



# vridniX GDD

# Index

- 03. Abstract
- 05. Game design
- 12. Story
- 21. The Game
  - 22. World 1 - The City
  - 28. World 2 - The Factory
  - 36. World 3 - The Jungle
  - 45. World 4 - The Cave
  - 54. World 5 - The Dimension
- 66. Shortcut
- 68. World 6 - The Paradise
- 74. Ending
- 79. Credits
- 81. Flashbacks

- 89. Around the game
  - 90. Main Menu
  - 96. Pause & Save
  - 99. Additional Content
- 102. Encyclopedia
- 113. Art & Sound
- 118. References

# ABSTRACT

# Abstract

*The story-driven platformer  
where you'll destroy the  
world you wanna save!*

~10€

**vridniX**

• PC / Consoles

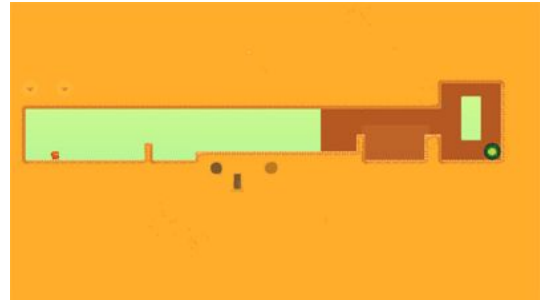
-Never stop running  
-Rotate the levels  
-Rich background

A mix between the Super  
Meat Boy gameplay and a  
Undertale-like background

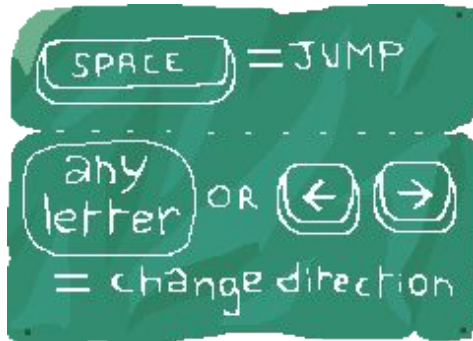
Target:  
-Hardcore  
platformers players  
-"Indie title" fans  
-Speedrunners

# GAME DESIGN

# 3C



- Camera: 2D- side, scrolling depending on the levels.
- Character: vridniX, little creature who wants to save the world. He never stops running once he's started.
- Control: only two inputs (jump & change direction), the jump input is also used as a validate function (for dialogs and menus).



# Gameplay - 1 - vridniX

There'll be two different phases in the game. The first one will be when the players plays vridniX:

- He never stops running
- If he touches the wall, he bounces off and go the other way
- He can walljump (press jump while you're against a wall in the air)
- If he touches a ceiling, then he stays hanged up, with his tongue and goes a little faster. You have to jump again to drop.
- He can do backflips, if you press the change-direction input mid-air
- Later in the game, you'll get an item that'll allow you to dash mid-air, by pressing again the jump input.

# Gameplay - 2 - vridniX

vridniX has also a special capacity : when he picks up a rotation orb he makes the level rotate to 90°.



The force that were applied to vridniX before the rotation will stay the same after. Ergo, if vridniX was jumping, he'll continue his jump even after the rotation. But during the time lapse in which the level rotate (as it's not instant), the time is stopped

Apart from some special enemies, every foes and objects will undergo the change of gravity and fall.



# Gameplay - 3 - Herayin

The second phase is with another character, it's either Herayin or her ancestor:

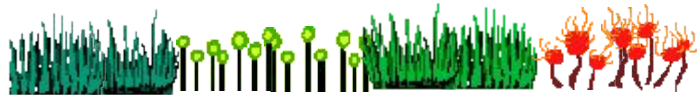
- Like vridniX, they never stop running once they've started.
- By staying on the jump input, they'll be able to fly. If the player release it, they'll fall.
- If they touch a wall while being on the ground, they'll go the other way. If they're flying, then it'll do nothing.

# Gameplay - 4 - Basic Elements

Throughout the whole game, the goal of the player is to reach the exit in every level. Once the player touched it, he cannot die, and he goes to the next level



There'll be obstacles along the way, here are the ones we find in every world, the plants, which'll kill vridniX instantly at contact.



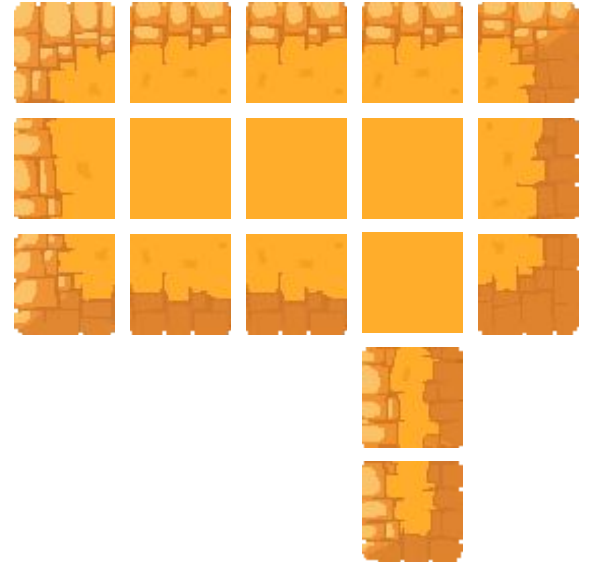
# Gameplay - 5 - Platforms

The levels will be composed of square blocs, hence the levels will only have straight walls, and 90° corners.

There'll be several other platforms throughout the whole game, but one is common to every world, the grid:

When they're horizontal, vridniX can cross them if he comes from below, but if he's above, it'll act like ground.

When they're vertical, vridniX will cross them no matter where he'll stand.





STORY

# Story - 1 - Background

3000 years ago in the Delta-Universe, the Trogogluxe (AKA *the species that exist only to destroy other kinds*), have chased the Wamnis (AKA *the most gentle species that exist*) to kill them all. But as they were hunting them down, the Wamnis found a hidden system that no one has ever heard before, the Neta-Vark. And by staying in it, they were able to escape the Trogogluxe threat.



The wamnis sent an ambassador to explore the Neta-Vark. As he saw that this mysterious place was already occupied by the Naqq (AKA, *the boorest species ever*), he decided to “clean” this place, which was perfect for the Wamnis, to put his people into safety. But one Naqq survived this genocide, vridniX. He was hidden by his family, and put to sleep for 3000 years...

## Story - 2 - Synopsis

vridniX lives now with the Wamnis, they took him in when they found him. He's a selfish brat who wishes to be worshiped by everyone else. For that to happen, he wants to do some heroic achievement. But everything is always peaceful with the Wamnis, as vridniX is the only one messing around the City.

But one day, a great threat is upon the Neta-Vark: The Trogogluxe have found the Wamnis, and are coming. vridniX decides to go on a journey to save the world, but he'll wreck everything on his way. This will rile the Wamnis who'll try to stop him.

# Story - 3 - Characters: vridniX



vridniX is the main character of this game. He is the last Naqq, an extinct species, he was put to sleep in a chest for 3000 years before being found by a Wamni.

He doesn't really like the people he's living with, but he's very close to Venn, his best friend, who's more cynical and less simpleton than other wamnīs.

vridniX is a brat who loves to make jokes at the expense of others. He thinks he's made for great things, he wants others to worship him, he's waiting for his time to become a hero...



## Story - 3 - Characters: Herayin

Herayin is the actual hero of the Neta-Vark. She's the one who found vridniX. They used to live together, he's like a brother to her, but he's always annoying her.

She will periodically try to tell vridniX about the Naqq's dark past, even though vridniX won't listen to her. The player is controlling Herayin during the final boss phase.





# Story - 3 - Characters: Venn

Venn has been vridniX's best friend since they met. Venn knew he wouldn't be bored around the Naqq. They like to loaf around together, and making jokes to other Hoops. He will give vridniX the ability to get back to his room whenever he wants. He will then regularly call vridniX to help him or ask him how things went.



# Story - 3 - Characters: Vilbel



Vilbel is a Hoop child. She is a huge fan of vridniX, loves to stalk him, and hopes to be friend with him and Venn.

She will be saved by vridniX during the second world, then spend some time with him through the game. The player will be able to control her in some special levels. She will try to prevent the other Wamnis to hate vridniX.



# Story - 3 - Characters: Mayonez



Mayonez is vridniX' nemesis. He's a super lazy wamni who loves to sleep. He became the detective of The City because he knew that with Herayin around, he wouldn't have much to do. But with vridniX pulling off his many pranks, he has work to do.

In the game, Mayonez goes on a hunt for the orange thug. He will be confronted in a few "boss" levels, and will die in the last one of them. This will lead the Wamnis into even bigger anger toward vridniX.



# Story - 3 - Characters: The Ancestor



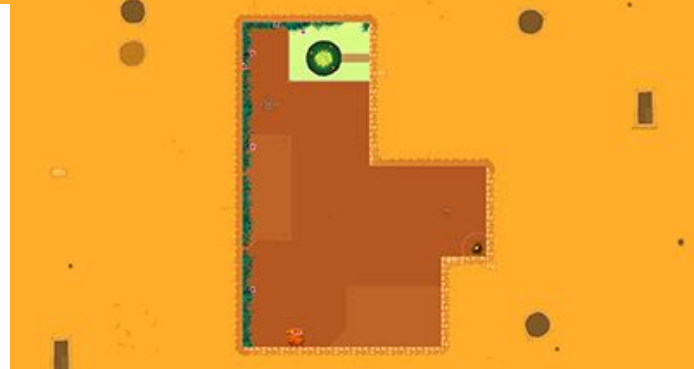
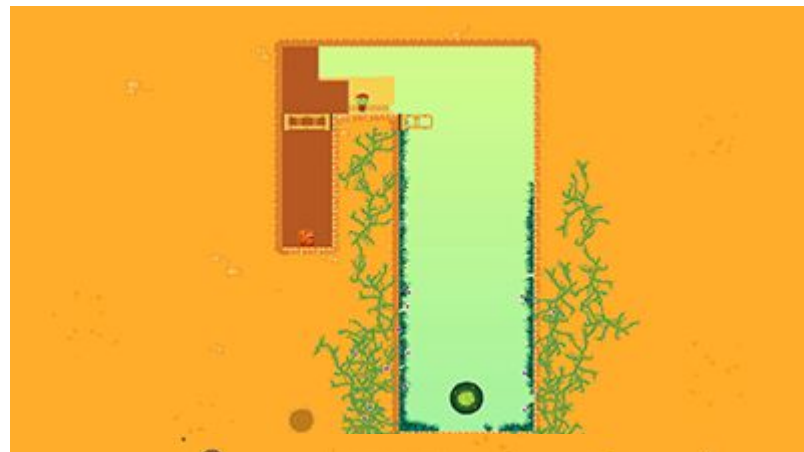
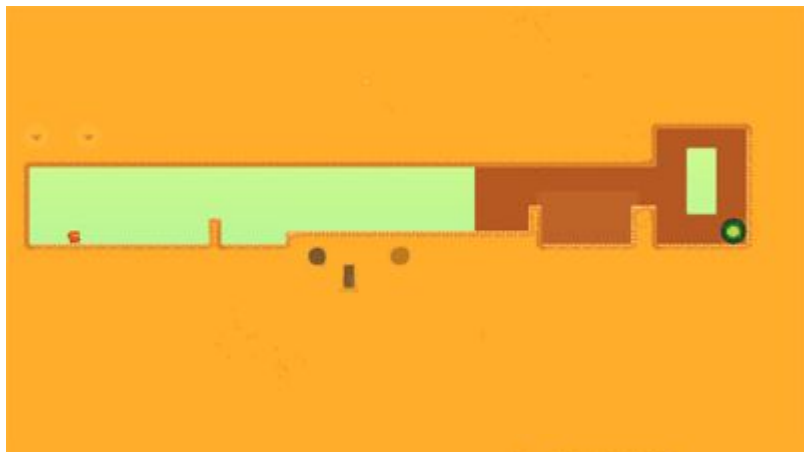
The Ancestor is the forefather of Herayin. He was the defender of the Wamnis before they came to the Neta-Vark. He was the one sent out to scout on this place when they found it but he decided to kill the inhabitants, the Naqqqs, to make room for the Wamnis. He only missed vridniX, hidden in a chest. He then lied to the Wamnis, telling them the Naqqqs had mysteriously vanished. However he confessed to his children, who would pass this horrible truth through the generations.



# THE GAME

# WORLD 1 - THE CITY

# THE CITY - Visuals



# THE CITY - Items



The City is the 1st world therefore, the elements are limited, to allow the player to grasp the gameplay.

- The plants kill you if you touch it.

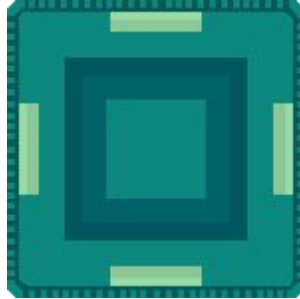
- The hoops wandering in it are just bothering by stopping you, disturbing your jumps



# THE CITY - Story

- vridniX goes out and uses his power
- The neta-vark is under attack, vridniX wants to save it
- Mayonez chases vridniX because he wrecked The City
- The detective catches up to vridniX and attack him with his Bow-wow
- vridniX escape and find a Trogoglux at the border of the City
- After defeating the Trogoglux, vridniX meets Herayin. They talk then vridniX goes ahead.

