of the Order so they could focus on their new duties. Shortly after their resignation, Zahdoc met up with these two and explained he was calling the meeting. That night, the first meeting was held and "The Keepers of Vigilance" was born.

After two years serving as Keepers of Vigilance, she had an affair with another Keeper, Callon Eldalot, which got her pregnant. After a few weeks, she knew of this pregnancy, and decided she must abandon her life as a Sorcerer and become a mother. She informed Callon and explained she must do this alone, and he must stay to continue their

work. Callon was reluctant to give up his new family despite the fling, but gave her his blessing. Her decision didn't come without baggage though, as she was being courted by Zahdoc. She knew that with his great ambition, great anger would come following the emergence of this news. So in the night, she fled to the far away city of Mossborough and took up a humble residence to raise her child. Lyra was born, and through the years, Seraphina still wanted to serve in what ways she could, so she worked her way to the position of Arcane Advisor to The Commander and trained her daughter in the Arcane Arts.

Appearance:

Age: In her late 40s, embodying a timeless grace that belies her years.

Build: Poised and dignified, with an air of unshakeable composure.

Height: Average, standing with an erect posture that commands respect.

Skin: Fair and smooth, often illuminated with a soft arcane glow when deep in contemplation or spellwork.

Hair: Rich auburn, like her daughter's, but streaked with strands of wisdom's silver, usually pulled back to maintain focus and clarity.

Eyes: Piercing cerulean blue, reflective pools of knowledge and foresight.

Clothing and Gear:

Upper Body: Adorned in regal robes of deep crimson and gold, signifying her prestigious role and expertise in magical disciplines.

Lower Body: Elegant skirts that complement the functionality of her role, allowing for fluid movement during spellcasting.

Footwear: Practical yet refined shoes, befitting her station and the hallowed halls she walks.

Accessories: An amulet of office, radiating with enchantments for protection and clarity; various rings and bracelets that serve as arcane foci for her spells.

Personality:

Saraphina is characterized by her intellect and shrewdness, balanced by a nurturing heart that reveals itself to those she holds dear.

She speaks with authority woven with compassion, her counsel sought by many for its wisdom and insight.

Fiercely protective of Mossborough and her daughter, Lyra, she is both a guardian and a guide.

Skills and Abilities:

Adept at weaving protective spells and wards, creating barriers that safeguard Mossborough from both physical and magical threats.

Skilled in the arts of divination, offering guidance through foresight and prophecy.

A strategic mind, capable of devising plans that incorporate both martial and magical tactics.

Role in the Game:

Acts as a mentor and mother figure to Lyra, providing guidance and knowledge of the arcane.

Her position as advisor may intersect with political intrigue and the broader conflicts within the realm.

Provides quests related to magical research, defense, and the unraveling of arcane mysteries.

Voice and Dialogue Style:

Her voice is measured and resonant, each word carefully chosen and imbued with the gravitas of her office.

Her speech is articulate, reflecting her extensive knowledge and the eloquence expected of someone in her esteemed position.

Character Arc:

Saraphina's story interlaces with the larger narrative of "Wicked Arcana," her actions influencing the political and magical landscapes.

As Lyra's journey unfolds, Saraphina's past decisions and their repercussions may come to light, adding depth to her character and complexity to her relationship with her daughter.

Barton Rowe

Role: Commander of Mossborough

Location: Mossborough

Race: Human

Background:

Barton Rowe, the Commander of Mossborough, rose to prominence through a combination of shrewd leadership and unwavering dedication to his people.

A seasoned warrior in his earlier days, he has since evolved into a wise and just ruler, earning the respect and loyalty of his subjects.

His rule has been marked by a push for progress and prosperity, while upholding the traditions and values that have kept Mossborough strong through the ages.

Appearance:

Age: In his early 50s, his presence is one of seasoned vigor.

Build: Robust and commanding, with the bearing of one who has known both battle and the weight of governance.

Height: Tall, his stature imposing yet inviting respect rather than fear.

Skin: Weathered from years of service under the Mossborough sun, bearing the subtle scars of past conflicts.

Hair: Thick and dark, though beginning to show distinguished touches of gray at the temples.

Eyes: A deep brown, reflecting a depth of experience and understanding.

Clothing and Gear:

Upper Body: Wears a mantle of leadership, a fine tunic under a surcoat emblazoned with Mossborough's crest, symbolizing strength and unity.

Lower Body: Robust leggings fit for both ceremonial duties and the potential of conflict.

Footwear: Sturdy boots indicative of his readiness to stand firm for his city.

Accessories: A signet ring bearing the seal of Mossborough, used to officiate decrees and correspondences.

Personality:

Barton is known for his strategic mind and diplomatic acumen, able to navigate the complex waters of politics with ease.

He exudes a natural charisma and a reassuring confidence, traits that have solidified his role as a beloved leader.

Though fair and compassionate, he can be decisive and firm when the protection of his realm is at stake.

Skills and Abilities:

Expert in martial strategy and combat, with a history of leading his forces to victory.

Adept in statecraft, ensuring the stability and growth of Mossborough through wise policies and alliances.

Possesses a keen insight into the human spirit, often able to predict and outmaneuver his adversaries.

Role in the Game:

Serves as a central figure in the political landscape of the game, offering quests that intertwine with the kingdom's affairs.

His decisions and leadership style can significantly impact the game's storyline and the player's journey.

Provides a paternal figure to Lyra, offering support and guidance as she navigates her path.

Voice and Dialogue Style:

Speaks with the gravitas befitting his role, his voice a commanding presence in counsel and conversation.

