

Shizoku

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Title Page

Core Gameplay Mechanics

- Combat is very important since your main goal is to liberate these demons from edo.
- Inventory and how you stock up and go into battle with can determine how you come out victorious or defeat.
- Movement System is going be simple easy to learn.
- 3 demon sword stances technique.

Targeted Platforms

- XBOX / PlayStation.

Targeted Demographics

Shizoku is targeted to older and younger players as it is a test of reaction time and patience that will be rewarding with stealth being the main factor.

Targeted ESRB

Rated M for Mature because of the blood and violence.



Prototype / Release

Prototype will take 3 months to build.

Vertical Slice will take 1 year.

Release will be March 18, 2021

Game Outline

Game story summary

In Edo Japan ruled by the malicious demon lord Klamath, the lands are in ruin from the village burnings done by the demon lords armies. Our Hero is a half demon and is the child of a great fox demon & best samurai to walk the lands. The land is in ruins and filled with revenge for the village our hero sets out to set this world straight.

Game Flow

I will have the player start off in the outskirts where he/she is hunting and will learn how the movement system and basic attacks work. Once the player has completed some hunting, he will head back to the village to see it in flames. Upon coming home there will be lesser demons killing all the humans he arrives to see that his dad has been slain, in which awaking are hero's demonic powers and slaying the demons around his home. The hero walks into the temple to don his dad's armour and swords. Once he comes out with the items equipped, he will be surrounded by weak demons this were we teach the player how his combat system works.

Game Challenges

- Great demons are strong and require you to find its weak points to deal damage and kill it.
- Lesser demons are like fodder they are there for the player to learn how to use advanced combos and attack skills.
- Ancaster suit has 6 sockets that gems can go in, but they have been scattered all over the land, its up to the player to find them it's the only way to get the power to fight the demon lord.
- The demon lord has a lot of influence can make villages that are under control his control its up to you to liberate these villages weakening the influence the demon lord has.
- There are 4 strongholds each ruled by one of the demon lords' horsemen.

Progression / Reward system

- Every time a demon is slain experience points are gained you, need to get to certain levels before you can challenge a stronghold.
- Greater demons drop item equips that make your gear stronger.
- The 4 horsemen are demons of immense power and when you beat one you gain one of your new super skills.
- When you free a village from the demon lords influence you gain a new companion that is used to help depending on the village you saved.
- Once you get the 6 gems you will get your full demon mode unlocked.

Ultimate Win Condition

Once you beat the demon lord you become the new lord that everyone looks to for the way of peace so it ends by going into a cutscene showing you what all your efforts have got you villages are being rebuilt, peace is coming to the lands. You go to your dad's and mom's grave and sit down and tell them your story.

