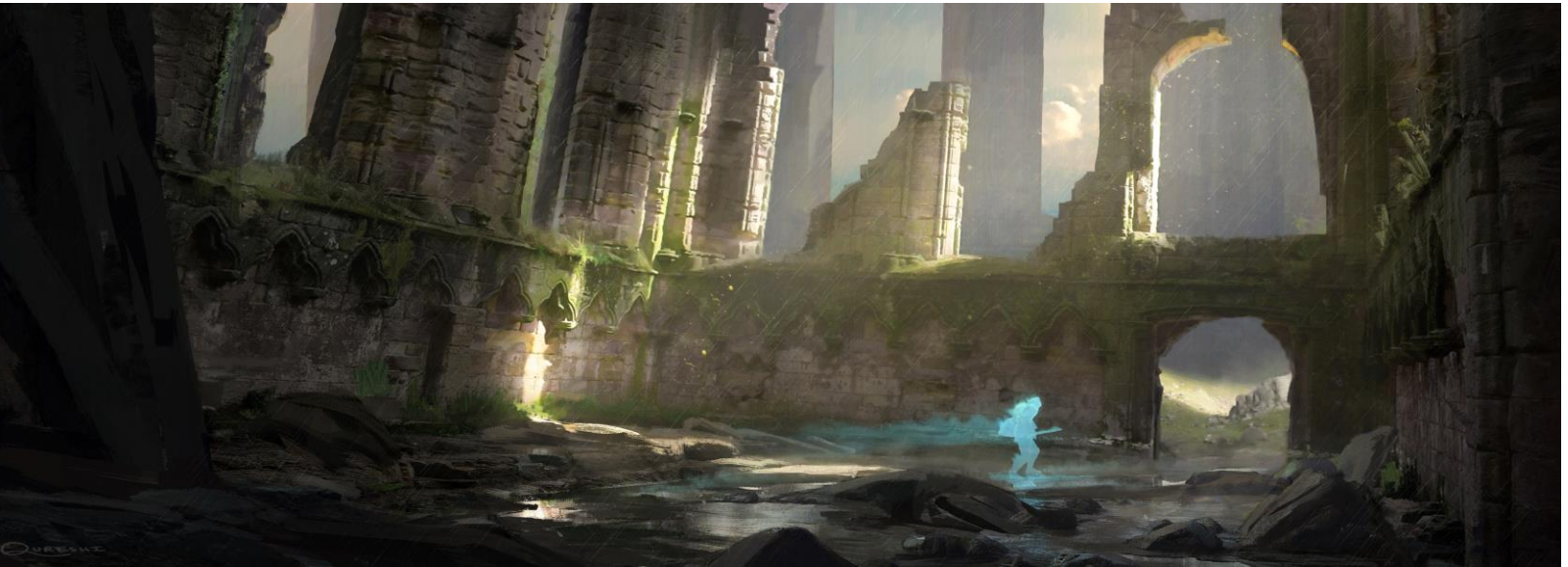


GAME DESIGN DOCUMENT



THE SKYTEAR

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Mission Statement

Become a legend on a battle-scarred land where foes are everywhere. Meet with allies who will help you out on your crusade. Forge your story as you walk through the desolated countries, the vast hills, the frozen wastelands and other fantastic environments on the land of Gaia. Defeat all your enemies and discover the secrets behind the devastating Skytear.

Genre

The Skytear is an action RPG with a 3rd person camera, with classical and dark fantasy themes and setting.

Platforms

The Skytear will be available on Windows and Mac devices playable with mouse and keyboard only.

Target Audience

The Skytear has a young, young adult and adult target, spanning ages from 12 to 30. We look for both young and mature playerbases as the story of the game has subjects that can like to both. We want to look as attractive as possible to hardcore gamers who like RPG's and MMORPG's such as Guild Wars 2, The Witcher 3, World of Warcraft and the original Warcraft trilogy due to the fantasy looks of **The Skytear**. We consider that the appropriate PEGI rating for this game variates between 12 and 16, most likely 12, as it has violence on a fantasy setting but not so realistic, as it won't have elements such as gore, blood or dismemberment, tackling at the same time some mature themes.



Storyline & Characters

The Skytear is a phenomenon that occurred 100 years prior to the start of the game. Gaia, the world where the game is set, collided with a huge magic nebula from outer space creating rifts that teared apart huge pieces of land, creating valleys where mountains stood, rising oceans on lands that only had deserts, and bringing species alien to Gaia from different planets.

The races native to Gaia are as follows:

- Humans-> Most technologically advance race of Gaia. They once had a very large population distributed in a vast number of kingdoms and empires but due to wars between them, the orcs and the sudden Skytear the human race has drastically diminished. The human race has a lot of different ethnicities still and the appearance of each human can be very different from one another. Lifespan for humans is about 70 years old but there are some that can reach ages pass the 130s. Human bodies may differ too from one another, some are fat, some are very thin, they either can be tall or small, but always between 1,40m and 2m.
- Dwarves-> They live underground. Dwarves have a huge connection to Gaia's magic roots, they use different kinds of magic to create ancient artifacts and trinkets that can be considered very advanced, such as floating mechanisms, portals or magic batteries that can last for centuries. Dwarves have a lifespan of approximately 400 years but since the Skytear began to sap the worlds magic their birthrates have diminished and a lot of Dwarves don't live more than 40 years. Dwarves are very bulky and strong, but they wont reach higher statures than 1.30m.
- Orcs-> They are the fiercest, most brutal and traditional race. They are at constant war with humans due to territory expansion. Orcs can live more than 100 years and some may reach the 200. They have an accelerated mature process, reaching full maturity at 5 years old. Since the Skytear orcs have battled with countless enemies' alien to Gaia, and now have left on stand by their "expansionists campaigns" in order to protect the Orcish motherland. Orcs are bulkier and taller than humans, the tallest ones can reach 2,5 meters high.
- Mountain borne-> Even though their name is mountain borne they are truly born from the stars. What they call celestial beings are magical entities that every now and then materialize some of its energy into flesh, giving birth to a mountain borne. This ceremony takes place on the highests mountainous peaks of Gaia. They keep traditions of old and a huge connection to ancient magics. Mountain borne are very human look a like but they are 2,5m – 4m tall and not as smart, but twice, or even more, the strong.

With the coming of the rifts caused by the Skytear exotic and new races have come to Gaia. Some are evil and hostile to all life on Gaia, others are neutral or even friendly, but communication with them it's nearly impossible.

After the Skytear stroke Gaia a huge number of conflicts began as different rifts would appear and disappear in a matter of minutes bringing creatures never seen before, most of them hostile. Once in a while a huge rift would appear bringing with it huge monsters that could decimate entire cities in a few hours.