His language is both refined and accessible, a blend that endears him to nobles and commoners alike.

Character Arc:

Barton's narrative arc involves the stewardship of Mossborough against rising threats and internal strife.

His interactions with Lyra and other key characters may reveal a complex character whose every decision balances personal conviction with the greater good.

Frida Embla

Role: Healer

Location: Mossborough

Race: Human

Background:

Appearance:

Age:

Build:

Height:

Skin:

Hair:

Facial Hair:

Eyes:

Clothing and Gear:

Upper Body:

Lower Body:

Footwear:

Accessories:

Personality:**Skills and Abilities:**

Expertise in healing of all kinds both simple and intricate. Expertise in potions, healing incantations, and other requirements to be the village healer.

Knowledgeable in different types of healing ranging from plants, puncture healing, flame healing, pressure healing, and mind healing.

Skilled in examination as to finding the nature of a wound or sickness and procuring a solution.

Role in the Game:

Provides the player with healing potions, healing plants, and advice.

Offers side quests related to gathering materials or testing new creations.

Acts as a source of lore and information about the game world's history and technology.

Voice and Dialogue Style:**Character Arc:**

Initially began as an apprentice and has gained experience and wisdom to now run the healing hut.

Branik “Ironside” Ulfsson

Role: Blacksmith

Location: Mossborough

Race: Human

Background:

- A skilled artisan, known for their exceptional craftsmanship.
- Originates from a small village known for its mining and metalwork.
- Learned the trade from their family, continuing a generations-old tradition.

Appearance:

Age: Mid-30s to early 40s.

Build: Muscular and sturdy, reflecting years of physical labor.

Height: Above average.

Skin: Tanned and weathered from years of working near the forge.

Hair: Short, dark hair, often covered with a leather cap or bandana.

Facial Hair: A well-kept beard.

Eyes: Deep brown, reflecting a mix of warmth and seriousness.

Clothing and Gear:

Upper Body: Thick, durable leather apron over a simple, heat-resistant tunic.

Lower Body: Heavy trousers with a belt featuring various tool pouches.

Footwear: Sturdy boots made to withstand heat and debris.

Accessories: Leather gloves, protective goggles or eyewear, and a hammer always at hand.

Personality:

Hardworking and meticulous in their craft.

Has a warm, approachable demeanor, but is also known for being no-nonsense while working.

Takes great pride in their work, ensuring each item is of the highest quality.

Skills and Abilities:

Expertise in forging various metal items, from simple tools to intricate weapons and armor.

Knowledgeable in different metal types, alloys, and tempering techniques.

Skilled in enchanting weapons during their creation to imbue special abilities

Role in the Game:

Provides the player with weapons either by crafting new items or upgrading existing ones.

Offers side quests related to gathering materials or testing new creations.

Acts as a source of lore and information about the game world's history and technology.

Voice and Dialogue Style:

A deep, resonant voice, conveying authority and experience.

Speaks in a straightforward manner, often including blacksmithing jargon.

Offers practical advice and wisdom to the player.

Character Arc:

Initially focuses on simple trade, but as the player progresses, they reveal more about their history and the lore of blacksmithing in the game world. The “Ironside” nickname is due to an accident at the forge that ended up with iron in his side, and all that is left now

is a scar. Another note is that his father was named “Ulf” hints Branik’s last name “Ulfsson.”

May have a personal questline where they seek rare materials or strive to create a masterpiece.

Thalric Nomadwarve

Role: Mysterious Peddler

Location: Various

Race: Human (?)

Background:

Thalric Nomadwarve, a wanderer with a knack for acquiring and selling rare and unique items.

Origin:

Unknown, shrouded in mystery, with rumors of distant lands and forgotten realms. Known for appearing unexpectedly in various locations, always with new and intriguing wares.

Location: Mossborough

Appearance:

Age: Appears to be in his late 40s.

Build: Lean and agile, suitable for a life on the road.

Height: Average.

Skin: Fair, with a weathered look from constant travel.

Hair: Shoulder-length, wavy, graying hair.

Facial Hair: A well-trimmed goatee.

Eyes: Piercing blue, with a hint of mischief.

Clothing and Gear:

Upper Body: A colorful, patchwork coat filled with pockets and hidden compartments.

Lower Body: Comfortable trousers, suitable for travel.

Footwear: Durable, well-worn boots.

Accessories: A wide-brimmed hat adorned with feathers and trinkets, a satchel filled with odds and ends, and numerous rings and amulets, each with its own story.

Personality:

Charismatic and enigmatic, Thalric has a way with words and a flair for the dramatic.

He is friendly and engaging but always keeps his true intentions and origins a secret.

An excellent judge of character, able to discern a customer's needs and desires quickly.

Skills and Abilities:

Adept in various languages and dialects, facilitating trade across diverse cultures.

Knowledgeable in the lore and history of countless items, both mundane and magical.

Skilled in haggling and bartering, ensuring he always gets the best deal.

Role in the Game:

Sells a variety of items to the player, ranging from common supplies to rare artifacts.

Provides hints and leads to quests or valuable locations.

Acts as a source of lore and world-building, sharing tales of his travels and the origins of his wares.

Voice and Dialogue Style:

Speaks with a smooth, captivating tone, often embellishing his speech with tales and anecdotes.

Uses a mix of colloquial and archaic language, reflecting his extensive travels.

Character Arc:

Throughout the game, Thalric may reveal snippets of his past, hinting at a larger, more complex story.

His encounters with the player could lead to a specific questline, uncovering the mysteries of his origins and the true nature of his travels.

