Game Design Document

Title: The Tale of the Broken Spell

August 9th 2024

Game jam: Women Game Jam 2024

Team: Neo Pixels

Original document (Spanish): https://unimilitareduco-my.sharepoint.com/:w:/g/personal/est_isabella_garcia_unimilitar_edu_co/EXm2hpoUMYVKijvKLDJSpcwBgpCAJvZQ9J8Wo-f75R6Y0g?e=EtBQOD

THE TALE OF THE BROKEN SPELL

Overview

The Tale of the Broken Spell *was developed for Women Game Jam 2024, whose theme was Time Loop. Inspired by this theme, our team explored the idea of a cyclical, repeating reality where each escape attempt takes the protagonist to an alternate version of the same environment.*

We interpreted the time loop theme as a series of parallel realities where the protagonist, a young mage, is trapped after using an incomplete spell to go back in time. Instead of returning to her starting point, the spell transports her to altered versions of the same reality, where the environment changes and presents new challenges. In each iteration, the mage must find fragments of a scattered grimoire to complete the spell and restore the flow of time.

Our focus on this concept allowed for an immersive narrative and gameplay mechanics based on exploration and shifting realities, where the player experiences how each version of the temple holds secrets and clues needed to escape the time loop.

- **Genre:** Puzzle / Platform
- **Brief Description:** A young mage casts an incomplete spell to go back in time, transporting herself to alternate versions of the same reality. The player must explore and solve puzzles in three parallel realities to gather grimoire fragments and restore the time stream.
- **Game Objective:** Complete the spell by collecting all the grimoire fragments and escape the time-space loop.

Gameplay Mechanics

- **Basic Movement:**
  - Walk (2D character controller)
  - Jump
  - Double Jump
  - Wall Jump (starting from a collider called a wall, you can do the logic for wall jumping a x number of times)
  - Crouching
  - Dash
- **Reality Switch:** Allows the player to switch between three versions of the temple (each with their own obstacles and clues).
- **Puzzle Solving:** Puzzles and clues in each reality help the player progress and complete the spell.

Level design:
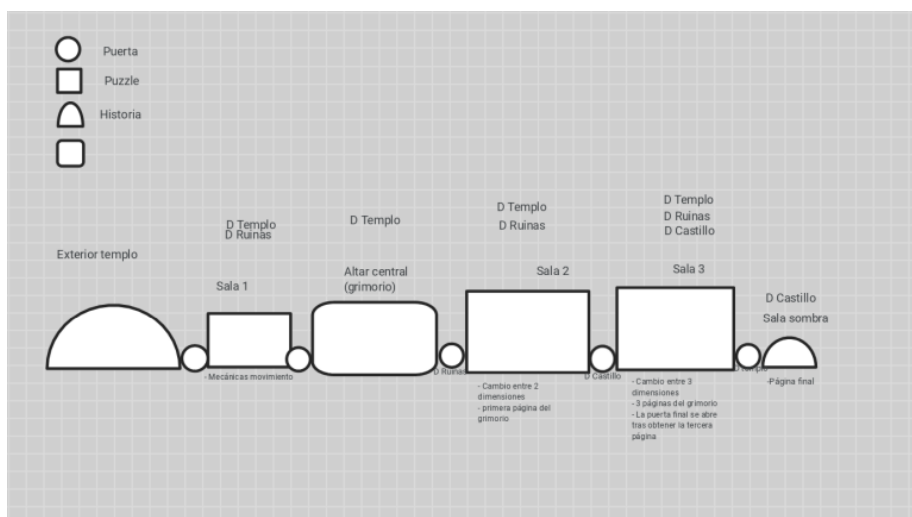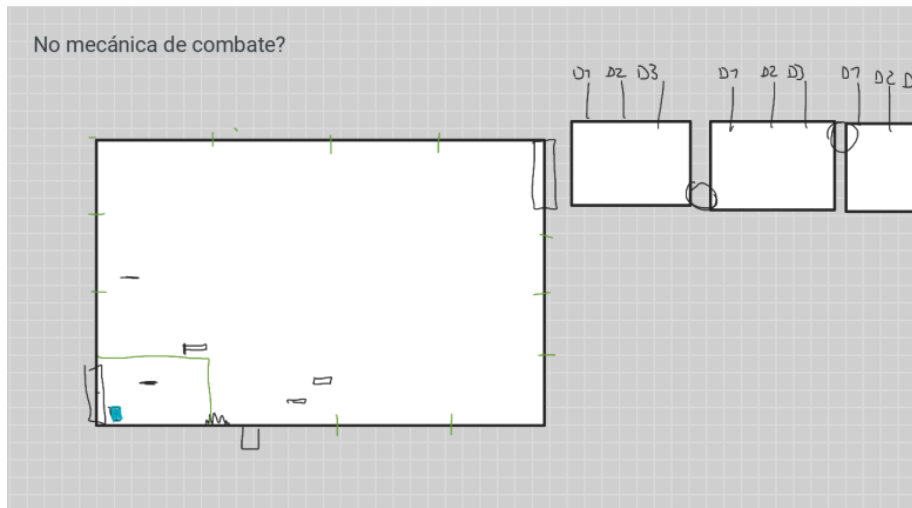
Narrative