5 years prior to the start of the game, on the human capital of Tel'renas a huge rift spawned a crystal fire breathing dragon that destroyed the entire city and then flew away. Human kind numbers are almost depleted and they seek refuge far away from the ruined Tel'renas.

The main character that the player controls, the main actor of the story, is some sort of avatar. Its appearance, gender, looks, traits and all sorts of characteristics may be chosen by the player, building the character as they like.

In order to make this document, the main character will be named "Aikon" and will take the gender of male. All the traits of this character description that may change/ be modified by the player's design of the character or role play decisions will be highlighted.

AIKON:

PHYSIOLOGY

- **Sex:** Male
- **Age:** 22
- **Height and weight:** 1,80m, 75kg.
- **Color of hair, eyes, skin:** White hair, blue eyes and ebony skin.
- **Posture:**
- **Appearance:** he is a very attractive man. Aikon looks like the protagonist of an adventure book would be described by the author. He has a fit shape, with defined muscles and "well-proportioned" limbs. Aikon also gives an image of tidiness and self-care to whoever looks at him, he knows he's handsome and he likes it.
- **Defects:** Aikon has a little scar on his forehead but he tries to conceal it with his fringe.
- **Heredity:**

SOCIOLOGY

- **Class:** he is a street kid. Born and raised on the poorest districts of Tel'renas he has never known the commodities and advantages of the higher-class citizens.
- **Occupation:** before losing his home on the devastation of Tel'Renas, Aikon acted as some sort of mercenary and "task-doer". He would do anything that was asked, and paid for his employer.
- **Education:** Aikon had basic education thanks to the "old man", a person that taught him all that he currently knows.
- **Home:** Aikon lives on a nomadic campament that wanders around Gaia in search for a new emplacement for humanity.
- **Religion:** Aikon does not belief in god, nor does worship it.
- **Race, nationality:** Human, born in the kingdom of Tel'renas.
- **Place in community:** lonely wolf.
- **Political affiliations:** friend of his friends, his moral is determined on whoever pays him the most.
- **Amusements, hobbies:** fighting, eating and hunting.

PSYCHOLOGY

- **Sex life, moral standards:** Aikon has never had a relationship before, even thought the chances that he had were quite the number. His sexual orientation is heterosexual. Even though he follows the orders of whoever pays him, Aikon has 3 moral and supreme standards: never to kill innocents nor let them down, never steal from someone who is having a rough time and never interfere into in-family affairs.
- **Personal premise, ambition:** Aikon wants to set a name for himself, his principal objective is to achieve a high standard way of life and achieve true freedom, not needing to answer for anyone and, "living a happy life".
- **Temperament:** Aikon is quite an optimistic lad, he will always try to look at the bright side of the things, but piss him off, and he will strike you down.
- **Attitude toward life:** life is no burden nor a pleasure for Aikon.
- **Complexes:** he is quite the obsessionist type, needs to do the things as perfect as possible and will get mad if any mistakes were made.
- **Extrovert, introvert, ambivert:** extrovert.
- **Abilities:** he is very talented with the sword and bow, has a huge connection to Magic and speaks all dialogues of the human tongue fluently due to his early life as a street kid.
- **Qualities:** he will never give up on something and also has quite a big imaginative capacity.
- **I.Q:** 112, higher than the average even though he didn't have a proper education.

CEL:

PHYSIOLOGY

- **Sex:** Female
- **Age:** 20
- **Height and weight:** 1,75m, 72kg.
- **Color of hair, eyes, skin:** black hair, brown eyes and ebony skin.
- **Appearance:** Cel is quite a skinny girl but not that much to make the viewer think that she's been a poor street girl for years. Her face looks really smooth and her arms seem to be in a good shape. Her nose has a very particular shape and is not that small, even with this traits, it seems to fit her face perfectly. Her general appearance is smooth, friendly and well-mannered although it gives you that feeling that she can win you on a direct fight.
She always wears her hair on a ponytail style so it doesn't become a nuisance. She wears long trousers that provide her of total freedom and comfort in order to do all kinds of physical activities. On the upper part she wears a shirt that has had its sleeves removed some time ago in his long journey, at least that seems. In her waist some old "ragg-ish" and worn out winter clothes that you could be able to find laying down on the street. In her hands she wears some kind of ripped piece of cloth that acts as a bandage. All the clothes that she wears are black, fact that makes her as unnoticed as possible, except for a little detail, a silver pendant that she wears on her neck half concealed by her shirt.
- **Defects:** She has a few little scars on her arms, trait that shows her love for a street brawl. Covered by her bandages, a weird marking appears on each of her forearms, those markings cannot be considered as scars, they look more alike markings done in purpose. As she always wears her hair on a ponytail, it discovers a birthmark on her neck.

SOCIOLOGY

- **Class:** raised on the upper-class of Tel'Renas, though by the time of the beginning of the story, she has secluded herself from that world and now lives a street kind of life.
- **Occupation:** being the former heir to the throne of Tel'Renas her occupation was that of a future queen, instruct herself on the rules and duties of a governor. After abandoning court during the devastation of Tel'Renas, she has been hopping around all kinds of jobs from bartender on cantinas to shady trading and

dealing. Although she currently has this lifestyle, she has a small fortune kept in disclosure and only usable in a time of real need.

- **Education:** she has had the privilege to have one of the best educations possible. She doesn't lack on any of the fields of knowledge although she's not that great with numbers, that doesn't mean that she is susceptible to tricks and scams. One of her biggest passions has to be languages, she's tried to learn them all since a very young age, and has almost mastered quite a few of them.
- **Home:** Cel now has no place to call home, after the destruction of Tel'Renas, she has been wandering from here to there in search for someplace to stay.
- **Religion:** she used to be a big believer on the Great One, that changed when her mother passed away, now being a total non-believer.
- **Race, nationality:** human, born in the kingdom of Tel'renas.
- **Place in community:** she has never had a big amount of friends, but those who she considered "friends" were really close to her. After the fall of Tel'Renas she lost all contact with his former friends, unknowing if they are even alive. She's got some character but she has never wanted a ruling position or to be the person everyone relies on.
- **Political affiliations:** due to her social position she's always been able to see the structural disparities that appeared on the world she lived in, thus creating a great sense of justice within her, she will always fight and defend the poor in front of the wealthy.
- **Amusements, hobbies:** she loves to read and get to know new cultures. Also she loves to travel around Gaia.