Hero

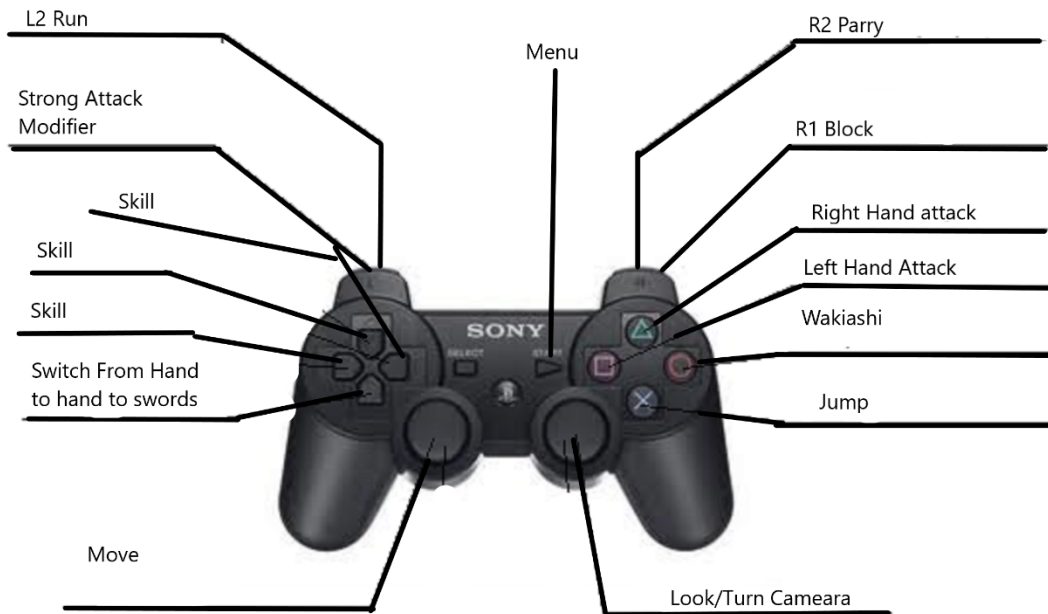
Main Character

- Age: 21
- Name: Male Is Shakoziki / Female Mizaziki
- Gender up to the player.
- Personality: He goes from this humble guy to this total badass over the course of his journey gives smirky remarks when he kills. And has no remorse for any who stand in his way
- Race: Half Demon Half Human
- Origin: Child of a Greater Wolf Demon and a human samurai, grew up in the small village of Hozuka and raised by his dad in the way of the samurai.
- Height and Weight: 6 foot 5 225 ponds.
- Head: Eyes are white ears are like a fox ears has a sulky face like he has seen his whole village burned down has a scar on his face by a wolf encounter when he was a child.
- Torso: is chiseled abs with a cross shaped scar on his back.
- Arms: His Arms are very defined in muscle and hard labour.
- Legs: He has a strong foundation and his feet have sharp claws.
- Clothing: Wears the samurai suit. The Suit is black and gold in color and the texture is like dragon scales, with a red stash around the waist, and 5 sockets in it. The mask is that of an Oni which has a socket for a gem in it.
- Weapons: Two Katana, One Wakizashi
- Fighting Style: Three Souls as one is the sword style he uses with his katanas and he uses ninjutsu with his wakizashi.

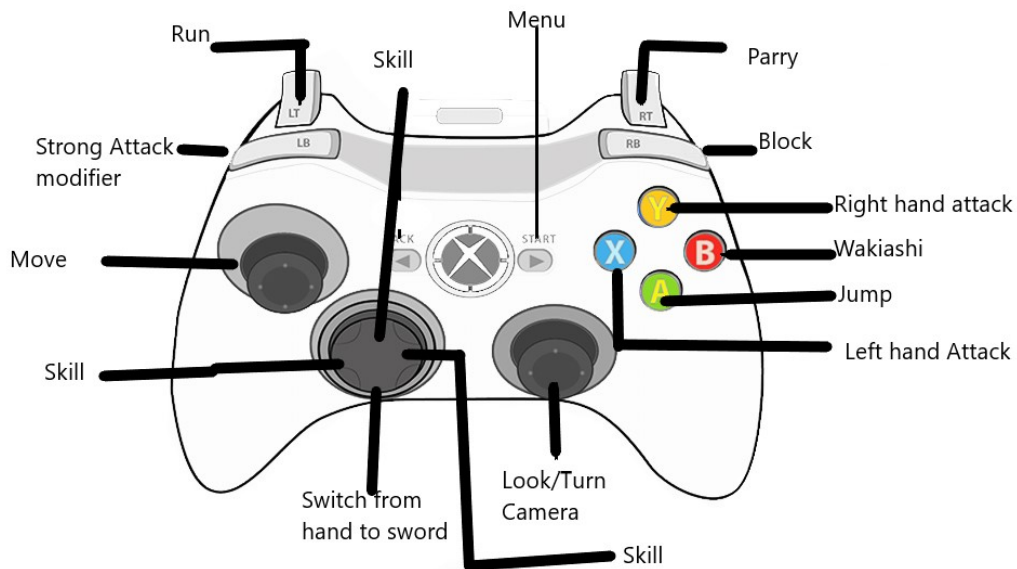
Character Gameplay

- You come home to your village burned downed and your parents slain so you put on your dad's old armour and ascend on your journey of changing this world.
- Battle demons and gain levels to get stronger
- Walk threw beautiful landscapes from the edo japan era.
- Liberate villages and become a hero among all of Edo.
- The combos will be unique you're a half demon samurai.

Character Controller
PlayStation



Xbox



Important NPC's

ELDER of the Fire Gem

- Age: 1000+.
- Name: Dragovic.
- Gender: Male.
- Race: Dragon.
- Personality: Peaceful and kind-hearted
- Height and Weight: 25 feet high weighs 3 tons.
- Image: Red with two horns and one is snapped in half sharp teeth. Top is red with black spots and underbelly is white with scars. Arms Big Bulky Sharp Claws. Legs The hind legs are big and sturdy so he can stand up
- Purpose: He is one of the elders the player must help release so he can get the gem of fire.

