

PROJECT INFINITO 3: GAME BIBLE

NOTE: UNDERLINED ELEMENTS ARE CURRENTLY ON REBALANCING

INDEX

- Introduction
- Lists
- Story
- Core loop
- Gameplay
 - Basics
 - Base movements
 - Jump
 - Combat system
 - Spear
 - Glove
 - Shield
 - Holy Machinarium
 - Functioning
 - Upgrades
 - The Seven deadly sins
 - Powers
 - Karma system
 - Reborn and bonuses
 - Karma and final boss
 - Limbo
 - Diary (datalog)
 - Enemies
- User interface
- Enemies
- Concept arts

INTRODUCTION

A sidescrolling action game, with run 'n gun elements, characterized by fast-paced action, high difficulty, and roguelite structure.

LISTS

Core gameplay specs list:

ENG -

<https://docs.google.com/document/d/1vdDb7akAyEtGkmmeP-OqFmGV0xJydF-cHH2c9NvnbJU/edit>

JAP -

D. led a very quiet post mortem life, until his beloved was kidnapped, but not by a common entity.

STORY

Gods have divided the world among themselves, and conflicts for the power and total control of humankind are commonplace.

However, a single event turned the tables: a couple of years ago, a human, D., joined forces with Virgil, a soul from Limbo, and managed to get through Inferno and reach Paradise, in the Christian afterlife, to meet a beautiful angel, Beatrice. Despite the god of Paradise's attempt to hide this fact, the news spread quickly, both on Earth and in the underworld.

And then the rumor reaches the ruler of Naraku's ears, Enma. His attention was drawn to Beatrice, a great asset to Paradise and a great source of information, and he decided to kidnap her to take her as an advisor and obtain information about Christianity.

The news spreads once again, reaching even Limbo, and consequently Virgil. Then, D. and Virgil decided to join forces again and go to Beatrice's rescue.

In this journey, D. will be helped by Beatrice, who will try to sneak through Enma's eyes to help D. by generating saferooms. But D. will receive Lucifer's help too, the seven deadly sins, which only want to stain D.'s karma and confine him in Naraku forever.

CORE LOOP

The player has to arrive at the end of Naraku, making his way through scary enemies with his weapons (spear, glove, and shield), gain souls by defeating enemies, upgrade weapons (holy Machinarium, real-time skill tree), and power-ups he finds along the way (the seven deadly sins), keeping an eye on his karma.

When the player dies, he starts from the beginning of Naraku. However, he **LOSES** every single soul and upgrades.

Levels consist of pre-built scenes that are randomly sorted and then presented to the player.

There are three main levels in Naraku, each one of them with different backgrounds, hazards, and stronger enemies. At the end of each level, a powerful boss awaits. **Once a boss is defeated, it's gone for the rest of the playthrough.**

Enemies are fixed and previously placed through levels, and they come back to life when the player dies.

Each time the game is turned off, all progress is lost and bosses return to their place. This gives the game a stronger arcade feeling.

GAMEPLAY

BASICS

Every attack takes one segment of the HP gauge. Once all segments are empty, it's game over.

BASE MOVEMENTS

JUMP

is a Simple “platform” jump, with mid-air control (not like the infamous fixed, impossible-to-control jump in Ghost ‘n Goblins). A jump’s height can be defined by how long the jump button is pressed.

The player can perform a double jump if equipped with the right sin (view “seven deadly sins”).

COMBAT SYSTEM

Three-element combat system. Each item is called quickly by a button press. These weapons are created by Virgil’s soul.

SPEAR

Allows you to perform a 3-hit melee attack on the ground, and a 1-hit directional attack mid-air (neutral, up and down, like in Hollow Knight and Super Smash Bros.).

On higher levels, damage and attack speed increase.

GLOVE

Allows you to perform a bullet attack, by shooting soul projectiles. They work like in Mega-Man games, at a fixed fire rate.

On higher levels, damage and attack speed increase.

