

Dark Harmonies: Abyssal Symphony (eng)

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▼ *Simple Gameplay*

The game is a game that progresses the loop with rogue-like elements where rhythm-based combat is at the forefront. It has fast fps-type gameplay. We enter the game start our level and continue until we die. After dying, we get stronger and return to the same level. If we defeat the last boss, we move to a new level.

▼ *Short Story of the Game*

Zephyr was a warrior who lived under the dark sky, at the foot of the Melancholy Mountains. He was once a master of combat, known for his rhythmic abilities, gained through a mysterious event in the past. He found strength in the magical combination of rhythm and music.

One day, Zephyr learned that he was threatened by a dark army approaching his town. This army was made up of slave spirits under the influence of a dark force called the Abyssal Symphony. To protect his town and stop this dark force, Zephyr set out in search of a legendary rhythm stone in the Melancholy Mountains.

Zephyr encountered various creatures on his way. With his rhythmic attacks and melodic abilities, he defeated these dark creatures and slowly increased his power. The more he defeated, the more he encountered new ones. During his journey, he met a mysterious woman named Seraphina. Seraphina decided to join Zephyr in the fight against the dark forces. She, too, was a sorceress from a different world, equipped with rhythmic spells.

Zephyr and Seraphina traveled together, and when they reached the summit of the Melancholy Mountains, they encountered a magical rhythm stone. This stone further enhanced Zephyr's rhythm abilities and supported Seraphina's spells. Together, they prepared to stand against the Abyssal Symphony army approaching their town.

When the leader of the dark army, the Abyssal Lord, confronted Zephyr and Seraphina, he saw that they were a union powered by rhythm and music. When the battle began, Zephyr's fast rhythmic attacks and Seraphina's magical melodies weakened the Abyssal Lord and embraced them in victory.

The town was saved thanks to the courage and struggles of Zephyr and Seraphina. These two heroes continued to fight against the forces of darkness using the power of the rhythm stone they discovered in the Melancholy Mountains.

▼ **Game Mechanics**

Controls

▼ **Movement**

Movement (**W/A/S/D**)

Jump (**SPACE**)

Sprint (**SHIFT**)

Lean (**C**)

Left - Right - Backward - Forward Dash (**A+A /D+D/W+W/S+S**)

Jumping Dash (**SPACE + Two Times Movement Button**)

Slide (**W+SHIFT+C**)

Double Jump (**SPACE+SPACE**)

Camera Controls (**Mouse Drag**)

▼ **Combat**

Fire (**Left Click**)

Change Gun Mode or Open Sight (Depends on the gun.) (**Right Click**)

Change Gun (**Mouse Scroll Up or Down**)

Character Skills (**Q/E/R**)

Finisher (**V**)

Close Combat (**V**)

Quick Change (**1- Main Gun/Second Gun/3-Close Combat**)

▼ Environment Interaction - Menu Buttons

Interaction **(F)**

Open Menu **(ESC)**

Open Map **(M)**

Use/Remove Map Mark **(Right / Left Click)**

Character Items Menu **(TAB)**

Gameplay Mechanics

▼ Rogue Like Mechanics

The main mechanic of the game is based on starting the run and dying, as we are familiar with the roguelike mechanic examples (Risk of Rain 2-Hades). After dying, it is possible to start the game from the beginning and progress more easily by improving our character and abilities. At the same time, as you earn money, the gameplay and feel of the game change thanks to new improvements. This allows for longer gameplay. The roguelike dynamic of this game is more similar to Neon Abyss. When we start each run, we need to make progress and defeat the boss at the end of that level. After defeating that boss, the transition to the next map takes place. In this way, after eliminating 4 mini-bosses, 1 main boss important for the story will be encountered. After defeating this boss, 4 mini bosses must be defeated again to defeat another main boss with the same logic. Blue tokens come from each mini boss we kill and red tokens come from each main boss we kill. With these tokens, the mechanic that allows us to progress in the game is formed. With 8 blue tokens, we can go to the main boss, and with 2 red tokens, we can go to the other main boss after killing the main boss.

▼ Rhythm Mechanics and Focus Bar

This mechanic, which has a high impact on the gameplay of the game, fills our combo bar by accumulating combos (like Metal Hellsinger) in the hits made by

the songs playing in the background (DARK ACADEMIA Classic Music but in the style of fast ones). As our combo bar fills up (like the Spider-Man Focus Mechanic), our character gains the right to apply a finisher, and if he successfully applies a finisher, a missing part of his health is regenerated. When you hit in time to the music, the Focus Bar fills up fast, but not if you don't match the rhythm.

▼ Fast Combat Mechanics

It will integrate fast gameplay modeled after Doom into the fps genre. Our character has no stamina bar and can run unlimitedly. This provides mobility. At the same time, mobility and fast gameplay are supported by double jumping. Weapons will be designed with high reload speed and ADS speed suitable for fast gameplay. Enemies also move fast accordingly.

▼ Weapon - Skill Types and Mechanics

▼ Main Guns

Shotgun (Right-click to adjust the pellet level, uniform pellet for high damage at long range, scattered pellet for high damage at close range)

Assault Rifle (1st weapon-grenade mode with right-click, 2nd weapon-right-clickable sight, 3rd weapon-right-clickable blade weapon)

Heavy Rifle (Right click opens iron sight and increases damage as it charges)

Heavy Machine Gun (The shooting mode changes with the right click, in normal mode the character can move, but if you switch to ultra machine mode, the character has to stay fixed where it is)

▼ Second Guns

Pistol (Revolver, Standard, Full auto)

Mini Shotgun (Double barrel)

Light Machine Gun

▼ Close Combat Guns

Knife (thrown with right-click)

Sword (block with right click)

Saw (block with right click)

Axe (thrown with right click, you can get it back if you walk on it)

Crowbar (block with right click)

▼ Skill Types (Skill types are similar in basic logic for all characters, but vary from character to character. (In the future, skills will be explained in detail according to character types).)

Q skill-> The character's most basic skill with a short cooldown. It is damage-oriented.

E-> Mobility-oriented has a longer cooldown and contributes to the speed of the game.

R skill-> Ulti skill. This ability does not come from the character, it is activated with the perks found in the chests opened in the game. The waiting time is very long. In addition to the cooldown, the Focus bar must be full at the same time. It deals very high areas of effect damage or increases our character's stats more than necessary.

▼ Health and Armor Bar Mechanics

Replenishing health can be done by finishing with the focus bar or with items from chests scattered around the map. Sometimes health bars can also drop from enemies, but it is very rare. Armor, on the other hand, comes to our character thanks to the properties of the items we earn. Armors are limited to 50 units in order not to disturb the balance of the game. Health is 100 units.