Logline

After casting an incomplete spell to turn back time, a young mage must overcome obstacles as she travels between three realities to return to her world.

Synopsis

A young mage finds an ancient grimoire of spells that will give her the power to travel through time. Unfortunately the spell is incomplete and every time she uses it she is transported to alternate versions of her reality. The mage must travel between these parallel realities and collect the missing pages of the grimoire in order to complete the spell and escape this time-space loop.

Characters

- **Protagonist (Young Mage):**

Description: The protagonist is a young, intelligent and ambitious mage, whose desire is to master the power of time. She has spent much of her life in pursuit of knowledge, motivated by the promise of reaching a level of magic that few have achieved.

Personality: Determined and persistent, sometimes impulsive and willing to take risks to achieve her goal, even if it means defying the laws of magic. However, her ambition makes her vulnerable to losing sight of the hidden dangers of the spell.

Why she pursues this power so obsessively? There are hints that her ambition hides a deeper purpose, but she never fully reveals it, leaving it in doubt whether her goal is truly personal or something darker.

- **Shadow (Antagonist):**
Description: The Shadow is an enigmatic figure that appears at crucial moments in the story. Though it has a vaguely human form, its face and identity remain hidden, and it seems to know the mage's every move.

Personality: The Shadow does not interact directly, but its presence brings about a sense of unease and anticipation. At times it seems to guide the protagonist, while at other times it seems to act as an obstacle or threat.

The Shadow could be a reflection of the mage or something far older and more powerful. Its connection to the grimoire and the incomplete

spell is uncertain, and its role in the time-space loop is left ambiguous, leaving the player to wonder whether the Shadow is an ally, a warning, or an alternate version of the protagonist herself.

Key objects

- **Grimoire:** Ancient spellbook that allows travel between dimensions; incomplete at the start and catalyst for the narrative.
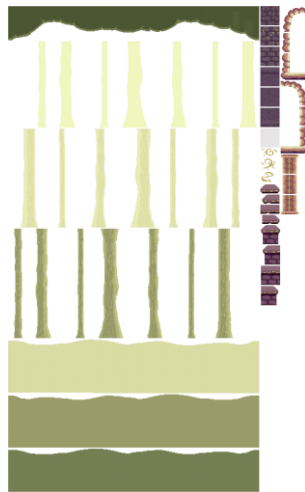

- **Grimoire Pages (Fragments):** Scattered fragments that, when collected, complete the spell and restore the original reality.
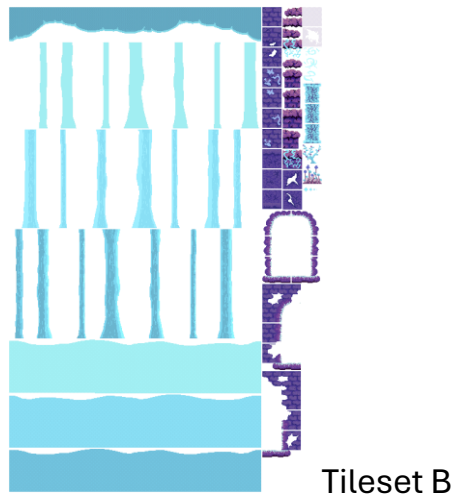