PSYCHOLOGY

- **Sex life, moral standards:** she has always been attracted to different kinds of people, but has never found a special one to settle up with. She has had all kinds of relationships with men and women alike. Her moral standards are quite high, making her start all sorts of discussions and brawls because of it.
- **Personal premise, ambition:** Cel wants to explore the entire of Gaia and help whoever is in need, before settling up and fulfill her role as ruler of the humans.
- **Frustrations, chief disappointments:** her biggest frustration in her life has to be not being able to have a normal and free life as a commoner.
- **Temperament:** Usually Cel is a very chill person that always like to talk things through problems until things go out of hand and she starts brawling changing her personality into one more aggressive and explosive.
- **Attitude toward life:** she doesn't give up on whatever she wants.
- **Complexes:** she has a height phobia.
- **Extrovert, introvert, ambivert:** introvert.

- **Abilities:** she is very skilled in hand tricks and hand to hand combat. Also she's always had a very strong connection with Magic.
- **Qualities:** she's not easy to trick and has a great intuition.
- **I.Q:** 120.

Cel begins the story as a rogue girl who is suspected to be stealing food, but after Aikon proves she's innocent she will join the squad and help out Aikon and Alister. As the story progresses, Cel will increasingly gain more affection towards the party, and even will be a romantic choice if the player wants. Her personal story reaches its climax after she realizes that she has to step up and become humanity's guidance, fulfilling her destiny as heir to the throne of Tel'Renas, and will do this with the commander of Gaia's armies by her side.

ALISTER GRANT:

PHYSIOLOGY

- **Sex:** Male
- **Age:** 45
- **Height and weight:** 1,88m, 100kg.
- **Color of hair, eyes, skin:** brown hair, green eyes and brown skin.
- **Appearance:** He is a corpulent man with huge and muscled arms that show a previous military training. His physical appearance indicates that some time ago was a very attractive man but numerous battle scars and a general neglect on self-care have changed his appearance completely. Although this strong man aura, his smile and looks can bring comfort to anyone. He can be, in fact, described as a big and strong person as a whole. His hair looks like hasn't been taken care of for a while and starts to show little gray roots. He is suited on a big white and silver heavy steel armor set with 2 appendixes on the back that seem to look like wings. He always walks around with his sword and shield on the back, but always combat ready.
- **Defects:** Numerous battle scars decorate his entire body, on top of that, a big scar covers his right cheek. His nose has quite a big bulge, due to it being broken several times.

SOCIOLOGY

- **Class:** born in a middle-class family, once he joined the army and started climbing on the ranks, to the point of reaching Lieutenant Colonel of the main army of Tel'Renas, it allowed him to live quite a comfortable life.
- **Occupation:** he's been a soldier for 30 years. His sense of justice and loyalty to Tel'Renas makes him truly enjoy his job. As a commanding officer he doesn't have to be on the frontlines, but still, he really enjoys a good fight, and will always be the first on the charge.
- **Education:** due to his origins as a middle class citizen, Alister hasn't been able to have the education he wanted. Even though, he's had a very strict military formation and is quite good with numbers. His experience commanding in battles has left him a very good understanding of orientation and map interpretation.
- **Home:** He lives on the barracks of the now depleted and scarred human army, 100km away from the ruined capital Tel'Renas.
- **Religion:** Although he's not the biggest believer, he's quite the superstitious man, in general terms he believes he's doing the right things.
- **Race, nationality:** human, born in the kingdom of Tel'renas.
- **Place in community:** he's always been the leader type, being it on a friendly game with friends or in the midst of battle.
- **Political affiliations:** although he's always liked to defend and protect his friends and family, he has never been bothered by political affairs apart from the basic ones.
- **Amusements, hobbies:** he loves to do sports and physical activities of all sorts. Also he loves to hang out with buddies, mates or friends and have a good drink while enjoying a great meal.

PSYCHOLOGY

- **Sex life, moral standards:** he's always been in love with the same woman since he can remember. They both grew up together, she became his best friend and later they ended up engaged and married. She makes him the happiest person there is. His moral standards may change, although he has a great sense of duty and justice, Alister will let those feelings away if it means a way of protecting his loved ones.
- **Personal premise, ambition:** even though he loves his job, on a longer scope he wants to settle down and be on a quiet and chill place with his wife and family and as close as possible of his friends. Alister wants to become the father of a big family, but for the moment, he only has one son, Oliver.
- **Frustrations, chief disappointments:** his biggest frustration is the incapability of giving his wife more sons, not that they haven't tried long enough.

- **Temperament:** he usually has the tendency to face people and start fights but the time you get to know him you discover he's a caring and lovely person.
- **Attitude toward life:** he's the optimistic type, he always daydreams on achieving all what he wants but whenever that is not possible he gets really frustrated and doesn't know how to deal with it.
- **Complexes:** he despises spiders.
- **Extrovert, introvert, ambivert:** extrovert.
- **Abilities:** he is a very skilled warrior, his proficiency with sword, shield, and all kinds of melee weapons is godlike.
- **Qualities:** he's one of the most loyal and loving people there is. He will give his 110% protecting what he loves. He's very brave and will never back down from a fight even with the odds being against him.
- **I.Q:** 90.

Alister is the tough guy that thinks he's capable of do everything by his own. After asking Aikon to join him, he begins to see him as a leader and it allows Alister to rethink his way of life and thinking, he wants to end the fighting, unity all Gaia and live peacefully with his family.

TORB JORGMARGSSON, THE FALLEN:

PHYSIOLOGY

- **Sex:** Male
- **Age:** 200
- **Height and weight:** 3,80m, 350kg.
- **Color of hair, eyes, skin:** black hair, red eyes and pale skin.
- **Appearance:** his big and bulky shoulders reflect at the perfection his hard and big physique. Everyone that has the bad luck to cross paths with him will feel fear. His big size makes his footsteps reverb all around him creating an unnerving sound. His pale face creates a great contrast with his totally darkened hair that falls down on top of his plated armor stained by the blood of his enemies. He wears a pair of big gauntlets, bigger than his actual hand size, with an edgy and pointy look that means to be a threat to his foes.
- **Defects:** his face and body are full of scars due to battles and fights of all kind. He's lost his left eye and a huge scars covers the entire left side of his face.

SOCIOLOGY

- **Class:** born in the bosom of the Lerganstain tribe, he quickly defeated the previous patriarch of the tribe and established himself as the chosen one. Now he leads one of the biggest armies on Gaia, all its members being rogue Mountain Borne who are focused on killing all the other sensing civilizations on the planet to let the skytears corrupt the entire planet.
- **Occupation:** he's the archetype of a berserker warrior. Before he got corrupted by the Void and began acting as his herald, he was a fierce fighter. After the corruption he established himself as the emperor of a mountain borne empire set to "liberate" the planet in order to prepare the coming of his demon lords from the void.
- **Education:** all what he knows has been imprinted in his head by the void itself.
- **Home:** Torb and his fellow warriors reside somewhere in the highest mountains of Gaia, striking different cities and mountainborne settlements, but their home has no particular location.
- **Religion:** he has one and only lord, the Void himself.
- **Race, nationality:** mountainborne brought to life by the stars on the Shivering peaks.
- **Place in community:** he is destined to be the savior of Gaia and its biggest leader.
- **Political affiliations:** he has total loyalty to his demon masters and will act as they say.
- **Amusements, hobbies:** fighting and bloodbaths.

