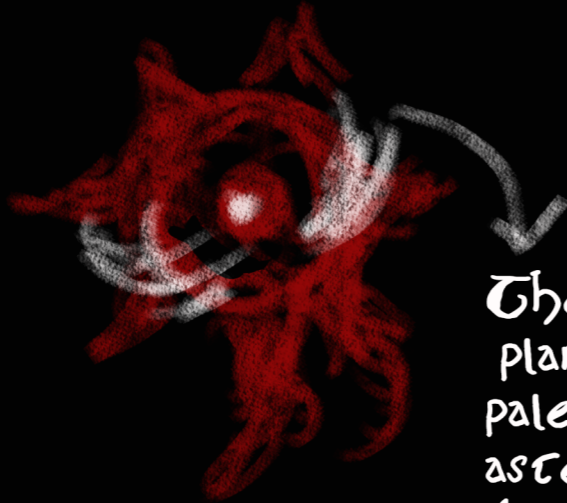
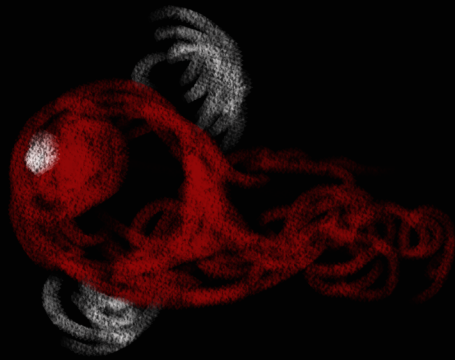


# Sea of Blood

MOVING



The planet's pale asteroid belt.

# The Injured Planet

The entire planet is a living eye.

The tears of blood shed by the injured planet turned into ocean.

Every time the planet's wound grows larger, the player's vision darkens as if they have lost their sight.

The larger the planet's wound, the larger the ocean becomes. A bigger ocean allows for the exploration of more treasures, among which are items essential for saving the planet. Players must choose between growing stronger in greed and saving the planet.

ocean

○ The main screen is 2D, but it transitions to 3D upon entering the ocean (though this aspect is not certain and may not be a necessary feature).

● Balancing the depth of the blood ocean and the brightness of the visuals is necessary.

Planetary Damage Level.	depth of the blood ocean	Visual Range.
0%	5%	100%
15%	20%	90%
30%	40%	80%
50%	70%	65%
85%	90%	20%

● The Blood Sea is a pre-designed level map, but its depth represents the deepest area the map can be explored.

● Treasures of the Abyssal Blood Sea.

depth of the blood ocean	5%	40%	70%	90%
Treasures	Clue			
Treasures used to repair the planet	Paint	Bones Sculpture	Iron and steel Gears, rusty brass, robots	Sun Moon Bloody Springs.
Monsters/Dangers.	Leaking cracks	Corpse	Chainsaw	Tail is a blade, a snake inflicting damage upon the world.
Special Ability Items.	sewing needle		Submarine	
Special items enable players to face dangers in deeper waters.				

● Using various materials in different proportions to repair the planet will result in a unique appearance for the planet.



*JOB*

- 1.Programming Requirements: @lociar @Loki
- 1.1Swimming mechanics (could be an illusion, underwater walking, yacht-like movement).
- 2.Art Requirements:
- 2.1Finding references.
- 2.2Concept Art ideas. @Baccy
- 2.3Appearance of the main characters (not yet finalized). @Ziqi Zhu
- 2.4character animation. @Ziqi Zhu @Loki
- 3.Level Design: @Baccy
- 3.1Major underwater levels.
- 3.2Item designs. 小雷
- UI: @Ziqi Zhu (program)
- UI: @Baccy (design)

