

THE ABYSS

**FINAL
PRESENTATION**



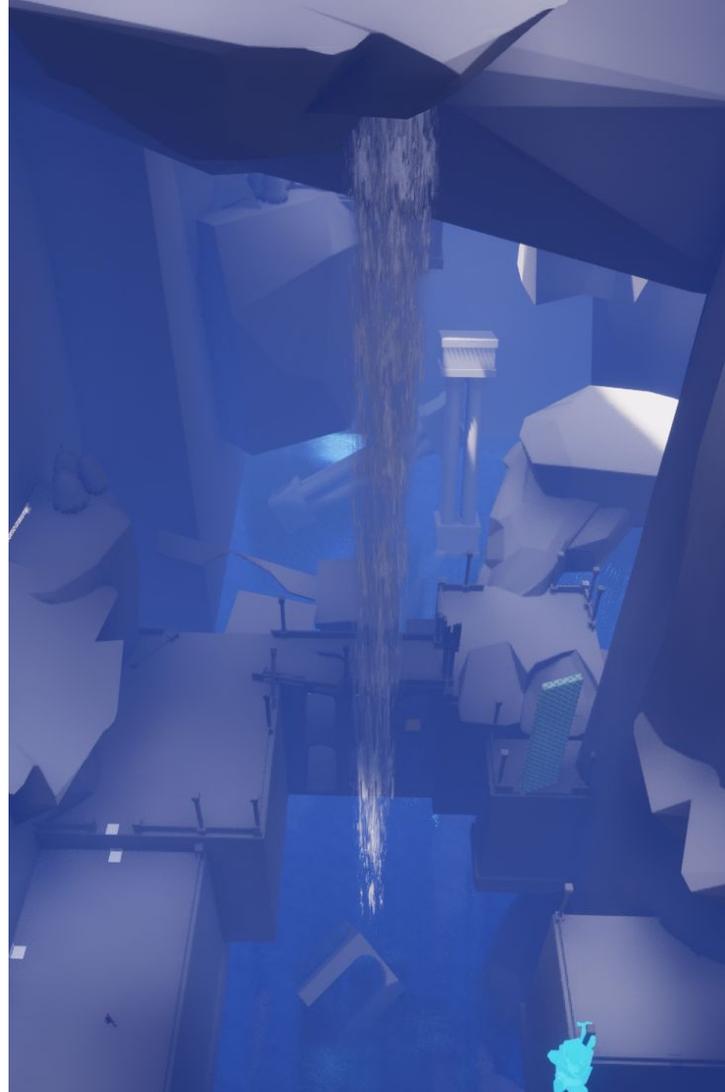
INTRODUCTION

Inspiration:

- Witcher 3 / Final Fantasy XIV mechanics reference
- Tomb Raider environmental mechanics
- Baldur's Gate & Elden Ring aesthetic

Time: 25-32 minutes (5-8 minutes for each area)

Narrative: A powerful relic with the ability to affect the environment around it has been discovered inside a set of ruins deep underground, and you want that power for yourself. Fight through the camp of the other treasure hunters searching for the relic, climb down the chasm to reach the ruins, collect the relic for yourself, and escape while the ruins are destroyed around you.



OBJECTIVE

Make your way through a series of underground caverns, climb down through a massive chasm, explore the ruins at the bottom, take the relic inside, and escape with your life.



TONE & THEME

- **Area 1:** The environment shifts from warm, sunlit caverns to a surreal, shadowy realm suffused with unnatural hues and glowing life.
- **Area 2:** Arcane influence from the relic increases as you reach the bottom.
- **Area 3:** The player emerges from a tunnel to a stunning view of an ancient temple deep in an abyss. Arcane energy is the strongest here.