# THE CITY - Boss: Bow-wow



- Bow-wow follows vridniX.
- If the player touches him, he dies.
- If the player throws a crate on him, he loses 1hp.
- The player can throw a crate by pushing it at the border of the ground or by rotating the level and let it fall on Bow-wow.
- Bow-wow has 2 hp. When he's lost 1hp, he's faster
- If a crate falls on vridniX, he dies



# THE CITY - Boss: Alpha

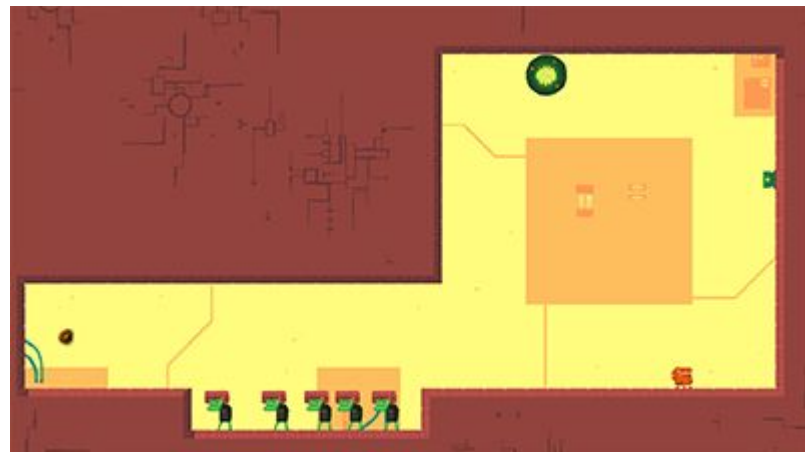
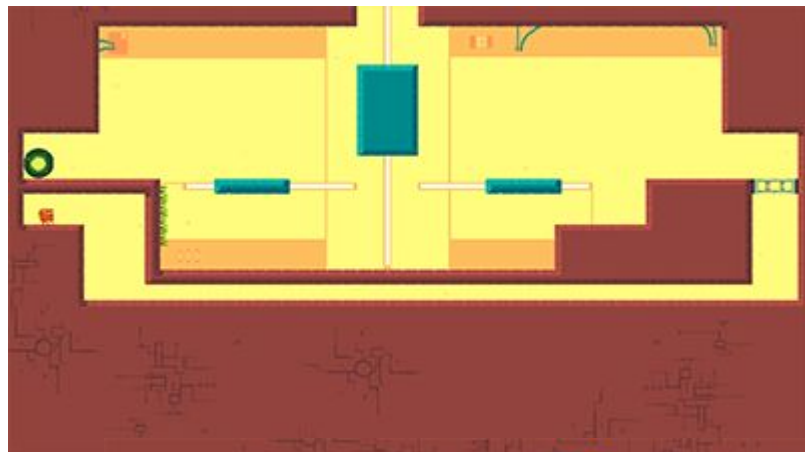


- Alpha moves towards vridniX, jumps every 3 to 8 seconds, and shoots a missile every 3 seconds.
- The missiles bounce against the walls. At the 4th bounce, it turns into a plant and stays on the wall.
- If the player touches Alpha or one of his missiles, he dies.
- If he takes a rotation orb while there's a missile in the level, the projectile becomes a pill
- if the player picks up the pill, vridniX becomes invincible during 5 secs. If he touches Alpha during this mode, he'll lose 1 hp. Alpha will try to escape when vridniX is in this mode
- When touched, Alpha is in "damaged mode" for 1.5s, he can't take anymore damage during this mode.
- When his HP reach 0, Alpha dies.



# WORLD 2 - THE FACTORY

# THE FACTORY - Visuals



# THE FACTORY - Items



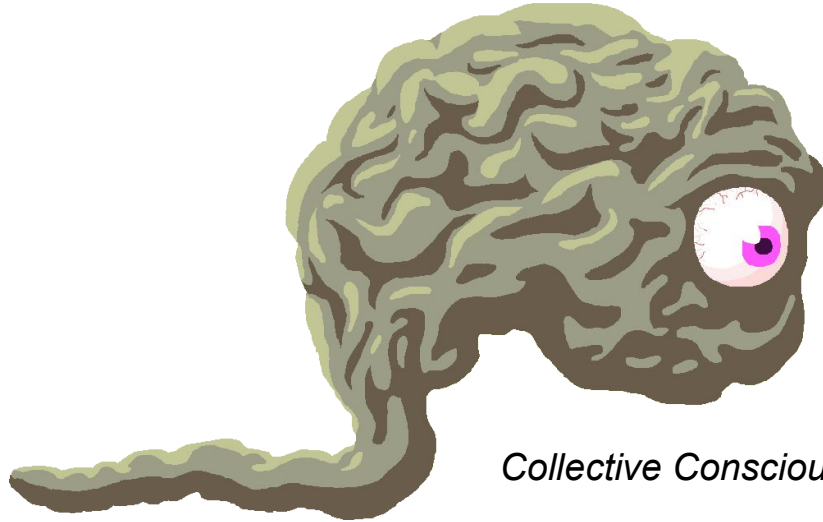
The Factory introduces:

- Megamolons, which are deadly enemies. They behave like hoops, walking left and right but if the player's too close, they'll stop to bite him. vridniX dies in contact of one. He can jump on their hat.
- Moving platforms, they go from point A to point B, at a constant speed.
- Crates, the same used in the fight against Bow-wow. virdniX can push them, but if one falls on him, he dies.
- Bumpers, whichever living being touches a bumper gets sent off flying the way the arrow on the bumper shows.

# THE FACTORY - Story

- vridniX meets the Megamolons, they want to attack him, he flees
- vridniX meets Vilbel, trapped by Megamolons. He rescues her, then goes away
- vridniX falls on the Collective Conscious, the latter submits vridniX to a test, to see whether his brain is worth it or not.
- After a while, vridniX encounters the C.C. again, then fights him
- They reconcile, but a Trogoglux eats the C.C.
- Fight against this new Trogoglux.
- vridniX meets Herayin, talk again and vridniX goes ahead once again.

# THE FACTORY - Characters

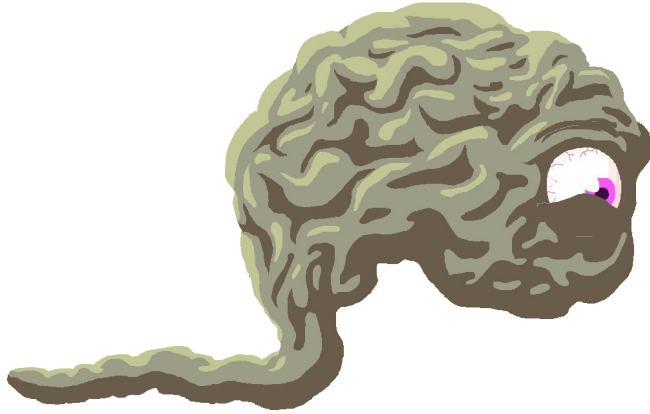


*Collective Conscious*

The Collective Conscious (AKA C.C.) is the gathering of all Megamolons' brains. Considering himself the most intelligent creature in the Neta-Vark, he always wants to find new species to study, and to interact with. For this purpose, the end justifies the means. He's one of the few to know about the dreadful truth about the calamity that hit the Naqqqs.



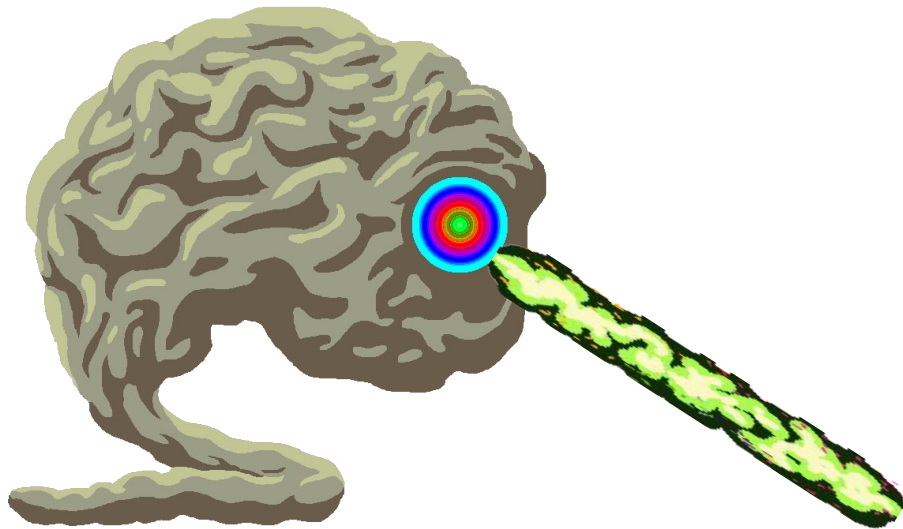
# THE FACTORY - Special Level: Quizz



- C.C. will ask 5 questions
- There's 10 questions in the database, they'll appear randomly
- There's 3 answers possible, but none are right.
- If the player answers the 5 questions, he dies
- He has to exit the level, by going through the portal at the right



# THE FACTORY - Boss: C.C.



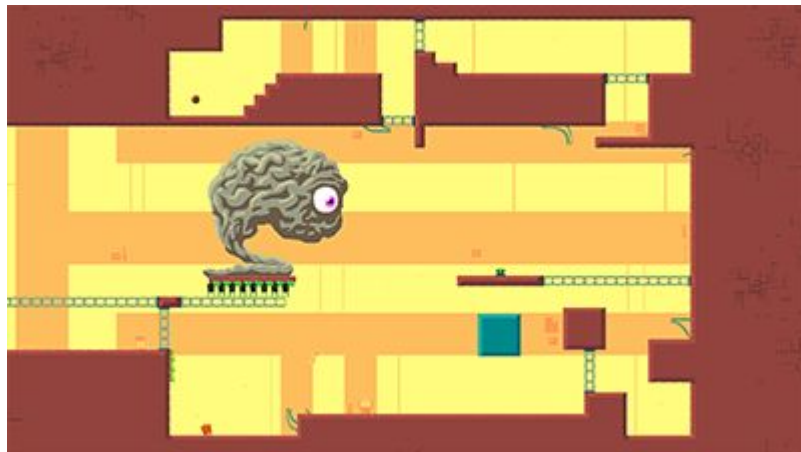
There are 2 phases in this boss:

## 1) *The hallway*

- The C.C. follows vridniX, lifted by Megamolons, on a straight hallway
- He shoots a laser in front of vridniX every 2s. There's a preview of 0.5s before the laser appears
- To complete it, the player just has to go to the end of the hallway

## 2) *The room*

- The C.C. doesn't move anymore, but he shoots the same way he did before
- To win, vridniX has to pick up the rotation orb at the top left of the level, dodging the laser on the way



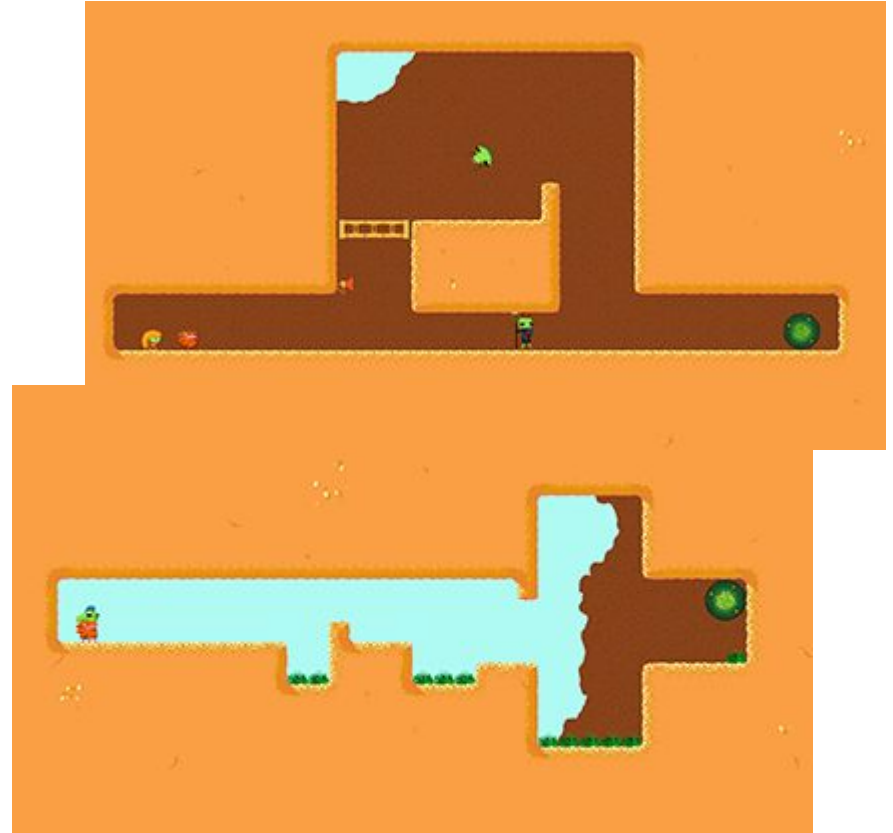
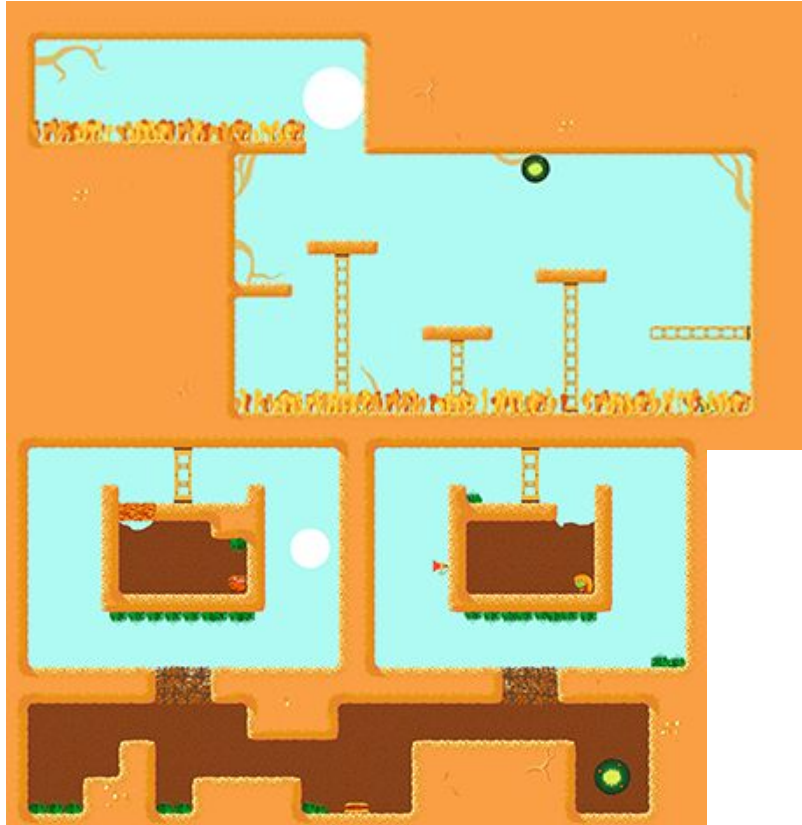
# THE FACTORY - Boss: Beta



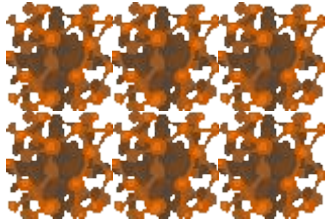
- Beta will spawn an Alpha at the beginning. If the child gets destroyed, then Beta'll spawn another one 1s later. As long as his child is on the field, Beta won't spawn another one.
- The Alphas spawned have all 1hp
- Beta's movements are simple, he goes a direction, left or right, then if he touches a wall or is in front on a gap, he flips and goes the other
- If Beta sees vridniX, with a horizontal ray that goes infinite as long as there are no wall, he charges at vridniX faster than his classic movement, and he falls if there's a gap.
- To hurt Beta (make him lose 1hp), the player must use the pills given by the Alpha childs, the same way vridniX hurts alpha.
- Beta has 3 hp.