▼ Perk Types (R) and Item Drop Logic from Chests Short Features of Droppable Items

One of the most important parts of in-game improvement in the game is the items dropped from the chests. These items contribute to the passive development of our character. These supports can be examined in 3 main articles damage, defense, and utility. To get these items from the chests, it is necessary to kill enemies and open these chests with the coins coming from there. Perks, on the other hand, are abilities that focus on defense, attack, and utility, but are effective at the time of use and have no passive effect.

▼ Items

Tear Crystal: Grants enemies an armor that accumulates as it hits.

Mysterious Amulet: Shields the character from damage.

Shadow Spear: Casts a shadow effect on enemies hit. Deals accumulated damage.

Melancholy Potion: Increases the player's charm and gives a dodge chance to champion damage.

Book of Invoked Words: Gives the character a damage boost.

Eyes of Time: Shows the location of opponents in red on the map when the player is at a certain health.

Forgotten Shadow Shoes: Gives the character a movement speed boost.

Seeds of Mourning Laughter: Creates a field and applies a burning effect to enemies in the field.

Bow of Sorrow: Gives attack speed.

Hit with Love: Increases the chance of dropping health from a character killed in melee combat.

Revitalizing Corner: Gives the character a life regeneration after 10 seconds of no damage.

Boom Headshot: Increases critical damage to enemies hit in the head.

Eternal Torment: Inflicts a bleeding effect on the damaged character.

Ghost Trails: When below 15 health, temporarily slows time.

Melancholy Power: Damage increases as the character's health decreases.

Much Power: Deals extra damage at full health and speeds up shield regeneration.

Blue Joy: Creates a chance to get armor from creatures you kill.

▼ **Perks**

Angel Wings: During the time it is used, our character gains the ability to fly while under its effect.

Time Bender: Resets the cooldown of all your skills for a short time.

Godlike: Become invulnerable for a while.

Light Distortion: Emit a light to destroy all enemies on your screen (bosses and mini-bosses are not affected, only their health is reduced).

Big Plan: Highlight places on the map that you haven't explored yet. Allows you to see what's special about a room before you go.

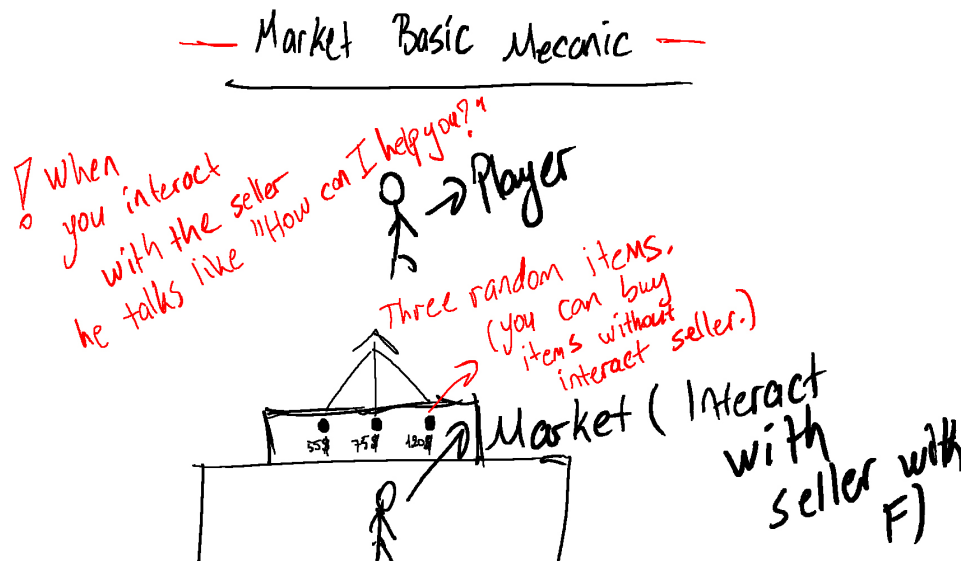
▼ **Map Mechanics**

Maps are designed like unexplored rooms, and when the character enters the area, it is perceived as explored. Each mini-boss and boss has different options of rooms that can be explored on the way to the boss.

Shopping Rooms: It is a room that helps you spend the money you earn, and you can buy any item, weapon, or perk you want from the vendor there. The

market is always different and replenished. The upgrades you get here are not permanent like the ones you get from the main menu but are exclusive to the game. If you communicate with the vendor while you are shopping, he/she will say sentences like "How can I help you?". You can also do this without interacting by just walking in front of the item you want and pressing the interact button. When you get in front of the item you want, it will glow and you will know which one is selected. When you buy the item, you will hear the sound of clinking money.

▼ Sketches



Anomaly (Arcade) Room: Unlike the classical music played elsewhere, this room plays metal music. Waves of enemies are constantly coming at you and if you survive this room you will be rewarded with high gold earnings and a free chest.