ELDER of the Water Gem

- Age: 1000+
- Name: Felicity
- Gender: Female
- Race: Frog Queen
- Personality: Proud and haughty
- Height and Weight: 4-foot 5 weight is 135
- Image: Blue face blue with slit eyes long blonde hair and a beauty mark right above her lip has gills on her neck. Slim waist has defined abs chest size is normal. Arms Slim and short but not too short, Mermaid tail.
- Purpose: She is the Guardian of the Water Gem she will only give you the gem once you have taken out at least one horseman stronghold.

ELDER of the Wind Gem

- Age: 1000+
- Name: Hameth / Klameth
- Gender: Male/Female
- Race: Crow
- Personality: Mischievous and cunning.
- Height and Weight: 8 feet tall when standing. Weighs about 150 pounds
- Image: Two heads one male one female. Torso: all black feathers. Arms: Wings. Legs: sticky legs like a bird but bigger and with huge talons.
- Purpose: It is the Keeper of the Wind Gem and you must pass his test of agility for the wind gem.

ELDER of the Earth Gem

- Age:1000+
- Name: Nakiza
- Gender: Male
- Race: Oni
- Personality: Wise and slow
- Height and Weight: 7 foot 265 pounds
- Head: Red Ogre with 3 eyes he keeps the one hidden underneath a headband. Torso: Red gigantic belly like a beer belly. Arms: Huge Boulders for arms. Legs: Again, huge foundation like thicker than a snicker.
- Purpose: He Guards the Earth he is also the only one you must kill since he is inclined with the demon lord.

ELDER of the Light Gem

- Age: 1000+
- Name: Mokimaki.
- Gender: Female.
- Race: Angel
- Personality: Heroic and Divine.
- Height and Weight: 6 foot 2 155 pounds.
- Head: Human white eyes white hair long flawless skin. Torso: Human slim. Arms: Human slim and silky. Legs: Human long slim thick thighs.
- Purpose: She holds the light gem and the only way for her to appear before you must liberate at least 2 villages.

ELDER of the Shadow Gem

- Age: 1000+
- Name: Pho
- Gender: Male
- Race: Ghost
- Personality: Dark unpredictable
- Height and Weight: 6 feet
- Image: like a Doberman dog face Torso: Ghostly Arms: Ghostly Legs no legs
- Purpose: He is the holder of the shadow gem and he is in purgatory a place on the map you must find and bring his soul back before you can get it.

Economy NPC's

Merchant NPC's

- Age: 40's
- Name Will be seeded by a random generator.
- Gender: Male/Female will be seeded by a random generator.
- Race: Human.
- Personality: Depends on the way they see you if the village is liberated, they act kind and offer discounts. If under control from the demon lord, they spit at you and up the prices.
- Height and Weight: Random
- Clothing: Basic Village clothing like a kimono
- Purpose: Depends on the Merchant there is a potions, armour, and weapons

Human Villagers NPC's

- Age: Random Generator
- Name Will be seeded by a random generator.
- Gender: Male/Female will be seeded by a random generator.
- Race: Human.
- Personality: Depends on the way they see you if the village is liberated, they act kind and say thank you If under control from the demon lord, they spit at you and send demon lord minions upon you
- Height and Weight: Random
- Clothing: Basic Village clothing like a kimono

Half Monster Villagers NPC's

- Age: Random Generator
- Name Will be seeded by a random generator.
- Gender: Male/Female will be seeded by a random generator.
- Race: Generated by the random half demon generator.
- Personality: Depends on the way they see you if the village is liberated, they help you if demon lord minions attack. If the demon lord rules that village, they attack you but not all of them.
- Height and Weight: Random
- Clothing: Basic Clothing that is represented of their demon homage.

Monster Breeds

- Rat, Ox, Tiger, Rabbet, Dragon, Snake, Horse, Sheep, Monkey, Birds, Dogs, Frogs
- Monsters have a human physique but look like their animal's origin.
- They can breed with humans
- Get along with humans
- Most despise the demon's but are powerless to do anything.

