

Design

Player Mechanics:

Walk	
Dash	Pressing the bottom face button on the controller allows the player to dash out of the way of attacks.
Light Attack	Pressing the right trigger allows the player to do a normal attack combo.
Heavy Attack	Pressing the right bumper allows a heavy attack to be performed. This can swipe a few enemies at once dealing more damage lifting them into the air.
Air Attack	After an enemy is heavy attacked into the air and the player is locked onto them they can perform an air attack by repeatedly pressing light attack. You and the enemy will stay in the air till you stop attacking or the enemy is defeated.
Aim Axe	Holding the left trigger your character will lift the axe allowing you to aim where you'd like the axe to fly off to.
Throw Axe	After holding down the left trigger, pressing the right trigger at the same time will throw the axe, the axe will stick out the wall that it hits. As the axe flies off the axe will spin as if it's really been thrown.
Recall Axe	After the axe is out of the players hand, pressing the left trigger will recall the axe to the players hand undoing any effects the axe might have caused.
Freeze Enemy	When throwing the axe and it hits a small enemy the axe will chain them down to the ground slowly damaging the enemy and healing the player.
Lock On Enemy	If you have lock on set to automatic when an enemy is nearby it'll get the closest enemy to lock onto and always orient your camera to the locked on enemy. If set to manual pressing the left bumper will lock your camera to the enemy you're facing and is toggable.

Accessibility mechanics:

Controls	
Controller Remapping	There will already be premade control bindings that have been playtested to get the best result for most players but the player will have full access to remap the controller depending on their situation.
Controller X/Y Sensitivity Slider	Some players prefer their sensitivity to be lower to help with motion sickness and some find it easier to react when turning is slower, where some players prefer a higher sensitivity to react to attacks from multiple angles easier.
Enemy Camera Lock On Settings	You have 3 options for the lock on: completely off for a harder yet more authentic style of gameplay, manual mode which allows you to toggle on and off which enemy you're locked onto and auto lock on which will always find a new enemy to lock your camera onto.
Auto Battle Setting	When enabled, not pressing any buttons on your controller will make an AI take over your combat for your giving your hands a rest.
Aim Axe Hold/Toggle Setting	To relieve the pressure of holding the left trigger to aim you're able to switch it to a toggle on/off.
Light Attack Hold/Toggle Setting	To stop you having to repeatedly press the right trigger you'll be able to hold it to keep attacking till you let go.
Vibration On/Off	The vibrations help with game feel and immersion for the player but it doesn't always agree with all players.
Graphical	
Brightness Adjuster	Sometimes players are light sensitive so having a brightness adjuster is crucial to allow players to enjoy the game.
Audio	
Master Audio Adjuster	The master audio slider allows you to adjust all audio in the game.

Voice Audio Adjuster	The voice audio is referencing the noises or words the characters say in the game.
SFX Audio Adjuster	The SFX audio is referencing the sound effects in the game for example: axe swing.
Left/Right Ear Audio Setting	This feature is useful for single sided deafness this helps to eliminate uncomfortable frequencies for players and directs all the audio through a specific ear.
Gameplay	
Difficulty Adjuster	This allows players to enjoy the game no matter their skill level or capabilities by adjusting the attack speed and damage amount and the aggressiveness of the AIs.

AI Mechanics

Walk (Small/Brute AI)	
Strafe (Small/Brute AI)	The AIs will circle the player for a bit before attacking and then go back to strafing
Attack (Small AI)	The small AI will attack dealing damage to the player
Charge Attack (Brute AI)	The brute AIs will find a rotation and run towards it damaging the player if they get in the way
Stunned (Brute AI)	When the brute charges and hits a wall that becomes an opening that allows the player to attack him but he has a lot more resistance so you'll need to do this a few times.