▼ Dark Academia Feeling

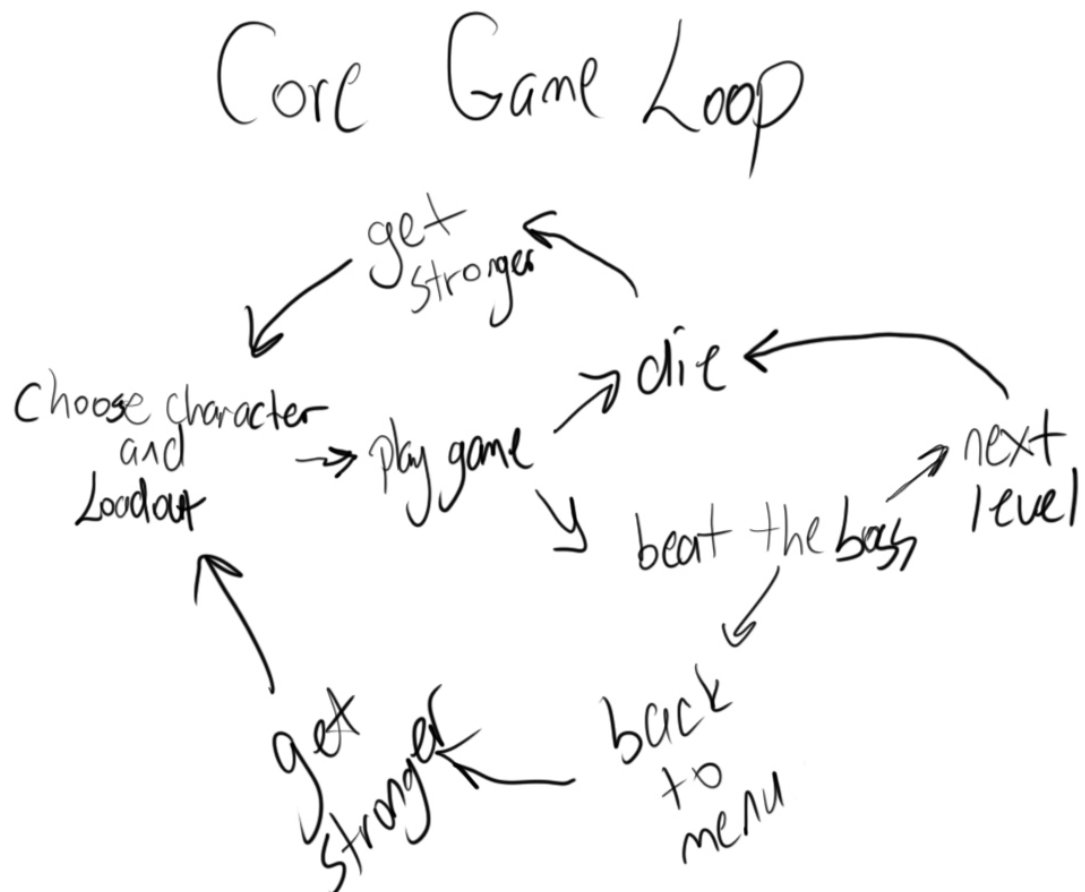
The game's visual aesthetic focuses on themes of gothic and dark academia. Each level is shaped by atmospheric and deep storytelling. For the player to get the dark and gothic vibe, dark colors are predominant, and enemy and character designs are designed accordingly.

▼ Core Game Loop

Choose your character and loadout → Play the game → Die → Make your character Stronger → Play again

Choose your character and loadout → Play the game → Beat the boss → Go to the next level

▼ Sketches

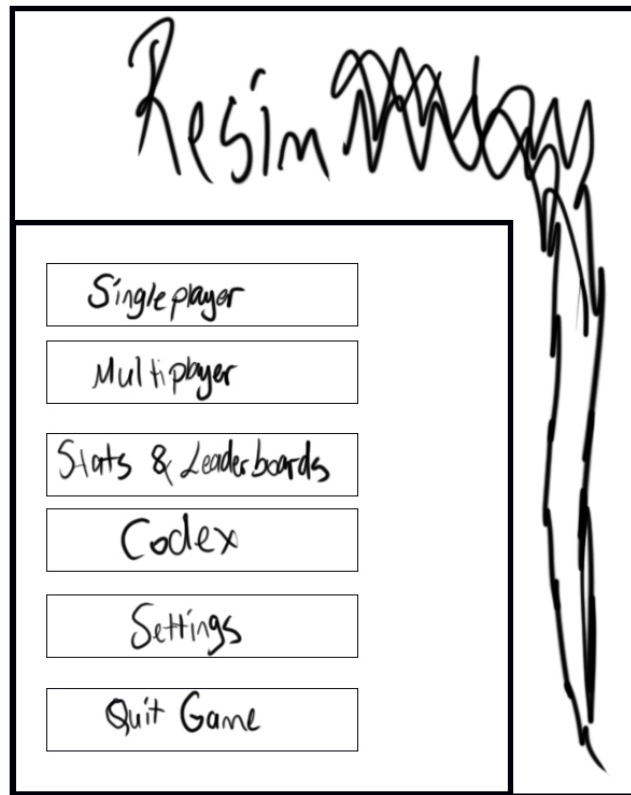


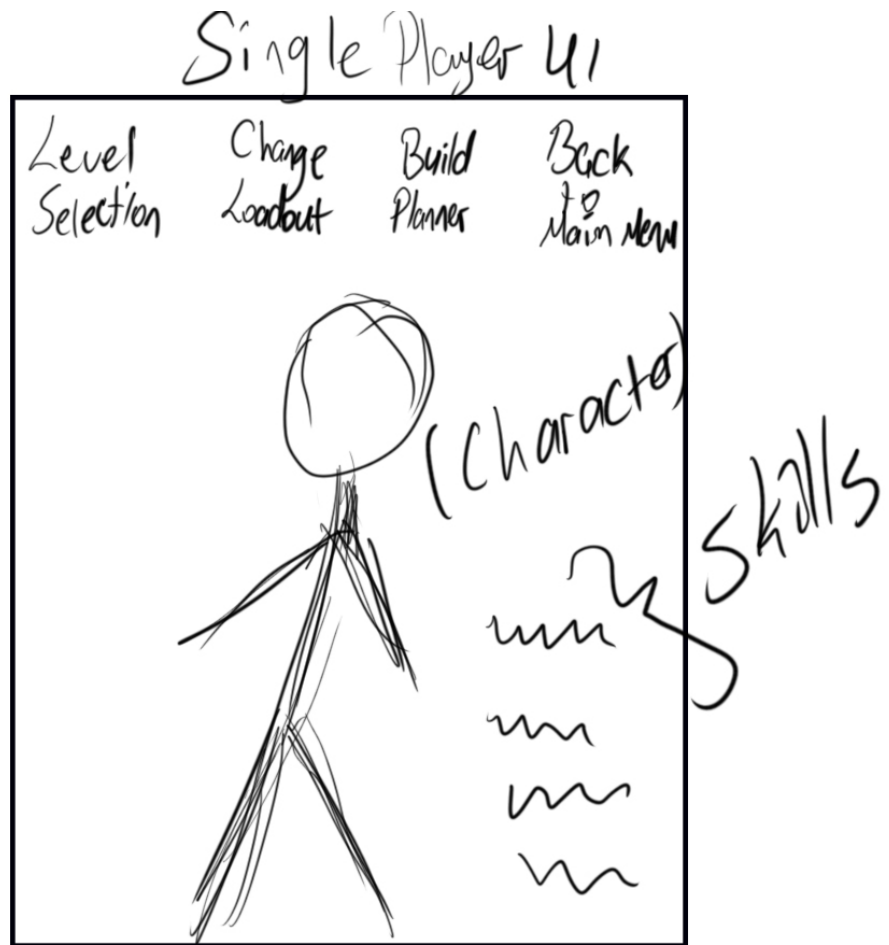
▼ UI

▼ Main Menu

Singleplayer—> Level Selection - Change Loadout (Loadout /Character - Skill Selection) -Build Planner - Back to Main Menu