Enemies

Mobs

Kamaitachi

- Race: Monster
- Weapon: Using its sharp Curved Blades for claws
- Height and wight 2 feet standing and only 60 pounds
- Image: Known as the sickle weasel

Jorogumo

- Race: Monster
- Attacks: uses its webs to trap you and its mandibles
- Height and Weight: 6 feet and 220 pounds
- Image: Half Spider half woman.

Oni

- Race: Monster
- Weapon: Attacks with a kanabo
- Height and Weight: 8 Feet tall and 650 pounds.
- Image: Orge Like with horns and sharp claws and wild hair skin may be any colors.

Kappa

- Race: Monster
- Weapon: Attacks with its claws
- Height and Weight: 5 feet 155 pounds
- Image: Ugly Human Sized Turtle creatures can be blue to greenish

Saimyoshio

- Race: Monster
- Weapon: Stingers and mandibles
- Height and weight: the size of a giant bee but not king Kong size
- Image: Giant Asian Killer bee but use black and purples with black mandibles

Main Enemies

The Demon Lord

- Age: 1000+
- Name: Lucious
- Gender: Male
- Race: Demon King
- Personality: Sly, Cunning, Witty,
- Height and Weight: 6 foot 2 175
- Image: Human Looking but super pale skin with black eyes and inhuman abilities
- Purpose: He is the reason the world is in disarray the world was all friendly before he brought his ungodly demons to this realm and started taking over so its up to you to react revenge and set the world into peaceful times.

The Horsemen of Wrath

- Age: 1000+
- Name: Rivared
- Gender: Male
- Race: Demon Knight
- Personality: Anger, Spontaneous.
- Height and Weight: 10 feet 450 pounds
- Image: Think of a oni king strong massive ogre wears a kimono I know sounds weird, but he is a king.
- Purpose: He is one of the gate holders that must be beaten before you can face the demon lord, he also holds the key to one of the elders.

The Horsemen of Envy

- Age: 1000+
- Name: Harquien
- Gender: Female
- Race: Demon Knight
- Personality: Haughty and Scornful
- Height and Weight: 6 feet 175 pounds
- Image: Think of a Succubus but dresses like a queen colors are royal purple and red has two spiral horns and a little eye candy for the breasts like skimpy bra idk something for the otaku fans.
- Purpose: She is one of the gate holders that must be beaten before you can face the demon lord She has a huge influence over a lot of the villages that make village people hate you can they send word for her when your in her lands and she sends big oni's at you

The Horsemen of Pride

- Age: 1000+
- Name: Lionnic
- Gender: Male
- Race: Demon Knight
- Personality: Prideful and stern
- Height and Weight: 6 foot 6 265 pounds
- Image: Think of a lion when your designing this but it's a demonic lion and stands like a human
- Purpose: He is one of the gate holders that must be beaten before you can face the demon lord ,He is the only horsemen who joins you once you beat him, he believes in your way that humans and demons can live in peace.

The Horsemen of Gluttony

- Age: 1000+
- Name: Gloramafh
- Gender: Male
- Race: Demon Knight
- Personality: Silly, Rude.
- Height and Weight: 8 feet 650 pounds
- Image: Think of a giant pig but with a human physique but they look piggish. Have like pus and smelly looking things have blood stained teeth
- Purpose: He is one of the gate holders that must be beaten before you can face the demon lord

Mechanics

Player Mechanics

Level

- Player starts at level 5
- Exp Needed to level to level 6 is 1000 and scales by 4x so level 7 needs 3000
- Start Hp is 1000 and goes up by 500 every level
- Start Power is 500 and goes up by 100
- Basic attacks are based on your power level divided by 2 so if power is 500 you do 250 damage

Movements

- Walking style like the batman arkham games movement I want to be able to have fluent combat parry's and dodges
- Jump: The player will have a low jump and a high jump and a triple jump.
- Roll: Be able to roll in all directions.
- Running: can run at very fast speeds:
- Mantle he can mantle building to get to a high advantage

Combat Bow

- Long Bow: Its your weakest weapon only does about 15 - 50 damage
- Quiver: Carries up to 25 arrows

Combat Hand to Hand

- Demon Claws: High Attack does about 225 damage with and it's a fast speed
- Taekwondo: High Kicks that does about 50 damage and low kicks that do 20, Spin Kick does about 200 damage

Combat Swords

- Katana of the Vanished: Damage Range Start 150, End 650
- Katana of Vehemence: Damage Range Start 250, End 1000
- Wakizashi: Can Do genjutsu with it if it slices an enemy, they will be stunned