SHIELD

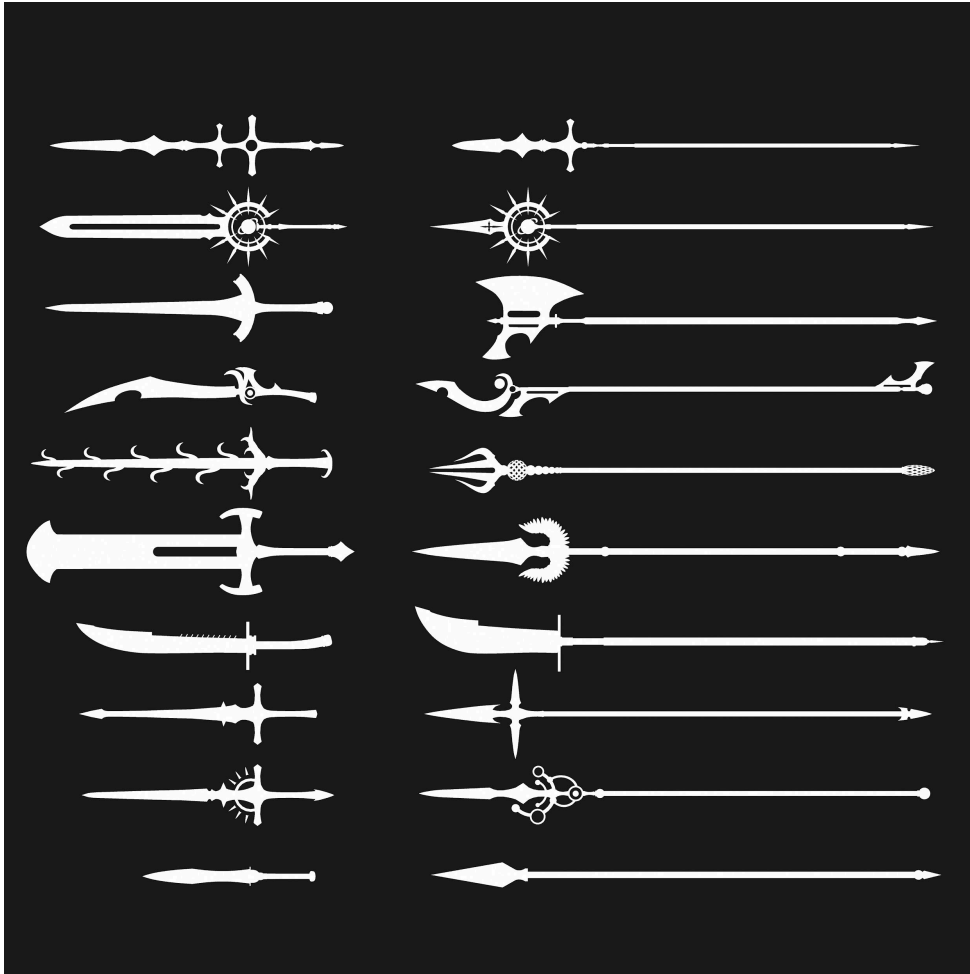
Allows them to summon a protective aura that protects the player from enemies’ attacks. The player can still move and jump with the shield up, but CANNOT attack.

The shield gauge is represented by segments. The player can use the shield only if AT LEAST ONE segment is full, otherwise can’t be even summoned. A segment protects the player by A SINGLE attack.

The shield gauge recovers over time ONLY IF the player isn’t using the shield, thanks to Virgil’s power.

On higher levels, the shield gauge gains one segment for each level, and consequently more chances to protect.

In case the player is hit by an enemy attack, the player gets invincibility frames. This happens with and without the shield, to avoid frame-trapping.



HOLY MACHINARIUM

This real-time skill tree makes use of souls (obtained by killing enemies) to upgrade weapons. It can be called at any moment and while moving, but the player can't take back the souls he's used to upgrade, so he should be careful.

These power-ups, however, only last until the player dies.

Moreover, upgrading items results in **bad karma**.

FUNCTIONING

Holding the machinarium button, the player summons it. Then, by pressing the respective button (ex. Machinarium button + spear button),

souls are subtracted from the player's amount and stored in the Machinarium section.

The player can stack up souls little by little and can keep track of the souls needed to upgrade a weapon.

UPGRADES

Once "absorbed" all the souls needed, a weapon levels up.

Other than having a damage and range buff, a weapon changes its appearance when a new level is reached.

THE SEVEN DEADLY SINS

Temporary power-ups for Dante that the player can get ("commit") stopping by altars. These are the help Lucifer provides to D.

On these altars, there is a gem, representing a sin, clearly visible by the player. If the player chooses to get it, he gains a permanent power-up.

The player can use only one sin at a time. When he gets a new one, the old one is replaced.

But committing sins results in **bad karma**.

POWERS

There are seven sin powers:

- Wrath:
- Envy:
- Lust:
- Gluttony:
- Sloth:
- Pride:
- Greed:

KARMA SYSTEM

The more souls the player uses, and the more sins the player commits, the more he is punished by karma.

These actions fill the karma gauge, which starts in white and ends up in red (which means very bad karma).

REBORN AND BONUSES

Once the player dies and begins a new run into Naraku, he finds a coffin in the first room. By touching it, the player gains an amount of souls defined by where he died. The further he goes through Naraku, the more souls he gets.