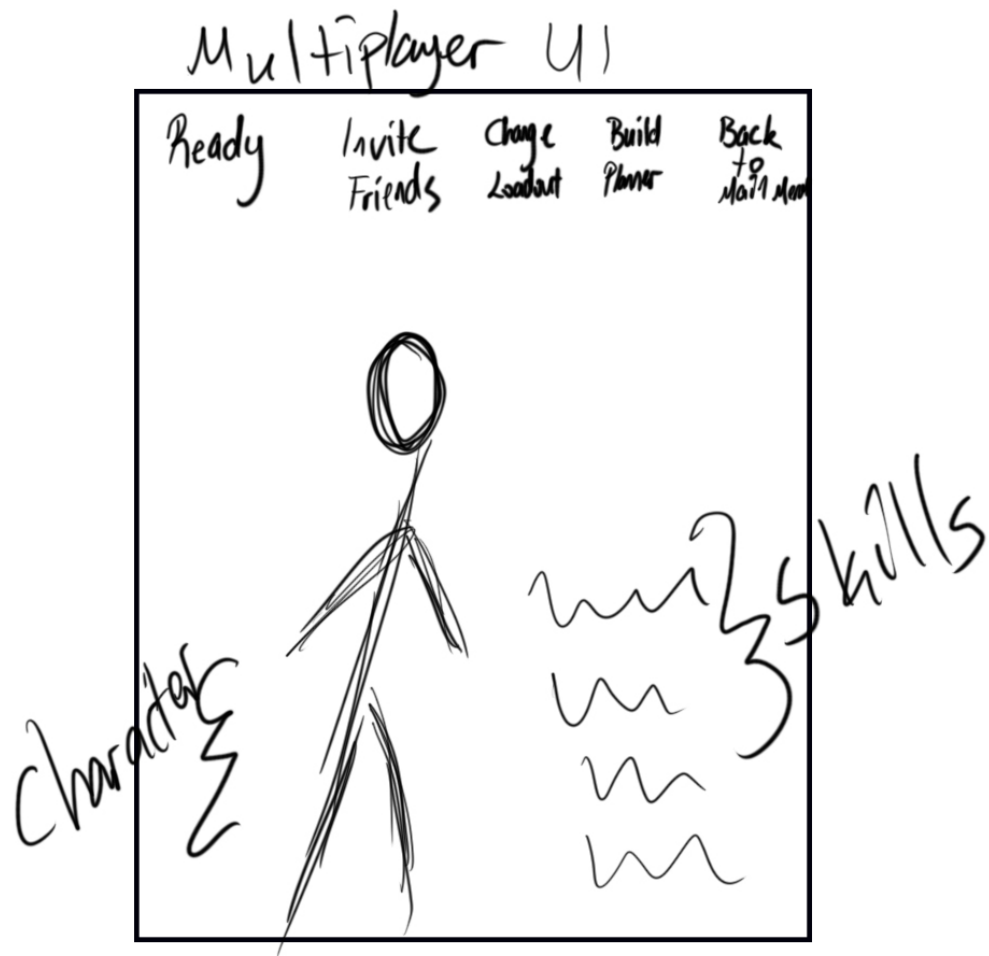
▼ Sketches





Multiplayer—> Ready - Invite Friends - Change Loadout -Build Planner - Back to Main Menu