*TIMETABLE*

5	6	7	8	9	10	11
		立冬				
12	13	14	15	16	17	18
19	20	21	22	23	24	25
		小雪				

discuss

Progress check

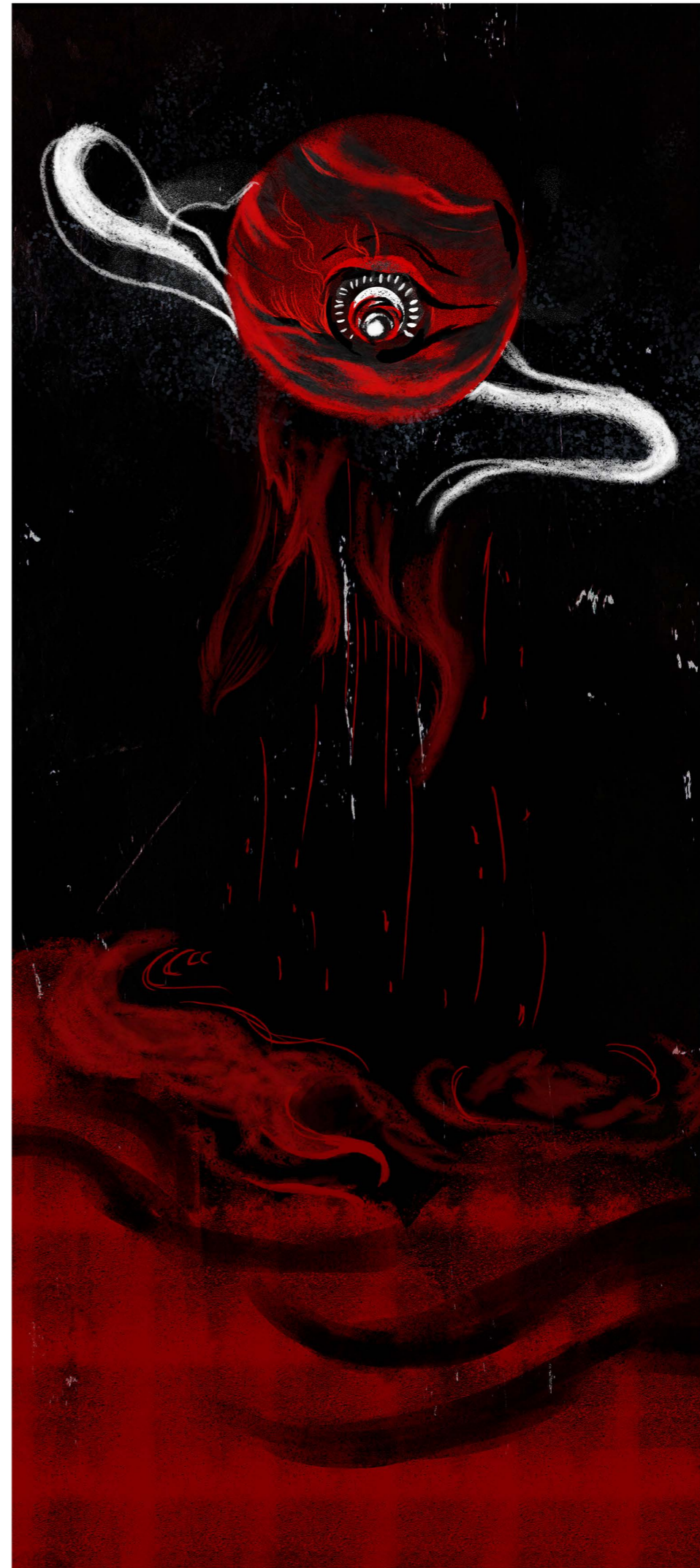
*Feel free to switch roles based on your preferences. If you encounter any challenges or problems that you can't resolve, let's discuss them together.*

*Regarding the decisions made on November 8th: for now, if there's anything you think needs to be added during production, just let me know.*

- **Art: Pixel art style**
  - 1.1 Main character animations, 32x32 pixels
  - 1.2 Background images for the foreground, middle ground, and background.
- **Programming:**
  - 2.1 Swimming mechanics: in progress
  - Some new added mechanics
  - 2.2 Special effects: Loki plans to work on
- **Music:**
  - To be considered later,
  - perhaps some sound effects at most
- **Level Design:**
  - Xian is working on it,
  - currently two pages done Will collaborate with Ziqi on foreground, middle ground, and background (waiting for Ziqi to finish characters)

- Character Model:
- Idle animation 3-5 frames
  - Run animation (in one direction) 3-4 frames
  - Jump animation 2-3 frames
  - Fall animation 1 frame

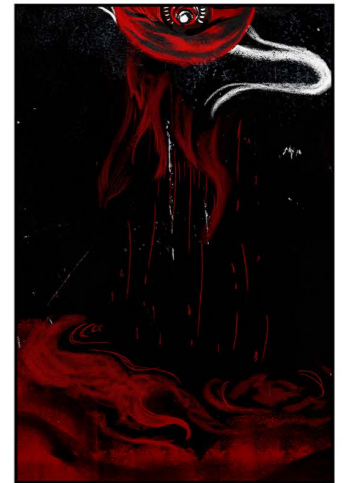
1. Whirlpools
  - Attracted force towards the center, becoming stronger the closer the player gets, with the screen darkening.
2. Glow Nests
  - Trap players who enter. Could disappear a simple QTE (Quick Time Event) to escape. Can be destroyed by weapons, dropping glow-related items.