PSYCHOLOGY

- **Sex life, moral standards:** asexual, he has no sexual desires whatsoever and thinks sex is a waste of time and energy.
- **Personal premise, ambition:** uniting or destroying all mountainbornes and then eradicate all life from Gaia letting the Skytears completely corrupt the planet.
- **Frustrations, chief disappointments:** he has no room for frustrating feelings as they cloud his judgement.
- **Temperament:** highly explosive character, has no doubts on using extreme measurements of force to achieve what he pleases or his masters orders him.
- **Attitude toward life:** total nihilist.
- **Complexes:** doesn't have any.

- **Extrovert, introvert, ambivert:** extrovert.
- **Abilities:** one of the most skilled warriors, his skill with axes and maces is divine. He can tap into ancient mountainborne magics and void corruption alike.
- **Qualities:** Torb has to be one of the most ambitious beings on Gaia.
- **I.Q:** 80.

Although he was a normal mountain borne once, he was corrupted by the void some years ago, and now follows the orders of a demon lord. He will try to exterminate all races of Gaia with his empire of bloody mountain borne to let the evil void reach Gaia with all its power.

Main Plot

Context

On the beginning of the universe two forces collided. The light and its paragons and the void. A massive battle began creating matter and energy currents on all the creation.

After millennia of fighting the light achieved a major victory, vanishing the void to another realm of existence. Then the paragons of light began imbuing all planets that were touched by the magic currents remnants of the battle, in order to ensure that the void didn't sprung out into existence.

This paragons then took all kinds of forms, ones became stars and constellations, others transformed themselves into entire nebulae or planets, others shifted their appearance into magnificent creatures called Dragons. All this paragons would be called from now on Celestial Guardians.

What the Celestial Guardians and the light didn't know is that the void was still "alive" congregating massive forces and magics from all planes of existence in order to strike back.

As life began to appear on every planet that the Celestial Guardians kept, the void began his revenge.

In an instant old remnants of the void began to appear all across the universe corrupting everything they touched, even the planets and stars couldn't be spared, creating enormous black holes and twisted celestial orbs.

The Celestial Guardians and the army of light tried to fight back, but it was futile as the void was even stronger than before.

In a last battle the void dealt a decisive blow corrupting the light itself and enslaving it. The Celestial Guardians start being corrupted as well, bringing the corruption to the most remote parts of the universe.

This corruption, once collided with a planet, began to change its inhabitants into twisted creatures and demons that then, sprung this corruption even further beyond. In order to do so, the void magics allowed its minions to create and cross portals that connected far points of the universe, and thus began the Void Conquest.

Backstory

Gaia is one of the biggest habitable planets on its region of the universe, its surrounded by 3 moons and orbits a giant yellow star.

Celestial Guardians protected this planet as it had a huge connection with the universe magics and was susceptible to void's corruption. This Guardians took forms of constellations that watched over gaia amongst the stars, they are now called Celestial Beings and are the creatures that create mountain borne.

Humans, Dwarfs and Orcs began to appear to, and populated the entirety of the planet. Humans and Dwarfs were allies and began to exchange knowledge on magic, technology and weaponry. The Orcs in the other hand were totally opposed to human kind and now and then a war would begin over territory being trespassed or any other excuse.

The main human kingdom Tel'Renas was the pinnacle of technology and magic connection in Gaia and acted as its main hub of trade and exchange between kingdoms and races. Even some Orc tribes would go to Tel'Renas and exchange knowledge and goods.

But wars kept going. They were appearing in fact until 100 years prior to the start of the game, the void corruption had arrived. But things like the void or the war that clashed the light against its corruption was totally unknown for every race of Gaia. This magic collision was called **the Skytear** as massive portals began to appear and brought mysterious creatures outside from Gaia.

This portals connected Gaia to other planets and ends of the universe bringing also climate changes and cataclysms to Gaia itself.

Humanity and Orc-kind decided to settle down their differences for a while knowing of the futility of fighting each other while Gaia was being invaded. This "coalition" lasted until 5 years previous to the start of the game.

This year almost meant the end of humanity. A massive portal appeared on the sky above the capital city of Tel'Renas, named after the kingdom itself. Soon after an enormous winged creature emerged from it and rendered the entire city down. A dragon came to Gaia and destroyed its entire human kingdoms.

70% of humanity perished on this incident and the dragon disappeared into the skies, never to be seen again. With its capital destroyed, the orcs decided to attack once again on the humans, even if they agreed to a non-aggression pact 95 years earlier.

Humanity, once the most powerful race on Gaia, now is a shadow of its former self, and humans are being killed by orc raids, by demons of the void and skytears alike. In order

to survive huge amounts of survivors and refugees flee the ruined capital of Tel'Renas and decide to look for another place to live.

The game starts at this point.

Plot

The main character, Aikon (named like this for the sake of easier understanding on this document) finds himself in the middle of a migratory caravan fleeing from the still smoking and charred ruins of Tel'Renas.

Once a vast and rich kingdom, its lands now scarred and abandoned, Tel'Renas is a huge wasteland. Aikon, having lost all of his family and friends on the devastation 5 years earlier decides to embark on a new adventure, he will join the army, or whatever is left of it, and take revenge on those who are destroying humankind.

Thus Aikon leaves and reaches the human's army camp a couple of days later on horseback. Once he arrives he sees what he expected, a depleted and scared army, not combat ready in the slightest and awaiting a total and complete annihilation if they truly decide to march into battle.

There Aikon meets Alister Grant, the former Lieutenant Colonel of the first human army. Alister is a likable and big man, he's quite the eccentric kind of guy and quickly establishes a good relationship with the protagonist. Alister wants to take revenge on the massive black dragon that destroyed Tel'Renas but knows that is impossible with the current state of humanities armies.

Then both Aikon and Alister decide to go on a detour, they will go and try to convince every single settlement, city, clan, tribe and army on Gaia to join forces once again and settle things down. Things won't be easy though, Dwarves are quite the reserved type and they prefer the commodity and safety of their underground cities, orcs are in open hostilities with humans and some mountain borne are meant to be going rogue and killing every life being they keep in contact with.