Elara Moonshadow

Role: Enchantress

Location: Mossborough

Race: Human

Background:

Elara Moonshadow is a revered enchantress known for her profound expertise in arcane magic and enchantments.

Hails from a hidden enclave of mystics within the enchanted expanse of the Silverleaf Forest.

Spent her early years studying ancient magical texts and honing her craft in enchanting.

Appearance:

Prepared by: Novus Studios

Age: Appears to be in her early 30s.

Build: Slender and graceful, with an aura of otherworldly elegance.

Height: Slightly above average.

Skin: Pale, almost luminescent, as if touched by magic.

Hair: Long, flowing silver hair that seems to shimmer with starlight.

Eyes: Deep violet, sparkling with arcane energy.

Clothing and Gear:

Upper Body: A flowing robe of midnight blue, embroidered with silver runes and celestial Motifs.

Lower Body: Elegant, flowing skirts that move with an ethereal quality.

Footwear: Soft, silken slippers adorned with tiny gems.

Accessories: An array of intricate jewelry, each piece glowing with enchantment, and a crystal-tipped staff.

Personality:

Elara is insightful and serene, often speaking in thoughtful, measured tones.

She possesses an aura of mystery and calm, drawing people towards her with her gentle demeanor.

Highly intuitive, she has a talent for understanding and catering to the arcane needs of her patrons.

Skills and Abilities:

Master at crafting and enchanting jewelry and accessories with potent protective spells.

Deep understanding of magical artifacts, celestial alignments, and protective enchantments.

Possesses the unique ability to imbue items with magic that resonates with the wearer's aura.

Role in the Game:

Sells and customizes enchanted jewelry and accessories, providing Lyra with magical protection akin to armor.

Her enchanted items can be tailored to specific player needs, offering various magical defenses and bonuses.

Serves as a guide to the game's magical elements, revealing deeper secrets of enchantments and arcane lore.

Voice and Dialogue Style:

Her voice is soft and melodic, filled with a soothing quality that seems to weave spells in the air.

Uses language that is rich in imagery and magic, often referencing celestial bodies and mystical phenomena.

Character Arc:

Elara's narrative involves discovering lost magical knowledge and reviving ancient enchantments.

She may have a personal quest for the player to recover sacred artifacts or restore a forgotten sanctuary of magic.

Aelwyn Willowmist

Role: Sovereign of the Fae

Location: Arbor Domum

Race: Fae

Background:

Aelwyn Willowmist, the ageless and wise ruler of the Fae, guardian of the mystical Fae realms.

Known for her balanced approach to both ancient fae traditions and the evolving dynamics of the magical world.

Her reign has seen peace and prosperity, but also challenges from outside forces threatening the Fae lands.

Appearance:

Age: Appears ageless, embodying both the youthfulness and wisdom of the Fae.

Build: Lithe and graceful, embodying the natural elegance of her people.

Height: Slightly shorter than the average human, as typical for the Fae.

Skin: Luminescent, with a soft, ethereal glow reminiscent of moonlight.

Hair: Long, flowing hair that shifts in color like the leaves through the seasons.

Eyes: A deep, vibrant shade of green, reflecting the heart of the forest.

Clothing and Gear:

Upper Body: A gown woven from the finest silks of the Fae realm, adorned with natural elements like leaves and flowers that seem alive.

Lower Body: Gossamer skirts that shimmer with dew-like beads, changing hues in different lights.

Footwear: Barefoot, in tune with the earth, yet leaves no trace on the ground.

Accessories: Crown made of intertwined branches and gems, symbolizing her connection to the natural world and her authority.

Personality:

Aelwyn is both nurturing and fierce, embodying the dual nature of the natural world.

She speaks with authority but also with kindness, always seeking balance and harmony.

Deeply connected to her land and people, she is protective and willing to make sacrifices for their wellbeing.

Skills and Abilities:

Possesses ancient knowledge of fae magic, natural lore, and elemental control.

Skilled in diplomacy and leadership, maintaining alliances within the mystical realms.

Able to commune with nature, summoning the forces of the forest in times of need.

Role in the Game:

Acts as a key ally to the player, offering guidance and assistance in quests involving the Fae and their realm.

Provides magical aid and insight into the mysteries of the natural and mystical world.

Her storyline may involve defending her realm from threats or seeking the player's help in restoring balance to the natural order.

Voice and Dialogue Style:

Speaks with a melodic, captivating voice that echoes the sounds of the forest.

Her language is poetic and filled with ancient terms and references to nature.

Character Arc:

Aelwyn's story is interwoven with the fate of the Fae realm and its relationship with the outside world.

Her journey with the player may reveal hidden aspects of Fae culture and history, and involve significant decisions impacting both her people and the game world at large.

Erik Thorne

Role: Former member of the “Keepers of Vigilance”/ enemy at first/ uncle and friend

Location: The Citadel

Race: Human

Background: Erik grew up as the older brother of Seraphina, and together they learned about magic and studied its mysteries. They began as children, while playing near the road, Seraphina discovered a book. This book turned out to be a journal of the findings and exploits of a sorcerer by the name of Malaki Haroldr. This would change their lives as Seraphina began to read this book and craft her first runes. Watching his sister, he too became interested in the arts and they crafted their first runes with the help of this journal. They later demonstrated their skills before the Arcane Minister at The Arcanum(School of Magic) and were admitted into the ranks of the students to which they became powerful members of the “Order of the Arcane” that reside within the walls of “The Union,” which is the temple or building itself. After a few years serving as guard to the city and taking on missions issued by “The Counsel of Magic” which is the inner circle to the Order, they were approached by Zahdoc Gruiddhic. Zahdoc was a member of the Counsel and could tell the two of them were searching for a greater purpose than serving the Order. Zahdoc offered them a chance to be more and to take on missions of their own devise. He pitched to them his ideas to form a group of vigilantes that would take more or better action than the Order. He explains that he has already recruited others and that they are to gather soon. The two were advised to resign from their duties as members of the Order so they could focus on their new duties. Shortly after their

resignation, Zahdoc met up with these two and explained he was calling the meeting. That night, the first meeting was held and “The Keepers of Vigilance” was born.