Environments

- **Temple of Time:** Well-preserved and peaceful structure, illuminated by natural light. Green and yellow colors.
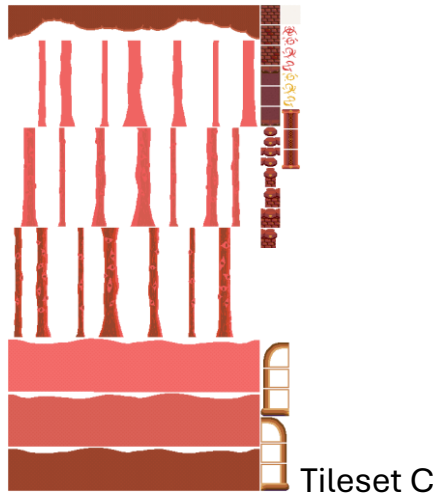

Tileset A

- **Ancient Ruins:** Deteriorated environment invaded by vegetation, with a slight mist. Blue and green colors.

Tileset B

- **Dark Castle:** Dark and oppressive, with limited lighting from chandeliers. Purple and red colors.

Tileset C

Story progression

- **Beginning:** The mage enters an ancient temple, drawn by her ambitious goal of magical power. She finds a grimoire on the central altar, and upon opening it, its power envelops her, forcing her to recite what is written in the book.
- **First loop:** She is transported to an alternate reality of the same temple. The walls are deteriorated and there is a depressing atmosphere. Some doors are now closed, and others are open. She tries to leave the temple, but must find another way out. She finds the first fragment, where she realizes that she must gather the others in the other realities, to restore time to what it was before.

- **Climax:** When going to collect the last fragment, she watches for a few seconds a shadow (herself) fade in front of a door, previously blocked. The mage thinks that she restored time, but what she doesn't know is that it is only the beginning.
- **Ending:** The magician restores time, but a final detail, the shadow laughing following her toward the door, hints that the cycle may not be over yet.

Schematic Script

[Scene 1 - Interior of the Temple]

(General plan [illustration] of the TEMPLE OF TIME. Next shot the camera follows THE MAGICIAN, standing in front of the entrance of the temple.)

<div align="center">MAGE: (internal monologue)</div>

"'<Power beyond human comprehension... The power of time.> It is said that the secret to controlling it lies in this temple. I've come a long way looking for the answers this place promises. Just a few more steps and it will be mine."

(The magician enters the temple. The light from the gate illuminates the ancient inscriptions on the walls. The sound of their footsteps echoes on the stone and disperses through the mysterious place. The magician walks down a corridor with several [three?] doors; only one is open)

<div align="center">MAGE: (internal monologue)</div>

"Sealed...?"

(The magician crosses the open door and approaches the central altar, where an ancient GRIMOIRE lies covered in dust. His hand trembles, but he doesn't hesitate to open it. A golden light emanates from its pages, trapping her)

<div align="center">MAGE (internal monologue, bewildered)</div>

"What is this power...? ¡I can't... stop it...!"

(Unable to resist, The Magician recites the words in the grimoire. His voice echoes with an unearthly echo, and the screen goes white.)

[Scene 2 - First Loop]

(When the magician wakes up, she observes her surroundings in confusion. Now it is in an ANCIENT RUINS The walls are now cracked, the room full of vegetation and a light mist. Natural light seems to indicate that it will soon be dark)

MAGE (internal monologue)

"What happened...? This place... is no longer the same. Is this the power that controls time? So the big secret was an old book... I must get out of here with mytreasure.

(The magician takes the grimoire and heads for the exit. Some doors that were previously open are now closed. Upon arrival, the exit is sealed.

MAGE: (internal monologue)

"Well, what better time to try the spell."

(The magician opens the grimoire and recites the spell again. Nothing happens. She repeats it once more, but nothing changes)

MAGE: (internal monologue, anguished)

"How-?! But I just used it! Maybe it has a recharge period? Yes... Yes, it must be that... I should look for another way out"

(The magician begins to explore this new environment, opening doors and looking for exits. Eventually, she finds a glowing object floating in a hidden chamber.)

MAGE: (internal monologue, amazed)

"This is... A page... But what is it doing here? It seems that it is part of something bigger. The grimoire... could it be? But if the spell was incomplete... This time is unstable! I must return to my reality as soon as possible.

(The magician casts the grimoire spell again. The screen goes white, and when you recover your sight you see how the temple has been transformed again. The ruins are now a DARK CASTLE. The chandeliers cast long shadows and you can hear the wind howling)

MAGE: (internal monologue, amazed)

And it's still incomplete... That's it! I need to find the other pages. If I manage to complete the spell, maybe I can return time to its original course."