With those bad odds in their favor, Aikon and Alister still decide to give it a shot, everything will be better, even if they only manage to recruit one single man, or dwarf, it will be better for all, the more people they convince the greater the odds on humanity's behalf.

On the way out of the camp, the party meets Cel, a rogue girl that is being imprisoned for the accusation of stealing food and supplies. Alister says that he remembers that girl's face and doesn't believe that she was stealing anything.

Aikon then decides to be some sort of defense attorney and defends Cel from the accusations, proving them wrong at the end, discovering the true robber and freeing Cel. She, in gratitude for the help, decides to join them into their adventure. Thus the party of three members parts into the vast lands of Gaia in order to recruit people onto humanity's, and Gaia's cause: the liberation from the skytear's corruption and the end of that damned dragon.

Aikon and his companions reach one of the few human settlements that have started to build some sort of town or village. After some troubles and side-affairs, the party achieves their cooperation into the bigger cause.

With a nice amount of humanity survivors, they decide to start trying with the rest of the races of Gaia. The order that the party will try to convince them is depending on the player's choice. Main plotlines will ensue at every encounter with those races.

- The party arrives at the town/city/settlement.
- They encounter one of its inhabitants, its relationship may be modified due to the current relationship with that race of the party or in the general context (humans and orcs are not the best of friends).
- After talking or fighting your way through the party gets a meeting with the ruler of the place.
- They are now tasked with some missions, defeat a monster, talk with another tribe, help them with resource gathering, etc.
- After completing the task their relationship with the party will improve.
- Once this relationship status reaches a certain threshold that town/city/settlement will join their forces with the party's, giving the party a new member and enlisting soldiers to Gaia's armies.

Once Gaia's armies have the minimum amount of soldiers in order to engage on the dragon, the player will have the choice to keep on with the plot or keep trying to recruit more soldiers.

Once Aikon comes back to the human armies camp, he will now lead with his party at his side, the attack on the dragon. They devise a plan in order to lure him out from wherever he's hiding and then enact the strategy.

Once the dragon appears all Gaia's united forces engage on it. It's a fierce battle and Aikon deals the finishing blow, killing and destroying the dragon.

The moment his death body falls into the ground and starts to melt down in energy waves and weird purple-ish particles, a massive portal appears. One even bigger than the one that brought the dragon to Gaia in the first place and destroyed Tel'Renas. From this massive portal endless waves of demonic fiends, weird creatures and twisted terrors begin to appear. These foes start fighting with what's left of Gaia's army.

When all hope seems lost, from the same portal a blinding bright light begins to grow larger and larger and ends up erupting into a torrent of light and flame crossing the portal into Gaia, after it 4 dragons, this time yellow and white with golden wings appear.

These dragons don't seem to be focusing on Gaia's armies, instead they fight those demonic hordes until the last of them has been destroyed.

Once the battle has ended, one of the dragons, the biggest one, lands in front of Aikon, and with no threat apparently visible, approaches his head into Aikon's hand. The moment he touches the magnificent embodiment of light of a creature that it's in front of him, Aikon begins to listen 4 different voices.

The dragons begin talking with Aikon. They tell him they are Celestial Guardians, tasked with the destruction of the Void all around the universe. Their numbers have diminished as the void keeps on corrupting Celestial Guardians all around the firmament. The dragon that attacked Gaia 5 years ago and now laid dead on the battlefield was once one of them, but was completely corrupted by the void. After killing him the void dispatched huge amounts of demons into Gaia in order to totally take it into its corruption and thus the dragons came on its aid.

The biggest dragon, called Xar-ur, warns Aikon that the void will notice this defiance and will try to imprison the entire planet, and it will be soon. In order to stop its corruption spreading Aikon must muster all of Gaia's defenders and face the Void eye into eye, only then they will be able to free their planet, and the dragons will be there to help him.

Before departing into the firmament Xar-ur gives Aikon a last warning, take care of that who calls himself the herald of the void, a mountain borne who has been corrupted by the void, and is trying to kill all living things on Gaia to let the void in. His last words, in more or less 1 year the void will start its revenge on Gaia. Be prepared.

With this last warning Aikon and his party, once again, embark into another adventure: holding the spread of the void's herald's armies. The name of this mountain borne is Torb Jorgmargsson, also called "The Fallen", and he is mustering a lot of mountain borne into his cause.

Thus the party goes into another campaign across Gaia, keep recruiting more soldiers and cities and stop Torb's armies once and for all, and they only have 1 year to do so.

Aikon and his party finally face off with Torb and defeat him, mustering the rest of mountain borne into their ranks. The attack of the void is nigh and Aikon has to return and gather all his armies.

Now being the commander of Gaia's armies, the dragons descend from the sky with Xar-ur leading them. When the massive portal spawns and engulfs the entire battlefield, all Gaia's joined races rush into it and arrive at a weird and twisted planet, in the middle of it a huge eye stares into Aikon, it's the personification of the void attacking Gaia.

The battle starts and allies and foes fall everywhere around Aikon, he has to face huge and vile creatures that could terrify even the bravest of the soldiers, but he is ready. With Xar-ur's blessings and the might of all Gaia by his side, Aikon kills foes until he reaches the center of the void, the final duel starts and with the help of his party, specially Cel and Alister, Aikon deals the ending blow. Gaia is free from the void finally.

Although the void has been driven out of Gaia, its corruption still spreads all across the universe and Aikon now realizes his fate: with all Gaia's armies united, he must journey into the stars and defeat the true origin of the void and bringing the light back to the universe.

Every allie who has betrayed him, every foe that didn't join him, every soldier that went rogue or ran away from the fight, all of them must answer the call. Aikon and his party go into the last adventure in Gaia, they will go into every settlement or race that they didn't convince and recruit and gather them all once again for the fate of Gaia.

In the end, with all Gaia united, with Cel, Alister and the rest of his party by his side, Aikon stares into the huge skytear that originally appeared on Tel'renas, Xar-ur and the dragons stand by his side, all of them, together, join the other Celestial Guardians and races across the universe into the crusade against the void.

THE END

Settings

The Skytear, being an RPG with a huge map and world, has very different settings. From high and frozen mountains to scorching deserted wastelands or immense swamps. The most important places during the story are the next:

Ruined Tel'Renas

Tel'Renas was known all around Gaia for, apart from being the capital of the human kingdom, and the center hub for trading across all Gaia, due to its incredible beauty and magnificence.

Tel'Renas was a huge walled city. The walls were 20m high in some places and were adorned with huge watchtowers. 8 huge gates let the visitors come through the walls and enter the great city.

It had huge marble towers that reached out for the sky, and the main castle was placed in the middle of the city, watching over its entirety.