And if the player has gone through the end of a level in the actual run, there is a possibility to begin a new run with a weapon upgrade, defined by karma.

PLAYER DIES IN	POWER UP	
LEVEL 1	NONE	
LEVEL 2	ONE WEAPON LV2	
LEVEL 3	ONE WEAPON LV3	
KARMA LEVEL	POWER UP CHANCE	SOULS GAINED
ANGELIC	90%	50%
GOOD	75%	30%
NEUTRAL	40%	20%
BAD	10%	5%
VERY BAD	0%	0%

KARMA AND FINAL BOSS

The final boss is stronger based on karma. A very bad karma results in a harder boss fight, and vice versa.

LIMBO

Limbo is a safe room, which spawns in front of the player through Naraku, generated by Beatrice's power. The chances are higher depending on karma. However, with very bad karma the player is not able to even see them.

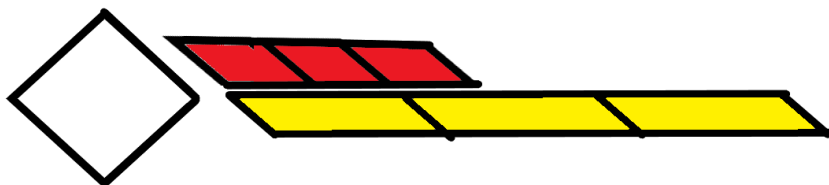
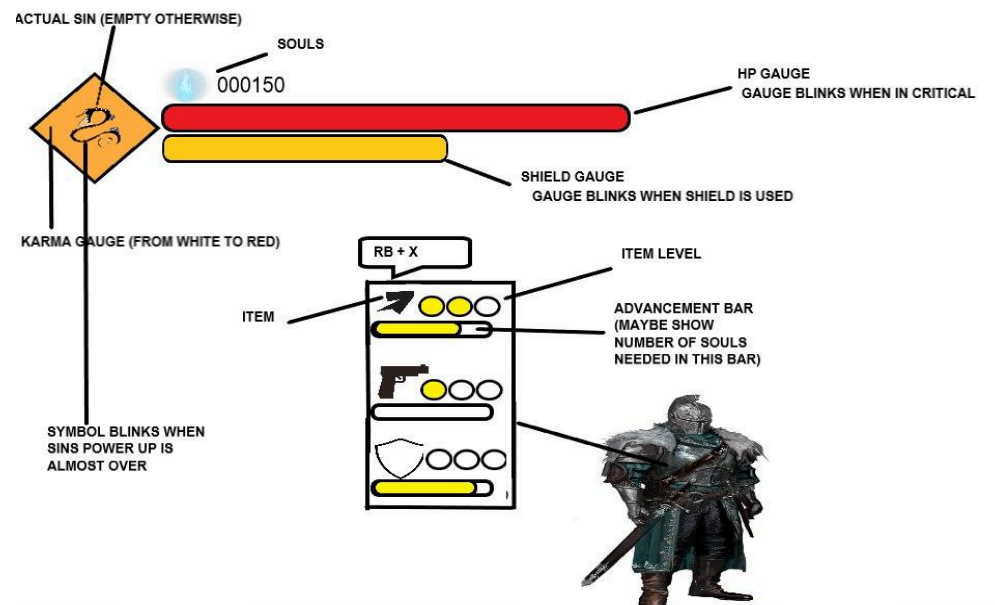
In these rooms, there are no enemies, and the player can take a break. Only once time per limbo room, the player can heal himself by one segment of the HP gauge.

DIARY (DATALOG)