(With a new goal, the magician continues her search. Each time you use the spell, the temple will change back to one of the other realities)

[Scene 3 - Climax]

(The mage has collected almost all of the fragments and is heading towards the last one. Enter a room that is different from the others, darker and more oppressive. At the back of the room, she sees a closed door that was previously locked, but now begins to slowly open. In front of the door, she sees for a brief moment a SHADOW that appears to be a silhouette of herself, which fades as she approaches.)

<div align="center">

MAGE: (internal monologue, restless)

"That shadow... Was it me? No, it must have been a trick of the light. I'm so close... Just one last page and this nightmare will be over."

</div>

(The magician picks up the final page and goes to the central altar. There he recites the spell. The screen goes white, and when you return it shows the temple of the original time)

<div align="center">

MAGE: (internal monologue, determined)

"Ah... I'm...I'm back. Time is restored. I finally got out of there"

</div>

(The camera shows how the exit opens completely, and the magician walks confidently towards it. As it exits, the camera moves towards the altar. The shadow watches her in silence. After the sound of a loud slamming door, the shadow slowly pulls out the true final page of the grimoire)

<div align="center">

SHADOW: (internal monologue)

"..."

</div>

(The shadow slides toward the door as the screen fades to black. The sound of a creaking door slowly opening resounds)

Visual References

Art folder: https://unimilitareduco-my.sharepoint.com/:f:/g/personal/est_gustavo_leon_unimilitar_edu_co/ElhMpBhwzeRJsx-FGwoox6EB83SYkRMQif4DApCc7VQa5A?e=AMrq4K

Portafolios
(2-5 img)

Alejandra

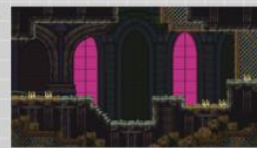## Isabella

Danna

Jesus
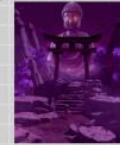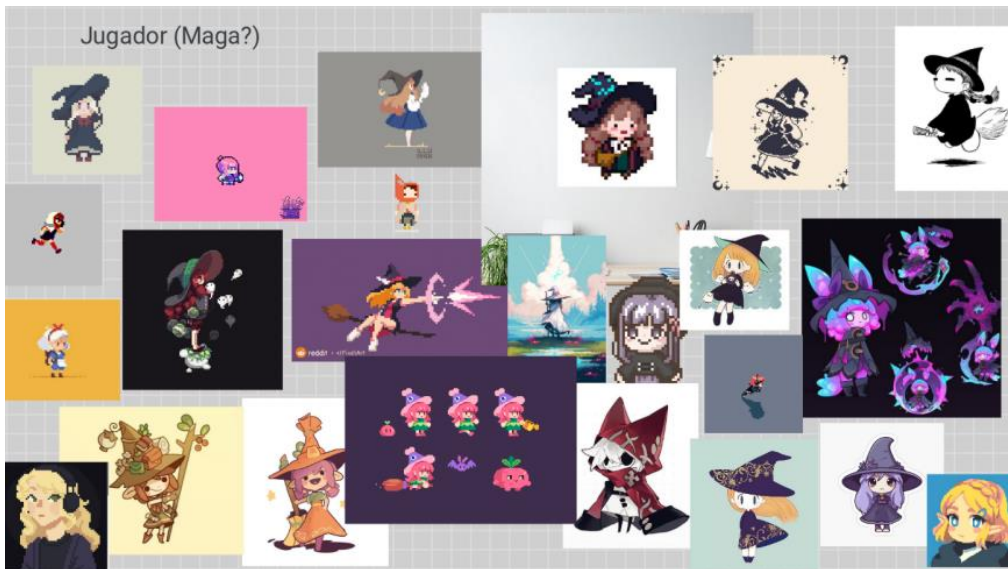

Mundos/Dimensiones

Mundo 1(Origen)