Now what's left of it it's a scorching ground and blackened rubble due to the dragon's fire, that burned for almost 5 years. There's nothing left of the outer walls, neither of the main streets and precious buildings it had. Only weird, black and tall structures still stand in the middle of the rubble. The main castle exploded when the dragon attacked and there's nothing left but a huge crater.

Those ruins extended far and wide, the once magnificent white city now a shadow, literally, of its former self. For kilometers where the city and its outer villages stood only blackened ground and crystal stands. The once green and full of life woods and forests around its walls, the great river that crossed it, gone, destroyed, burned.

About 20km outside of where the outer walls stood, the destruction markings of the dragons began to fade, and 50km away from the city the first settlements appear. Refugees in huge tent camps trying to at least get some sleep.

The entire kingdom began to crumble, its cities started to be abandoned, humanity feared the dragon, so they fled away from the former Tel'Renas. From bird's eye its even visible, how entire cities evacuate in huge caravans, even 5 years after the ruination, all due to the dragon.

The shivering mountains

A mountain ridge that stands as far as the eye can see. Standing on top of the furthest north reaches of Gaia, these huge ice and rock walls stand strong. The tallest of them all can even reach the 9km of altitude.

Temperatures here can reach easily the -50C° and even -120C° during winter at nights.

Its inhabitants, the mountain borne, climb down its rock edged faces in order to go find food and resources in the huge valleys created between mountains. These valleys are home to one of the biggest ecosystems of Gaia, huge forests full of life that are the survival tools for the mountain people.

On those same valleys is where the mountain borne erect camps and little villages and become sedentary, although having a nomadic kind of culture, they like to settle down during the harshest months of winter and refuge on the more temperate valleys.

On the top of the tallest mountain, Mt. Trar, mountain borne have created a huge temple in order to pray and thank the Celestials.

Nag'gorosh

Sacred city for the orc people. Nag'gorosh stands at the bottom of a huge valley where 4 mountains converge, being it full of rivers trees and wildlife around the city's rock outer walls.

Being small in comparison with human cities or even Kar-merdur, capital of the dwarfs, Nag'gorosh is the biggest orc city all around Gaia. Mainly constructed with wood and rock its buildings allow hundreds of orcs to live together instead of each family having a tent.

In the centre of the city we can find dozens of temples in honor for the thousands and thousands of gods orc people have. These temples form a massive circle in the middle of which stands the city castle, main political hub of the orc empire and home to the orc high matriarch.

Kar-Merdur

Deep underground in the middle of a mountain ridge west of Tel'Renas, Kar-merdur is carved on the rock walls of an inner set of caves. The rock marvel, as its called, it's a huge underground city full of tunnels and structures that, at first glance, may seem a mine shaft instead of a city, but once after the visitor has crossed this first set of outer tunnels, he will find a huge cavern, lit with thousands of lights of different colours and full of tall buildings erecting themselves from the walls of the cavern.

In the middle of this marvelous sight, an enormous inner lake stands underneath the rock city. In the ceiling of the inner cavern there are different railways that connect each side of the cavern, there are also portals created with dwarfen technology, mixing magic with human technology and creating artifacts capable of doing the unthinkable.

Thousands of dwarfs life in Kar-Merdur, they plague the city with life and light. The rock walls of the cavern are full of taverns, markets and all some sorts of social interactive places where the dwarfs get to rest, eat, drink or celebrate after their mining shifts are done.

Kar-Merdur is an ever expanding city, its tunnels will reach other mountains eventually and the city will grow even larger.

Center Gaia

As its name stands, it's the main continent of Gaia. It is home to humanity and a few of dwarven kingdoms, Kar-Merdur withing them.

It's the biggest terrain extension there is and its geography may vary all across its land. From big mountains on the west and south to great grass fields on the center all around the now ruined Tel'Renas.

NorthEnd

Home to the shivering mountains, home of the mountain borne and some orc clans. Its land is nearly entire ice, snow and rocks, with huge mountain ridges and frozen lakes. The only "green" places can be found between mountains, in huge valleys.

The desolation

Huge desert that extends from the south of central Gaia to the far south and east. Its sands melt the flesh of whoever would try to walk barefoot. The only sentient beings found are sand eels and other creatures that feed of whoever is dumb enough to cross it, or even between them.

Gameplay

Overview of Gameplay

The Skytear is an action RPG in real-time with a 3rd person camera. The movements, skills, and abilities of the characters will play fluently and with high speed creating a sensation of frenetic combat but with a huge importance of strategy, each time you start a combat your positioning will determine a huge part of the outcome.

Gameplay Mechanics

The Skytear has the normal classic RPG mechanics but with some new additions.

- **Combat:** being it melee, distance, long ranged or even magic involved, combat is the way to defeat your enemies. With a huge variety of weapons, each changing the move set and skills of the character, the ways to destroy your foes are almost limitless.
- **Magic:** only a few of Gaia's population can tap into magic and weild it as weapons or armor. The user might create huge water currents to drown the enemies with, arcane blast that destroy whatever they touch or fire fields to scorch entire battlefields.
- **Dodging-Jumping:** mobility is key. During a close combat rolling or dashing an attack can mean your survival. With jumps players can quickly climb terrain and reposition themselves to prepare stronger attacks or the get the high ground advantadge.
- **Dialogue:** sometimes during a combat the player will have the choice to stop fighting and talk his means through. Creating aliances, or just talking people to submission, dialogue might be usefull sometimes, but not in 100% of the scenarios.

Gameplay Feel

The Skytear has 2 main gameplay loops, exploration and fighting. The first one occurs when the player decides to go to a place of Gaia and request the aid of a settlement or town, here he will find NPCs to talk to and gather information, sidequests to gather more members for his party or just free world exploration in order to discover secrets or unravel side plotlines.

In the other hand, combat is key to the Skytear gameplay, after all, its you'r way to get experience, level up and increase your traits and skills. Being it a realtime combat style combat has to be frenetic but also with the fashion of classic RPGs, strategy is key. The player will have to manage his party if he doesn't want any of them dying, manage his resources, stamina wears down as you run, jump or dodge attacks and mana is the key resource of magic, run out of it and you are lost.

In order to create a combat system to the likings of new and hardcore players, the Skytear uses a weapon skill set like Guildwars's 2, each weapon determines the skills the player has. Each weapon has 5 skills, 1 being its auto attack with no cool down and usable every time the player has a target. Its damage is low but as it doesn't have cool down it can be used in between skills and rotations.