Appearance:

Age: Late 40’s or so as he is only two years ahead of his sister Seraphina

Build: Muscular Build

Height: 6’0”

Skin:

Hair: Brown Hair

Eyes: Brown Eyes

Clothing and Gear:

Upper Body:

Lower Body:

Footwear:

Accessories:

Personality:

Skills and Abilities:

Role in the Game:

Voice and Dialogue Style:

Character Arc:

Magic Types

Magic Types

Animals

-Normal animals known to man- ex. Bear, deer, crocodile, eagle, etc..

Animal Ideas

Summary of Idea

The other idea is that we could allow the mating of different species and explain that some attempted creations work while others do not depending on how nature tries to unite these different species. If this were much farther in the future, you might even find a scientific reasoning behind why animals can cross species just as Lyra was a cross species of sorts. The simple answer is that magic allows for the combination of something without deformity as the cells latch together and form through a powerful wave of evolution.

Animal associated with these ideas in mind

- Porqadil(armadillo+porcupine)-The Porqadil has a body that can form into a ball such as the armadillo while it has quills protruding from its body like a porcupine and can roll in its ball state while discharging its quills due to a reaction from something like a threat or they can be released at will.
- Dragon Serpent(alligator/crocodile+snake)- This animal is essentially a mixture between an alligator/crocodile and a snake. Imagine a limbless alligator with the same abilities as a snake like dislocating the jaw bones to eat prey whole while still using hunting techniques the alligator would use like the death roll.

- Bearat(bear+cat)- This animal is a mixture between a bear and a big cat. Imagine a thin bear with a cat-like body and a stub tail.
- Jackalope(rabbit with antlers)- I'm aware this animal is technically a mythical one, but it's just myth, not magic. So I included it with the more scientific animals. This is just a jackrabbit with antlers. So you could say it's a rabbit and a deer mixture.
- Tauralo(Bison+horse)- This animal is a mixture between a bison and a horse that will resemble a bison more. Imagine a bison that is a little thinner while having longer legs therefore giving this animal the strength of a bison and the speed of a horse. The head of this animal will be a mixture of the two animals as they are similar in nature.
- Capraus(goat+ox)- This animal is a mixture between an ox and a goat. With these animals already being similar in nature, it will be an easy to imagine type of animal as the most notable feature would be the size as this animal will be smaller than an ox and larger than a goat. Its appearance will be like a very small ox that has goat horns that range in how they form just as the horns on the different kinds of goats.

Magical Animals

Magical Animals

Magical Plants

Magical Plants

Secret Society/ Keepers of Vigilance

A secret society created by a Fae by the name of The Keepers of Vigilance.

The Keepers of Vigilance

Script

For dialogue and/or stage directions, include a full screenplay for the game.

Script D

Storyboards

Illustrate beat-by-beat gameplay in the correct perspective, from the player's POV. Panels should be in the aspect ratio planned for the final product.

Story and Quests

Main Story

 Story Overview

Side Quests

 Side Quests

City/Village

Within the village, you will find shops, houses, the chief's house, blacksmith, the village garden, animals, NPCs, and other things. Here, we will go through the contents of the village and details of its inhabitants and its history.

Audio Design

Audio Vision:

The audio in "Wicked Arcana" should immerse players in its mystical world, enhancing the sense of wonder and magic. It should support the game's narrative, gameplay, and visual aesthetics, seamlessly blending with the overall experience.

Music:

Style and Themes: The musical score should be enchanting and ethereal, drawing inspiration from a range of sources including traditional fantasy themes and ethnomusicology. It should have a timeless quality, evoking the game's ancient and magical setting.

Dynamic Music System: Implement a dynamic music system where the score changes based on player actions, location, and story progression, enhancing the emotional and narrative impact.

Sound Effects (SFX):

Environmental SFX: Create a rich tapestry of sounds for different environments, from the rustling of leaves in mystical forests to the eerie echoes in ancient ruins. Each sound should be carefully crafted to feel organic and enhance the sense of place.

Combat and Magic SFX: Sounds for combat and spells should be impactful and distinct. Each rune spell should have a unique auditory signature that reflects its elemental nature and power.

Interactive SFX: Sounds for interactive objects, such as doors, items, and puzzles, should provide clear feedback to players, aiding in puzzle-solving and exploration.

Voice Acting:

Character Voices: Voice work should bring characters to life, reflecting their personalities and backgrounds. Casting should be diverse, with careful attention to fitting voice actors to character profiles.

Narrative Delivery: Key narrative moments should be voice-acted to add depth to the story and characters. Voice acting should be used to enhance, not overshadow, the player's experience.

Ambient Sounds:

Ambient sounds should be used to create a living, breathing world. This includes background noises that reflect the time of day, weather conditions, and specific locations within the game world.

Audio Accessibility:

Include options for subtitles, adjustable audio levels for music, SFX, and dialogue, and descriptive audio where necessary to ensure accessibility for all players.

