

Game Design Document

Game Title:

Tales of The Forgotten

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Table of Content

1. Overview

- 1.1 Game Description
- 1.2 Genre
- 1.3 Target Platforms
- 1.4 Art Style & Aesthetic

2. Game Features

3. Core Gameplay Mechanics

- 3.1 Player Abilities
 - 3.2 Spirit Mask Mechanics
 - 3.3 Exploration & Relic Totems

4. Narrative & Worldbuilding

4.1 Setting

4.2 Story Structure (First Level)

- Act 1: The Village Destruction
- Act 2: The Sacred Mountain
- Act 3: The Bear Village

5. Level Design

6. Progression & Rewards

7. Technical Requirements

8. Conclusion

1. Overview

1.1 Game Description

You play as Alo, a young Native American warrior who returns to his village only to find it in ruins, attacked by an unknown enemy. With her last breath, the village shaman entrusts Alo with the Spirit Mask, a sacred relic that grants him supernatural abilities. Now, Alo must embark on a perilous journey across the vast wilderness of what is today Chile, seeking out fellow tribe leaders to aid them in their defense against the invaders. Through exploration, combat, and puzzle-solving, Alo will uncover the truth behind the enemy forces and face a shocking betrayal that changes everything.

1.2 Genre

- Action-Adventure
- Narrative-Driven
- Single-Player

1.3 Target Platforms

- PC
- Next-Gen Consoles (PlayStation, Xbox)

1.4 Art Style & Aesthetic

- Semi-Realistic with Stylized Elements
- Inspired by Native American Culture
- Natural Landscapes with Mythical Elements

2. Game Features

- **Traversal:** Dodge Roll, Vaulting, Crouching
- **Combat:** Melee Combat with combinations
- **Exploration:** Discover hidden relics and resources
- **Puzzle-Solving:** Environmental challenges using Spirit Mask abilities
- **Target Lock-On:** Smooth combat tracking
- **Spirit Mask Abilities:**
 - **Spirit Heal:** Restores health in exchange for spirit energy
 - **Spirit Rage:** Enhances combat abilities temporarily

3. Core Gameplay Mechanics

3.1 Player Abilities

Basic Movement

- Walk, Run, Jump, Double Jump
- Dodge Roll
- Vault over obstacles
- Crouch to access hidden areas

Combat

- Light and Heavy Attacks
- Combo System for chaining attacks
- Lock-On Targeting
- Dodge & Parry mechanics

3.2 Spirit Mask Mechanics

- **Spirit Resource System:** Used to fuel special abilities
- **Spirit Heal:** Costs 25 Spirit, restores 50 Health (Cooldown: 10s)
- **Spirit Rage:** Costs 50 Spirit, grants double speed and damage (Duration: 10s, Cooldown: 60s)

3.3 Exploration & Relic Totems

- **Side Paths & Hidden Areas:** Rewarding exploration with Spirit Resources
- **Relic Totems:** Grant 50 Spirit Energy
- **Legendary Totems:** Grant 100 Spirit Energy

4. Narrative & Worldbuilding

4.1 Setting

- Set in the pre-colonial lands of Chile
- Inspired by real Native American legends and myths

4.2 Story Structure (First Level)

Act 1: The Village Destruction

- Introduction to movement and basic mechanics
- First combat encounters
- Acquisition of the Spirit Mask

Act 2: The Sacred Mountain

- Combat intensifies with new enemy types
- Exploration-focused gameplay
- Environmental puzzle-solving
- A grand reveal of the Bear Village

Act 3: The Bear Village

- Large-scale combat encounters
- The shocking betrayal of the Bear Tribe leader
- Final boss fight with the leader
- A cliffhanger ending revealing an impending massive invasion

5. Level Design

- **Linear experience with open-ended exploration elements**
- **Three distinct environments:**
 - **The Wolf Village** (Tutorial & Introduction)
 - **The Sacred Mountain** (Puzzles, Traversal, and Mid-Game Combat)
 - **The Bear Village** (Climax & Boss Fight)
- **Flowchart Breakdown:**
 - Act 1: 3 Sections (Introduction, Combat, Spirit Mask Acquisition)
 - Act 2: 3 Sections (Exploration, Puzzle, Grand Vista)
 - Act 3: 3 Sections (Village, Betrayal Reveal, Final Battle)

6. Progression & Rewards

- **Gaining Spirit Energy through Exploration**
- **Unlocking New Abilities Through Progression**
- **Finding Hidden Relics for Lore & Worldbuilding**

7. Technical Requirements

- **Engine:** Unreal Engine 5
- **Development Tools:** Visual Scripting (Blueprints)
- **AI Systems:** Enemy Behavior and Pathfinding
- **Physics-Based Interactions**

8. Conclusion

Tales of The Forgotten delivers a rich action-adventure experience, combining visceral melee combat, rewarding exploration, and a compelling narrative inspired by Native American mythology. With a strong pacing curve and engaging mechanics, it provides a powerful and emotional journey for players.