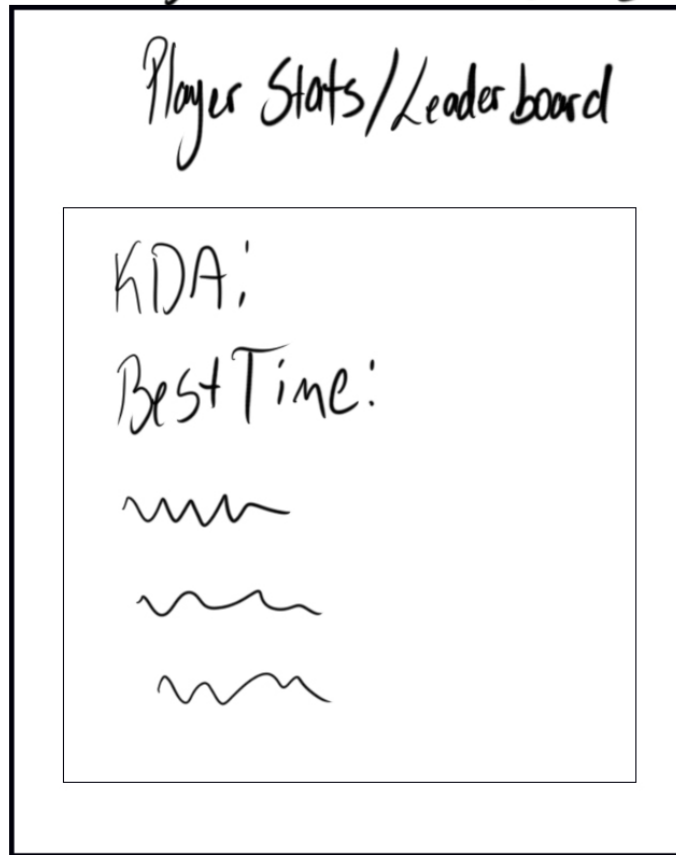
▼ Sketches



Stats and Leaderboard—> Player Stats/Leaderboards

▼ Sketches

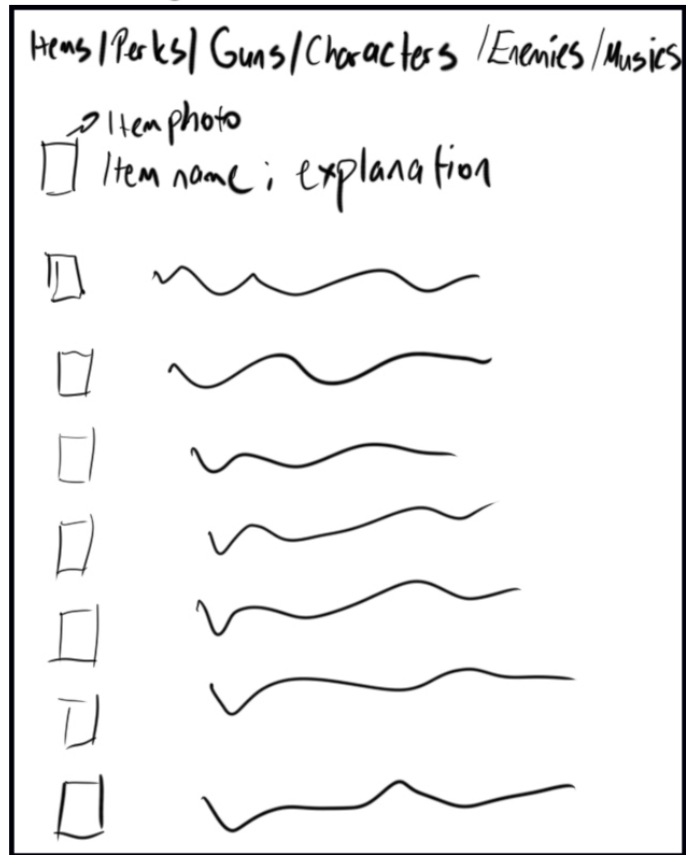
Player Stats-Leader boards



Codex —> Items/Perks/Guns/Characters/Enemies/Music

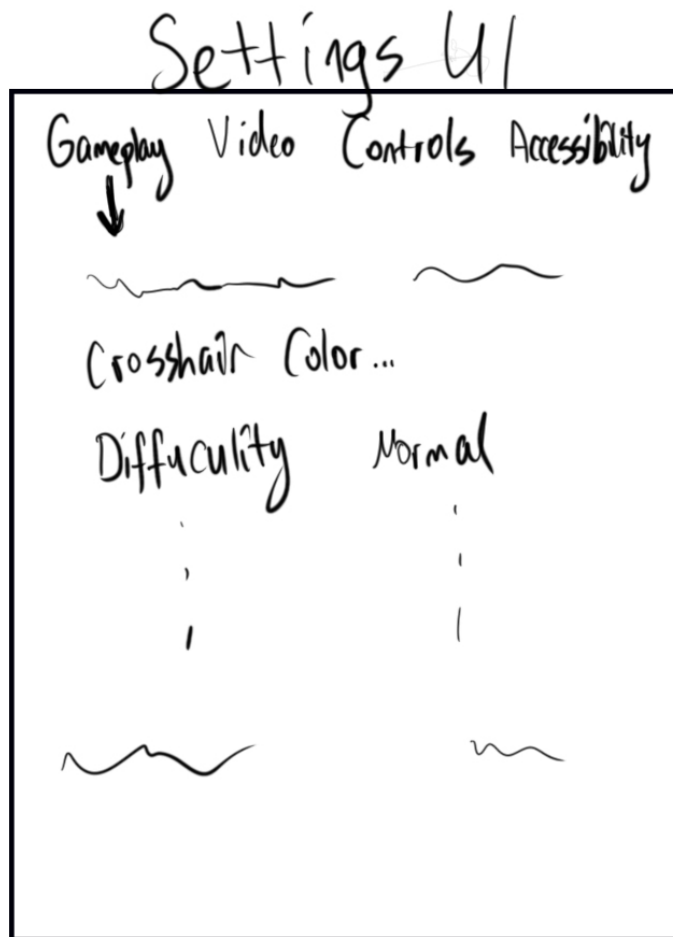
▼ Sketches

Codex UI



Settings —> Gameplay/Video/Controls/Accessibility

▼ Sketches



Quit Game

▼ **In-game Menu**

Health Bar

Focus Bar

Money

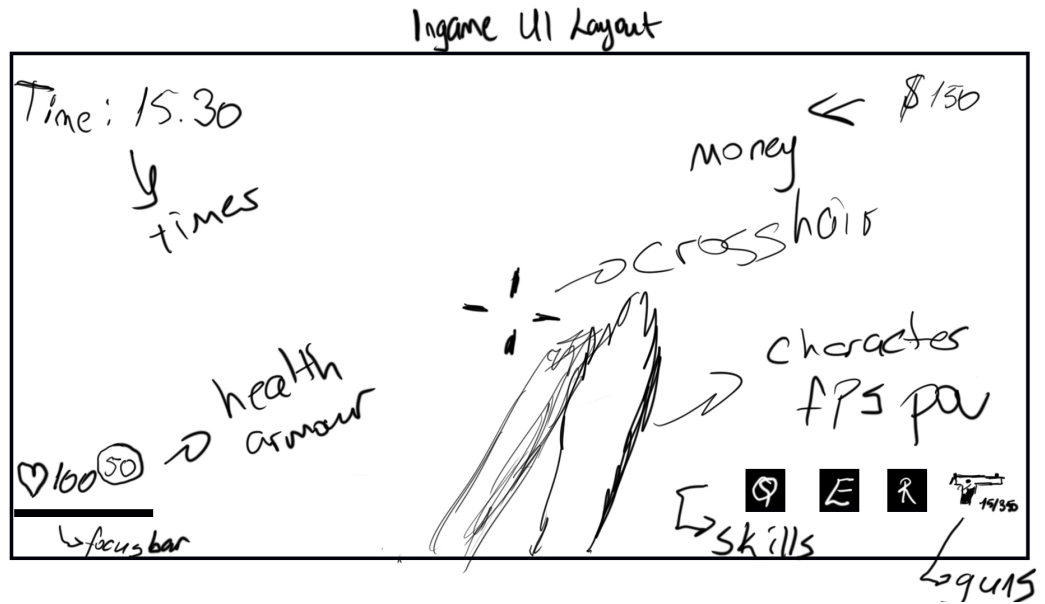
Crosshair

Skills Q/E/R

Gun and Ammo

Timer

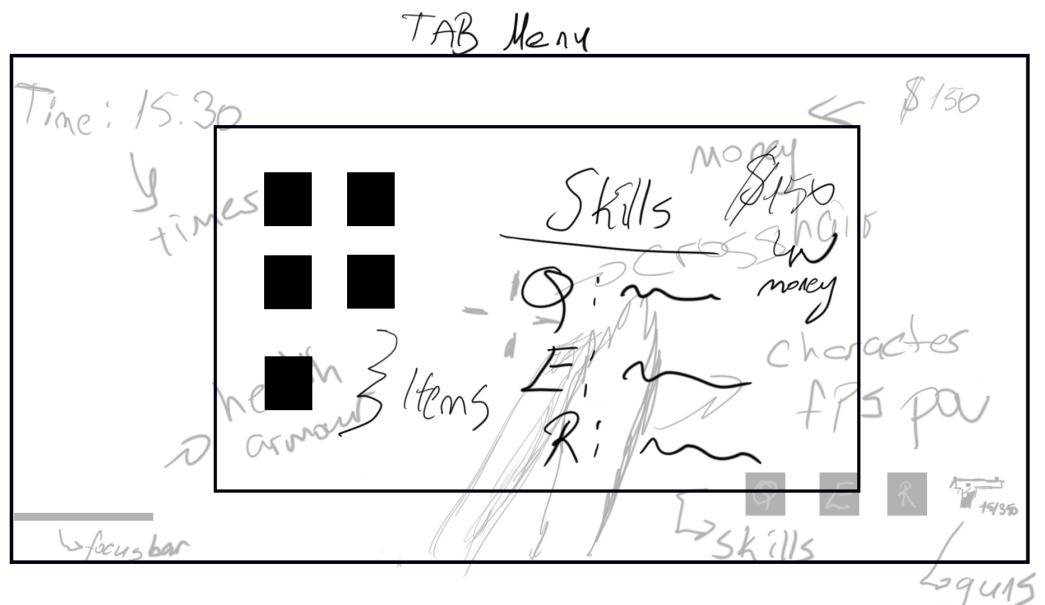
▼ **Sketches**



▼ Character Items and Improvements Menu (TAB)