Collaboration and Consistency:

The audio team should work closely with the game designers, writers, and artists to ensure a cohesive and integrated audio experience.

Consistency in audio quality and style is key across all elements of the game.

Minimum Viable Product

The MVP of "Wicked Arcana" is designed to offer players a coherent and engaging experience that captures the essence of the game while allowing for scalability and future enhancements. The MVP will focus on core features that are crucial to the game's identity and playability.

Core Gameplay Mechanics

Implement fundamental melee combat and the basic rune-based magic system. This includes a limited selection of weapons, basic attack combos, and a few primary runes for spell casting.

Include essential movement mechanics such as walking, running, jumping, and basic environmental interactions.

Key Narrative Elements:

Develop the introductory segment of the story, providing enough narrative to set the stage for the game's world and premise.

Introduce primary characters and the basic conflict or challenge that drives the story.

Primary Level Design:

Create a single, well-developed level or area that demonstrates the game's setting and introduces players to the gameplay mechanics and narrative. This level should include combat scenarios, basic puzzles, and exploration opportunities.

Basic UI and HUD:

Develop a functional and intuitive user interface, including main menus, inventory management, and a basic heads-up display (HUD) showing health, energy, and active runes.

Character Progression:

Implement a basic leveling system where players can upgrade their character's abilities and spells. This may include a simplified skill tree or rune enhancement options.

Testing and Optimization:

Ensure the MVP is stable, with core mechanics well-optimized for performance. Basic testing should be conducted to identify and fix major bugs or gameplay issues.

Feedback Mechanisms:

Include basic systems for collecting player feedback, which is essential for iterating and improving the game post-launch.

The MVP of "Wicked Arcana" aims to provide players with a taste of the full game's potential. It serves as a foundation upon which additional content, features, and enhancements can be built in subsequent versions. This approach allows for early market entry, gathering player feedback, and aligning future development with player expectations and market trends.

Wish List (Backlog)

This Wishlist outlines future enhancements and additional content for "Wicked Arcana," aimed at enriching the game if time allows. These features are designed to deepen the gameplay, expand the narrative, and provide engaging new experiences for players.

Expanded Narrative and Quest Lines:

Add deeper story arcs and side quests with rich lore and character development. Introduce new characters, each with unique quests and contributions to the game's narrative.

Additional Regions and Environments:

Create new regions and environments that explore diverse aspects of the game's mythology and offer unique challenges.

Advanced Rune Magic System:

Expand the rune system with more complex abilities and customizable magic spells.

Enhanced Combat Mechanics:

Introduce new combat moves, weapon types, and strategic boss battles.

Dynamic World Events:

Implement spontaneous world events for unexpected challenges and rewards.

Interactive Mini-Games:

Elemental Rune Puzzles: Puzzles that require players to use specific rune spells to manipulate elements (fire, water, air, earth) in the environment. Solving these puzzles could involve creating pathways, unlocking doors, or activating ancient mechanisms.

Mystical Light and Mirror Challenges: Puzzles based on redirecting beams of light using mirrors or reflective surfaces. These would test players' spatial awareness and understanding of light properties, often leading to unlocking secret areas or revealing hidden messages.

Runic Sequence Decryption: Puzzles that involve deciphering ancient runic sequences. Players must recognize patterns and translate rune sequences to unlock magical seals or reveal hidden lore.

Astral Alignment Tasks: Astronomical puzzles where players align celestial bodies or constellations using an in-game observatory or magical device. Success could unlock new spells, reveal parts of the story, or grant access to new areas.

Magical Music and Sound Puzzles: Puzzles that involve replicating or deciphering melodies and harmonies using in-game instruments or environmental sounds. These could be tied to unlocking ancient bardic secrets or calming mystical creatures.

Spiritual Realm Navigation Challenges: Puzzles that involve navigating through the spiritual realm or dream sequences, requiring players to discern reality from illusion, often under time constraints or with limited visibility.

Enchanted Forest Mazes: Intricate mazes set in magical forests, where players must find their way through using clues from the environment, magical guidance, or solving mini-riddles.

Magical Crafting and Alchemy: Puzzles based on creating specific magical items or potions, requiring players to gather ingredients in the correct order and amounts, based on alchemical recipes or hints found throughout the game world.

Interactive Credits Experience:

Design an interactive credits sequence where players engage in an endless combat scenario, reminiscent of epic battles seen in iconic action RPGs. This feature would allow players to test their combat skills against waves of enemies in a visually engaging and fun setting while credits roll in the background.

In-Game Cinematics and Voice Acting:

Add voice-acted dialogues and cinematic cutscenes for a more immersive narrative.

Additional Accessibility Features:

Expand accessibility options to include more customizable gameplay settings, such as color-blind friendly modes.

These Wishlist features are envisioned to enhance "Wicked Arcana" by adding depth to the gameplay, enriching the narrative, and creating new, immersive experiences for the players. They represent our dedication to evolving the game and keeping the player experience fresh and engaging.

Risk Analysis and Mitigation

Development and Timeline Risks:

Risk: Incomplete Demo Within School-Sponsored Timeframe

Mitigation: Prioritize core gameplay and essential features for the demo. Implement strict time management and regular progress reviews. Prepare to scale down features if necessary to meet deadlines.

Risk: Transitioning from School-Based to Independent Studio

Mitigation: Develop a clear transition plan. Start recruiting non-school team members well before the transition. Establish a business structure and operational strategy for post-school development.

Team and Personnel Risks:

Risk: Loss of Team Members Post-Demo

Mitigation: Foster a strong team culture to encourage commitment. Plan for potential team changes and have recruitment strategies ready.