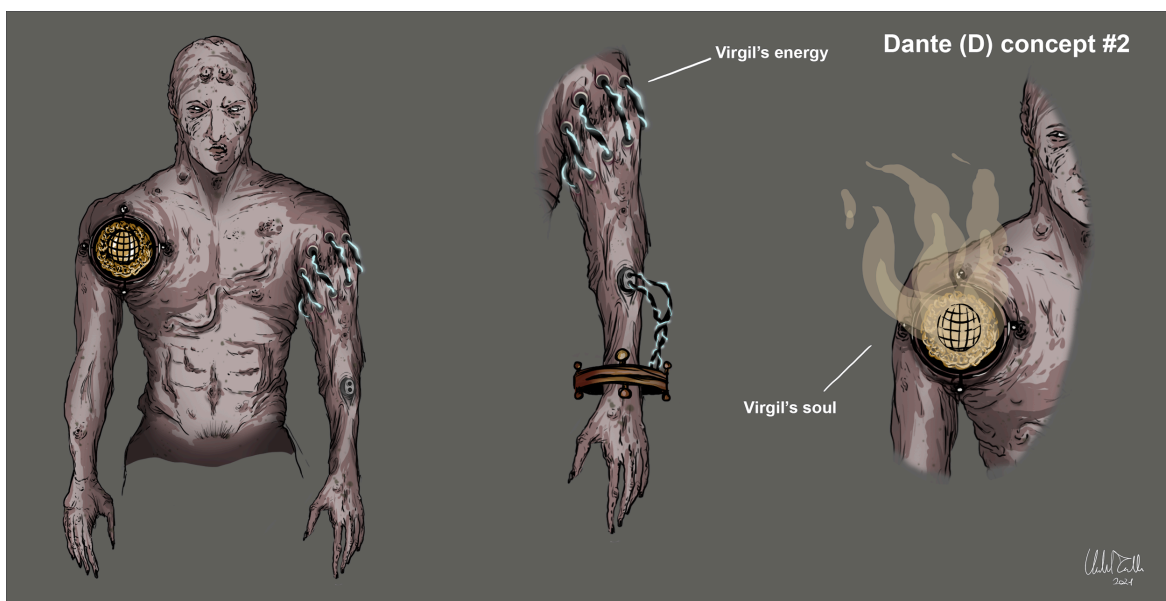
Dante takes notes while going through Naraku. This diary is accessible by pausing the game, and the player keeps progress even when the game is turned off.

There is info about enemies, weapons, sins, and Naraku itself. Killing more enemies, using more sins, and arriving in different levels results in unlocking more info.