# WORLD 3 - THE JUNGLE

# THE JUNGLE - Visuals



# THE JUNGLE - Items (1)



The Jungle offers a lot of different phases, with different items:

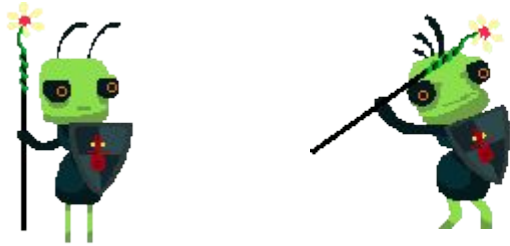
- Tentacles: not colliding with vridniX, they're here to bother the player by hiding the character and the foes

- Creepers: they're monsters creepings on walls. They just wander in one direction, changing walls when they're at corners, killing vridniX at contact. They can take bumpers, and they keep their trajectory if there's a rotation

- Destructible walls: they're solid walls that will break under some conditions: if vridniX jumps while he's on it, or if he drops from the ceiling, or if vridniX walljumps on it. It will rebuild by itself after 2s. If vridniX is in the wall when it's rebuilt, then he'll die. Same for the creepers.

- Buried: they're hiding in the grounds/walls/ceiling, if vridniX enters in their zone, then they'll kill him instantly. They're visible even when they're not attacking, by small brown things on the wall, and they blink every 7 to 15s.

# THE JUNGLE - Items (2)



The Jungle offers also an infiltration phase, when the player has to dodge the people living in it. They're two types of enemies:

- The moving guard: they are walking left/right, and turn back at a trigger. If they see vridniX, they throw their spear at him. If vridniX is touched by it, then he dies instantly.

- The stationary guards: they're on the background walls, they turn left/right at a certain degree (each guard has its own limits). If they see vridniX, they throw spears at him. They're the same spears as the moving guards use.

# THE JUNGLE - Story

- vridniX meets Arvis, who explains to him that he's in danger here, he talks about his queen, and that his clan, the Cythoteks, will try to capture him.
- vridniX falls into a trap and arrives in a prison. Vilbel's gonna come to his rescue.
- Together, they'll go to the throne room, after dodging some guards.
- After some discussion, vridniX is going to look for Speedee, the Queen's son, who's gone missing. He accepts in exchange of getting a shortcut to get out of here quicker
- He finds Speedee, catches him, brings him back to the Queen
- Taking the shortcut implies taking an orb, and that's what vridniX does. He leaves after having wrecked the whole throne room. The throne fall on Speedee, which kills him.
- Mayonez comes, and the Queen sends him in pursuit of vridniX
- vridniX escapes Mayonez and his interns, meets Herayin, talks and goes away.



# THE JUNGLE - Characters



*The Queen*

The Cythotek Quenn leads the Jungle. Mighty and dignified, she has an insatiable curiosity about food. She wants to taste every living being that isn't an intelligent species and her soldiers are willing to do anything to please her.



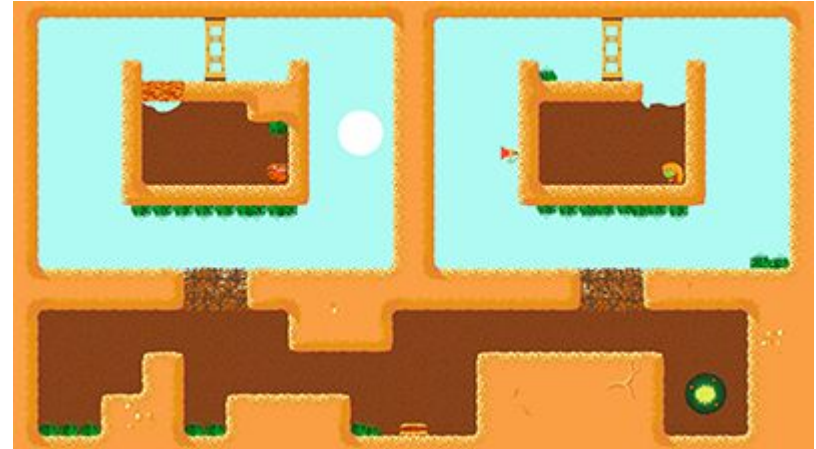
*Speedee*

Speedee is the son of the Queen, but on the contrary of her mother, he's vulgar and doesn't like to behave well. He spends his time running in the kingdom of the Cythoteks, discovering new dangers and wants to become one day a hero of the Jungle. He doesn't like his mom.

# THE JUNGLE - Special Level: Prison

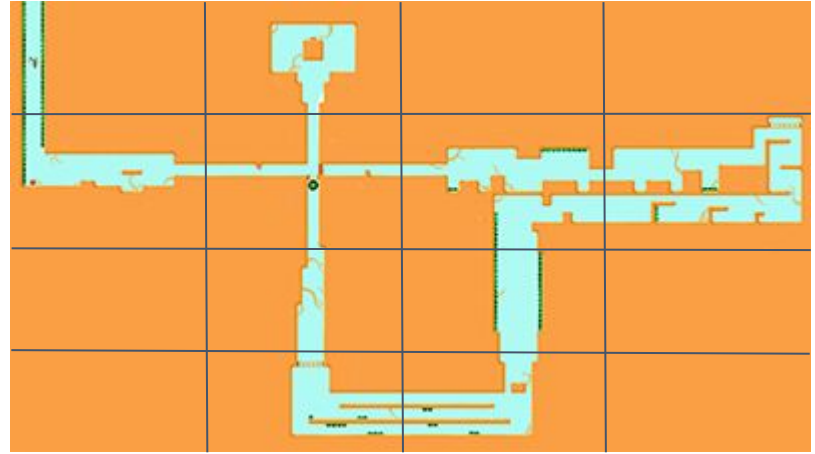
In this level, the player controls two characters at the same time: vridniX and Vilbel.

- vridniX is stuck in his prison, the door is closed.
- if Vilbel pushes the button at the bottom-middle, the door will open.
- Vilbel doesn't die in the plants
- Vilbel can't take the exit



# THE JUNGLE - Boss: Mayonez

- Mayonez follows vridniX, does every move that he does, with a delay of 0.7s
- The level is cut in several parts, and the camera is fixed at each part
- When the player reaches a border of a part, the camera will go immediatly to the next part
- if the player reaches the exit, he wins

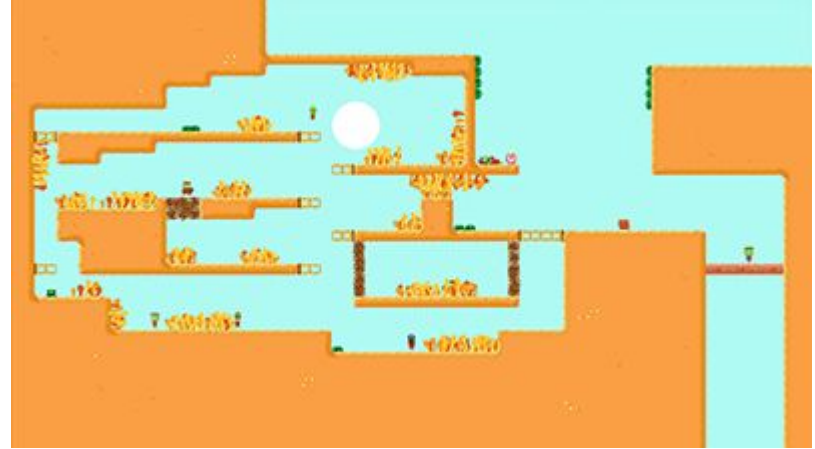


# THE JUNGLE - Boss: Mayonez' interns



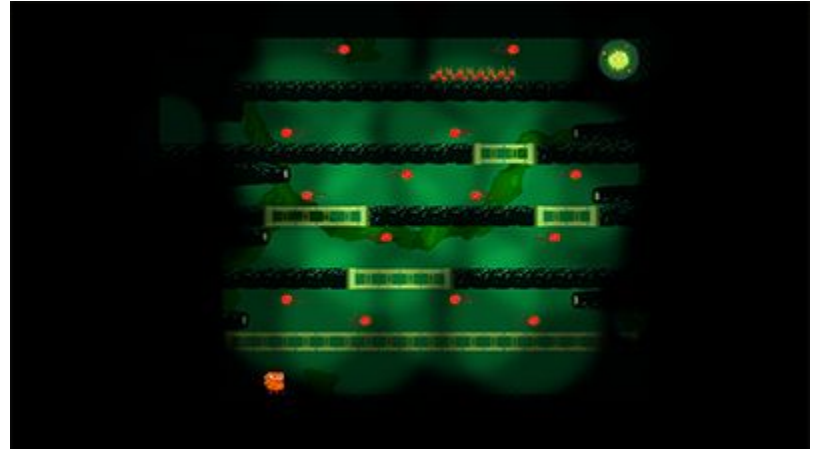
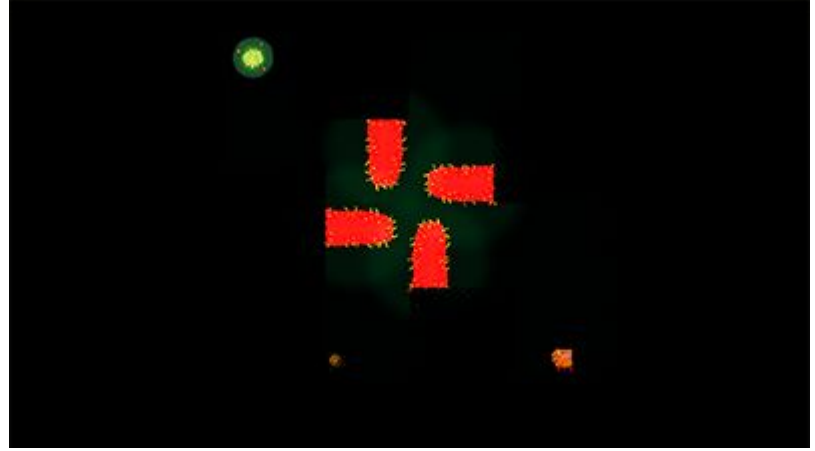
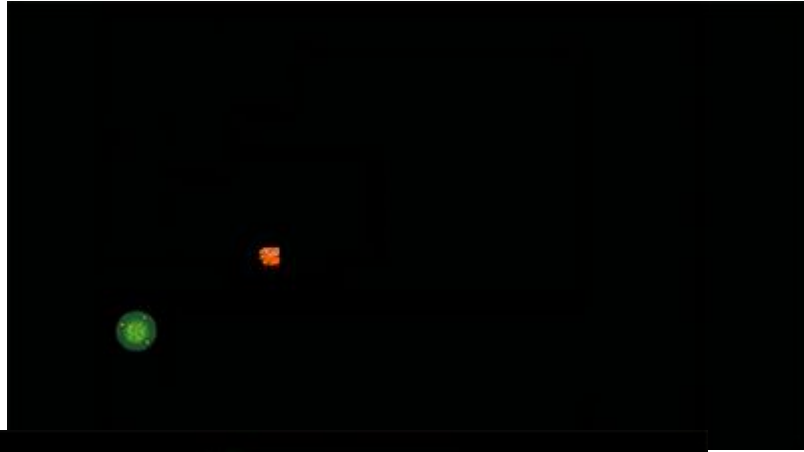
## *Kickstarter reward level*

- 8 interns are running and jumping in the level
- If they go through some tentacles that aren't used, they'll stop a few seconds in it
- If they see vridniX, they will change direction, and if they still see it, they'll jump
- To win, vridniX has to bring them all to the zone at the right side of the level, where the floor will collapse
- If vridniX touches an intern, the latter becomes carried by vridniX
- If vridniX sets foot in the zone, the intern will be dropped instantly
- After 90s, Mayonez, who was sleeping, wakes up.
- If vridniX goes back to the main part of the levels after that time, Mayonez will descend upon him and start to chase vridniX. The player can still win the level by catching all interns.



