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Elevator Pitch:

In Ignis, you play as a fledgling mage, not yet attuned to their magic, who stumbles upon an injured pyromancer outside of an ice covered fortress. Using the magic bestowed upon you in their dying breath, use fire spells to maneuver around the castle and rescue other wizards to gain new and exciting spells.

Detailed Description:

- Where and When - Takes place in an alternate 13th century where magic reigns supreme. The game takes place within the reconstituted fortress of an Ice Mage.
- Protagonist: The Fledgling Mage
- Antagonist: The Ice Mage of Frozen Maw Keep
- Primary Objective
 - Using the magic bestowed upon you, traverse throughout Frozen Maw Keep, solving platforming puzzles to free wizards and gaining new magic to traverse further in.
 - You win once you have freed all the wizards and have safely escaped from the grasp of the Ice Mage.

Game Narrative

There are legends told of the once great school of pyromancy that was overtaken by an ice mage and was lost to time. The player, a shivering traveler, stumbles upon the entrance to the Frozen Maw Keep and finds an injured pyromancer who has managed to escape their imprisonment. They explain to the traveler what has happened in the keep over the past years, pass on the knowledge of casting a simple fireball spell to the player, and then slump. The player delves into the Frozen Maw Keep, determined to save the other pyromancers from the ice mage. The player finds their way through the keep, freeing two other pyromancers and gaining more powers, before finding the ice mage in the heart of the keep. Avoiding the mage's attacks, the player frees the other frozen pyromancers from the room before escaping to the surface with the freed mages.

Mechanics Detail

Over the course of the game, the player will learn several new abilities that will grant them new ways of moving and interacting with their environment. This new freedom will be used to unlock access to more areas, to learn more abilities.

The player begins the game with basic movement abilities: walk, run, and jump. They must use these abilities to find the first imprisoned pyromancer.

Abilities are learned when encountering an imprisoned pyromancer. The first pyromancer grants a fireball ability. This fireball can be used to light flammable objects on fire temporarily, revealing the way forwards. The fireball can also be used to generate a puff of steam on water in the environment, allowing the player to extend their jumps to new areas.

The next ability the player learns allows them to create a heat wave mid-air to give themselves a burst of vertical momentum, effectively a double jump. Additionally, they can now charge fireballs to break certain ice-based obstacles in the environment, opening yet more areas.

The final ability the player learns is the fire jet, which is a continuous stream of fire. This stream of fire will let them hover and glide for short amounts of time, as well as wall run by angling it against a wall.

Through a combination of these abilities, the player will be able to navigate through the castle and reach the end of the game.

Asset List (For both art and tech)

- [Asset List Link](#)

Style Guide

- [Style Guide Link](#)

Technical Requirements

Our overall goal for when we build our scripts is simplicity and flexibility. Player movement should feel fluid, straightforward, and intuitive. Running on walls should feel as smooth as running on the ground, double-jumping should feel as natural as jumping a single time, and shooting fireballs should be as easy as aiming the camera and pushing a button.

Not all walls should be able to be run on, so each wall that can be run on must have a script that enables the player to move along it for a short period of time. If the player does not move fast enough to get across, and runs out of fire power, they should fall. Kill boundaries will be used to prevent the player from being stuck in areas they normally shouldn't be in. If a player falls into this kill boundary, they should respawn on the platform they just jumped from, essentially a "checkpoint" system to prevent potentially infuriating restarts. The exception to this rule are

moving platforms, as they are a part of the puzzle, not a “safe” zone. No save states are planned at this current moment.

As our lighting is intended to be somewhat dim, braziers and torches will be scattered around the map. Shooting a fireball at one will cause it to light on fire and act as a light source, and thus a toggleable light will be needed, with a timer to prevent players from staying in one spot for too long. Shooting a fireball at a body of water will spawn a mini-geyser, which launches the player higher the more they charge the fireball.

Other pyromancers should be interactive via button prompt, by talking with them players should be able to get more information on their surroundings, hints on how to progress, and occasionally unlock new powers to progress in the level. Ice wizards will act as obstacles trying to inhibit the player’s ability to progress. It is not intended for you to be able to fight them, and they will nullify any attempts to attack them by blocking. There is only one instance of an ice wizard, and it is during a sequence by which the player must run from them, navigating the puzzle to escape as the icy-mage chases them down.