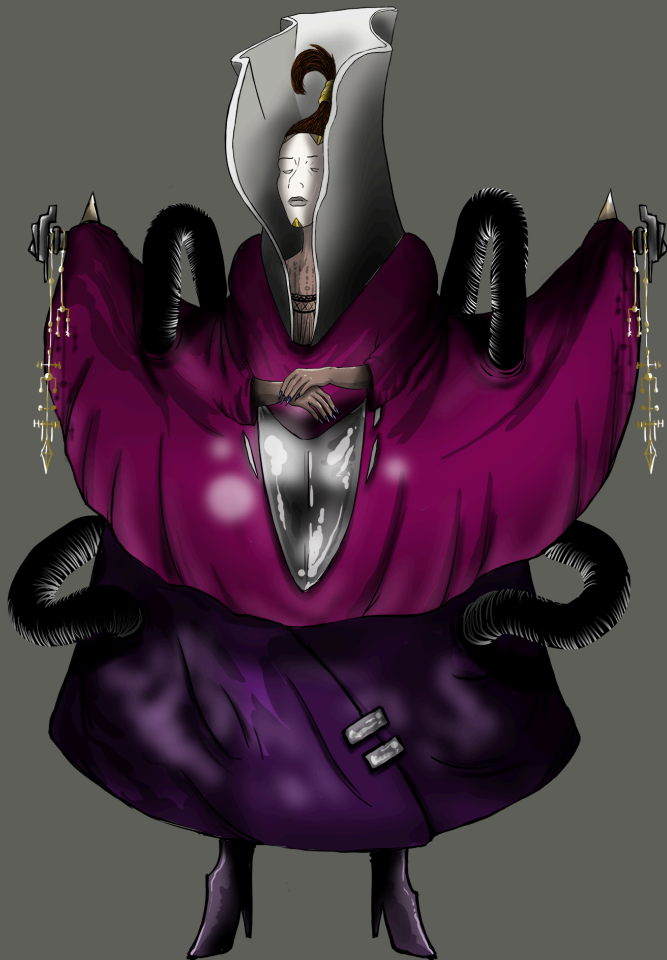
USER INTERFACE



CONCEPT ARTS



Beatrix concept #1



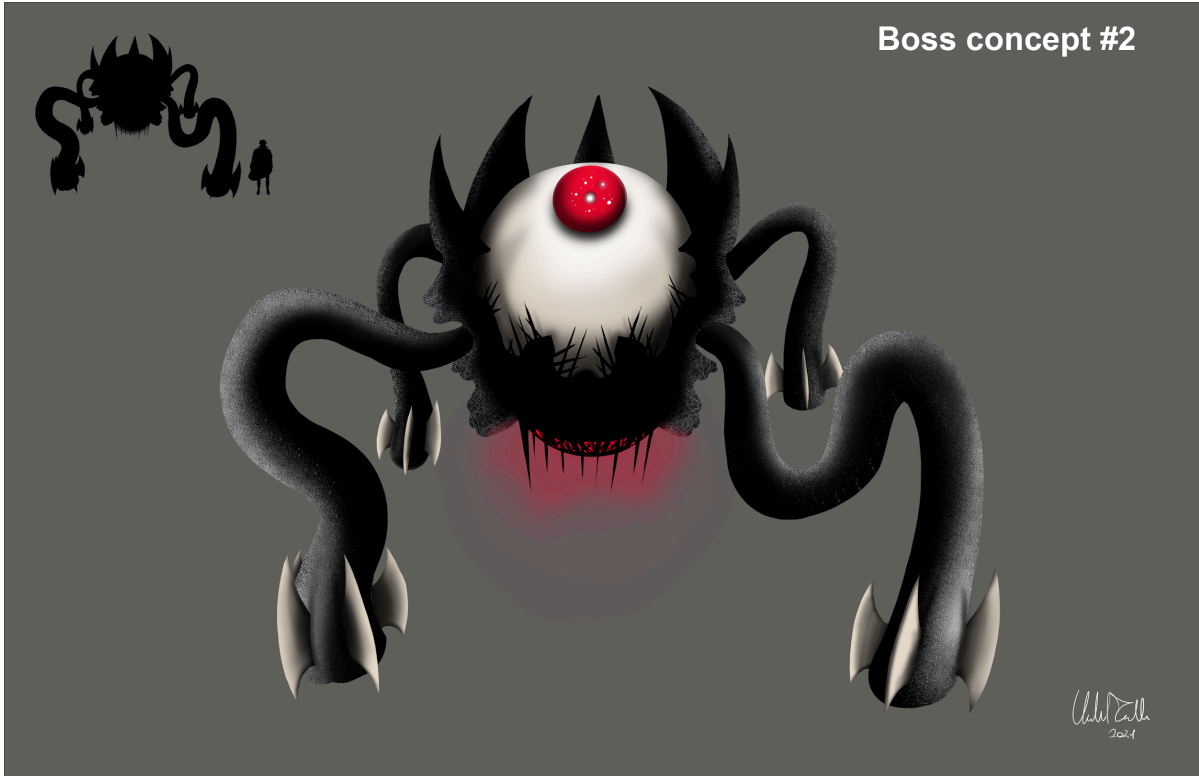
