

## Description:

- Genre: Action Platformer
- Time Period: 18xx (steampunk/victorian)
- Location: London, England, Earth
- Pixel Art

## GamePlay:

- Sidescroll
- Combat based game with platforming elements
- Player uses Raziel as the main weapon. He can shapeshift into various weapons
- Level environments: Burning building, Sewer,
- Items are royal artifacts of sorts (Crown, Journal, Sword, Earrings, Shield, etc)(NOT PRESENT IN CURRENT VERSION)
- Items are depicted as broken pieces of the glass from a pocket watch that help raziel slowly regain his power.

## Tools of Play:

- Keyboard/mouse
- PC
- Monitor

## Game Mechanics:

- Divide: The being divides its power into different accessories granting the player different abilities. Example - Earrings give the player boosted hearing/ visual cues for audio, Glasses improve vision to the point of x-ray, gloves provide superhuman grip, etc.
- Running
- Jumping
- Melee attacking
- Dodge
- Wall jump

## Story:

Your companion is a mythical being that has faithfully served this blood line ever since some ancestor showed it an unforgotten kindness. This being is one that can be stored in an accessory, like a hat, or an earring. The kind man eventually passed on, and the being sealed itself away to be found again in the future. Years later one of the kind mans descendants is fiddling with a pocket watch that used to belong to him, and when they flip a small hidden switch by mistake the being is released once again. It is explained that because the beings power is fading, they will likely be the last descendant he'll serve... unless they work together to find what it needs to regain its power.

Character is serious, the companion is comical.

Later in the story you come across a zookeeper type character who lends you his tranq gun and 3 darts. Saving the ammo until the boss will net you an insta-win, but it can be used earlier.