# WORLD 4 - THE CAVE

# THE CAVE - Visuals



# THE CAVE - Items (1)



The Cave is special, because the whole world is pitch black. vridniX, the orbs and the exit portal will always be enlightened but won't emit light. There'll be lights during the levels, under different forms:

- Babidabouwi: they emit constantly a circle of light, and they run across the level. If they see vridniX, then they'll jump.

- Lamps: they emit a circle of light, not moving, on walls

- Ghost: they emit a circle of light, vridniX can eat them, the circle will be on vridniX during 10s

## THE CAVE - Items (2)



All the things that can kill vridniX will be enlightened.

-Stalactites: they shoot spores every 2s. The spores go in straight line in the direction the stalactite is oriented to. The spores will kill vridniX instantly at contact. They emit a circle of light. If the spore touches a wall, it gets destroyed, and the circle of light will fade and shrink.

-Mushroom Traps: inside the walls, they will slowly emerge from them. Once they're fully out, there's a 2s waiting time after they're coming in again. And again 2s before emerging.



# THE CAVE - Story

- vridniX meets the Babidabouwis
- vridniX learns about their treasures: the ghosts, he wants to eat them.
- Venn tells vridniX he'll leave him alone for the night and the hero gets embarked to the Babidabouwi's village to party
- vridniX meets Gramparr and his son Kyle, and succeeds the Well of Death trial imposed by the chief's son.
- Gramparr tells vridniX that there's a secret surrounding the past, and the Naqqqs, but he refuses to tell the whole story
- Mayonez is stuck in the dark
- vridniX wakes up after the party, feeling weird. He eats every ghost in the village and flees.
- vridniX meets Herayin then comes across two Alphas
- He beats the Alphas and fights a Gamma.

# THE CAVE - Characters



*Gramparr*

He's the leader of all Babidabouwies since decades. Kind and cool, he is one of the most well-informed being of the Neta-Vark, and he knows everyone who live in it. He's one of the few who know the dreadful truth about the cataclysm that hit the Naqqs.



*Kyle*

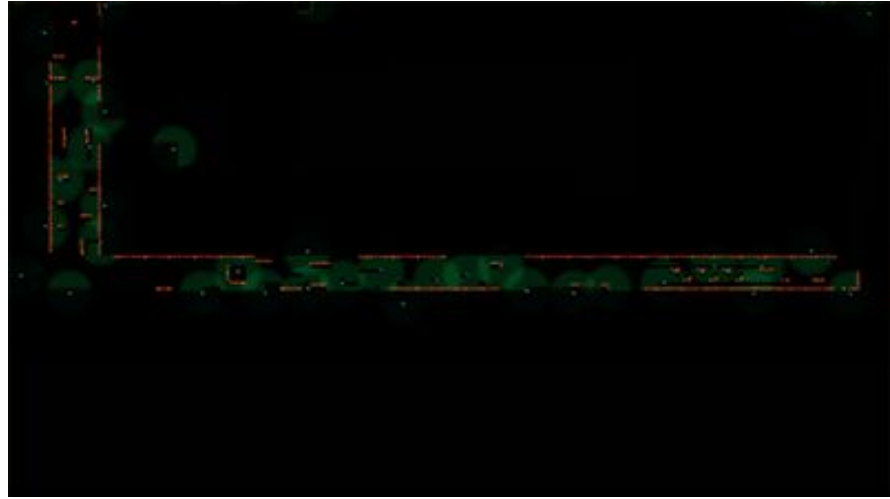
Kyle is Gramparr's son. Impulsive and aggressive, he likes to think that his father is some kind of mafia boss, so the utmost respect is due to them both. He dreams about succeeding to his father in leading the Babidabouwies, and doesn't like strangers.

# THE CAVE - Specials levels: Well of Death

The well of death is a huge level, which introduced spikes. Spikes are like ground/wall, you can touch/run on them.

The level is composed of two parts:

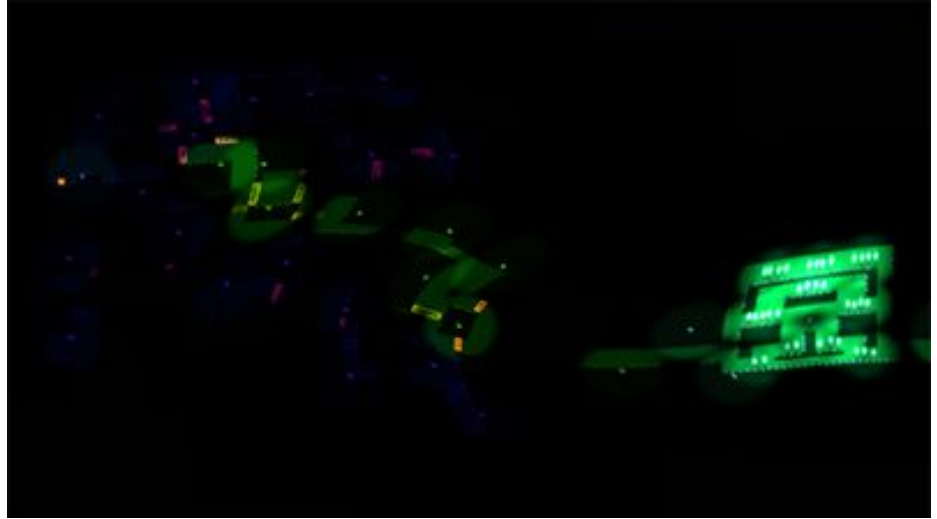
- The first part, vridniX falls and has to dodge all the plants
- The second part, there's spores following vridniX so he can't turn back, the player has to run throughout a long hallway without stopping.



# THE CAVE - Specials level: Hangover

When vridniX wakes up, he's in a weird state. The camera will have several filters on it: fisheye, zoom, color modification, blur and vortex. The player have to find his way in the village to reach the ancestors.

Once he's at the sanctuary, he has to eat all the ghosts to exit the village.



# THE CAVE - Boss : Alphas & Gamma



The fight starts with two Alphas. No new strats  
Then, comes a Gamma:



-Gamma has a move composed of two steps: he moves randomly in a little sphere around him, and then move to several points in the level.

-If the player touches him, he dies

-After 5s, he'll disappear. He'll reappear if vridniX takes an orb

-He makes a doppelganger of vridniX every 3s

-Their spawning points is up to the LD

-He stops moving when he summons a clone

-If the clones touch vridniX, he dies

-If the clones touch a Trogoglux, the latter loses 1hp



-Gamma has 3hp

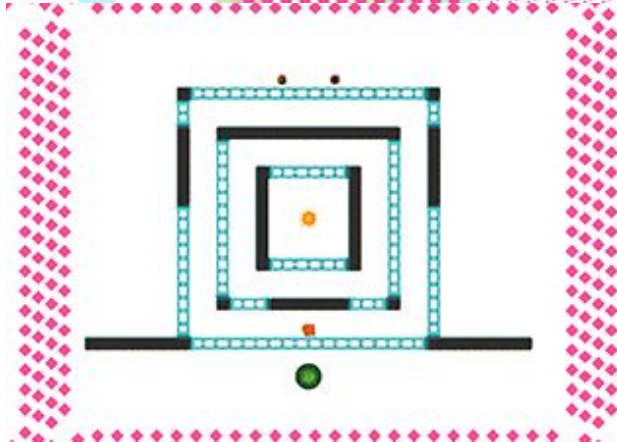
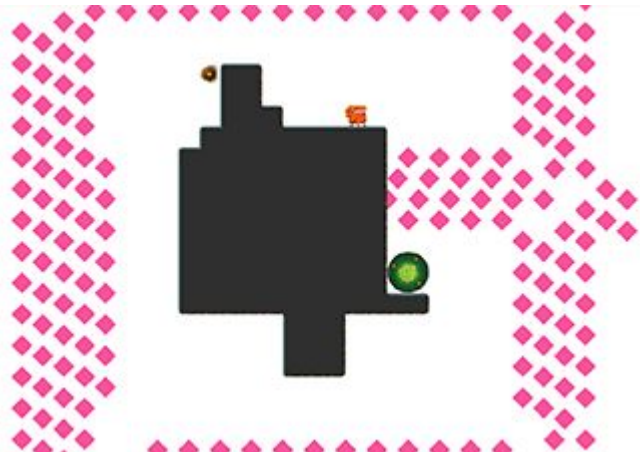
-The clones respond exactly like vridniX to the player's input

-There can't be more than 20 clones in total, and no more than 3 summoned at the same time

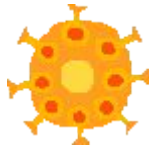
-The clones don't hurt vridniX for 0.5s

# WORLD 5 - THE DIMENSION

# THE DIMENSION - Visuals



# THE DIMENSION - Items (1)



The dimension is different of the previous world because the levels are not surrounded by walls.

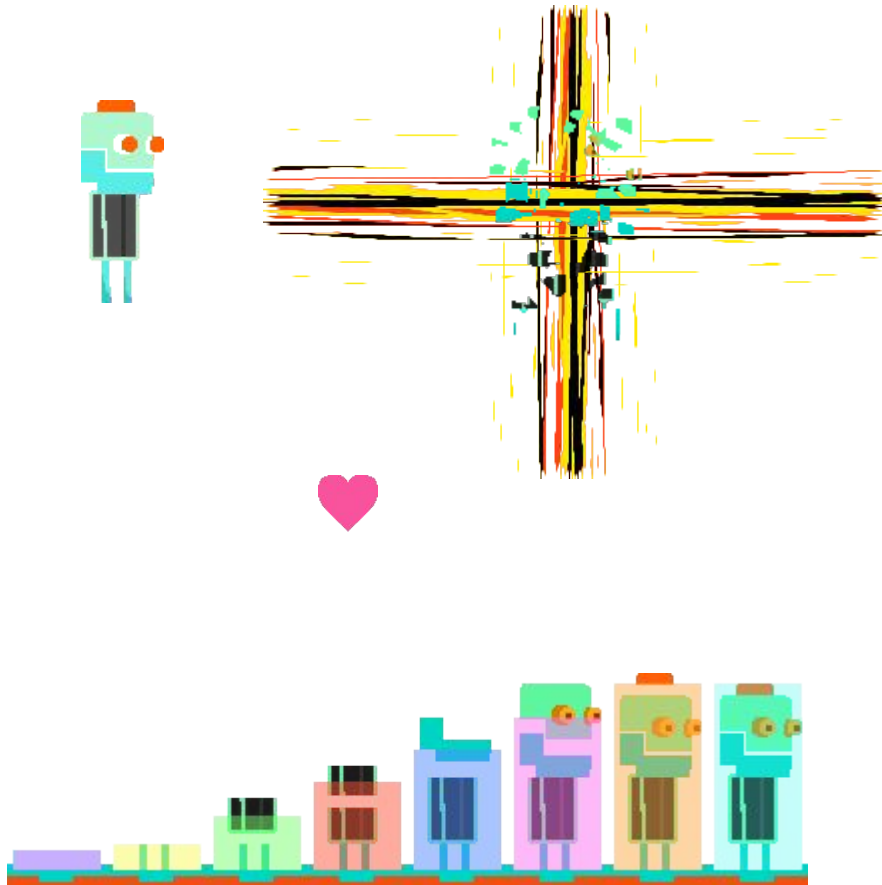
- The levels are surrounded by pink squares, which kill vridniX at contact. The squares will also be used as plants of this world.

- Special orbs: new rotation orb, the yellow one make the level rotate in the other way, while the purple one make it rotate upside down (a 180° rotation)

- Turrets: they shot a pink triangle every 2s. The spawn point start from the left then it's going clockwise, at each tip. If vridniX touches a triangle, he dies.



# THE DIMENSION - Items (2)



The dimension is populated with Rouxbots:

- Rouxbots: They move like the Hoops, and don't kill at contact. If you jump on the button on their head, they stop walking and will explode after 1s. The explosion consist in two laserbeam, 1 horizontal, 1 vertical. If it touches vridniX, you die. If it touches another Rouxbots, this one will explode as well.

- New rouxbots: after the paint trial, the Rouxbots will now fire a heart if they see you (with an horizontal ray).

- Heart: it follows vridniX like "bow-wow" in The City. It kills vridniX at contact and gets destroyed if it touches a wall.

- Spawners: it spawns New Rouxbots every 7 seconds. It can be placed at the ground, ceiling, or walls.

# THE DIMENSION - Story

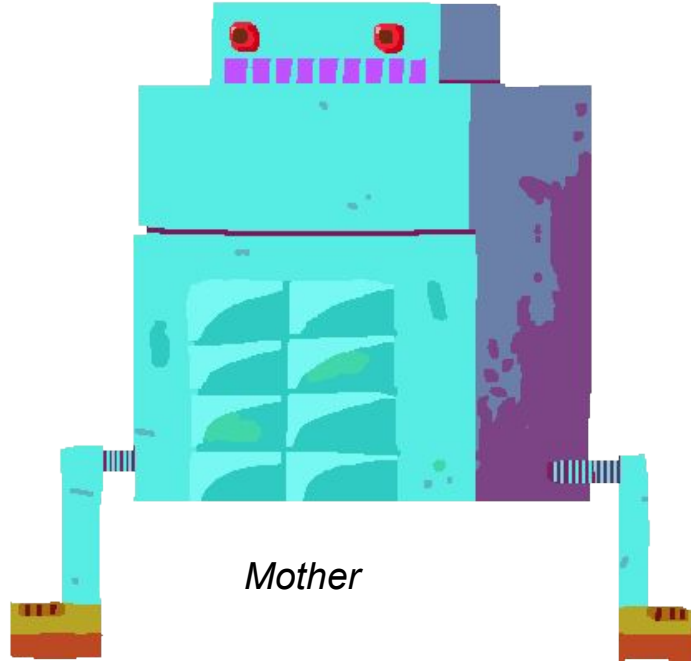
- vridniX meets a Rouxbot, who asks him about Art.
- vridniX passes a painting trial. He meets T.P.J., a Hoop who seems to care a lot about Art.
- Mayonez catches up to vridniX but he's been taken away by Rouxbots to pass the trial
- Vilbel comes, and vridniX agrees to let her come with him. She gives him Venn's new invention, the Dasher.
- Together, they arrive at T.P.J.'s place. After a long discussion and putting aside Vilbel, he reveals that he's the master of the dimension, and sent him to a fight against the mother of all Rouxbots. Both get taken down by the hero.
- Vilbel and vridniX meet Herayin, who's angry at vridniX for taking Vilbel, a kid with him, they split ways.
- vridniX, alone, then arrives at a shortcut to go faster to the last world

# THE DIMENSION - Characters



*T.P.J.*

T.P.J. is a hipster. He is passionate about art, and mostly paintings. He loves to share his work with other but as the Hoops aren't that interested in painting, he didn't get any attention at all. That's why he decided to go to the Dimension, filled with Art-loving Rouxbots. He became quickly the master of the place.