Chad Diller
2024

Vergilius concept #1

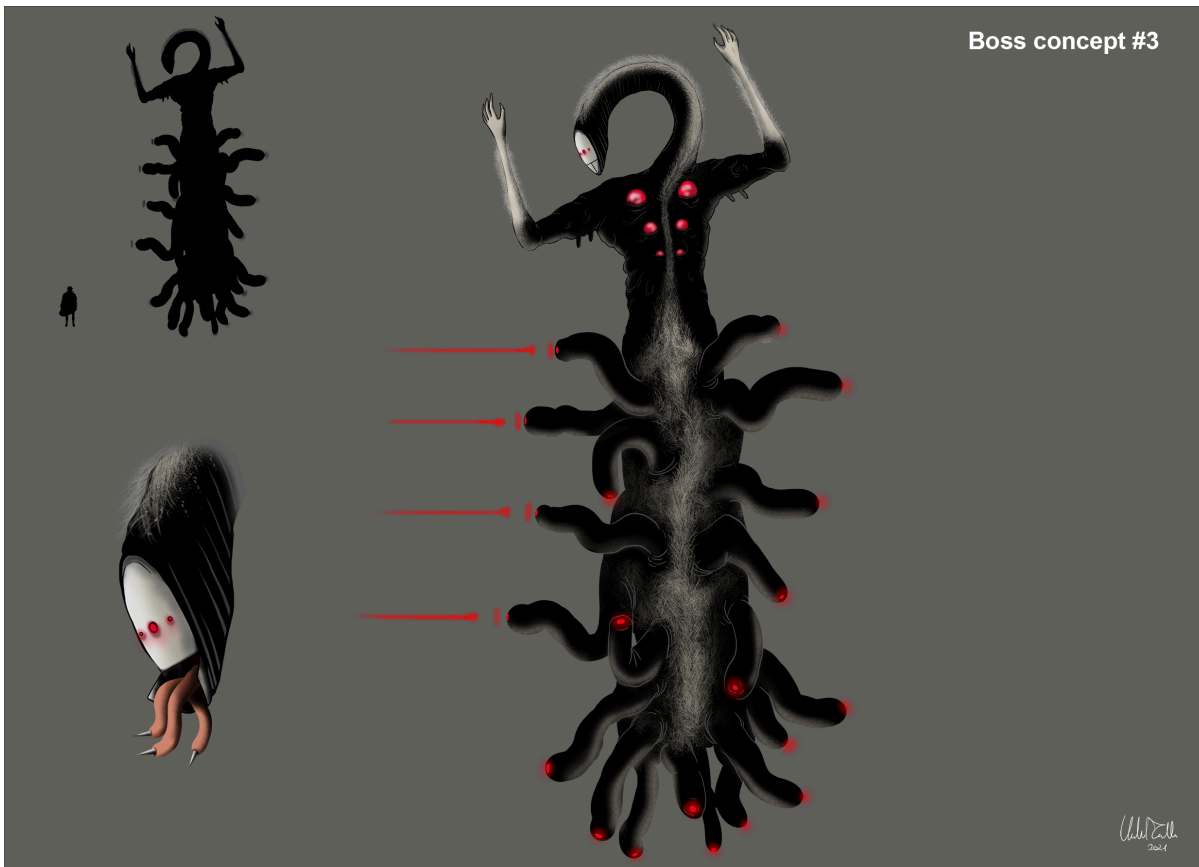


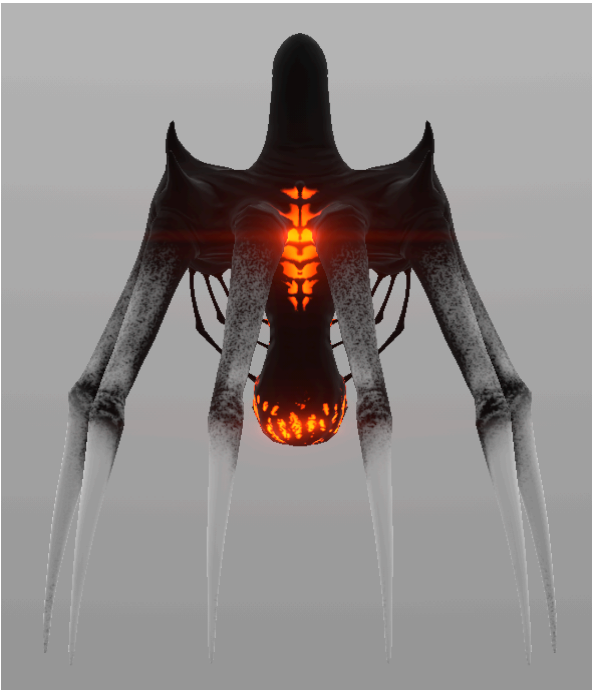