AREA 1



ALEX XIE

OVERVIEW

Inspiration: Elden Ring (Miquella's Haligtree), Baldur's Gate 3 (Underdark), Uncharted 4, Final Fantasy

Narrative Overview: The player battled through a hostile camp to reach the Abyss, a bottomless chasm hiding a legendary relic of unknown power—salvation or ruin. As they descend, natural light fades, replaced by an eerie glow from the Abyss itself. The path is littered with corpses, broken gear, and warnings from past explorers, foreshadowing dangers ahead.

Player Goals:

- Fight sellswords (rival treasure hunters) and the Abyss's Guardian.
- Navigate treacherous terrain with platforming, climbing, and vertical combat.
- Uncover the relic's secrets before it's too late.

Estimated Playtime: 6 - 8 mins

MECHANICS

Combat: Melee-focused, with high-mobility actions (jumps, climbs).

Movement: Run, climb (Ladders), high jumps (verticality is key).

Interaction: Pick up/inspect objects, solve simple puzzles and environmental storytelling.

Dialogue: Accept quest from villagers

Enemies:

- Sellswords (human rivals, aggressive but predictable).
- Guardian of the Ruin (supernatural, tougher, magical).



TONE & THEME

A transition from the familiar organic world into an eerie, bioluminescent underworld, where natural laws subtly warp as the player descends. The environment shifts from warm, sunlit caverns to a surreal, shadowy realm suffused with unnatural hues and glowing life.

- **Upper Layers (Near the Surface):** Bright, inviting, and grounded in reality. Sunlight filters through cracks, casting soft golden tones. Vegetation appears normal, with earthy textures and natural decay.
- **Lower Depths (Deeper Descent):** Cool, mysterious, and unsettling. Shadows take on unnatural blues and purples. Flora and fauna emit faint bioluminescence, and the air feels heavier, as if the rules of the world are bending.



TONE & THEME

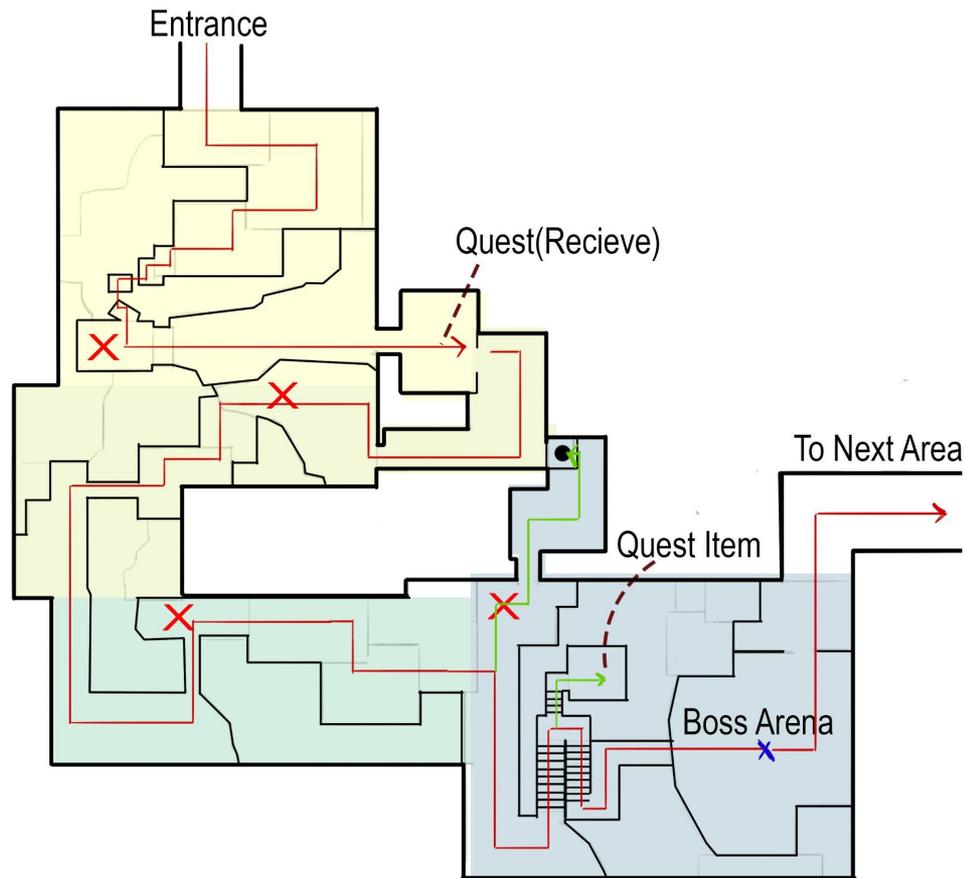
Gameplay implications:

- **Navigation:** Early areas use natural light as guidance; deeper zones require reliance on glowing Crystals for illumination.
- **Atmosphere:** The shift reinforces the player's sense of isolation and otherworldliness.
- **Pacing:** The descent should feel gradual, with environmental storytelling hinting at what caused this divergence from the natural order.



LEVEL FLOW

1. Descend from the surface through an elevator into a large cave that is blocked by a massive gate.
2. Enter the gate is the start.
3. Traverse a mix of terrains and ruins to reach a small village hidden inside a cave.
4. Accept quest to retrieve some Item for the villagers.
5. Continue forward to the entrance to The Abyss.
6. Player need to figure out a puzzle while defending themselves to open the gate that lea into The Abyss.



AREA 2



JENNA STELLMACK

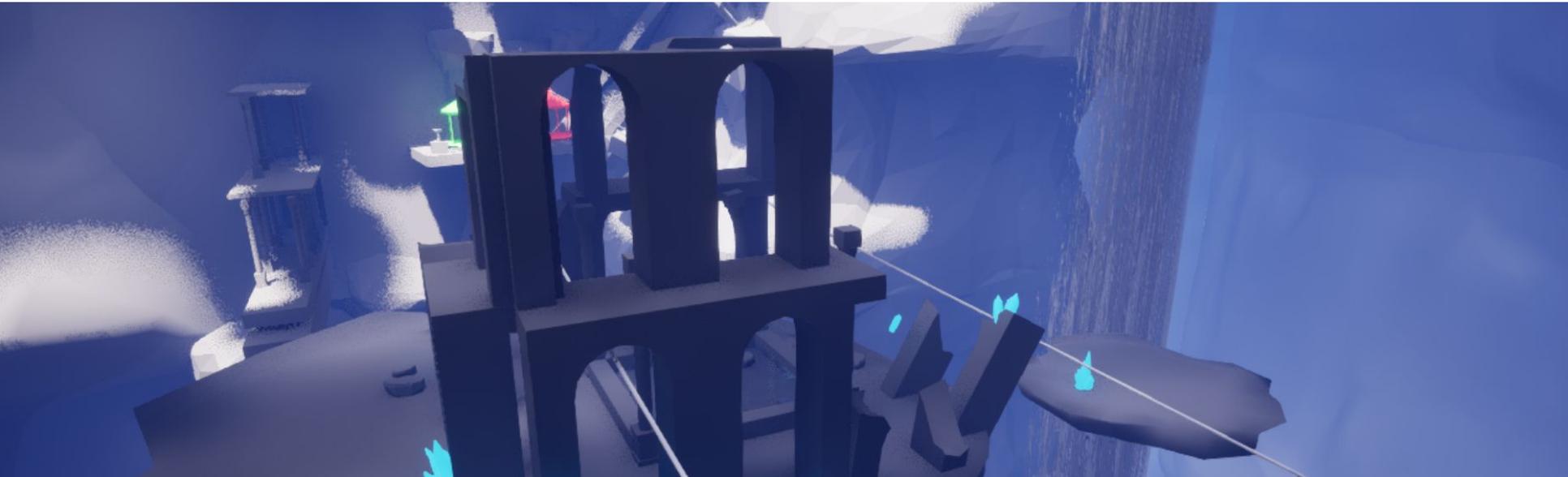
OBJECTIVES

- Travel down through the ruins of the Abyss to reach the temple at the bottom.
- Use levers and cable cars to navigate the steep walls of the Abyss.
- Fight through the monsters and rival treasure hunters blocking your path.