*Mother*

The mother of all Rouxbots. Created by the first Rouxbot who was feeling lonely (ref. p110), she's now in charge of manufacturing every Rouxbot and Spawners in the Dimension.

# THE DIMENSION - Special Level: Painting

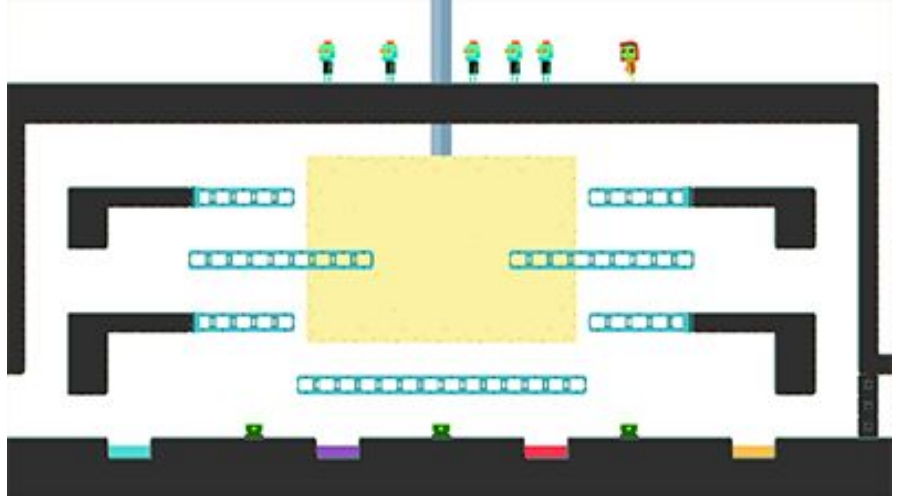
vridniX must do a painting

- If vridniX goes into a color, he changes his for this color.

- If vridniX goes over the canvas while being colored, it'll apply the same color on the canvas

- After 50s, the trial will be over.

There's no way to lose this phase.



# THE DIMENSION - Special Level: Dual Screen

Like the prison level in the Jungle, the player controls both vridniX and Vilbel but this time each have their own screen.

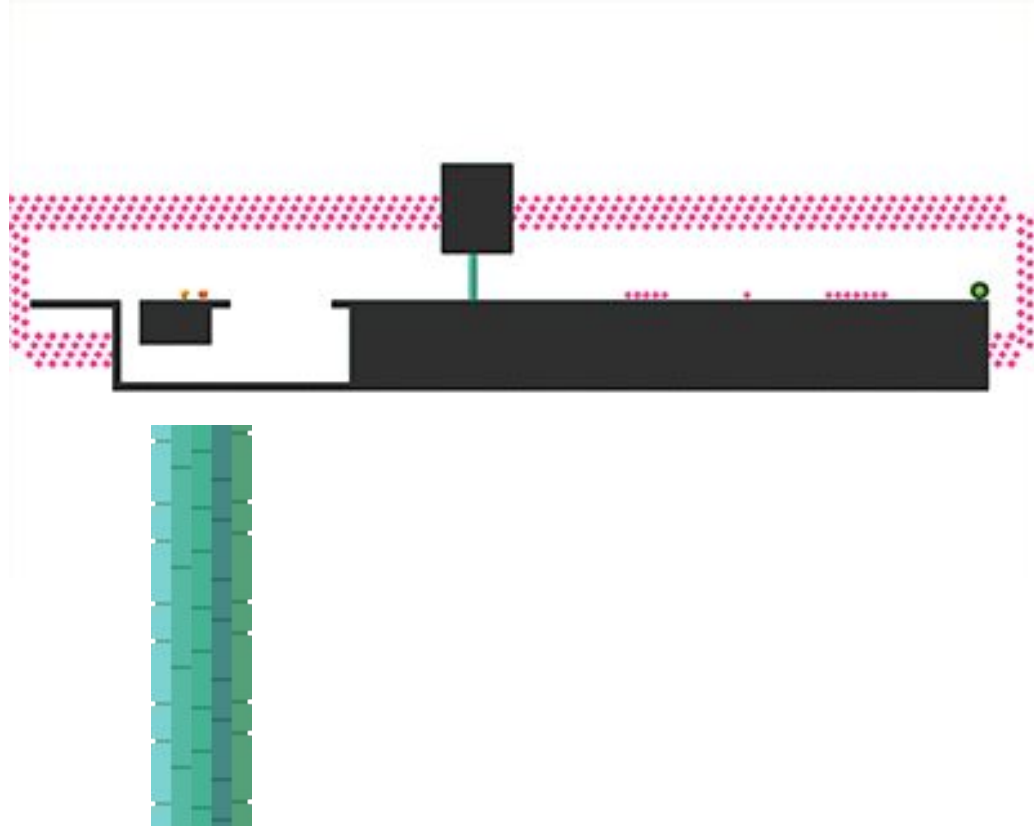
vridniX is blocked by Rouxbots, Vilbel must jump on their button to destroy them and let vridniX pass.



# THE DIMENSION - Special Level: Dasher

This level introduces a new mechanic in the game:

- By pressing the “jump” input while mid-air, vridniX will dash towards.
- The player can't dash while flipping
- There's a cooldown of 0.5s before being able to dash again
- This level introduces the Breakable walls. If vridniX does the dash and touches a wall during his dash, it will break.



# THE DIMENSION - Boss: Mother

The boss is composed of 4 different phases:

## 1) **Full machine**

- it doesn't move at all
- when vridniX comes close, it kicks the ground
- if vridniX is below its foot when it touches the ground, he dies
- if vridniX dashes on the left leg, it takes 1 damage. 2 will destroy it.

## 2) **One-legged machine**

- After 1s, the machine will jump
- If vridniX is below the foot or the body when it lands, he dies
- At landing, the leg will go into the body while the body touches the floor

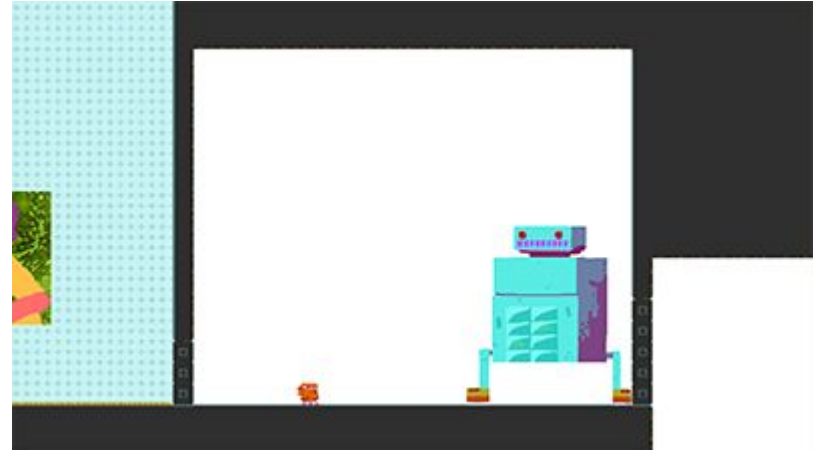


- After 0.3s, it'll start to stand up again
- There's another 1s before jumping
- If it touches the wall, the machine will flip immediately
- If vridniX dashes the one leg, the latter will take 1 damage. 2 will destroy it.

# THE DIMENSION - Boss: Mother

## 3) *Legless machine*

- Engine will appear in its back:
- After 0.5s, the machine will charge in front of it
- It'll stop at the wall
- If vridniX is between the machine and the wall at that time, he dies.
- After hitting the wall, the machine waits 1.25s, then flips, then waits 1s and the machine will charge again
- If vridniX dashes onto the engine on the back of the machine, the latter will take 1 damage. 2 will destroy it.
- Then the body will slide to the right of the level if it's not already there.



## 4) *Head of the machine*

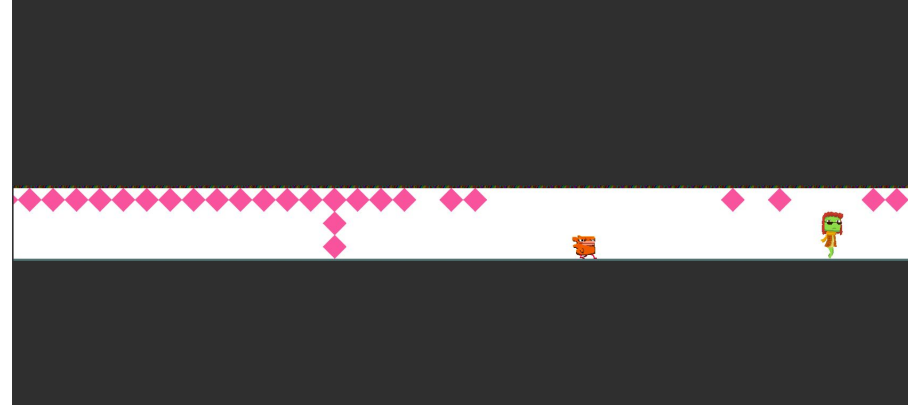
- The head is detached from the body:
- Its movement are exactly like the Gamma
- It shoots laser every 2s at vridniX, exactly like the C.C.
- If vridniX dashes into the head, it'll take 1 damage. 2 will destroy it



# THE DIMENSION - Special Level: Chase TPJ

vridniX chases TPJ in a narrow hallway:

- TPJ has the same speed as vridniX
- The hallway is infinite
- There are squares that moves behind vridniX at the same speed
- If vridniX touches TPJ, the player wins
- At the ceiling, there are squares, at the beginning, there's no space
- After a few seconds, it's starting to have less square, for each slot, there's  $\frac{1}{5}$  chance to have a square
- Two ways to win:
  - 1) vridniX goes faster while at the ceiling, he'll catch up
  - 2) the player can dash after having drop the ceiling, to catch up faster

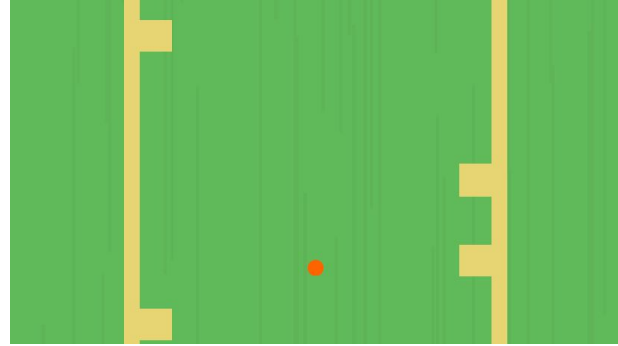
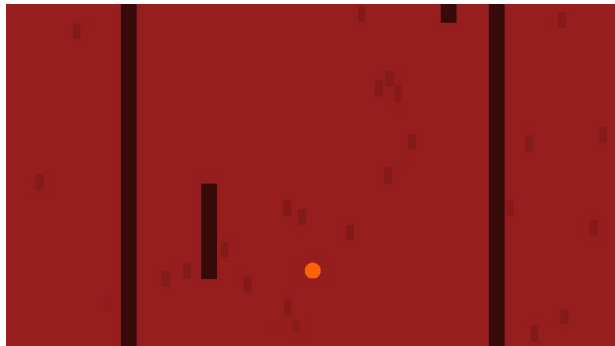
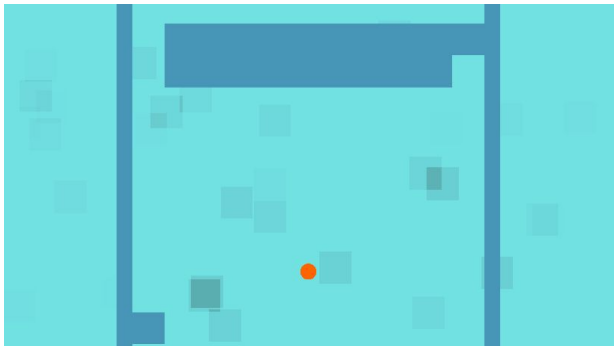


SHORTCUT

# SHORTCUT

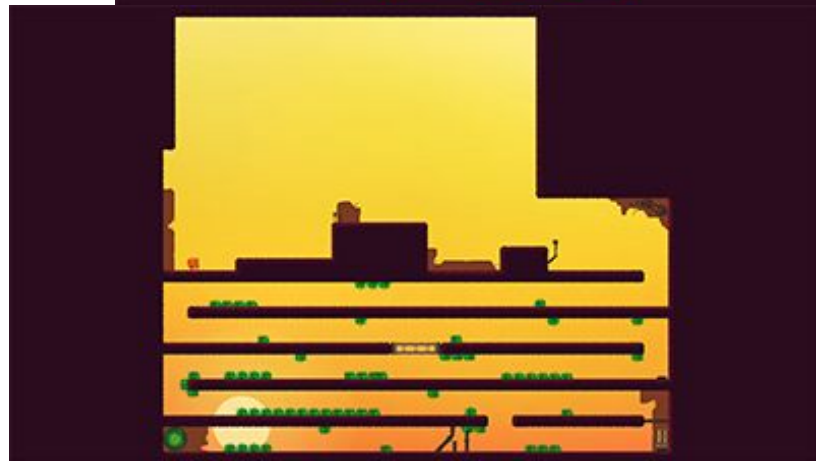
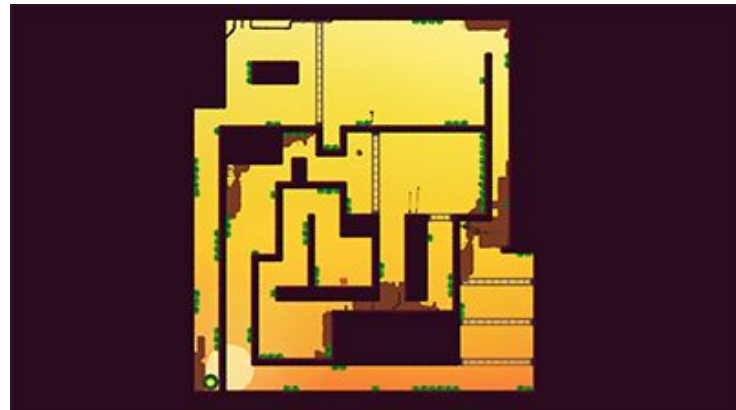
The shortcut is a phase meant to vary the visual experience, and prepare a little more the player to the final Herayin gameplay.