Chad Diller
2024

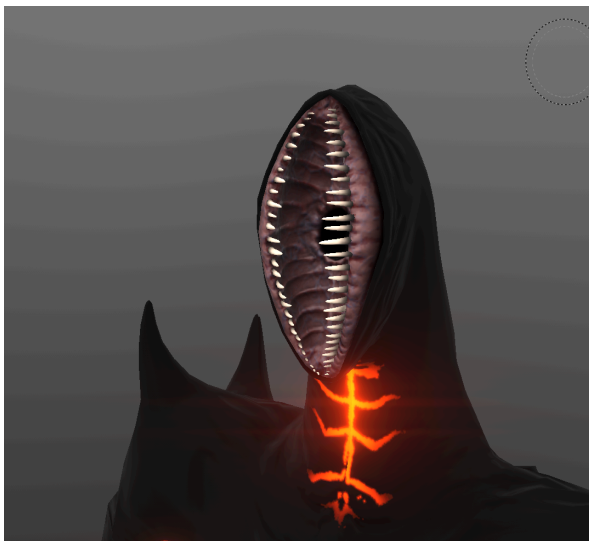
Boss concept #2

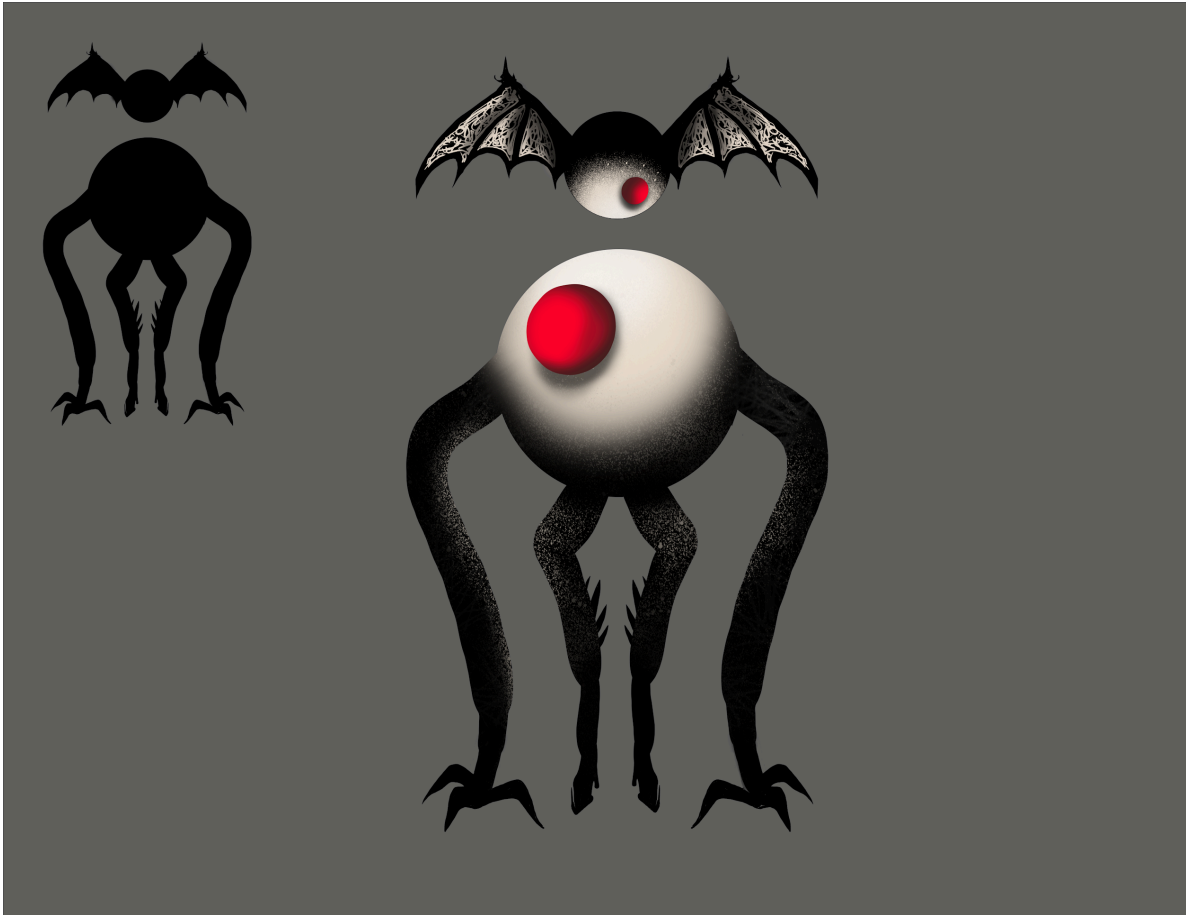


