

KORÉ

DESIGN DOCUMENT

A game by
PENTASCOPE PRODUCTIONS



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PRODUCT SUMMARY

PRODUCT PROFILE

Game Genre: Puzzle

Comparative Titles: Captain Toad: Treasure Tracker, Mekorama

Target Audience: Those looking for a relaxing puzzle experience

Age Rating: E

Platforms: Windows

Release Date: 25 May 2020

Game Modes: Puzzle Campaign

Game Duration: 5~10 minutes per level

Target Metacritic Rating: 80-90

OVERVIEW

Koré is a 3D puzzle game from Pentascope Productions. In this game, players will utilize diorama-esque platforms with the dynamics of two seasons to create a unique and appealing game experience. Using the traits of a Cloud and Water Nymph coupled with the seasons, the player manipulates the environment to bring these two lovers together.

GAME OVERVIEW

In *Koré*, you play as the goddess Persephone, tasked to reunite separated lovers the Nephele and the Naiad, a Cloud and Water Nymph, by manipulating the environment through the seasons as well as controlling the characters. Each level will have unique challenges that put your abilities to the test, along with the abilities of the Nymphs. Change the seasons to meet your needs. Each season brings its own environmental characteristics, both beneficial and detrimental.



GAME PILLARS

DIORAMA

The level is observable from any angle and has freedom of camera movement.

Self-contained spaces; as the player you have a god's eye view of the entire space.

This diorama directly affects the design of the puzzles and along with the free camera, this is how they may be solved.

The player is able to manipulate this environment and the characters in the form of possessing certain objects in the environment.

CHANGE OF SEASONS

The player can scroll between the two seasons at any time, which will open up new ways to interact with the environment.

For example, a river will be flowing in summer, but when changed to winter, it will freeze up and be traversable.

The characters themselves are directly affected by these seasons as well, such as the Water Nymph freezing up and becoming unable to move during winter, just like the river.

CHARACTER TRAITS

As these characters represent a Nephele and a Naiad, they have slightly different properties which make them unique.

NEPHELE, the cloud nymph

In Winter, she has the ability of wind, which she can blow lighter objects along the ground.

In Summer, she is hindered by the frequency of storms and lightning, having limited mobility.

NAIAD, the water nymph

In Summer, the water is clear and she can swim.

In Winter, she is hindered by the cold and is frozen with limited mobility.



GAME SCOPE

MECHANICS

- Seasons changing system
- 2 seasons
- 2 character special abilities
- Possession function
- 1 Tutorial level, 3 regular levels

ENVIRONMENT

- 200 x 200 blocks for modular use
- Trees/Foliage
- Flowing water
- Architecture
- 2 sets of textures for some objects
- Drizzle rain for summer
- Snow

CHARACTERS

- 2 models
- 2 sets of textures for each
- Rigging with Small animation

AUDIO

- Background music
- Sound FX

UI

- Main Menu
- Pause Menu
- Season Indicator Picture



THE THREE C'S

CHARACTER

CLOUD AND WATER:

Round and slim contrast

Blue and white

ANIMATION:

Float (C)

Blow (C)

Walk (W)

Swim (W)

Soul entering/leaving

MOVEMENT:

Walk

Run

CAMERA

3RD PERSON CAMERA:

Rotation on a fixed center axis

Free movement in all directions

Primarily zoomed out as to see most of the level

CONTROLS

MOVE CAMERA:

Right joystick

POSSESSION TOGGLE:

A / Circle

CLOUD BLOW:

B / X

MOVE (character and cursor):

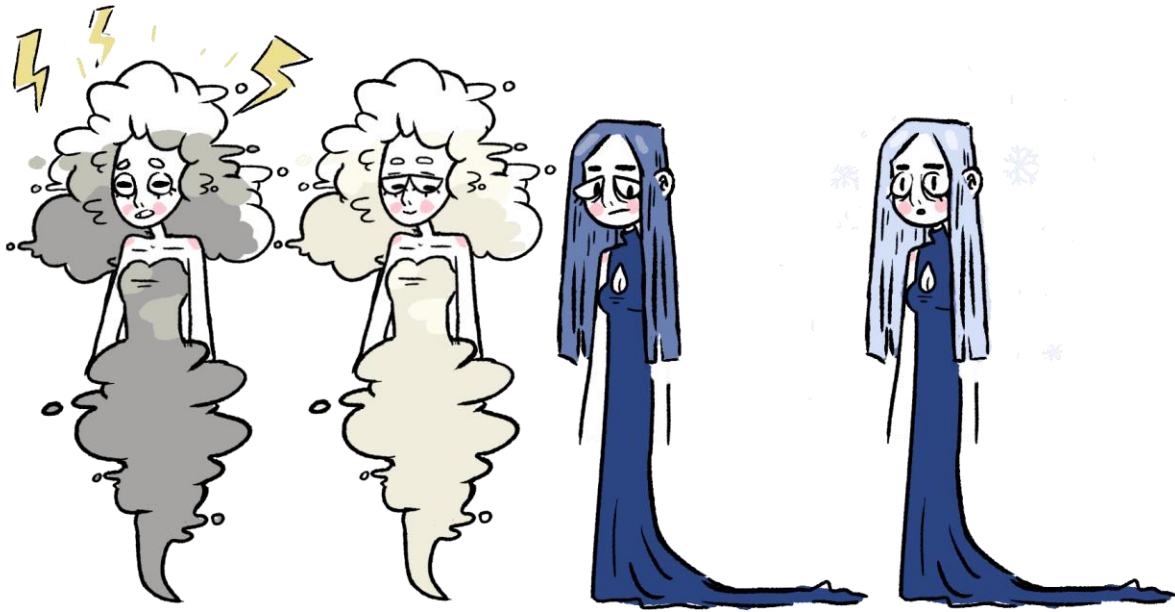
Left joystick

SEASON CHANGE:

Left and right triggers



CONCEPT ART



Nephele

Naiad

PENTASCOPE PRODUCTIONS

Jasper Gau
Nathan “ZeWei” Malota
Naomi Masterson
Claire Rodriguez
Savannah Shuff