KEY FEATURES

- Magically-corrupted environment
- Ruins integrated into sides of the chasm
- Cable cars spanning the gap
- Serves as a transitional area between the top and bottom ruins

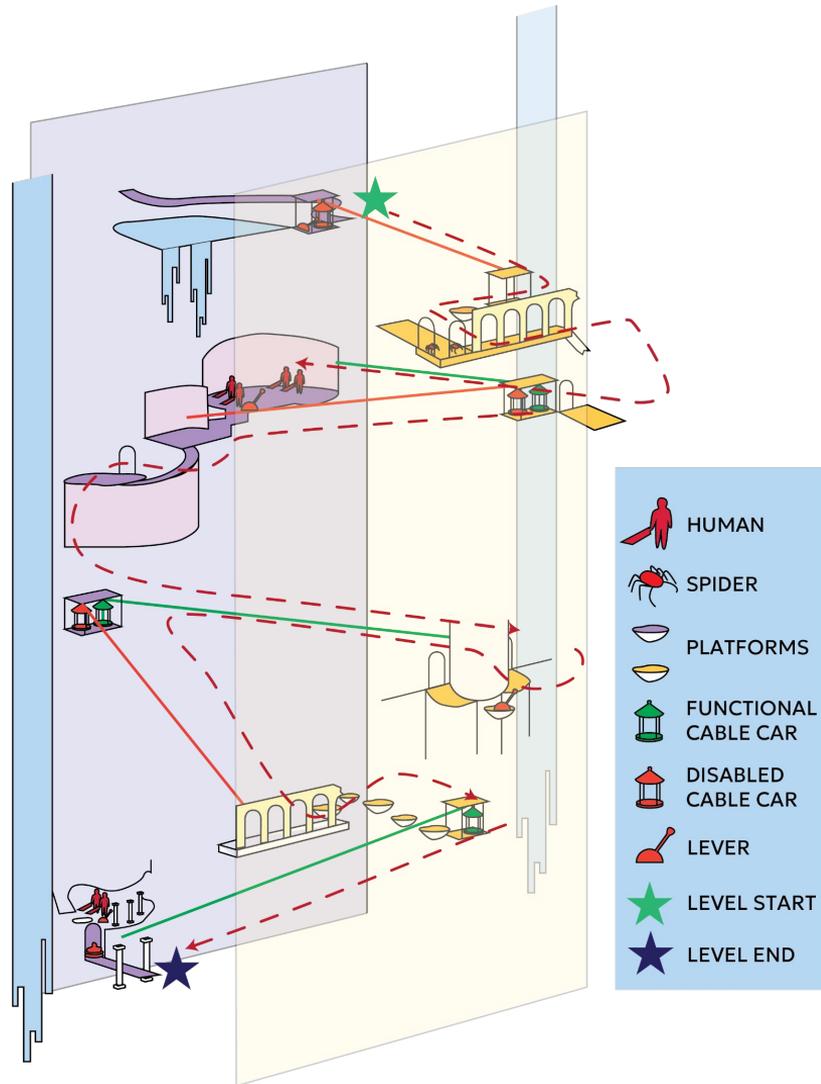


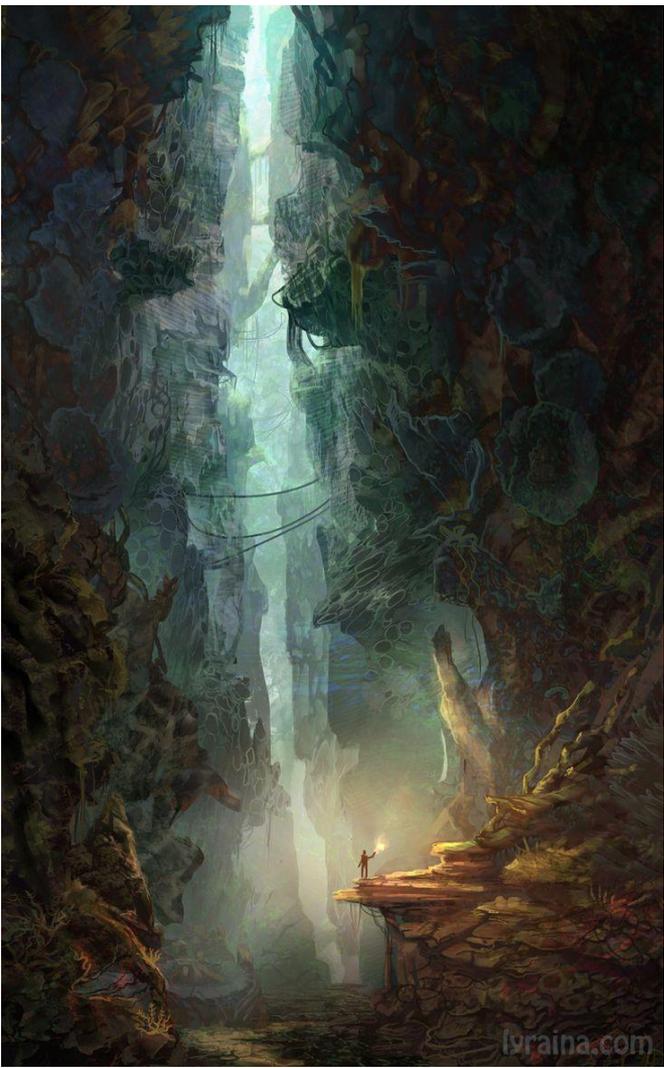


ARCANE INFLUENCE FROM THE RELIC INCREASES AS YOU REACH THE BOTTOM.

LEVEL FLOW

1. Take a cable car across the chasm; introduce levers as controlling cable car functionality.
2. Climb through spider-infested ruins to reach a second set of cable cars.
3. Use one cable car to find the lever to activate the other.
4. Fight through ruins set into a cave in the cliffside.
5. Use a cable car to activate another.
6. Jump across a series of platforms over the abyss.
7. Take a cable car to the entrance of the temple.
8. Open the entrance to the temple while fighting off a last wave of enemies.





AREA 3



ALYONA SPERANSKAIA

OBJECTIVES

The goal of the character is to grab a relic and escape with it. To do so, they must complete a series of trials, and after they get the relic, they must escape from a crumbling temple with it.



NARRATIVE

The first thing the player sees is a view of an ancient temple deep in an abyss. A narrow stone bridge leads to the entrance but collapses behind them, forcing a sprint forward. The door slams shut when the player enters.

Deeper in the temple, the player sees a massive statue of a monster's head above a pond, with the relic floating just above the water. Pulling a lever lowers the water and reveals the relic resting in the monster's hand, which triggers enemy aggression. To reach the relic, the player must complete three trials, each hidden behind a locked chamber.



NARRATIVE

- **Trial 1: Greed**

Loot triggers traps or cursed guardians. The lever is hidden behind a cracked wall.

- **Trial 2: Reflection**

A mirrored dungeon with enemies and a puzzle.

- **Trial 3: Fear**

A dark passage lit by torchlight. The player faces waves of enemies that seem to appear in the darkness magically.