Risk: Skill Gaps in Volunteer Team

Mitigation: Identify key skills missing in the current team. Offer training opportunities or recruit volunteers with the necessary skills.

Financial and Funding Risks:

Risk: Inability to Secure Publisher Funding

Mitigation: Create a compelling pitch for publishers, backed by a strong demo. Explore alternative funding options, including crowdfunding or grants.

Risk: Budget Constraints During School-Sponsored Phase

Mitigation: Carefully manage resources. Utilize school-provided services to their fullest. Plan for minimal viable product (MVP) development to keep costs low.

Technical and Production Risks:

Risk: Technical Limitations of School Resources

Mitigation: Understand and work within the technical limitations from the outset. Develop a scalable game design that can be enhanced post-school phase.

Risk: Integration Challenges with New Team Members

Mitigation: Maintain comprehensive documentation and clear coding standards. Ensure smooth knowledge transfer and onboarding processes for new recruits.

Market and Commercialization Risks:

Risk: Changing Market Trends Affecting Game Relevance

Mitigation: Keep abreast of gaming industry trends. Be prepared to pivot or adapt game design based on market feedback and trends.

Risk: Demo Reception and Feedback

Mitigation: Engage in early player testing with prototypes. Use feedback to iterate and improve the game continuously.

Legal and Compliance Risks:

Risk: Intellectual Property Rights Post-School Phase

Mitigation: Clarify IP rights with the school from the outset. Secure all necessary rights for continued development post-school phase.

Risk: Contractual and Employment Legalities in Transition

Mitigation: Seek legal advice for contracts, employment laws, and studio establishment as you transition from a school project to an independent entity.

Production Plan and Timeline

Overview

Objective of the Production Plan

The objective of this production plan is to provide a comprehensive and strategic roadmap for the development of "Wicked Arcana." It aims to outline a clear path from the initial conceptual stages through to the final release and post-launch support, ensuring that every aspect of the game's development is methodically planned and accounted for. This plan serves as a guiding document for the entire development team, stakeholders, and any external partners.

Scope of the Plan

This production plan covers the full scope of "Wicked Arcana's" development lifecycle. Key areas include:

Conceptualization and Planning: Detailing the early stages of the project where the game's core ideas, themes, and mechanics are refined.

Design and Development: Outlining the processes for creating game assets, writing code, designing levels, and integrating various game elements.

Testing and Quality Assurance: Establishing a rigorous testing regime to ensure the game meets quality standards and provides a compelling player experience.

Launch Preparation: Planning for the marketing, distribution, and launch of the game, ensuring a successful introduction to the market.

Post-Launch Management: Addressing post-launch activities such as community management, updates, bug fixes, and potential expansions or DLCs.

Key Principles

The production plan is built upon several key principles:

Agility and Flexibility: While maintaining a structured approach, the plan allows for flexibility to adapt to changing circumstances, feedback, and innovations during the development process.

Collaborative Approach: Encouraging active collaboration and communication within the development team and with external stakeholders to ensure a unified vision and effective problem-solving.

Risk Management: Integrating risk assessment and mitigation strategies to proactively address potential challenges and uncertainties.

Player-Centric Focus: Prioritizing the player experience in all aspects of development, ensuring that the game is engaging, accessible, and enjoyable.

Sustainable Development: Balancing ambition with practicality to maintain a healthy work environment and avoid burnout, ensuring the long-term sustainability of the project.

Development Phases

Pre-Production Phase

Objective: Establish a foundational blueprint for the demo.

Duration: 1 Month

Key Activities:

- **Concept Finalization:** Solidify the game's core concept, including gameplay mechanics, narrative, and art direction.
- **Team Assembly:** Form a focused team with clearly defined roles, ensuring all necessary skills are covered.
- **Resource Assessment:** Select software tools, hardware, and other resources.
- **Initial Demo Planning:** Outline the scope, key features, and milestones for the demo.

Deliverables:

- Refined Game Design Document
- Concept Art and Basic Prototypes

Core Development Phase

Objective: Develop essential components and features for the demo.

Duration: 3 Months

Key Activities:

- **Asset Development:** Create key art assets, animations, and sound necessary for the demo.
- **Core Mechanics Implementation:** Develop and integrate primary gameplay mechanics.
- **Region Construction:** Build the initial regions or environments to be included in the demo.
- **Initial Playtesting:** Conduct internal testing to ensure basic functionality.

Deliverables:

- Alpha Version of the Demo
- Completed Key Assets and Environments

Testing and Refinement Phase

Objective: Polish the demo and ensure a smooth, engaging player experience.

Duration: 1 Month

Key Activities:

- **Extensive Testing:** Conduct thorough testing, including bug tracking and fixing.
- **Player Experience Refinement:** Improve gameplay based on internal feedback, focusing on user experience and engagement.
- **Performance Optimization:** Enhance load times, framerate, and overall stability.

Deliverables:

- Feature-Complete Beta Version of the Demo
- Testing and Feedback Report

Launch Preparation Phase for Demo

Objective: Prepare the demo for external release and pitching.

Duration: 1 Month

Key Activities:

Marketing Material Development: Create trailers, screenshots, and promotional content.

External Testing: Conduct beta testing with a closed external group for additional feedback.

Pitch Preparation: Assemble a compelling pitch package for potential publishers, including the demo, a presentation, and a business plan.