Items Collected / Money / Character Skills Info

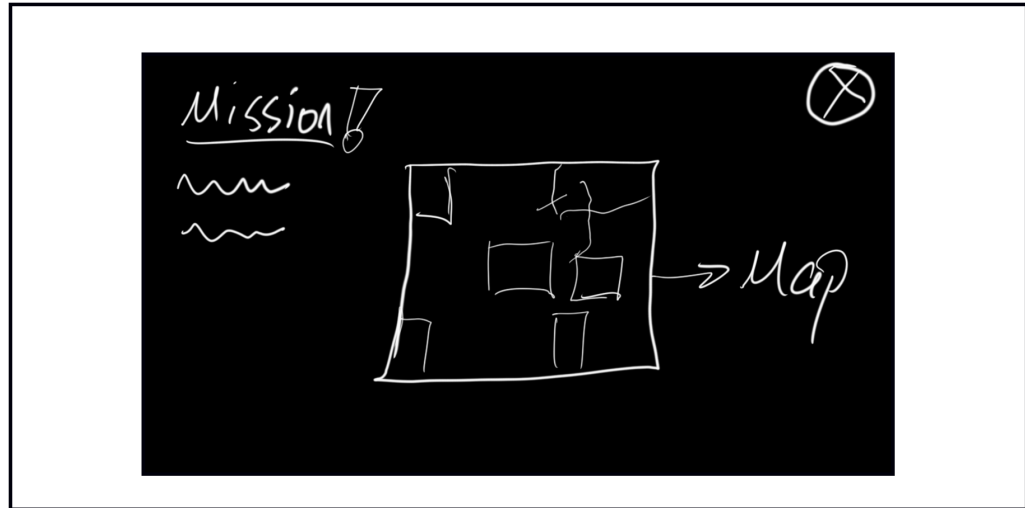
▼ Sketches



▼ Map Menu

Close Button/Mission Explanation

▼ Sketches



▼ Pause Menu

Resume

Restart Level

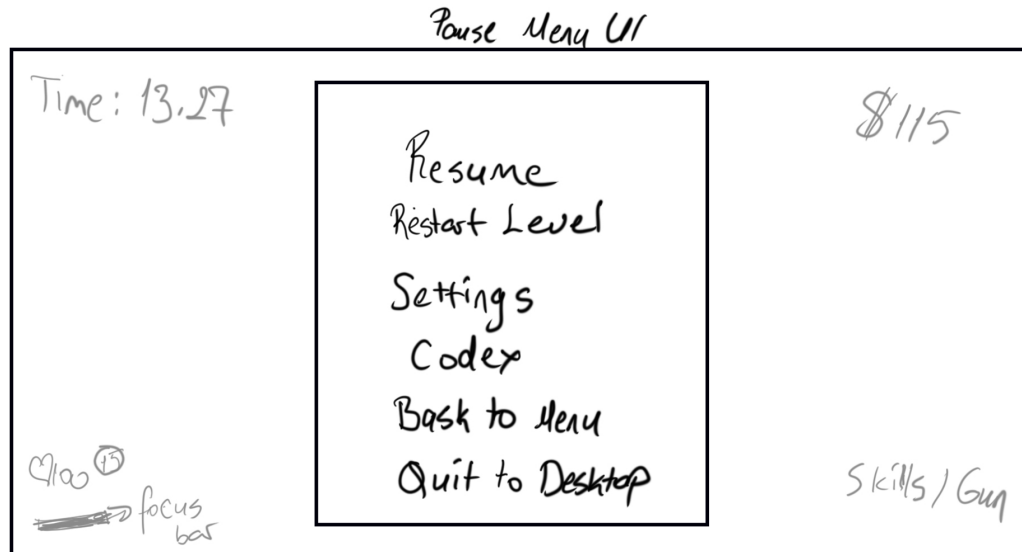
Settings

Codex

Back To Main Menu

Quit Game

▼ Sketches



▼ Death Screen / Recap

Statics

Death Recap

Items Collected

Money Collected

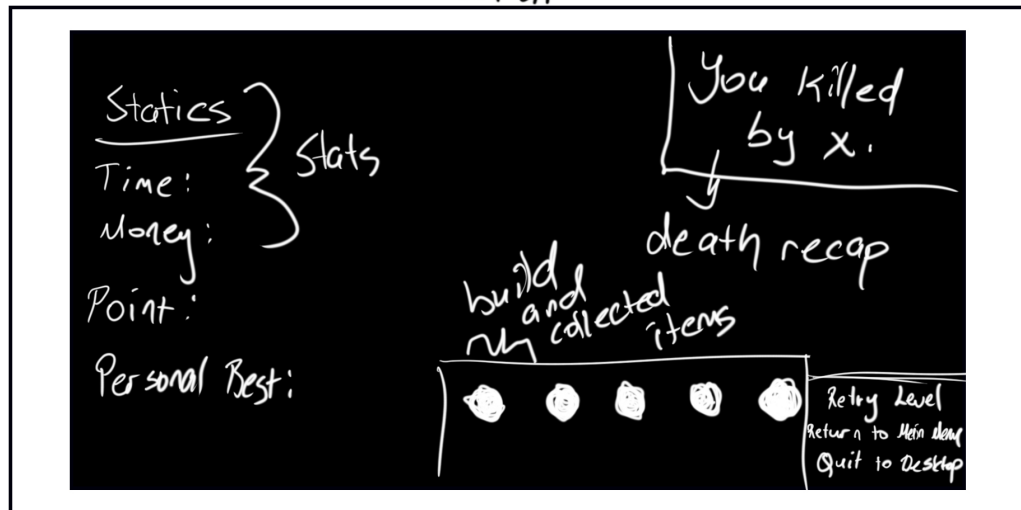
Time / Score

Retry Level

Quit

▼ Sketches

Death UI



▼ Win screen / Stats

Statics

Money Collected

Items Collected

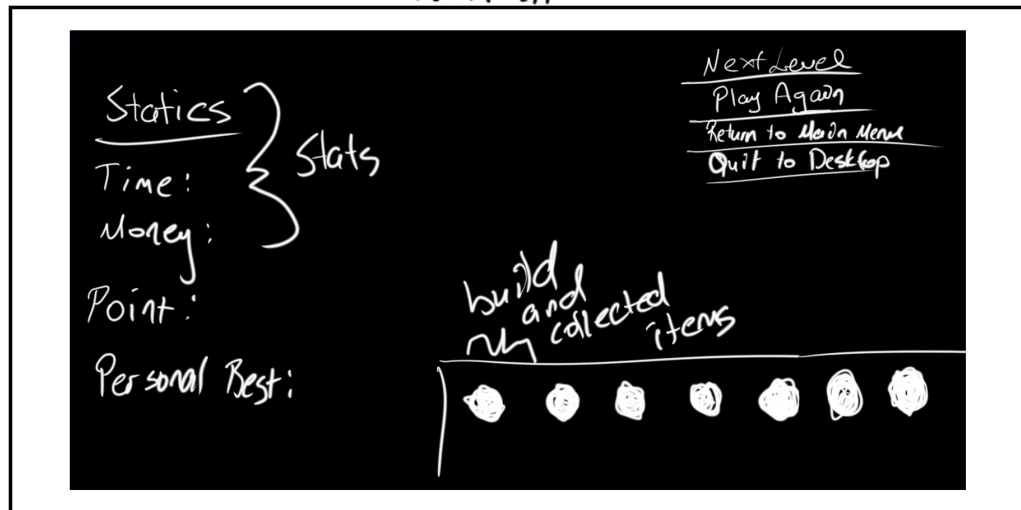
Time / Score

Replay Level

Quit

▼ Sketches

Win UI



▼ Effects And Voice Design

▼ General Effects

▼ Skill Effects

look at **Controllable Character(s)**

▼ Gun Effects

Each weapon has its own firing sound and recoil pattern. Weapons also have different timing sounds when they are fired, and melee weapons have different timing sounds when they are thrown. When interacting to pick up weapons or bullets from the ground, there is a white outline around the object to be interacted with.

▼ Movement Effects

The sound our character makes when walking is not very loud. The music sound suppresses this sound. But when jumping or falling from a height, the sound of falling and particle effects rising from the ground are used to give the feeling of falling from a height.

▼ Chest Effects

When chests are interacted with, the outline is white and we can see the cost of opening the chest on it. If there is not enough money to open

the chest, a small cross will appear. If you open the chest, the chest will break and items will fall out of it.

▼ UI Selection Effects

To understand what we have selected in the UI if we hover over it with the mouse or keyboard, the color gets darker and the outline becomes clearer.

▼ Map Opening Effects

We hear a slight rustling of paper as the map is opened and closed. If we mark on the map, a red cursor appears with a beep. Left-click to place the cursor, right-click to remove it.

▼ Combat Effects

When you take damage in Combat, the damage feedback will appear on the screen in the form of feedback colors based on the loss of control depending on the attack. These feedbacks, which are predominantly red and black, can also have a sound effect if they have a stun feature.

In combat, close-range weapons make a distinctive sound when they deal damage to increase the sense of impact. Likewise, weapons have their own unique sounds.

Enemies also have moves that increase the feeling of being hit, such as limb detachment or being stunned by a bullet.

In combat, enemies make distinctive sounds when they attack so that we know which direction they are coming from.

If we take damage and die, the screen goes black and our character shouts and falls to the ground.

▼ Healing Effects

When our character receives health, a slight green effect appears on the sides of the screen. Likewise, if we are receiving healing from the item, the health bar will be covered in green to let us know.