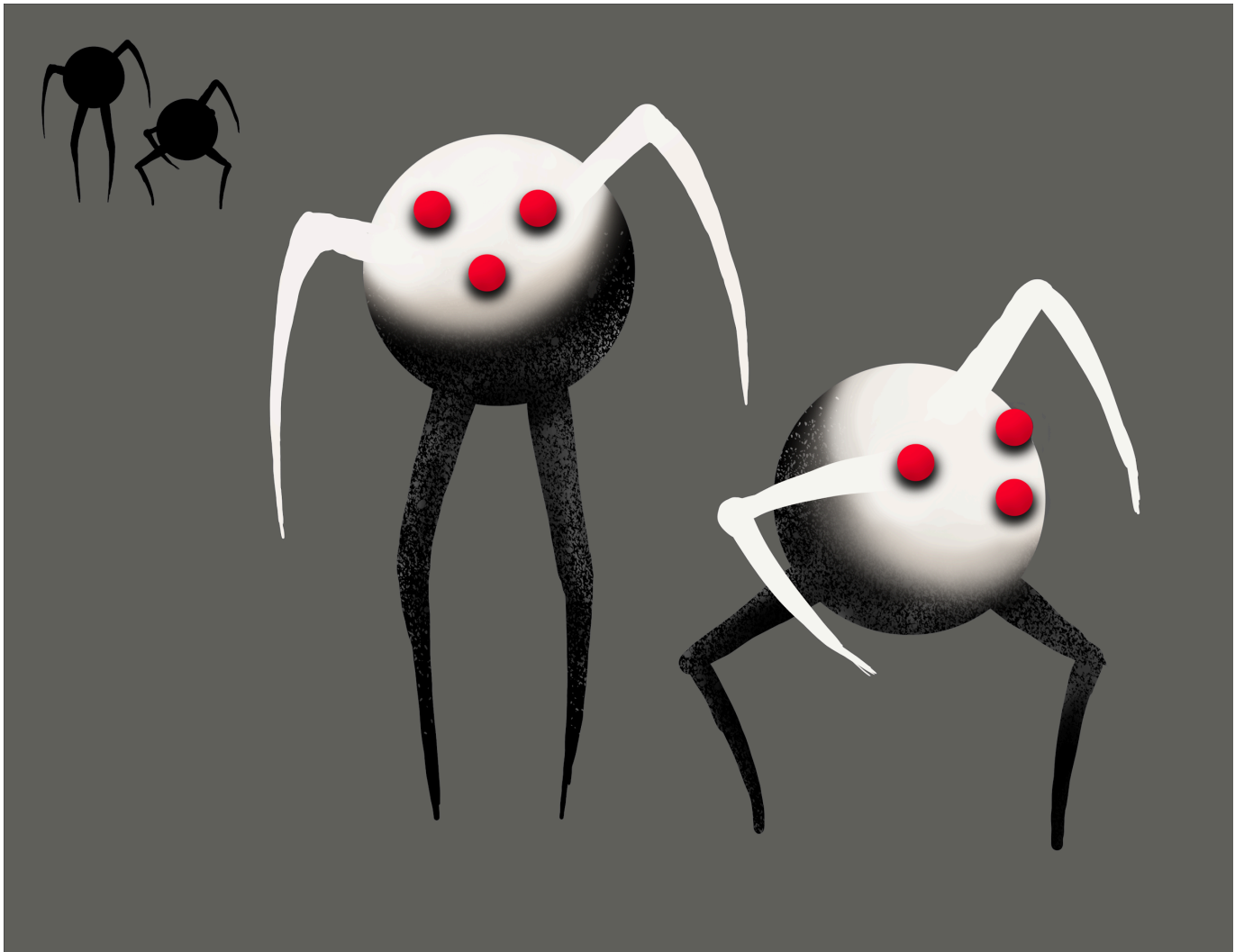
Boss concept #3

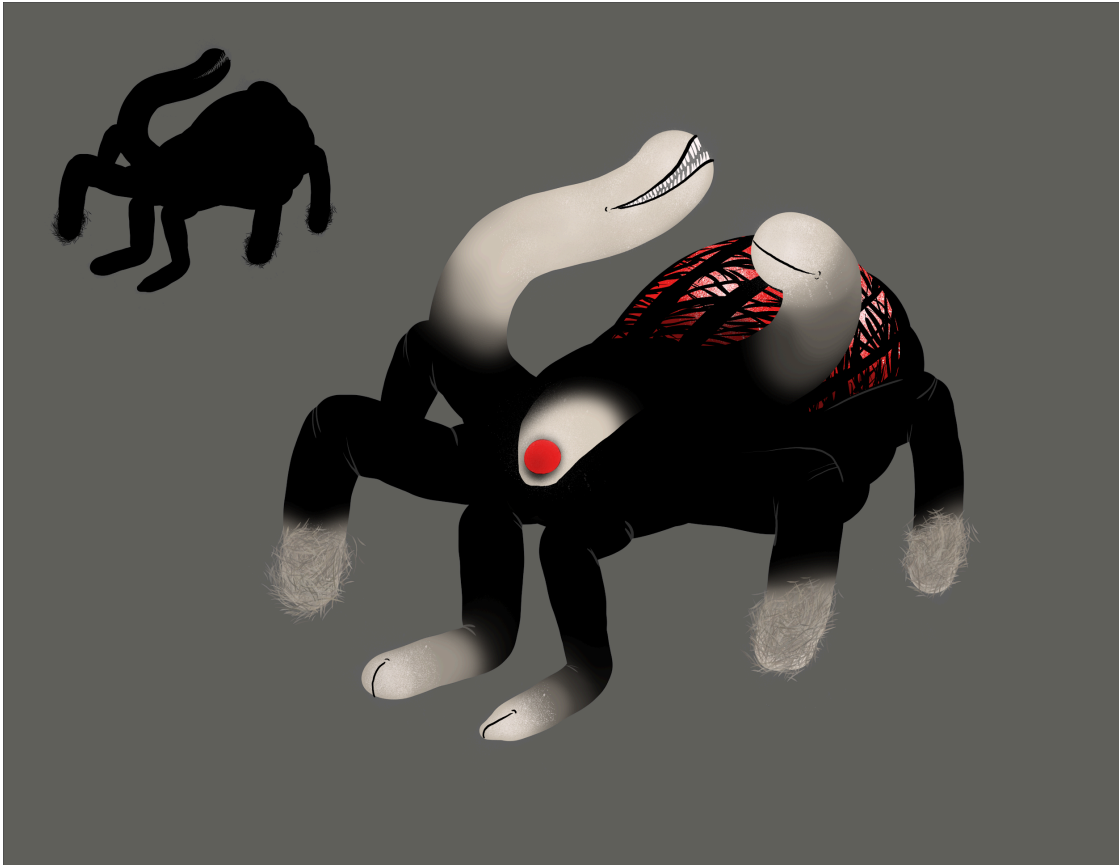












Uchiwa
2024