Deliverables:

- Marketing and Promotional Materials
- Pitch Package for Publishers
- Public Demo Release

Milestones and Deadlines

Pre-Production Phase (1 Month)

Month 1:

Milestone:

- Finalize Game Concept and Mechanics
- Complete Initial Team Assembly and Resource Allocation
- Finalize Initial Game Design Document and Prototype

Deadline: End of Week 4

Core Development Phase (3 Months)

Month 1:**Milestone:** Complete Key Art Assets and Start Level Design**Deadline:** End of Month 1**Month 2:****Milestone:** Implement Core Gameplay Mechanics and Initial Playtesting**Deadline:** End of Month 2**Month 3:****Milestone:** Alpha Version of Demo Ready for Internal Review**Deadline:** End of Month 3

Testing and Refinement Phase (1 Month)

Week 1-2:**Milestone:** Conduct Extensive Testing and Begin Bug Fixes**Deadline:** Mid-Month**Week 3-4:****Milestone:** Finalize Beta Version of Demo with Refined Player Experience**Deadline:** End of Month

Launch Preparation Phase for Demo (1 Month)

Week 1-2:**Milestone:** Develop Marketing and Promotional Materials**Deadline:** Mid-Month**Week 3:****Milestone:** Conduct External Beta Testing and Gather Feedback

Deadline: End of Week 3

Week 4:

Milestone: Finalize Pitch Package for Publishers and Prepare for Public Demo Release

Deadline: End of Month 6

Conclusion

Demo Launch: Public release of the "Wicked Arcana" demo and presentation to potential publishers.

Post-Launch Feedback Analysis: Begin immediately after demo launch to inform future development.

Quality Assurance

Overview

Quality Assurance (QA) in "Wicked Arcana" is a continuous process aimed at ensuring the game's functionality, performance, and user experience meet the highest standards. This section outlines the QA strategies and practices that will be integrated throughout the game's development lifecycle.

Testing Strategy

Iterative Testing: Implement a cycle of continuous testing throughout the development phases, integrating QA into every stage from initial development to post-launch.

Test Planning: Develop detailed test plans that cover various aspects of the game including functionality, performance, usability, and compliance with design specifications.

Types of Testing

Functional Testing: Ensure all game mechanics, features, and interactions work as intended.

Performance Testing: Test the game's performance, focusing on load times, framerate, and responsiveness.

Compatibility Testing: Ensure the game runs smoothly on all target platforms and devices.

User Experience Testing: Evaluate the game's interface, controls, and overall player experience.

Test Phases

Alpha Testing: Internal testing conducted by the development team to identify initial bugs and issues.

Beta Testing: External testing involving a broader audience to gather diverse feedback and identify less obvious issues.

Regression Testing: Conducted after fixes and updates to ensure new changes haven't introduced new bugs.

Communication Plan

Overview

Effective communication is critical to the success of "Wicked Arcana." This plan establishes the guidelines and tools for clear, consistent, and efficient communication among team members and with external stakeholders.

Internal Communication

Discord

General

#general: Main channel for all team communications and discussions.

#off-topic: For non-project related conversations, helps in team bonding.

#help: A place to ask for assistance or technical support.

#resources: Sharing of general resources, tools, or educational material.

#suggestions: Collecting team suggestions for improving the project or workflow.

#show-and-tell: A space for team members to showcase their work and share progress.

Important Information

#welcome: Onboarding information for new team members.

#announcements: Official updates and important information dissemination.

#open-positions: Information about current openings or roles needed.

#availability: Team member availability schedules and time-off notices.

#links-and-documents: Central repository for shared documents and links.

#meeting-recordings: All-Hands Meeting YouTube videos are posted here for team members who missed or want to review information from the meeting. On-Basis Meetings will also be posted here if applicable.

Game Production

#stand-ups: For work updates; what's being planned or worked on, and any blockers.

#general-art: Discussions and updates related to game art and assets.

#ui-art-and-design: Updates on user interface art and user experience design implementation.

#audio-design: Channel for audio-related updates, including music and sound effects.

#level-design: For sharing progress on game regions and environmental design.

#ai-design: Conversation about AI mechanics and behavior scripting.

#combat-design: For combat system development and balancing.

#technical-design: Technical discussions on game mechanics and feature implementations.

#narrative-writing: Discussions around storyline, script, and narrative structures.

#marketing: Discussions and updates related to marketing for the game

#asset-requests: Used to request assets needed for the game that are not included in engine. Primarily used by level designers, technical designers, and ai/combat designers.

#bug-report: Used by the team to report potential bugs they've encountered in engine.

#asset-check-out-in: Tracking who is working on what assets to avoid conflicts.

Tutorials

#level-tutorials: Tips and resources for level design.

#ai-tutorials: Guidance on AI implementation and troubleshooting.

#technical-tutorials: Discussions about game mechanics and physics.

Voice Channels

General: For general voice communication.

General 2: A second general voice communication channel.

Meeting: Dedicated to team meetings and discussions.

Meeting 2: A second meeting voice communication channel.

Private

firstname-lastnameinitial-private: Dedicated private channel for team members to individually contact the producers.

Regular Updates

Stand-Up Posts

Purpose: To keep the team aligned, informed, and to quickly address any potential blockers.

Frequency: Daily is preferable, but whenever the team member has completed work

Channel: #stand-ups on Discord.

Guidelines for Stand-Up Posts

Each team member should provide a brief post that covers the following points:

Prepared by: Novus Studios

Describe what you've last worked on: Summarize the tasks or objectives completed since the last stand-up.

Describe what you plan on working on next: Outline the tasks and goals for what you will be doing soon

Blockers: Identify any issues or challenges that might impede progress and require team input or assistance.

Best Practices

Brevity: Encourage succinctness to keep updates focused and time-efficient.