▼ Perk Effects

Perks also have their own ability-specific audio and visual enhancements to give the player the best sense of empowerment.

▼ Environmental Interaction Effects

In environmental interactions, the object to be interacted with is covered in white and the player's attention is reinforced with an inscription of what it is so that it is obvious.

▼ Music and Voice Design

Throughout the game, the classic music known as the Dark Academia style is used, altered, sped up, and darkened according to the situation.

Metal songs were used in the Anomaly Rooms.

The main menu music and pause menu music have been changed so that they do not change as soon as we start the level.

The character voices are designed to match the dark and gothic theme.

▼ *Controllable Character(s)*

▼ Zephyr

He is our main character and the legend of his town. In contrast to the gothic and dark design of the whole game, he stands out with his bright pink and white clothes, emphasizing that he is the enemy of darkness. When he takes damage, he makes a painful sound when he jumps high and falls to the ground. At the same time, when he takes damage, red markers appear on the screen, indicating that it has taken damage. His voice is more subtle and naive than the enemies.

Q skill -> The Q skill sends a glowing melody ball. When firing this ball, luminous effects are created, accompanied by instant piano notes.

Skill E -> Mobility ability. E creates a ladder of glowing notes and has a chance to ascend to a sheltered height for a short time. As the stairs disappear, a sad note sounds.

▼ Seraphina

She is the second main character that we unlock later in the game. When she saw Zephyr and his purpose, she thought that she should help him and started to follow Zephyr. Again like Zephyr, she makes a painful sound when she takes damage, jumps high, and falls to the ground. At the same time, when she takes damage, the screen will show pink markers indicating that she has taken damage.

Q Skill -> She produces a note from a violin made with strands of her hair. The note attack, along with the sound of the note, strikes the nearest character like a bolt of lightning, dealing damage. A momentary yellow note lightning bolt is generated.

Skill E -> Mobility skill of Seraphina. With this ability, she uses the power of her skirt to launch herself upwards with a high note. With this high leap, she has a duration to deal damage from above and returns to the ground, slowly scattering notes out.

▼ *Examples of Enemies*

▼ **Broken Shadow (Act One Main Boss)**

He is the youngest child of the Abyssal Lord. He has come along to help his father's cause and is the first main boss of our game. The boss has a shadow-like design with a dark appearance. His attributes are correspondingly shadowy as well.

Boss consists of 2 phases.

In the first phase, he is in the form of a mechanical horse that appears in the normal dark gothic theme. He has 3 main moves in the first phase.