Skills

- Slash of Shadows Does 500 damage cooldowns is 10 seconds
- Slash of Vengeance does 350 damage cooldowns is 10 seconds
- Blood Reaver Soul Ripper Slash does 1000 damage cooldowns is 1 min
- Whirlwind Strike Spin in a circle damage all near 250 damage a sec for 5 seconds then cooldown is 25 seconds

Gems Mechanics

Gem of Fire:

Gives you a power boost of 5000

Gem of Water:

Gives you a Shield that blocks up to 1000 damage before you start taking damage

Gem of Wind:

Gives You a 15% Attack Speed Boost.

Gem of Earth:

Gives Health Boost of 20000.

Gem of Light:

Gives you the ability to purify Polluted hot springs.

Gem of Shadow:

Gives you the Blink ability able to teleport behind your enemies this is the last gem you gain access to.

Enemies Mechanics

Mob Enemies levels

- The enemies start off at level 5 and will go up to level 40 once you get farther in the game the Enemies will always be at least 3 levels ahead of the player to keep the game challenging.
- For the Developer the attack power also scales for its level so if at level 5, and they are doing let's say 50 damage at level 6 they would do 100 and at level 7 they do 150 every level add the number to itself.
- Monsters have a respawn delay of 10 mins

Kamaitachi

- Movement: Walks on its four legs and moves fast and slithery.
- Weapons: his claws
- Hp: 2000
- Attacks: Slashes at you with fast speed for 100 damage
- AI: once he sees are hero, he will attack him ruthless
- Exp Gain: Level 5 270 Level 40 2000

Jorogumo

- Movement: Walks on its 6 legs and move any direction but its slow.
- Weapons Fangs and mandibles
- Hp: 4500
- Attacks: acid spit does 125 damage for 5 seconds slashes and bites for 200 damage
- AI: Docile in nature but if you get to close it will attack
- Exp Gain: level 5 100 exp and max level 40 will give 4000

Oni

- Movement: Slow human like
- Weapons: Spiked Clubs
- Hp 4000
- Attacks: Smash for 250 damage
- Ai: wanders the land they are all under the demon lords' controls and walk as groups most of the time but its not rare to see a lone high level oni
- Exp Gain level 5 125 exp level 40 1000

Kappa

- Movement: Medium speed has this thrust that can launch it at you
- Weapons: Claws and sharp teeth:
- HP 3500
- Attacks Bite for 50 damage and slash for 50
- AI: dim witted enemies they are easy, but they can gather up and overwhelm you.
- Exp Gain: Level 5 50 level 40 400
- They will be the most populated enemies for fodder so the player can really learn the game combat.

Saimyoshio

- Movement: Fast and fly's
- Weapons: Stingers and mandibles
- HP 500
- Attacks stings and bite for 50 damage with a lingering poison effect that does 50 damage every 5 seconds.
- AI: they are everywhere in swarms they pollute the hot springs throughout the lands when they see the player they will try and swarm him.
- Exp Gain: Level 5 25 Level 40 200

Wrath

- Base HP/Shields: Hp is 8000 has a shield with 10000hp but once it breaks its done
- Weapons: Carries a large sword and a shield
- Movement: moves fast for an orge but does have a dash that if you don't dodge it does major damage.
- Attacks: Sword thrust he launch's forward and does 2500 damage, Shield Bash stuns you, Grand slam does 4000 damage, Spin attack does 1500 every hit he spins for 6 spins then he is dizzy for 10 seconds.
- Level 20
- AI: He is ruthless he just charges at you and swings his sword and bashes you with his shield. He has a guard that can block some of your moves.
- Exp Gain: 5000

Envy

- Base HP/Shields: 10500 With shields that come out every time you take about 25% health
- Weapons: She uses her claws and a bow made from her spirit power.
- Movement: she floats in the air when in combat its possible to knock her down and do damage.
- Attacks: Furry swipes it's a 4-strike slash that does 1000 damage x 4 for each hit landed, Lust it stuns you, and Hype Beam does 6000.
- Level 25
- AI: Envy is a charmer she sends her mind-controlled minions at you and attacks you from the sky
- Exp Gain: 10000