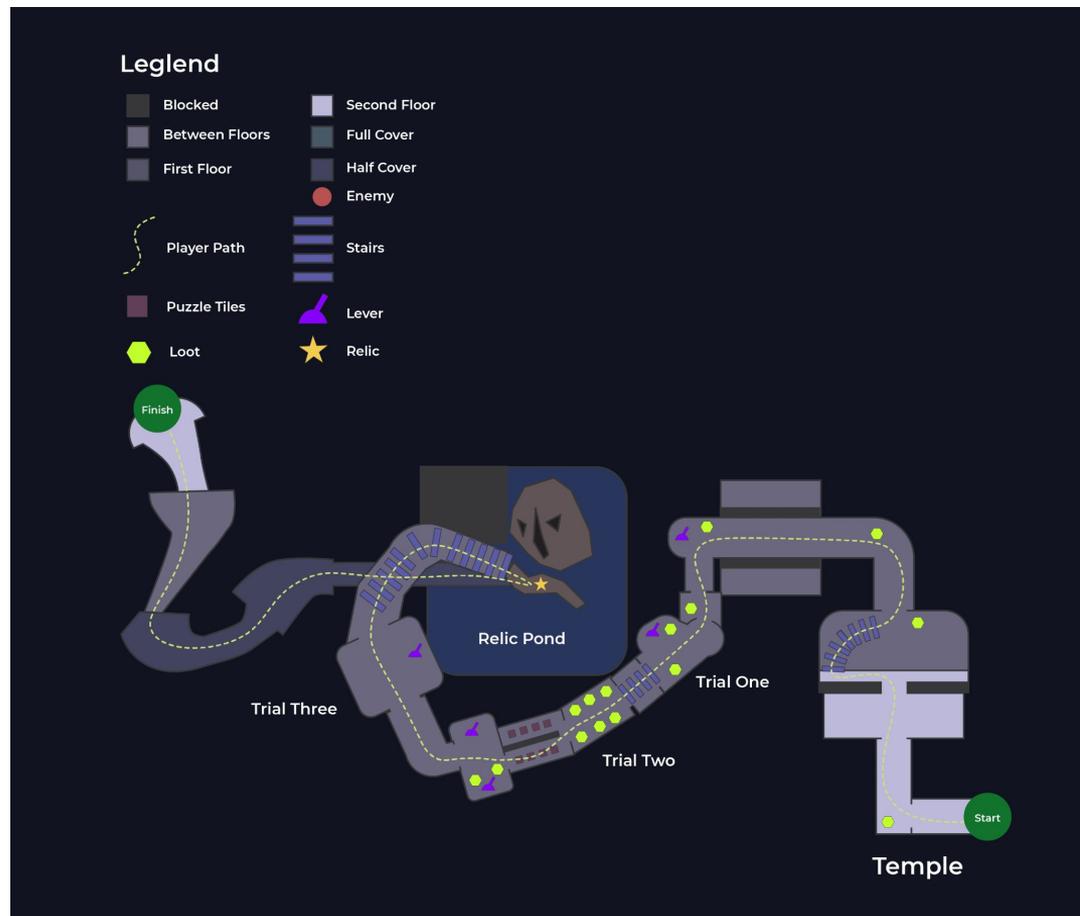
Once all levers are pulled, the temple opens to reveal a path to the relic. After the player grabs it, the hand closes, and the temple begins to collapse.

KEY FEATURES

- **Enemies:**
 - Spiders
 - Wraiths
 - Mirrored Player Character
- **Crumbling temple**
- **Changing environment around the relic**
- **Trials:**
 - Loot, causing enemies to spawn
 - Puzzle, based on a mirroring mechanic
 - An arena, where the player has to survive several waves of enemies
- **Escape sequence**

LEVEL FLOW

1. Enter the temple
2. Discover the Relic
3. Trial 1: The cursed loot arena
4. Trial 2: Mirror puzzle and mini-boss
5. Trial 3: Arena with multiple enemy waves
6. Grab the relic
7. Escape from crumbling temple



SETTING

This is a forgotten temple of a deceiving god, where many adventurers have fallen trying to acquire a relic. The main idea is that everything around you is not what you think.