- The player controls vridniX but with the gameplay of The Ancestor/Herayin.
- The goal is to reach the exit at the top of the level.
- If the player touches a wall, he dies instantly
- There are 3 patterns of walls in the level, each associate with a colored back ground, it's called a "zone". There's always a zone active while the other two are inactive.
- Each time the player presses the jump/fly input, the zone changes to the next.



# WORLD 6 - THE PARADISE

# THE PARADISE - Visuals



# THE PARADISE - Items



The Paradise is composed of 2 parts :

- The first one is a pretty classic one, with new items and challenging obstacles
- The second one is a sequence of several levels in which the player fights the Trogogluxes

The only new item in this world is the teleporter:

- Each teleporter has its one and only exit point (not indicated in game)
- When vridniX enters a teleporter, he's instantly moved to the exit point

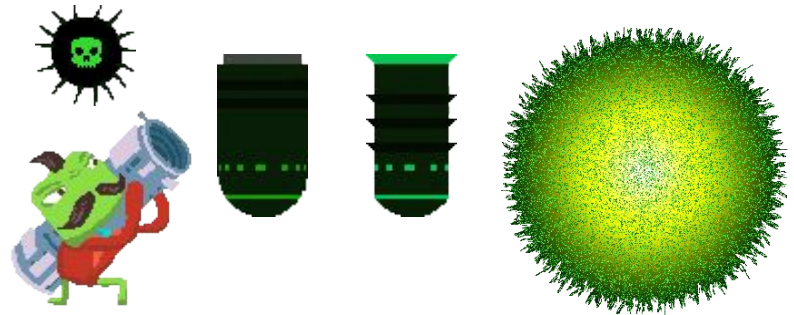
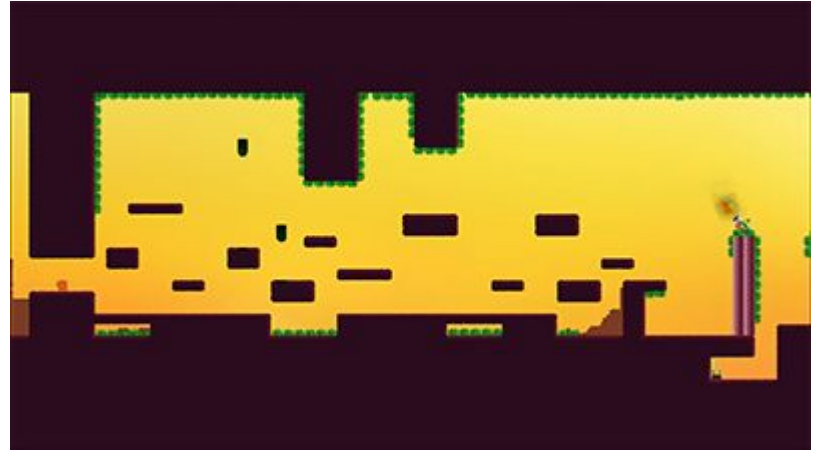
# THE PARADISE - Story

- After a few levels, vridniX still hasn't seen anyone. Venn calls and together they figure out that the Doldazans have been killed by the Trogoglux. vridniX decides to end it, on his own.
- Meanwhile, the Wamnis have reached the Dimension, meet Vilbel and tell her that they will catch and make vridniX pay
- Mayonez catches up to vridniX. After being beaten, he transforms into a Super-wamni, like Herayin, but hit the ceiling and dies buried under rocks, after having revealed to vridniX that the Naqq's were there before the Wamnis but disappeared in a cataclysm.
- vridniX meet and kill every Trogoglux there is, then he reaches the Switch of Destiny and activate it

# THE PARADISE - Boss : Mayonez 2

The player has to cross a level while Mayonez drops missiles on his way.

- The missiles are drop in 3 areas randomly: left, right and middle of the screen. The sided-ones fall every 0.3s, the middled-one every 0.8s. They're spawning over the top of the screen at random places inside the area selected.
- Once the player has reached Mayonez, he has to destroy the breakable wall. Mayonez then jumps to the second one and drops a big bomb, which'll explode very fast. To escape the reach of the bomb, the player has to take a teleporter below the breakable. It'll take him to the beginning of the level.
- For the second part, this time the missiles will destroy every platforms they land in, and even some grounds, revealing plants below.
- If the player destroys the second breakable wall, he completes the level.





# THE PARADISE - Specials Level: Trogogluxe

The levels are filled with Trogogluxe. To complete the level, the player has to kill them all.

- All trogogluxe have only 1HP
- Once they're dead, the exit portal will appear
- Their behaviour is the same as the previous Trogogluxe bosses.



ENDING

# ENDING - Story

- The wamnis are in front of Mayonez dead body. Their anger can't be contained anymore and they all transform into super-wamnis, except Vilbel.
- vridniX pushes several times the Switch of Destiny which doesn't seem to do anything. Herayin arrives and she's trying to know what happened here. vridnix explains the situation, and as Herayin was trying to tell him about the truth of the past, all the wamnis arrive.
- A long and tense discussion follows, then it turns into a hassle, as the Wamnis accuse vridniX of all the wrong doings he did since the beginning. vridniX wants to get rid of all Wamnis, causing Herayin to interfere. vridniX turns into a evolved Naqq and Herayin must fight him.
- After defeating vridniX, Herayin comes back to the Wamnis him, on the verge of death, and after a long speech from both of the characters, vridniX dies and gets buried by Herayin.

# ENDING - Final Boss : vridniX 1st form

For the final boss, the player will play Herayin against vridniX. His first form is twice as big as usual.

- He has the same behaviour as a Naqq (ref. p83) but is faster.

- He goes only straight, changing direction if he touches a wall.

- He jumps every 2.2s if he's on the ground, every 1.5s if he's on the ceiling

- If he touches the player with his top or his front, the player dies.

- if the player touches the back or the bottom of vridniX while flying, vridniX will lose 1 hp

- vridniX has 3 hp. He goes faster each time he loses 1hp.



# ENDING - Final Boss : vridniX 2nd form

The second form of vridniX is a huge monster. But before fighting him, the player has to go through another shortcut phase. The player play Herayin turned into a red/green ball.

- if the player touches vridniX, he dies
- vridniX attacks with several patterns of missiles
- The patterns are selected randomly
- There are two types of missiles: the first ones a simple and kill the player at contact. The second ones stopped at their destination point then explodes in a small radius (3.5x size of the player)
- After 3 patterns (4 patterns if 2hp, and 5 if 1hp), vridniX will stop the patterns and will release a special auto guided missile: it goes in straight line and redirects towards the player every 1.5s
- The player has to lead this missile in the boss, he'll lose 1hp. vridniX has 3 hp
- Each time the boss is hit, then a shield appear in the "zone" (ref p.59 ), and the player won't be able to hit vridniX in the same zone again.
- When vridniX has 1hp, when he shoots the special missile, he'll continue to shoot the patterns of missiles



# ENDING - Final Boss : vridniX final form

The final form of vridniX is a tiny dark glitched vridniX.

- His behaviour is like one Naqq (ref. p83) but faster.

- If vridniX touches the player, the latter dies.

- Every 1.5s, he'll check if the player is in a radius of 1.5x his size. If that's not the case, vridniX will teleport to one of the teleport points (invisible to the player) near the player.

- Every 7.5s, he'll dash towards the player

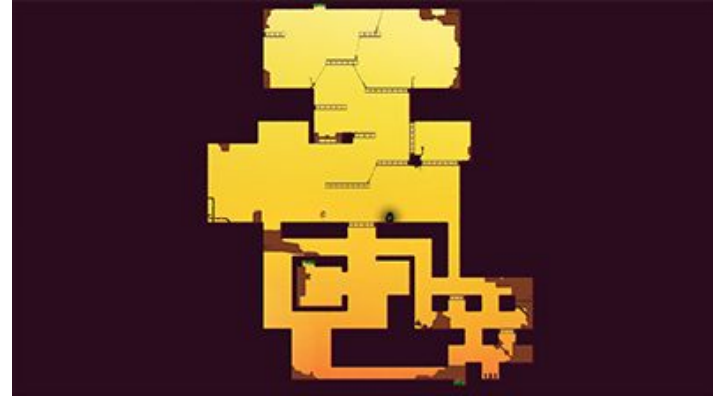
- There's 3 plants in the level. In each one, there's a flower in it. If the player walks in, he'll pick up the flower and keep it with him. If the player touches vridniX upfront with a flower, vridniX will lose 1 hp (he has 3hp). If vridniX touches the player from behind, then the player dies, even with a flower

- The player can't pick up a 2nd flower if he already have one.

- If vridniX is hit, he'll stay still for 1s, then he'll cause an explosion. After that, he'll start running again. If the player is hit by the explosion, he dies.

- Every 5s, there'll be a rotation like in the flashback parts (ref. p84), where only the camera rotate

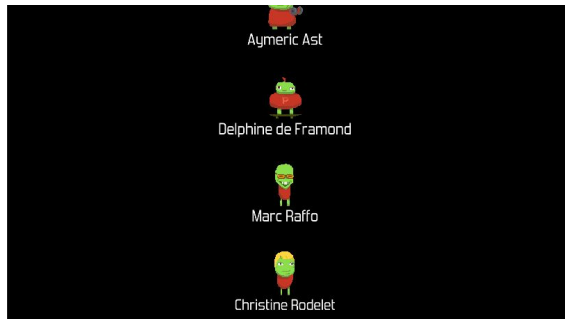
- After losing 1 hp, vridniX will start launching bombs every 3s at the player, which'll explode also after 3s



# CREDITS

# CREDITS

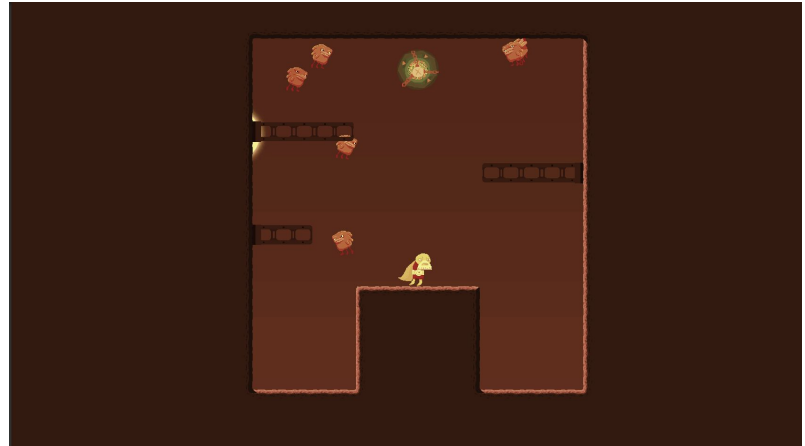
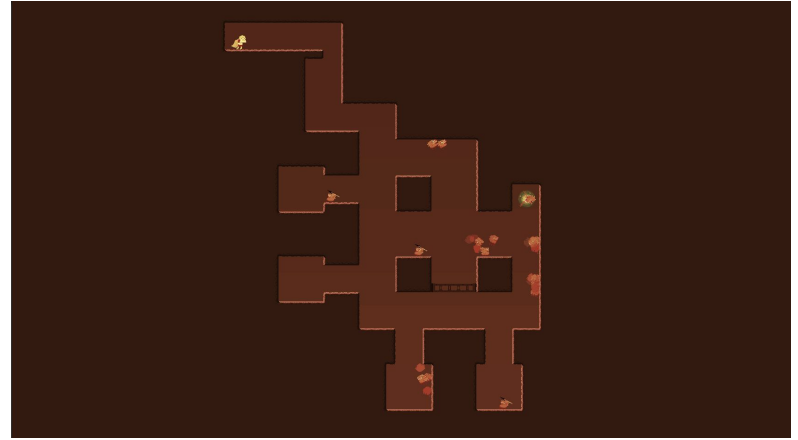
For the credits, we decided to add some bonus scenes, after the ending, as well as every contributors from the kickstarter campaign, who've taken the corresponding package.





FLASHBACKS

# FLASHBACKS - Visuals



# FLASHBACKS - Abstract



The flashback game phases will arrive at the end of each world, after vridniX talks to Herayin. There'll be 5 phases in total. In the flashbacks, the player controls the Ancestor of Herayin, and can see what happened before the Wamnis arrived in the Neta-Vark.