Pride

- Base HP/Shields: Hp is 30000 has a shield with 20000hp but once it breaks its done
- Weapons: Power Hamer that is gold and white
- Movement: He is Fast and moves like a human
- Attacks: Hammer Smashes does 8000, Punch's, does 2500 damage for every hit laned, Special is like a ground earthquake that does 10000
- Level 30
- AI: He is like the most civilized demon you meet he even bows to you when you face him and once you beat him, he asks you to spare his life so he can follow you.
- Exp Gain: 15000

Gluttony

- Base HP/Shields: Hp is 25500 no shields just very tough
- Weapons: Giant axe and once you get him to half health changes to a two-sided axe and duel wield which makes him hit stronger
- Movement: He is Decently fast for being a pig demon moves in all four directions and has a jump that slams the ground and stuns.
- Attacks: Deadly Slash does, Pain from above, Pus Bomb, Normal attacks and strong attacks,
- Level 35
- AI: He is sluggish when he moves, he attacks with range and pus and he has a deadly close slash
- Exp Gain: 20000

Demon Lord

- Base hp/Shields: 40000/ shield totem hp is 8000
- Movement: Walks like a human but has increased agility.
- Weapons: Uses Magic and has totems that come up that shield him
- Attacks: Ice balls, Fire Balls, Death wave but don't make it a one hit death wave make it like a poison effect, so the player must adapt and use potions to heal. Ice hail, Meteor Strike.
- Level 45
- AI: The Demon lord is the most complex enemies he attacks from range with magic and then closes in on you fast to deal massive damage
- Exp Gain 25000

NPC/Landmarks

Potions Merchant

- Sells Health Potions Small, Medium, Large
- Sells Food Apples, Rice, Beef

Information Brokers

- Sells Information about the gem's locations

Village Elders

- Find them and help them liberate their village

Hot springs

- Once you unlock the ability to Purify you will have to go and purify all 6 locations before you can get one of the gems
- They are spots on the map that can give you time limited buffs
- Like Health Boost by 15%
- Power boost by 10%

Strongholds

- Forts that the 4 horsemen each have
- Lots of Enemies and gold
- Each fort has a key to an elder

Corrupted Village Chiefs

- Defeat them to free the people of the village
- They are generated from a random generator that is 5 levels above your guy

Game World

Starting Location

Location	Outskirts of Hozuka TOD: Morning	Hozuka Village TOD: Evening	Temple of the Elders TOD: Night
Gameplay	Exploring, Fighting	Exploring, Fighting, Cutscene	Exploring, Fighting, Talking, Cutscene
Objective	Hunt some deer to learn the bow mechanics.	Kill all the bad monsters and demons get to your parent's house to find the key to the temple then head to the temple.	Get your ancestral suit and slay the demons outside the temple to learn combat system.
Story Beat	Our hero was a hunter so in the morning he goes out to hunt and bring food home.	You come home after your day out hunting to see that your home is in flames and your parents on the verge of death upon seeing his parents die the demonic powers inside are hero awakens.	You reach the temple to find it guarded by a oni and you must beat him to gain access
New Weapon	Bow	Demon Claws, Taekwondo	2 katanas and 1 wakizashi, Ancestral armour
Enemies	None	Kappa's, Samiyoshio.	Oni, Samiyoshio
Mechanics	Walking, Running, Hand to Hand Combat, Jumping, Rolling,	Walking, hand to hand combat, Jumping, rolling, Dodge	Walking, Running, hand to hand, Sword combat, jumping, Blocks and counters, dodge
NPC/ Wildlife	Deer, Birds, bears,	Crows, Rats,	Ancestral Ghosts, Crows, Deer,
Color Mapping	Green/Browns (Trees) Green (Grass) Gray (Rocks, Mountains) Blues (waterfall)	Red/orange/yellow(flames) dark red (blood) Browns/Grays(house) Black (burned bodies)	Black/white/grey (Temple) Green (grass) dark blue (sky's) White/yellow (Crescent Moon with a face)
Music/ Art	Deep music with like water in the background and wildlife noises. Art looking for tall trees you would see in a Japanese forest with waterfalls and cherry blossoms and a natural hot spring	Burning sounds, screams, terror, the background music I want is to be like scary with sadness	High music like a Buddhist monk music with a kind of tune that also lets you know a battle is coming. The artwork is high temple that is in the outskirts kind of its not in the best of shape

The game flow is like an Action RPG there is a linear story the player must follow to unlock certain abilities to progress in the game