Characters:

-Unnamed Main Character-

You play as a red demon character who has a flaming crown and a fire cape. He wields a flaming axe (The Inferno Axe), the axe acts like a boomerang where when you throw it you're able to recall it, the axe is so powerful that it can steal the life of those pierced by its blade by tethering them to hell. He's sworn to defeat intruders from the gates of the underworld.



-Unnamed Light Enemy Als-

The small fragile Goblin Demon highbreads look weak but in groups they can pack a punch. The light enemies circle the player getting ready to attack, then when they're ready they go in for the attack. Dealing a little amount of damage to the player.



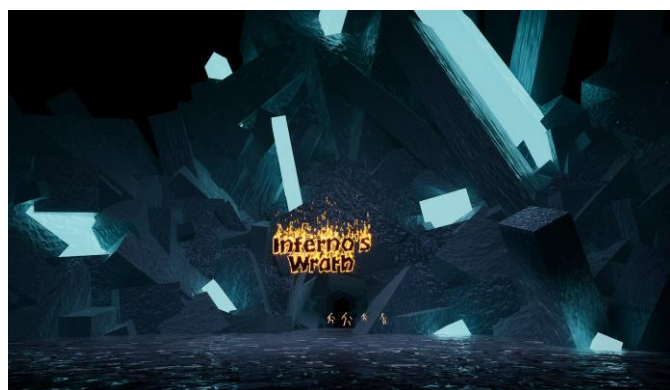
-Unnamed Heavy Enemy Als-

The big heavy brute character is a massive strong goblin demon who only wants to see the MC perish, only has a charge tackle attack who can only run in a straight line, this character can't be damaged unless stunned by hitting into a wall. They are also a tank with increased health



Level Design:

- There is a sense of scale in the maps, as they are going to be very vast in size
- You will feel like you're mowing through any enemies in your path
- The rooms will feel open allowing for wide scale combos that throw you and enemies into the air
- There will be walls around allowing the players to throw the axe into the wall giving players a deeper sense of feeling in the space
- There will be contrasting colours in the lighting showing where the player is, blue = enemies and red = main character
- 5 minutes of tutorial (but designed to show a story)
- A wave based system where you can play around plowing through hordes of enemies showing your true power
- 1 main cutscene as a way to break from the combat



Narrative Lead-Up / Context:

The Main Character is the king of demons with the power of hell channelled through his 'Inferno Axe'. The demon goblins are an antagonistic group of characters who chose to run away to create a more powerful army that will one day rule over Hell. As the core protector of the gates of hell the MC is required to use his knowledge and immense power to ward off these unwanted creatures. On a recent expedition the demon goblins stole the 'Inferno Axe' from the MC whilst he was being overpowered by them, so his first challenge was to get it back, although the power of hell's core wasn't running through his veins he's not weak by any means.



Level Overview:

You are thrown into a dark area where sunlight hasn't struck for millennia. Everything is a cold shade of blue, in front of you is a massive ice palace erratically spewed from the ground below that seems to grow ever larger. Some ice shards appear to be glowing, possibly the source of this civilization's power. You approach a big wooden door that swings open revealing a dreaded demon goblin, with no mercy in your eyes as these are the creatures responsible for the abduction of the 'Inferno Axe'.



Visual Refs & Inspirations:

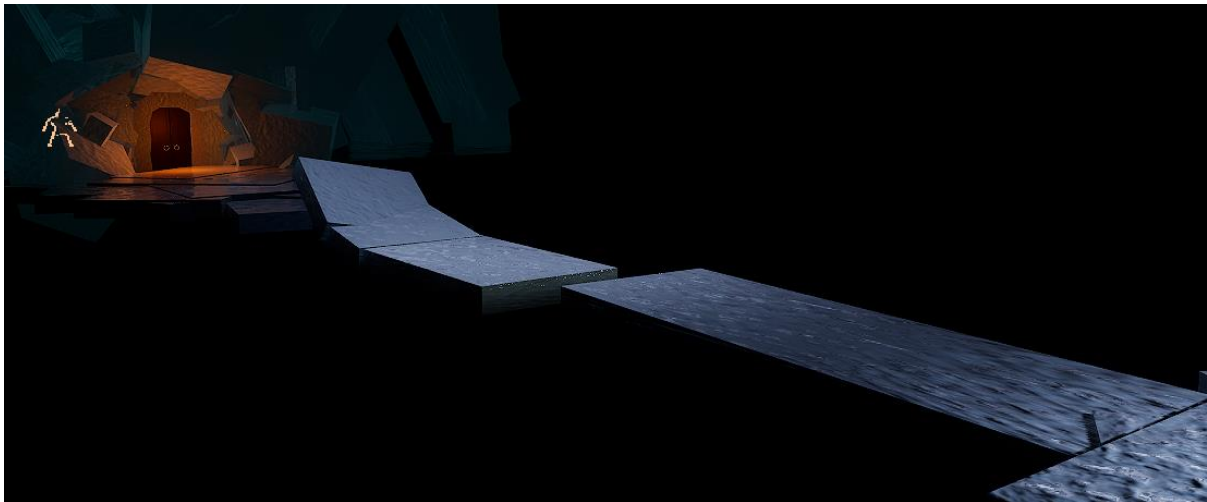
I took a lot of inspiration from Elsa's ice castle from Frozen 2013 with the vastness of the structure. I like how it draws the viewer's eyes to the castle but also feels like it's been in this space for years although that's not the case. The castle appears to be glowing which makes it very majestic looking and gives you an idea of who lives there just from the outside.

I also took other inspiration from Superman 2025 with the Fortress of Solitude as I feel this shares a very similar idea to Frozen with the oversized and fantastical design, that has sharp ice shards that seemingly appear from the ground, and with a subtle glow from its core it gives off this sense of power.



Fig 1: (Disney's, Frozen 2013) Fig 2: (Warner Bros.'s, Superman 2025)

You easily defeat the enemies that approach learning how to use camera assist, punch and kick, next you're met with an ice bridge with projectiles moving across the bridge these can push you off into the void so tactically using your dash ability to traverse quicker is a must,



Visual Refs & Inspirations:

I loved this uneasy and sketchy feel of the bridge of khazad-dûm from 'Lords Of The Ring 2001', so took inspiration from it with a little twist with ice fireballs that can knock the player off but paired with the dash you're able to manoeuvre across the bridge



Fig 3: (The Lord of the Rings: The Fellowship of the Ring 2001)

You are met with another door that swings open revealing your forsaken axe, as you are reunited and once again. Your flame cape and crown reappear bringing you back to max power again, using this axe you are to push a target into the wall, when pressed a large ice door will reveal the next area.

Visual Refs & Inspirations:

I was really inspired by the design of hellboy with how red is a key colour that heavily relates to his link to fire and hell, as my game mechanics are based off 'God Of War 2018' and he uses a lot of ice related attacks in the game so for a bit of contrast I went with fire and hell theme which instantly made me think of 'Hellboy'