The goal of the player will be to reach the exit portal but most of them will be locked down. To open them up, the player will have to kill every Naqq there is in the level.



# FLASHBACKS - Items (1)

As said previously, the flashback levels will be filled with Naqqs, ancestors of vridniX. Their usual behaviour is the following one:

- They run, bounce against walls and hang on to the ceiling exactly like vridniX.
- They will always jump (if they touch the ground)
- Every 2.5s, they'll stop to jump during 1.25s
- Every 1.25s, they'll check if they are headed toward the player. If that's not the case, they'll change direction to go toward him
- They will push the player but won't arm him
- To kill them, the player has to touch them while pressing the flying input



## FLASHBACKS - Items (2)

After a few levels, new Naqqs will appear, they will be armed with spears.

- At the beginning of the level, they won't move until they throw their spear

- Each Naqq Launcher has his own range of detection of the player, which the LD can modify at his own will.

- If the player enters the detection zone of a Naqq Launcher, the latter will throw a spear at him (the LD will choose the strength of the launch)

- Once the Naqq Launcher has thrown his spear, he will start moving like the other Naqqs



At the world 4, the Naqqs will change their behaviour. Instead of rushing towards the player, they'll try to avoid him.

- They'll check if they're heading toward the player, and if that's the case, they'll flip to flee.

- Moreover, they can use the rotation against the player: only the camera will rotate, the physics, gravity and control won't change.

# FLASHBACKS - Story

- The ancestor is in the Neta-Vark, he seems to be attacked by the Naqqqs, he has to kill them to move through.
- After some failed negotiations, the ancestor continues his way.
- After a while, the last Naqqqs try to beg for their life, the ancestor reveals that he has planned to kill them all to get rid of all witnesses and “clean” the Neta-Vark
- Meanwhile, vriniVIII, the king of the Naqqqs traps vridniX into a chest which puts him into a deep sleep and will wake up only if someone opens the chest again. vridniVIII hides it.
- The ancestor faces vridniVIII and after defeating him, invite the fellow Wamnis to come down to the Neta-Vark, lying to them about the Naqqqs and telling that they were already gone when he had arrived.

# FLASHBACKS - Special Level: Bomb

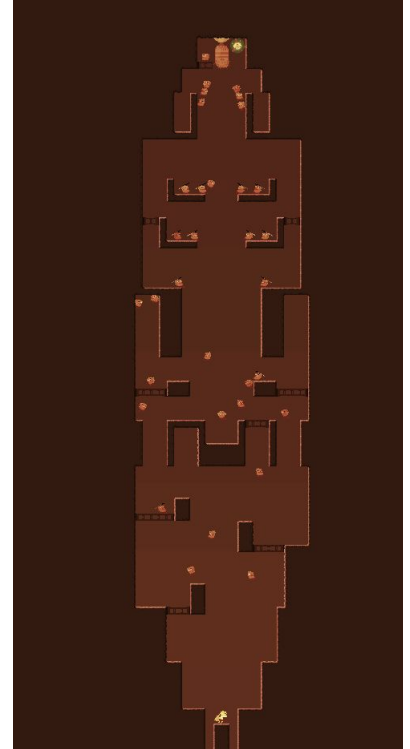
In this specials level, the player has to reach to top of the level before the bomb gets dropped.

- Several Naqq's Launcher will be on his way, it'll be the real challenge of the level.

- The player has 30s to get to the top of the level. Beyond this delay, the bomb get dropped in a short cutscene, and the whole level explodes, killing the player.

- If the player reaches the top before the 30s, then the bomb gets dropped below him, a door appear to protect the room and all the Naqq's will be killed, unlocking the portal.

- The Naqq's will try to rush the player, but everytime they're at the bottom of the level, they will be teleported at the top of the level (offscreen)



# FLASHBACKS - Boss: vridniVIII

In this level, the player is trapped in a room full of spikes. He has to dodge every pattern until the door opens to win.

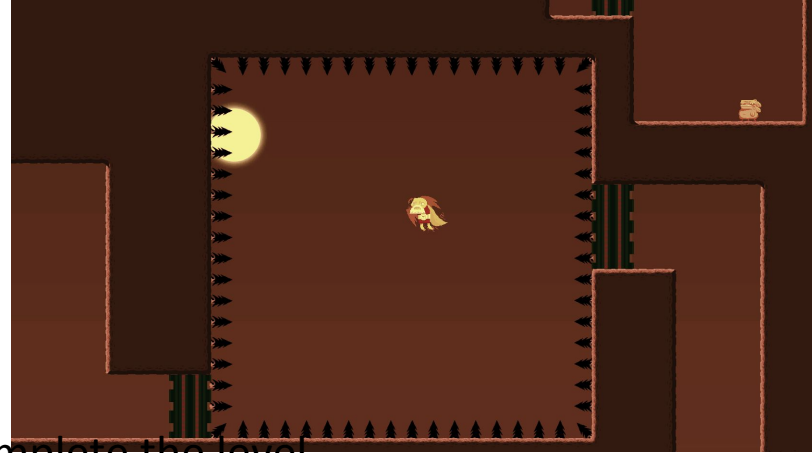
- There are 7 random patterns in total. They may use every spear in the room.

- A pattern is a set of several spear which will be launched in straight line. First they are moved further from the walls for 1.5s before launch

- The player has to survive 9 patterns in a row to complete the level.

- There's a 3.5s waiting time between two patterns. After 4 patterns, it becomes 2.5s and after 6 patterns, it becomes 1.5s.

- Between each pattern, vridniVIII will say a phrase, and he will open the door at the end, to kill the player himself.





AROUND THE GAME

MAIN MENU

# MAIN MENU - Abstract

The main menu of vridniX is his room. That's where the player arrives when he launches the game (after the splash screen):

- if it's his first time playing, the first cutscene is in vridniX' room

- if he's got a save, the player starts in vridniX' room and will go the level he was before leaving.

In vridniX' room, the player controls vridniX exactly as if he was in a level, there are 5 important places: the portal to resume the adventure; the arcade for the secrets; the toilets for the options; the bedroom for the progression; and the trophies room.



# MAIN MENU - Progression

When the player goes to the bed of vridniX, the latter will sit, and behind the curtain where “Progress” is written, there’s a short menu. The player can navigate in the left menu to choose the world. And in the big panel there’s the number of the levels that the player finished and some texts about the story to remind. The undiscovered worlds are locked.

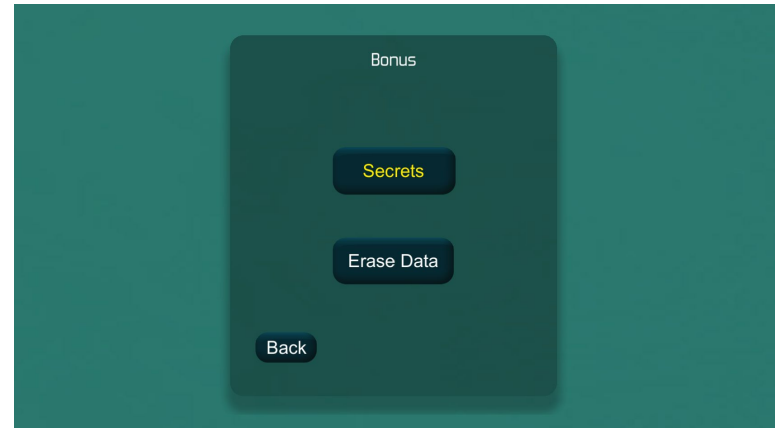


# MAIN MENU - Arcades

When the player goes to the arcade (left of the menu), the camera will zoom inside, revealing a small menu.

Here, the player has access to the secrets of the games (ref. p101) and he can erase his data to start the game again.

It's the place where we can put more game modes or stuff if we want to add more content to the game.



# MAIN MENU - End

After finishing the game, you return to the main menu but this time the player controls Vilbel. The menu is the same as before except two things:

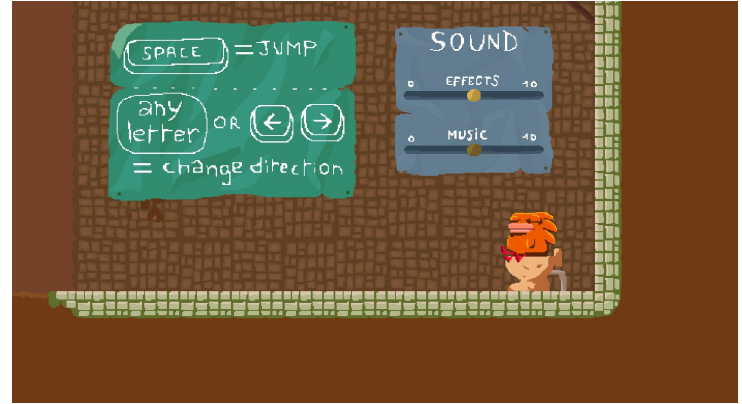
- There's a new "credits" button in the arcade of secrets
  - The progression panel has been replaced by a Level Selection panel.
- In this menu, the player can switch between to the different world to go back at various point in the story, and play the levels he wants.



# MAIN MENU : Options

As there are just a few options in the game, we decided that the player can just control the volume level of the music and the sound effects.

Next to the sound option, there's a display of the controls in the game, it changes dynamically if the player decides to switch for a controller.



PAUSE & SAVE

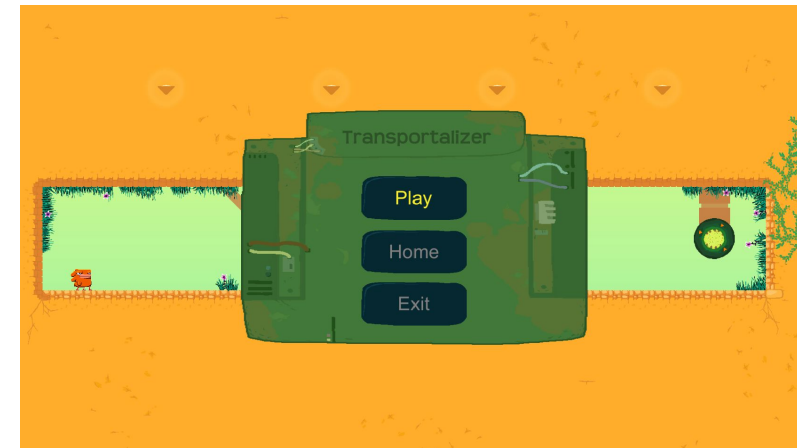


# PAUSE : In-game UI

There's only 1 UI element in-game and that's the pause menu. It opens by pressing "esc" on keyboard or "start" on the controller. There are two types of menu:

- The simple one: it gives the player two choices, unpause or leave. This one appears when the player is in vridniX' room or at the beginning/end of the game or in a unusual situation (flashbacks for instance)
- The transportalizer one: it gives one more choice, to come back to vridniX' room.

Once the player has finished the game, in every level the transportalizer one will replace the simple one, because the player can now go back to vridniX' room whenever he wants.



# SAVES & CHECKPOINT

The game saves automatically at the beginning of each level. If the player leaves the game, when he returns he will go to the last level he didn't finish by taking the portal in vridniX' room.

The auto-save won't happen for the final boss, so the player has to beat the 3 forms in a row to complete the game.

Some levels have checkpoints in it, to cut the challenges and not make one level too hard. But if the player comes back to vridniX' room, or leaves the game, then the checkpoint will be deleted.

**ADDITIONAL CONTENT**

# TROPHIES

Trophies are hidden throughout the whole game. There are 6 of them (1 per world) and each time the player picks one up, it'll start a short cutscene about one of the main characters of the story. If you catch a trophy, you won't have to catch it again, even if you die just after.



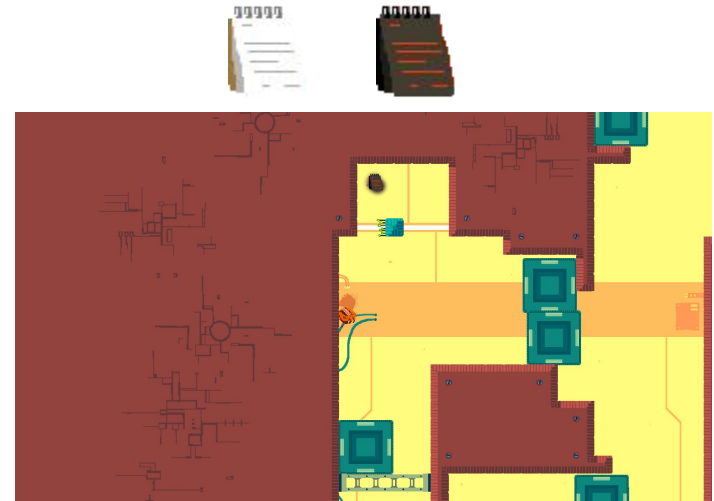
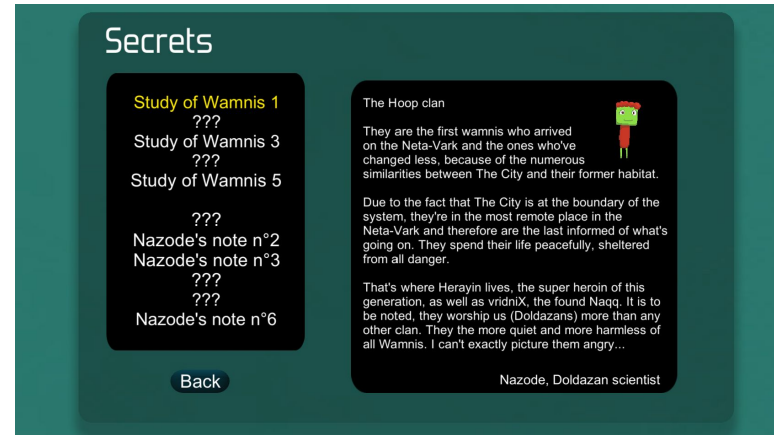
# SECRETS

Such as the trophies, the secrets are in several levels of the game, less hidden but harder to catch.