Mundo 2

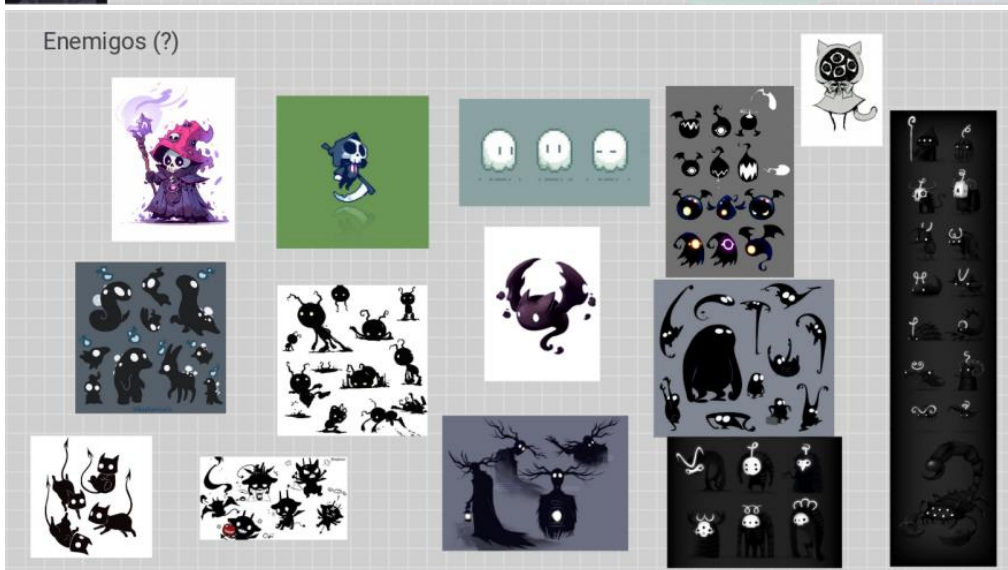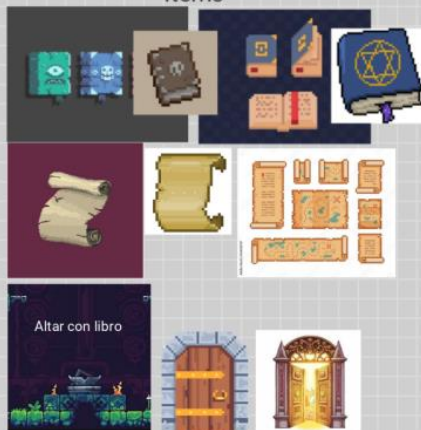## Mundo 3

Jugador (Maga?)

Enemigos (?)