Consistency: Stand-up posts should be a regular part of each team member's work routine.

Active Participation: Ensure every team member actively participates and reads through others' updates to stay informed about the project's progress.

Problem-Solving: Use the #help channel for discussions that may arise from blockers mentioned in stand-up posts.

Accountability: The Producers and Project Managers will monitor the stand-up posts to ensure participation and follow up on any reported blockers.

Integration with Task Tracking

Action Items: Any tasks or issues identified during stand-ups should be logged into Hack-n-Plan for tracking.

Progress Tracking: The daily stand-up updates should align with the task statuses reflected in the project management tool to maintain transparency and accurate progress tracking.

Check In and Check Out Posts

Purpose: Inform members of the team what items are currently being worked on in engine and therefore should not be worked on by anyone else to prevent merge conflicts (lose of work).

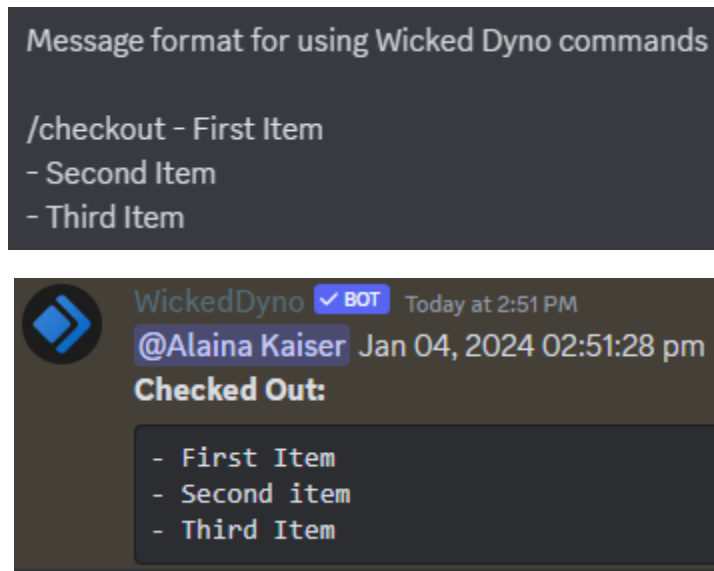
Frequency: Whenever a team member is working on an item. It is recommended to check out and check in every couple of hours within a day.

Channel: #asset-check-out-in on Discord.

Guidelines for Check Out Check In Posts

Each team member should provide a post with a list of items in engine that they've started work on as soon as edits are being made. Each team member should also send a message as soon as they have committed and merged their pull request on GitHub.

In order to send a checkout message, go to the #asset-check-out-in text channel on Discord. Type **/checkout** followed by the items you are checking out. This will delete your sent message and create a new message by the WickedDyno bot with your name, date, time, and checked out as the header. Refer to the example images below to see how to format your message and the result:



You can also copy the items you checked out by clicking the copy button. This will enable you to quickly send your check in message. To send a check in message, type **/checkin** followed by the items you are checking in. If you used the copy button from your check out message, be sure to use Ctrl + V or right click and paste to add your copied message after the /checkin command.

Note: The formatting for both message types are the same.

If the check in and check out messages stop working, a producer has to restart the WickedDyno bot. In this event, you would type out your check out and check in messages. Here is a format suggestion that you could follow:

```
**Checking in:**  
- DL_Region1_2_Assets (assets contained in this data layer)  
- DL_Region1_2_Landscape (all proxies)  
- SM_Wall_Entrance  
- All General_Shop Modules  
- All Blacksmith Modules  
- All Alchemy_Shop Modules  
- Landscape  
- New data layers  
- LevelMockup_Plane
```

Meetings

- **All-Hands Meetings:** A voluntary meeting conducted once a week to discuss project progress, address concerns, and plan for the upcoming week. These meetings aim to keep all team members aligned and informed. This meeting is also recorded by a producer, uploaded to YouTube, and posted in the #meeting-recordings channel on the Wicked Arcana Discord server.
- **On-Basis Meetings:** Meetings scheduled as needed that is created and discussed with team members involved. Recording are determined by the members involved and can be posted as a YouTube link to the #meeting-recordings channel on the Wicked Arcana Discord server.

File Sharing and Documentation

The team will use Google Drive as the centralized repository for all project-related files and documentation. Whiteboards and visually intensive files will be stored on Canva and links for the Canva pages will be stored in the “Important Documents” file on the Google Drive.

Emergency Communication

If an emergency arises please reach out directly to one of the producers or leads for assistance.

External Communication

Stakeholder Updates

Regularly update stakeholders (e.g., school representatives, potential publishers) on progress. This could be through email, reports, or scheduled meetings.

Maintain transparency with stakeholders about project status, achievements, and challenges.

Community Engagement

As development progresses, use Discord or other platforms (like forums, social media) to engage with the player community.

Share development updates, behind-the-scenes content, and gather feedback from potential players.

Communication Etiquette and Guidelines

Respectfulness: All communication should be conducted with respect and professionalism. Personal attacks, disrespectful language, and negative behavior are not acceptable.

Clarity: Aim for clear and concise messaging to avoid misunderstandings. Provide context where necessary to ensure everyone is on the same page.

Responsiveness: Team members are encouraged to respond in a timely manner to queries and discussions, acknowledging receipt of messages even if a full response will follow later.

Confidentiality: Treat project details and internal discussions as confidential. Share sensitive information only with authorized personnel and within secure channels.

Constructive Feedback: Feedback should be constructive, focusing on solutions and improvements rather than solely highlighting problems.

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