- Sword
 - Auto attack: quick slash with the sword.
 - Strong Slash: after a little wind up, slash in front with the sword (3 seconds).
 - Flurry: deal a combo of 10 strikes to your target (15 seconds).
 - Piercing Strike: after a short delay dash to your target and pierce it, with a critical strike that deals 150% more damage (10 seconds).
 - Whirlwind: charge a strong attack, then release a whirlwind of steel slashes around you (25 seconds).
- Axes
 - Auto attack: quick slash with one axe at a time.
 - Cyclone: start spinning around and dealing damage all around you, lasts for 5 seconds (15 seconds).
 - Rampage: jump to your target and deal an X slash with your axes (10 seconds).
 - Double Strike: two massive slashes with both axes at the same time (7 seconds).
 - Throwing axe: throw the axe to your target at a long distance and then let it hit the ground, while with one axe only Auto attacks and cyclone may be used (with less damage). Picking up the axe resets this skill cool down and grants all axes moveset (7 seconds).
- Sword and shield
 - Auto attack: quick slash with the sword.
 - Strong Slash: after a little wind up, slash in front with the sword (3 seconds).
 - Flurry: deal a combo of 10 strikes to your target (15 seconds).
 - Block: raise your shield to block the next attack's damage and 50% of incoming damage 5 during 5 seconds after. (10 seconds).
 - Parry: raise your shield to block the next attack you receive. If timed correctly this skill can be reactivated to do a counter attack that deals 250% damage (10 seconds).
- Longbow
 - Auto attack: shoot an arrow to the target.
 - Poisoned arrow: shoot a special arrow that poisons the target for 5 seconds dealing damage over time (15 seconds).
 - Barrage: charge up a shot, then shoot 10 arrows straight at the same target with incredible speed.
 - Field of fire: shoot a special arrow to the ground which creates a fire cone shaped field in front of you, burning enemies for 3 seconds (10 seconds).
 - Nock, draw, loose!: charge a shot, then release the arrow to the target dealing 150% damage. If this arrow kills, reset this skill cool down and increase its next arrow damage for 20% (max 200% increase to a total of 350%) (15 seconds).

- Spear
 - Auto attack: pierce in front with the arrow.
 - 3 strikes combo: attack with one end of the spear, then with the other one and after that a bask with the middle part in 2 seconds (10 seconds).
 - Slash: after a wind up, release a slash in a 180° field in front of you (6 seconds).
 - Wood whirlwind: start spinning the spear in front of you destroying every projectile launched at you during 5 seconds (20 seconds).
 - Piercing heart: start running to your target becoming untargetable during the process, then pierce it dealing 300% damage (25 seconds).
- Mace
 - Auto attack: deal a blow with the mace.
 - Bash: charge a powerful blow that knocks back the target (7 seconds).
 - Charge: run to your target then knock him and stun him for 2 seconds (10 seconds).
 - Ground Pound: charge a powerful blow and then hit the ground, knocking back enemies inside a radius and slowing those outside of it for 2 seconds (20 seconds).
 - Hammer throw: throw your mace to the target if it hits the mace will return to you decreasing this skill cool down by 3 seconds, if it kills the target its cool down is refreshed entirely (15 seconds).
- Great sword
 - Auto attack: deal a slash with the great sword.
 - Strong flurry: deal a 5 slash combo to your target (10 seconds).
 - Slash and dash: dash to your target and deal a slash, if it kills him reset this skill cool down (10 seconds).
 - Intimidation: scream and intimidate your foes in a radius, intimidated foes deal 30% reduced damage for 5 seconds (30 seconds).
 - Tornado: start spinning around releasing a whirlwind of steel and slashes around you (20 seconds).

The player can have 2 weapon sets equipped but only one may be used at the same time, it's possible to change sets during combat but it has a 9 seconds cool down. The inactive set will have its cool downs refreshing as if it was the one currently in use.

Control Scheme

The Skytear will be only playable by keyboard and mouse, these are the default settings.

Button/ Touch Input	Action it Performs
W/S/D/A	Move forward / Move backward / Move Right / Move Left.
Space Bar	Jump
Shift	Run while hold down.
Control	Roll
1	Weapon Skill 1
2	Weapon Skill 2
3	Weapon Skill 3
4	Weapon Skill 4
5	Weapon Skill 5
6	Magic Skill 1
7	Magic Skill 2
8	Magic Skill 3
9	Magic Skill 4
0	Magic Skill 5
Left Click	Chose target/Chose dialogue option
Right Click	Untarget selection
Mouse3	Switch between weapons

I	Open inventory
Esc	Open Menu
Q/E	Rotate camera left / Rotate camera right
C	Open Character menu
M	Maximize minimap.

Game Aesthetics & User Interface

The game graphics are realistic and based on medieval and classic phantasy. The visual effects of magic and especial weapons and skills are meant to be spectacular and give the feel to the player that he is handling a very powerful weapon.

The UI of The Skytear need to be clear and not stand out due to the realism of the graphics.







Dialogue & Storytelling:

Start Cinematic Dialogue:

The start cinematic of the game puts the player on the skin of the avatar (Aikon) that he has created, as he follows a caravan outside the ruined Tel'Renas and decides to get away in a horse and go to the army's camp.

EXT. OUTSKIRTS OF THE RUINED CITY OF TEL'RENAS

A huge number of carts, refugees, horses, livestock and wounded civilians march from the scarred and still smoking ruins of the one glorious city of Tel'Renas, capital of the human kingdom. AIKON looks behind and inspects the neverending line of refugees that flee the city searching for somewhere to call home.

GUARD

C'mon move forward fellow citizens! We will find a new home away from this acursed lan! Keep moving forward, don't look behind!

AIKON turns around to see the screaming GUARD organizing the constant flow of refugees.

AIKON

(sigh)This land ain't cursed at all...

AIKON keeps on marching and spots an old man with 2 horses.

OLD MAN

Let's go honey, let's go, we need to keep going, nothing good awaits us here. C'mon Stella.

AIKON

Stella? Weird name for a horse. Are you okay sir? May I help you out?

OLD MAN

It's okay son, my mare, Stella, seems quite anxious, and my old bones cannot keep pulling her forward.

AIKON

Don't you have anyone to help you?

OLD MAN

Anyone? No. My wife died, my sons died. For the All Mighty, I almost died to, and wouldn't that be a relief? I cannot hold on anymore im exhausted. Why would that thing come and destroy Tel'Renas? Did we anger God?

AIKON

I think that creature was a dragon. And no, I don't think at all that this has anything to do with the All Mighty, in fact he maybe doesn't exist at all. Shit happens. Sorry for your loses tho.

The OLD MAN sighs and negates with his head.

OLD MAN

Youngsters this days... At this rate I will have to lose this 2 horses too.

AIKON reaches out into his leather bag and gets out a small pouch full of gold coins.

AIKON

Let me help you out with that. How much for the mare... Stella was it?