Assets

Ítems

Obstáculos

Altar con libro

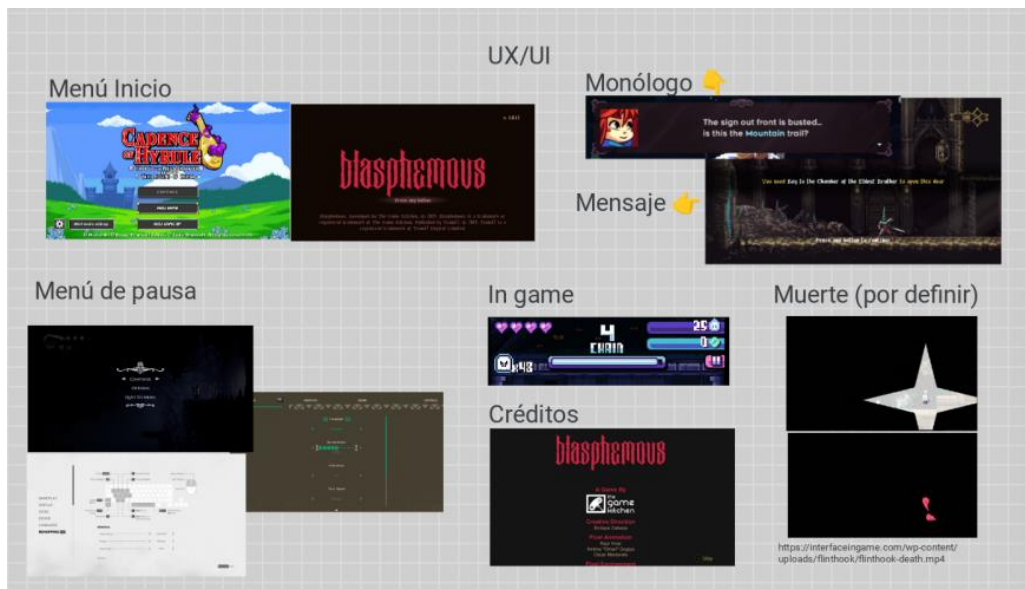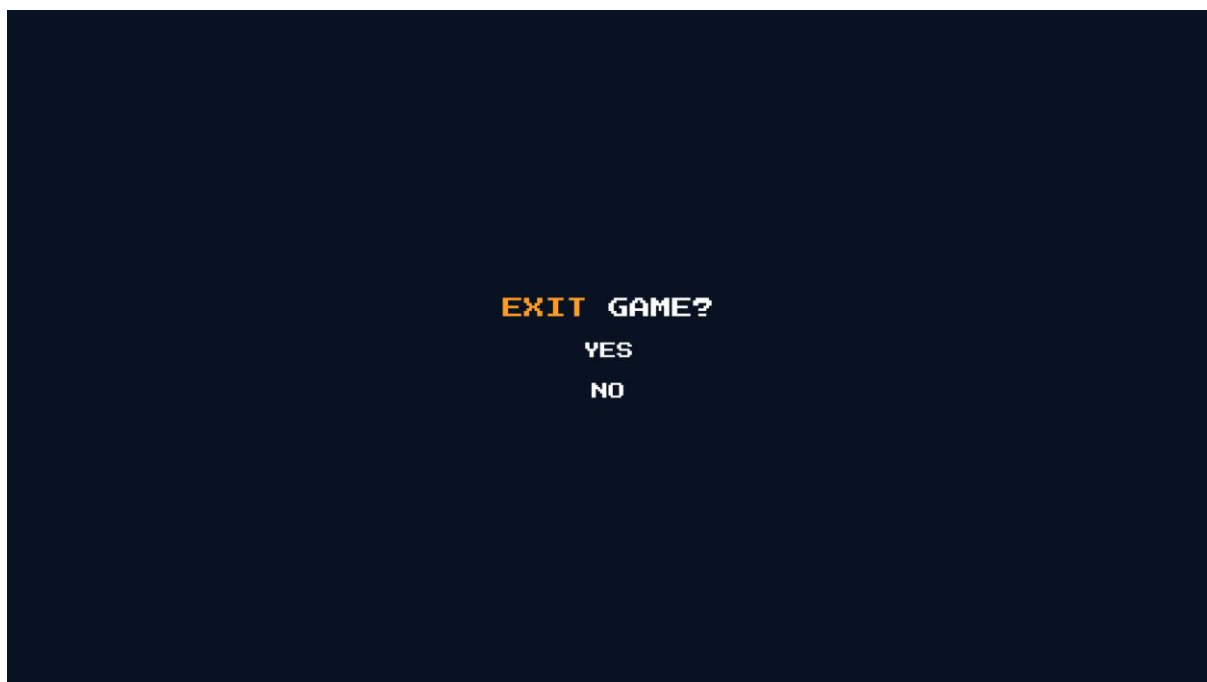ANIMATED TRAPS

UI/UX: https://unimilitareduco-my.sharepoint.com/:f:/g/personal/est_gustavo_leon_unimilitar_edu_co/Epvx5zQLNbRls1L_wamAykYBEPVo75BAUqY4HaJ46i2idw?e=bdWZqf

THE **TALE** OF THE
BROKEN SPELL

START GAME

OPTIONS

QUIT GAME

ᵒᵒᵒ **PAUSE** ᵒᵒᵒ

CONTINUE

OPTIONS

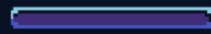QUIT TO MENU

QUIT GAME

SETTINGS

RESOLUTION

FPS

MASTER

MUSIC

SFX

MUTE

CONTROLLERS

RESTABLISH VALUES

GO BACK

A B C D E F G H I
J K L M N Ñ O P Q
R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 0
MAYUS ENTER SPACE
ALT CTRL O O O O

Credits

Project Manager, Artistic Director and Game Designer: Isabella Garcia Merlano

Scriptwriter and Mechanics Designer: Danna Milena Quimbay Galindo and Isabella Garcia Merlano

2D backgrounds: Danna Milena Quimbay Galindo

2D Characters, 2D assets and animators: Danna Milena Quimbay Galindo, María Alejandra Jiménez Jiménez, Jesus David Ruiz and Isabella Garcia Merlano

Programmers: Gustavo Alejandro León Pulido, David Santiago Frade and vladizgg *

Music: vae_l*

*Discord handles