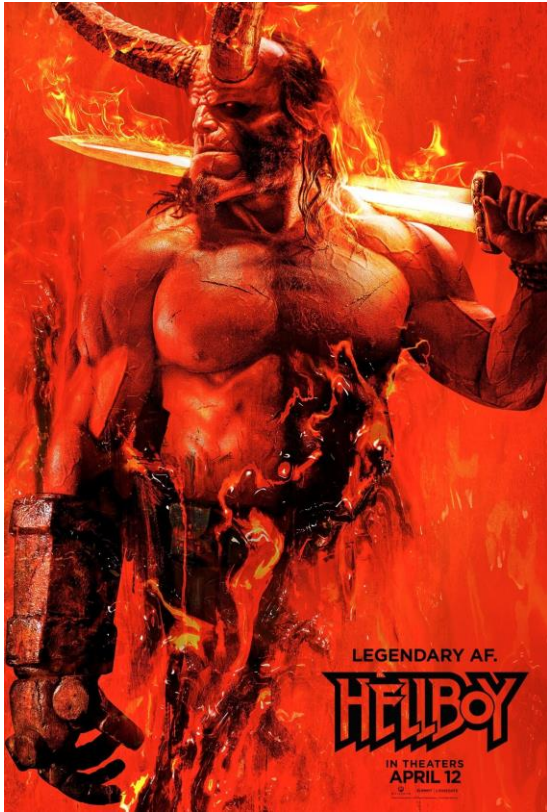


Fig 4: (Lionsgate Films, Hellboy 2019)

This is where you learn getting your axe stuck in an enemy allows you to steal their life as they've been tethered to hell with chains.



Finally you're able to perform an air combo which allows you to advance to the next stage where a combat cutscene rewards the player with a moment to breathe until they are taken to the next area.

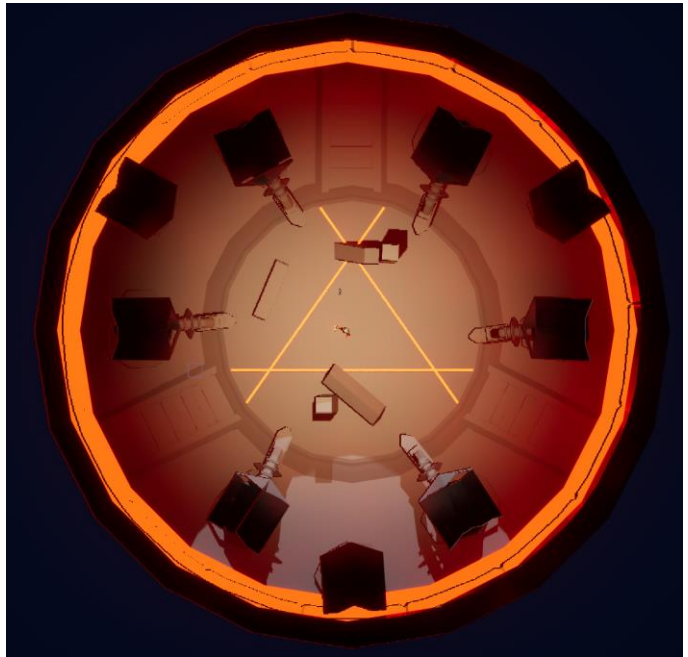
Visual Refs & Inspirations:

After going to EGX I saw 'Morbid Metal' a game being published by Ubisoft which is an action combat focused rogue like with some brilliant reference of fast action aerial attacks that you can perform and they all feel impactful and fun so playing this taught me a lot about how to do combat well. This impact can be done through camera shakes, vibrations, VFX, animations, sound and more.



Fig 5: (Screen Juice Interactive GmbH, Morbid Metal 2025)

In the final area, you are in a coliseum style building where you're able to create your own waves with your choice of how many enemies, this is where you can fight to your hearts content.



- Level Map -

References:

(Fig 1): This is a screenshot from the movie frozen which clearly shows the castle that is created in the movie and how it relates to my entrance.

(Fig 2): This is concept art for the fortress of solitude in the new superman movie which was a really big inspiration for my entrance.

(Fig 3): This is a screenshot from one of the lords of the rings movies where you can clearly see the bridge and how I got inspiration for my bridge.

(Fig 4): This is a poster from one of the movies that clearly shows the character design which you can use to compare to mine.

(Fig 5): Screenshot from mid air combat in the game.

Frozen, (2013), Disney, [Film], [Website](#)

Hellboy, (2019), Lionsgate, [Film] [Website](#)

Morbid Metal, (2025), Publisher; Ubisoft, Developer; SCREEN JUICE [Game] [Website](#)

Superman, (2025), Warner Bros, [Film], [Website](#)

The Lord of the Rings: The Fellowship of the Ring, (2001), Warner Bros, [Film] [Website](#)