OLD MAN

What use does gold have on this times anyways? The mare is yours, just be carefull, she's quite the anxious type. Pull the reins hard and keep them tight, she's sometimes a bit reckless.

The OLD MAN hands AIKON the reins and Stella aproches his nose and starts inspecting AIKON's body smell. She then reacts and neighs.

AIKON

Wooooo! Easy there.

OLD MAN

That means she likes you. C'mon Stella, let him ride you.

AIKON takes the reins and mounts STELLA. The mare neighs once again and starts shacking her head and rear legs.

AIKON

Godspeed old man, hope you find somewhere to rest soon enough.

AIKON starts herding STELLA and she starts galloping in the oposite direction of the caravan.

THE GUARD sees AIKON aproaching and halts him.

GUARD

Halt there youg man! Where are you supoused to be going? There's nothing awating you on Tel'Renas, turn around and leave!

AIKON

Easy there, I wanted to ask you something, Where does the rest of the army stay? Is there any camp near?

THE GUARD surprised first shrugs his shoulders and sighs slightly

GUARD

Army? If there's any left they will probably make camp on Del'Daren, 2 days east from here. Still, I don't think you should even go there, I believe they are planning to go chase the dragon or something. Those lads are mad, they will only bring the fury of the God upon them.

AIKON

Gods, Dragons. Whatever, Del'Daren, East, 2 Days. Thank you kindly. GO!

AIKON herds STELLA once more and she gallops faster than before.

AIKON (cont'd)

Doesn't matter if its a mad idea, better die having fun than rotting in this caravan for even a day more. C'mon Stella forwards!

AIKON rides STELLA into the horizon, leaving behind the ruined capital and its smoking burned towers. The caravan keeps moving south, away from the ruination.

Environment Dialogues:

Couple of example dialogues that will be played by NPCs as the player walks by.

Two women in a pillaged village:

- **All of our belongings...**
- Absolutely all is burned now.
- **And now, what are we going to do?**
- They have been stolen, our lives, our entire lives have been stolen from us.
- **Where do we live now, where do we sleep or eat?**
- Those bastards!
- **What have we done to deserve this?**

An ambulant merchant and a citizen

- **Sir! Today is your lucky day!**
- I don't need anything.
- **I have high quality wine at half the price!**
- I told you already, I don't need anything.
- **C'mon mister! Don't be shy and give it a taste!**
- Are you deaf or something?
- **You don't have to be that disrespectful sir; I'm only doing my job here.**

Two soldiers on their break

- **Today's quite the calm day isn't it?**
- Yes, I will die of boredom.
- **This wasn't what I had in mind when I joined in.**
- Well, I prefer a quiet morning that one without a break.
- **I need some adrenaline!**
- As long as you have food for your family and a roof shut up and work.

Two orcs hunting in the woods

- **I tell you, there's a deer tight there.**
- We have been staying quiet for half an hour now.
- **And we will stay half more if we need so.**
- I'm tired and hungry!
- **Stop whining, get the deer.**
- Our bags are full with scores, leave that damn deer.
- **I told you I saw it.**

Two dwarfs in a tavern

- **Are you looking at me?**
- You are the one looking at me!
- **So you want a fight eh?**
- Come say that to my face.
- **Oh yes? Let's go out.**
- Of course mate, you'll see what's good.

Storytelling:

Most of the story, lore and plot lines will be given to the player via dialogue or exposition of some sorts, being it reading books found on the levels or with cinematics. Even with the great part of it being distributed through exposition, the player will have the chance for interpretation as some parts of the environment, mostly for side quests or mere exploration, will just have environmental storytelling.

The player will get clues only through assets found in an area and will be able to form a story itself that may be different from the one another player interpreted.

Puzzles:

Scattered all around the game, puzzles can be found in order to achieve extra content, advance in the storyline or get rewards such as new weapons or skills.

This puzzles may vary between dialogue puzzles, environmental puzzles, sequence of actions puzzles, riddles and complex ones mixing parts of every other puzzle.

First puzzle, prove Cel's innocence.

Conversational and environmental puzzle in the first act of the game, once you've met with Alister and decide yo leave the camp, you discover that Cel is about to be judged for supposedly stealing resources from the camp's warehouse.

You will have to act as a defense attorney for Cel and prove she's innocent.

1. Gather evidences on the warehouse
 - a. Search the floor for footprints
 - i. Find armor boots footprints
 - b. Search the boxes for any marks
 - c. Search any indications that the door has been busted

- i. See that the keyhole has been broken and the mechanism is completely bust
2. Gather evidences outside the warehouse
 - a. Explore outside the tent for any markings.
 - i. Discover footprints and markings of resources being dragged down.
 - b. Try to find where the marks lead.
3. Gather evidences from witnesses
 - a. Interrogate the guards of the warehouse (Dialogue puzzle).
 - b. Interrogate Alister (Dialogue puzzle).
 - c. Interrogate Cel (Dialogue puzzle).
 - d. Interrogate the prosecutor (Dialogue puzzle).
4. With enough evidences, start the trial and demonstrate that Cel was in fact not the one who stole it, instead it was the guards.

Second Puzzle, find Kar-Merdur.

After getting enough humans into your cause, the party leaves Tel'Renas in order to find help in the other races of Gaia, one of them being the dwarves.

Kar-Merdur, their capital, is somewhere over the mountains west to Tel'Renas, but the entrance is not that easy to find, especially now that they closed it with magic in order to not be found by any vile creature from the skytears.

The only help Aikon has it's a map with some inscriptions in dwarven old tongue and some kind of amulet that he achieved when he found a dwarf on the way here, the amulet is full of riddles and non-sense jibberish.

The first step is being able to understand the map, to do so, the player must interpret the markings done on its back, in human common tongue, they say: "once the pale light shines its brightest, lift me up and I'll show the way". (Once at night with a full moon, lift the map up and it will show a translating method for the dwarven tongue runes).

After that, the player has to translate the markings on the amulet that discover another riddle: "Not on the highest mountain, nor in the deepest cave, Kar-Merdur is home, and home might be found where one pleases".

Now with that riddle interpretation, Aikon must go where the map marks Kar-Merdur's location. It's on a huge mountain side with what seems to be a closed entrance to a cave. There Aikon must carve in the rock the runes for "Home" in dwarven old tongue and the wall suddenly will open and let the party into Kar-Merdur.

Third Puzzle, get the void sword.

One of the side quests of the late game introduces the player to a tale told by a refugee in one of the human camps, he talks about a small portal that is constantly shooting out beams of void magic out.

Following his instructions, Aikon gets to the position told by the old man and enters the portal. This becomes a jumping and timing puzzle that will get harder the further it gets. After completing the puzzle Aikon will get the void sword, one of the best swords in the game.