Game Locations

Location	Corrupted Village	Hot springs	Corrupted Hot Springs
Gameplay	Exploring, Liberating, Fighting,	Relaxing	Exploring, Purify, Fighting.
Objective	Find the Village Chief and defeat him and destroy the demon beacon.	Just to relax and get buff's	Purify the Hot Spring and slay all the demons
Story Beat	The player finds himself in a demonic looking village, the people are ready to attack	No story the player just comes her for buffs	The player stumbles upon a hot spring but its covered in poison and the forest is all dark and dead.
New Weapon	No Unless its your second one beaten then you gain the purify	no	no
Enemies	Oni, Frog people, Kappa's, Saimyoshio	no	Saumyoshio, And Jorogumo
Mechanics	Walking, Running, Hand to Hand Combat, Jumping, Rolling, Mantles	Swimming, Walking's,	walking, Running, Hand to Hand Combat, Jumping, Rolling, Mantles
NPC/ Wildlife	Merchants, Village Elders, Information broker,	Birds, Deer's, etc. any other wildlife you think would go good in a Japanese forest	None till its purified then normal wildlife of hot springs.
Color Mapping	Purples(toxic), Grays, whites, Blacks (Buildings) Greens, browns (Landscape)	Blues(lake/Pond) Greens (Forest) Browns(rocks)	Purple (Poison Lakes/Ponds) Black, Grays (Dead Landscape)
Music/Art	I want exciting music playing like what you would hear in an orchestra Art picture an old countryside village that has toxic ooze all over and monsters roaming it.	Nice relaxing music like you would find in a spa. Art picture the rainforest and charry blossoms trees	Funeral music I want the music to make people feel like this land is dying Art Think of dead trees, Split rocks, poison water, Dead livestock.

Strongholds

Location	Wrath	Envy	Pride	Gluttony
Gameplay	Exploring, Fighting, Boss,	Exploring, Fighting, Boss,	Exploring, Fighting, Boss,	Exploring, Fighting, Boss,
Objective	Take down Wrath	Take down Envy	Beat Pride and have him join you	Beat Gluttony To get the Key to purgatory.
Story Beat	The player arrives at wraths kingdom to face him and free one of the elders of the gems	The Player arrives at envy's kingdom to face her and take away her influence on the village people so they will stop spiting at him and throwing rocks	The player arrives to find pride eating a deer and pride gets up and sighs and says let's get this over with	The Player arrives to find the elder of Shadow's ghost this place also holds the key to purgatory
New Weapon	Fire Gem	no	Companion	no
Enemies	Wrath, Oni's, Kappa's, Kamaitachi,	Envy, Oni's, jorogumo,	Pride	Gluttony, Oni's, Kamaitachi, Saumyoshio
Mechanics	Sword fighting, jumping, rolling, dogging, combos, Skills	Sword fighting, jumping, rolling, dogging, combos, Skills	Sword fighting, jumping, rolling, dogging, combos, Skills	Sword fighting, jumping, rolling, dogging, combos, Skills
NPC/Wildlife	Rats, Birds,	Rats, Birds,	Rats, Birds, frog butlers	Rats, Birds,
Color Mapping	Black, red (Castle) Crimson red (bloody Bodies) Purple and green (ooze dripping from the wall where demons come out of)	Pitch black(tower) Red (Sky) ash (ground)	White, gold, Silver (Castle) Black and white (Suits for his butlers) Blue (Sky)	Black, red (Castle) Crimson red (bloody Bodies) Purple and green (ooze dripping from the wall where demons come out of)
Music/Art	Epic music like you would find in Bleach battle Scenes Art Think of an old Japanese era Castle and have it with blood and dead humans everywhere torn to bits that's just what wrath does.	music like playing a harp but with a sad melody angelic music I know she's a demon but she's the demon of envy and she's a sad demon Art her kingdom is all black and doom like all the happiness has been sucked dry and in the middle is tower right out of Mordor.	Music is like an orchestra something from Beethoven His kingdom is kind of weird for a demon kingdom its clean like the queen of England's home. You get a cutscene with Pride eating like a king in a robe once you reach his chambers.	Music is like straight from a horror film like Friday the 13th. The kingdom is the most gruesome one you will see I mean bodies hanging from walls with their guts ripped out and a cutscene where you see gluttony eating humans