1- Throwing the Shadow Ball. At this time, he says phrases such as "CATCH", and "ON TARGET". If we get hit by the shadow, our character will hear an intense sound, and the edges of the screen will turn black as our health decreases.

2- Charge and run at us. In the meantime, he comes at us shouting.

3- Strengthen where he is and attack in all directions at the same time. At the same time, he slightly refills his health. He makes an ugly metallic clanging sound.

When he takes damage in the first phase, he becomes exhausted and vulnerable to attacks for a while. After taking damage, limbs are severed to increase the sense of impact. He also screams in pain when he takes damage.

When he reaches 30% health, his 4th leg is severed and the horse transforms into a shadow form and enters the ground shouting I WILL BEAT YOU. Inside the ground, he enters his 2nd phase, and his attack pattern changes.

- 1- In order to attack us, this character needs to come out of shadow form and attack in horse form.
- 2- In shadow form, he becomes untargetable and refills his health.
- 3- When in shadow form, he can come under our character and leap us into the air as he transforms into horse form.
- 4- Those in shadow form can create clones from their shadow and attack us all together. The only way to survive this attack is to guess the right one and shoot it before it reaches us. If we hit the right one, he says "AHHH" and goes back to shadow mode.

▼ **Xylophax the Echo (Act One First Mini Boss)**

He is the first mini-boss we have to pass to reach Broken Shadow. It has no important place in the story, the only thing is that it is one of Broken Shadow's generals. It looks like two arms attached to a huge rock. It doesn't have many attack features. It makes very simple attacks. His health is quite high. No matter how high his health is, his damage is not very high.

- 1-Slowly raises its arms to clap and sends a shockwave at you, making a buzzing sound and a loud noise when its hands collide. It is a slow attack so it is easy to dodge.
- 2-Automatic attacks, if you get close to it, it will make heavy attacks with its arms.
- 3-Collecting his arms and legs inside, he makes an attack that falls on you and can be dodged by dashing at the last moment. When it hits the ground, there is a light dust cloud and a loud sound.

▼ **Nocturna / Spectrus (Act One NPC's)**

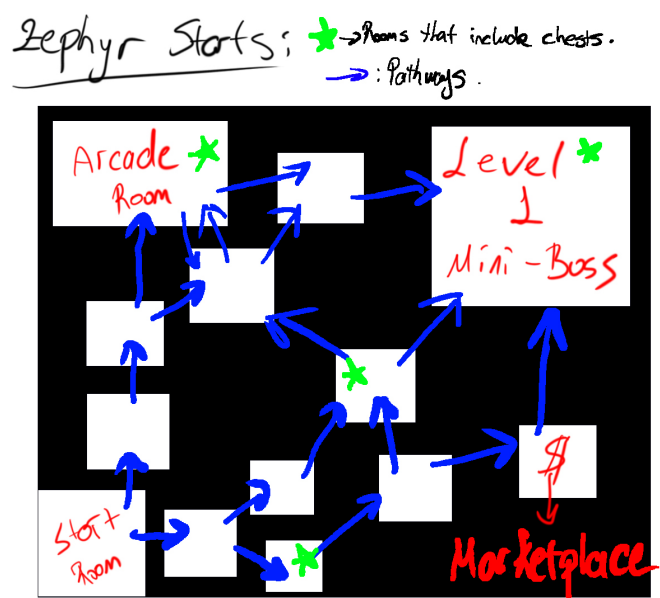
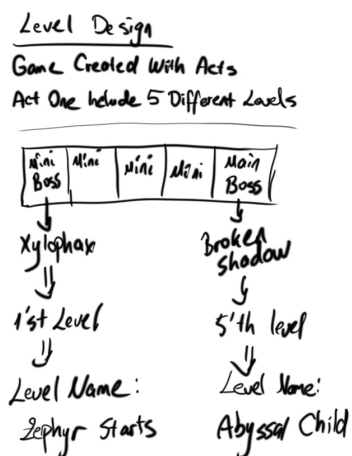
Nocturnas are the most basic NPCs. They have no ability to speak. They will suddenly run at you shouting and start hitting you with their arms. When they hit you, your screen will slowly turn black. They make fast attacks and scatter black particles as they run. They have a grunt-like sound.

Specturuses are living bombs made of pure shadow. They run at you with a beep. They run and detonate themselves right next to you. When they detonate, there is an explosion sound and black particles fly out. If you are in the area of effect, they apply a stunning effect that blacks out your screen for 1.5 seconds.

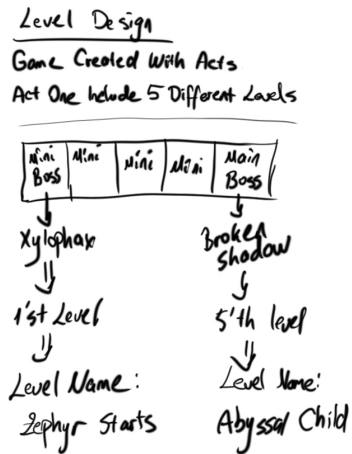
▼ Two Level Designs

▼ Act One (Includes 5 levels)

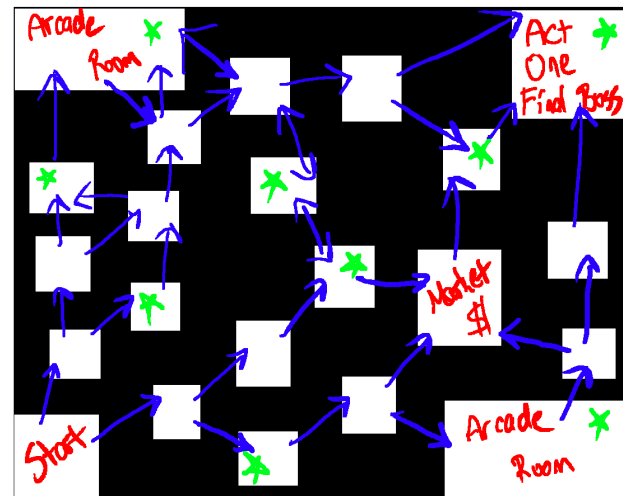
▼ Level 1 Zephyr Starts (Level Boss **Xylophax the Echo**)



▼ Level 5 Abyssal Child (Level Boss **Broken Shadow (Act One Main Boss)**)



Abyssal Child: ★ Rooms that include chest.
→ Pathways



▼ General Art Design

The game's art design is based on a dark gothic theme with a horrific atmosphere and a style that reinforces the horror through the environment design, soundtrack, and enemy appearances.

▼ Example Photos