-There is 11 secrets overall, 5 of category 1 and 6 of category 2.

-The category 1 are just descriptive texts about Wamnis (1 secret for each world, none for the world 6) as the category 2 are pieces of the testimony of a Doldazans, which tells the player more about the secrets of the Neta-Vark

-The player has to finish a level to validate a secret. If he dies after caught one, he'll have to catch it again.



ENCYCLOPEDIA

# ENCYCLOPEDIA - Wamnis

The Wamnis are a species inside the Delta Universe defined by their kindness. They don't like to fight, it's in their nature. Even when they disagree, they are as polite as possible.

However, the extreme kindness have made them the weakest species of the Universe, because they never had the need for fighting, they don't know how to build a weapon, or to make battle strategies. And now there's the easiest preys for the grimmest kind in the Delta Universe.

And so, for generations, the Wamnis have learned to flee, like no one else. Whenever they gets attacked, they flee. But each time, they lose many of their people.

Their dream is to find a place where they could live in peace, far away from all this violence.

# ENCYCLOPEDIA - Trogogluxes

Trogogluxes are known for being the most monstrous species of the Delta Universe. The only purpose of their existence is to eradicate the weaker species.

They think they're allowed to do this because they're strong, and so they can decide the weak's fate. Since millenias, they hunt and destroy as most kind as possible. However, the last species they tried to annihilate is tougher than expected: the Wamnis. This weak species manage to flee everytime. But when the Trogogluxes found a prey, they won't let it escape. And so, they only hunted the Wamnis for centuries, won't be pleased until these weak people are done for good.

However, one day during a hunt, the Wamnis simply disappeared from their radar... And during 3 millenias, the hunters never saw any traces of the Wamnis.

But 3400 years later, a scout picked a signal coming from a hidden system. They could feel it, the hunt would resume.



# ENCYCLOPEDIA - Naqqs



The Naqqs, who live in the Neta-Vark since ages ago, are rounders, grumpy, brawlers, messy, they don't hesitate to start a fight as soon as they can, in other words: they're savages.

However, a silent and invisible brotherhood link them all, even if they fought one day, they were best friends the next day.

They have several skills, they can stick their tongue onto the ceiling, run super fast, jump against wall but most of all, they can activate the orbs located in the whole Neta-Vark. When a Naqq activate one of those orb, the room in which they are rotate around its center.

The Naqqs build their homes around this power, to make their daily life more fun.



# ENCYCLOPEDIA - Naqqs & Trogogluxes

Long time ago, the Naqqs and the Trogogluxes were only one kind. But the Naqqs were afraid of the dark side of their own, which could lead to self destruction or murder. They decided to split in two species: The boorish Naqqs and the evil Trogogluxes.

Then, they banished the Trogogluxes from the Neta-Vark, sending them in the depth of the Delta Univers, thinking they got rid of the evil for good. What they didn't know is that they created the most destructible kind that ever existed, and they just unleashed it to the rest of the Universe.

But this separation is not definitive, a Naqq could still absorb a Trogoglux power if he found the way to do it, but he'll may become evil again...

# ENCYCLOPEDIA - Hoops



They are the first wamnis who arrived on the Neta-Vark and the ones who've changed less, because of the numerous similarities between The City and their former habitat.

Due to the fact that The City is at the boundary of the system, they're in the most remote place in the Neta-Vark and therefore are the last informed of what's going on. They spend their life peacefully, sheltered from all danger.

That's where Herayin lives, the super heroine of this generation, as well as vridniX, the found Naqq. It is to be noted, they worship the Doldazans more than any other clan. They the more quiet and more harmless of all Wamnis.



# ENCYCLOPEDIA - Megamolons

The Wamnis who set foot in The Factory became less and less friendly, and came back more and more at a primary state where only hunger, sleep and entertainment matter. They often stroll between the several zones in the Factory, without a real purpose.

One day, one of the Megamolons got rid of his brain because it was too heavy. The other then mimicked him, and all the brains formed the Collective Conscious. He's now their leader, and all that's left for the former Wamnis.

Today, the Megamolons wander through The Factory, on order of their leader, to meet and face the biggest masterminds of the Neta-Vark.





# ENCYCLOPEDIA - Cythoteks

Some Wamnis went to live in The Jungle, area full of strange vegetation, where the nature overpower everything it can find. And the Wamnis didn't escape this fate, they transformed, to adapt to their environment, and become one with nature: they became the Cythoteks.



Later they created a whole super-organism relying on their queen, who birth and watch over her subjects. They are more curious than anyone when it's about sustenance: if they meet a creature they've never seen before, the first thing they'll try to do is probably to eat it.



# ENCYCLOPEDIA - Babidabouw

Leaving for The Cave as soon as the Wamnis arrived in the Neta-Vark, some Wamnis shrunk until they reached a child's height, because of their narrowed habitat.

After that, they dug deeper and deeper and came across lots of treasures. Through the centuries, they never ceased to find some, and today, the treasures they're looking for are in fact their ancestors, dead as they were searching for treasures.

The discovery of all those wealth brought them to become always excited and hyperactive. Moreover, given that they were partying each time they were finding something, today, they just love to party.



# ENCYCLOPEDIA - Rouxbots

At the Beginning, a lone Wamnis set foot in the most special area of the Neta-Vark, too abstract for his congener: The Dimension. He fell in love with this peculiar scenery, but the loneliness came by fast...

He then decided to create a robot who looks like himself to keep him company. He was a scientist but he tried to understand this feeling inside him, the one that was making him love this puzzling place... He chose to make the robot his contrary, not a robot of science, but a robot of art: the first "Rouxbot", soulless artist was born.

But after his creator died, the robot felt himself alone, so he decided to create a new companion, but incidentally triggered the creation loop of the machine. Since that day, The Dimension is filled with Rouxbots, misunderstood artists, continuously created by the scientist's machine, which they consider their mother.



# ENCYCLOPEDIA - Doldazans

At the Beginning, some Wamnis decided to settle in the center of the Neta-Vark. They were the guardians, and thus, they could watch over every region where Wamnis settled down, coordonate all the actions around the system.

As time went by, they could observe that their position was very enjoyable, as every wamnis would count on them. And so, they started to feel superior, and to make sure they're the only wamnis who'll feel this way, they decided to called themselves the Gods of all Wamnis, the Doldazans.

Everyone started to worship them, but to make sure no one would be tempted by a rebellion, they created the Switch of Destiny. If one day, invaders should come to the Neta-Vark and threaten the peace of the Wamnis, then just a push on this Switch would save them all. Of course that was a lie, but everyone believed it, and it became a legend.

Today, the Switch is still proudly exposed in the center of the Paradise.



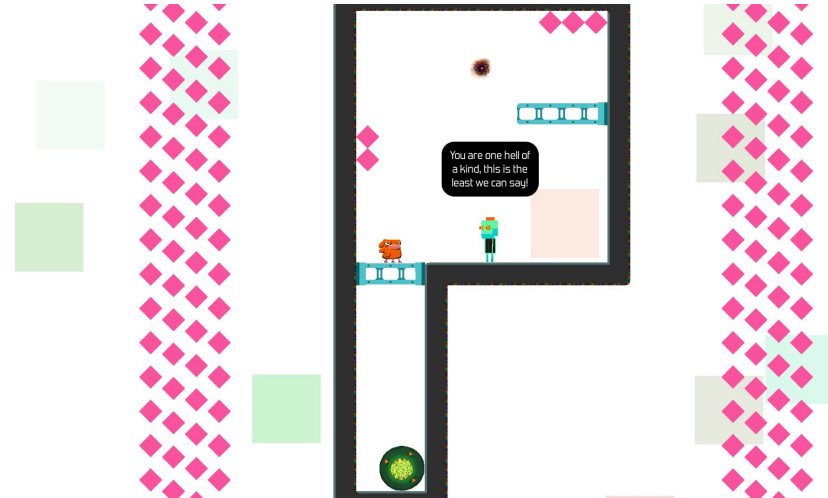
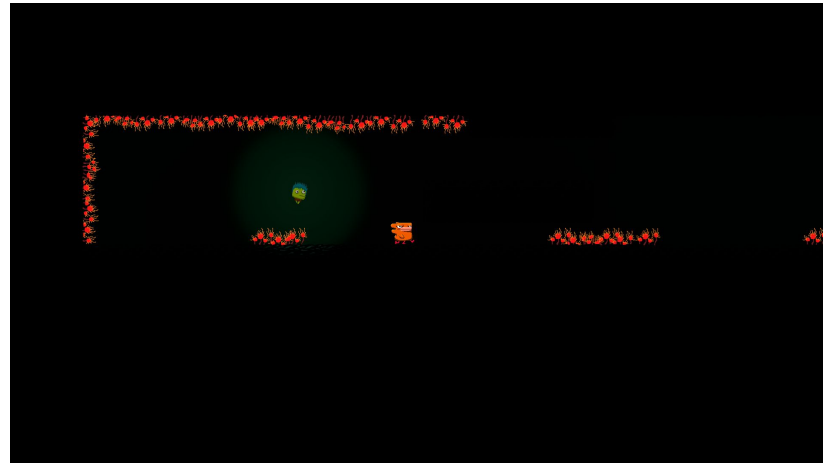


ART & SOUND

# ART

The art of vridniX is meant to:

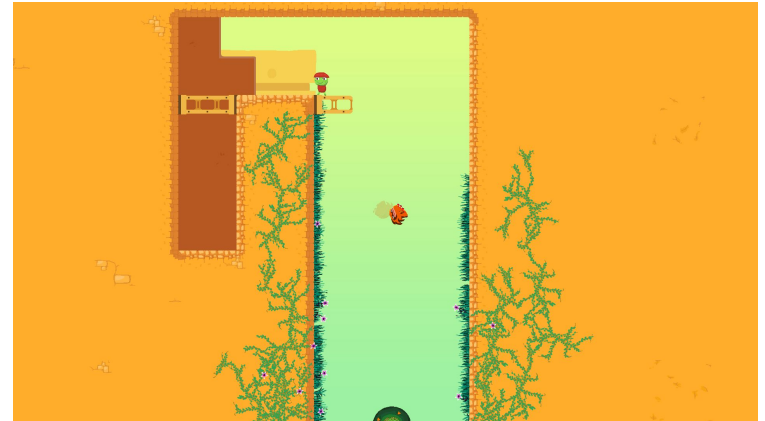
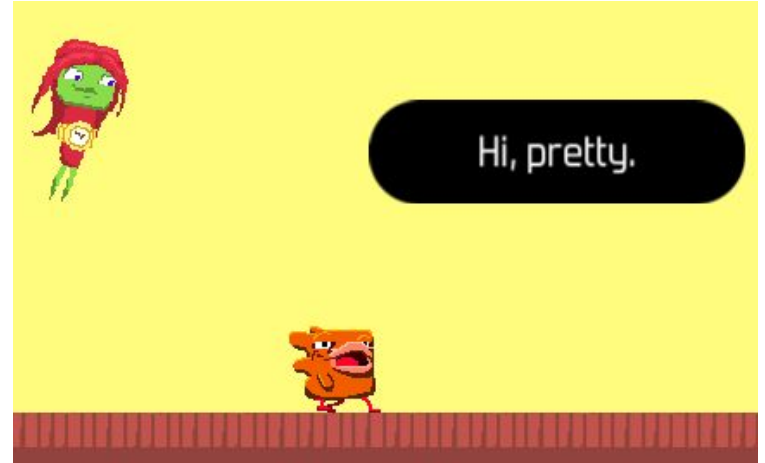
- Be precise and easy to read. The main character looks nothing like the rest of inhabitants, to help the player not to get lost in the action. The walls are clearly separated from the background, as well as the traps and opponents.



# ART

-Show emotions in animations. Each character has a set of different emotions, to get along with the story.

-Have various colorful environments, to give the player a sense of geographical progression.



# Sound

The sounds in vridniX will have three main functions:

- Feedbacks: whenever the player perform an input, hurt an enemy, and just do an action, he has to know that he did something. So we'll get very short sounds for the jump, change direction, etc.

- Warnings: For all the actions that the player won't do, most often the enemies will do those sounds, like shooting, prepare an attack. They will go hand in hand with the visuals to make sure the player knows exactly what's going to him.

- Stingers: There will be a few sounds used to emphasize some specific moments in the game, like beating a boss or a revelation.

There will be very few ambient sounds, apart from the wind in some level, as the player won't have many opportunities to chill and observe the ambiance.

# Music

The music has a huge impact on the game. There are a few types of music:

- Gameplay themes: the music the player will hear the most, it'll loop during the levels (1 per world). It had to have many variations to not annoy the player.

- Boss themes: the musics played during a boss fight. It'll mostly be one per boss, but some may be played several times

- Character themes: some characters will have their own theme, which will be played when the character is present and is the one interacting the most in the cutscene

- Ambient themes: there'll be some musics that will be played only during certain moments in the game, to stress out some emotions or feeling in par with the action of the game

# REFERENCES

# References



*SUPER MEAT BOY*



*VVVVVV*

Our main references are Super Meat Boy and VVVVVV: hardcore platformer games, where you die instantly and respawn, and the character can't attack. Also, in those platformers, the music has a big impact and we wanted that done in vridniX.

# References



*METAL GEAR SOLID*

Not for the format nor the genre, we were inspired by MGS in the many cutscenes that rhythm the game. Also, a few scenes that break the 4th wall and make the player raise eyebrows, wondering “what the heck just happened?!”.



*RAYMAN LEGENDS*

Another platformer is rayman legends, by the variation of its levels, with a lot of diferent gameplay phases, and thus, avoid the weariness, and continues to surprise the player.