*game start ui screen*



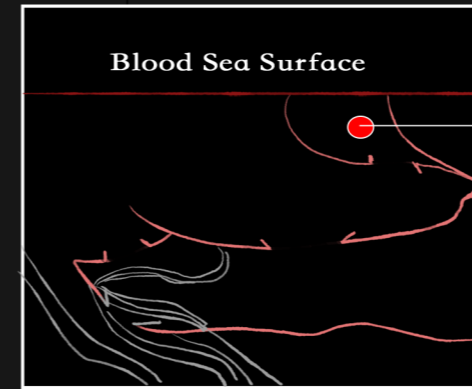
*Click start and scroll down the entire picture to the game ocean*







Blood Sea Surface, with optional dripping blood animations visible.



Glue Nets

Starting Point

1

Guardian Angels floating in the sea, resembling buoys.



Weapon - Guardian Angel  
Throwing type; consumable.

4

The circles in the four regions are the cores of the whirlpools.

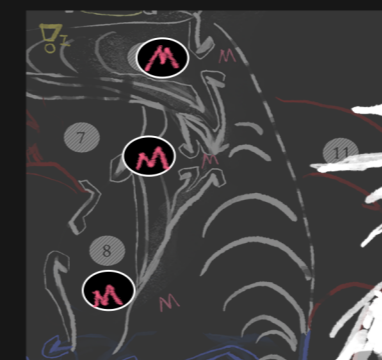


This diagram represents the direction of gravitational pull.

Players in Zone 11 will also be pulled towards this direction, preventing them from straying too far.

The closer to the core, the stronger the gravitational pull (optional, not essential).

4



Disposition: Neutral and friendly;

Behavior: Roams in small, slow circles;

Interaction:  
1. Disappears crying when attacked, dropping white tears;  
2. Being near its circular area weakens the gravitational pull of the whirlpool, aiding players in accessing hard-to-reach areas.

"Dangers: Mechanical traps, background layers, interactive attackable elements.

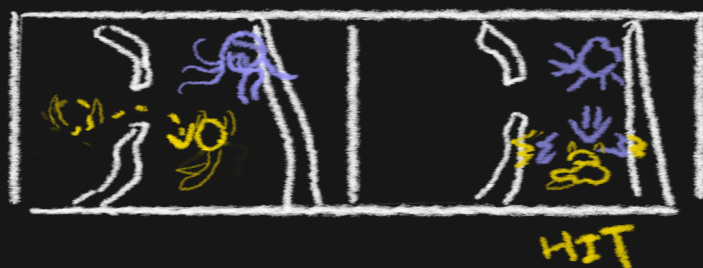
2,7,8:

Eerie Collapsing Sculpture



Shape yet to be decided

Collapses downwards when the player is beneath it, normally part of the background but can be attacked.







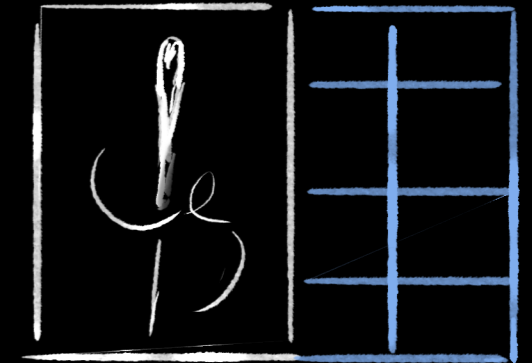
## 2 Shell Grid

Hazard: Difficult-to-move water currents, pulling to the right, caused by whirlpools. 4

The shells can be destroyed by a giant anchor, dropping repair materials: shells.

2-3.

**Key Item: Sewing Needle**  
Unlocking the planet's stitching system  
Planet Stitching: Materials obtained can be stitched onto the planet upon clicking.



Click to display the available materials on the right

3.

The weeping angel will flash by (once)

2-7.

The shell platform here does not block downward movement and is a medium shot. Here are some bubbles that speed up movement



● Empty bottles can collect speed up bubbles

3-5.

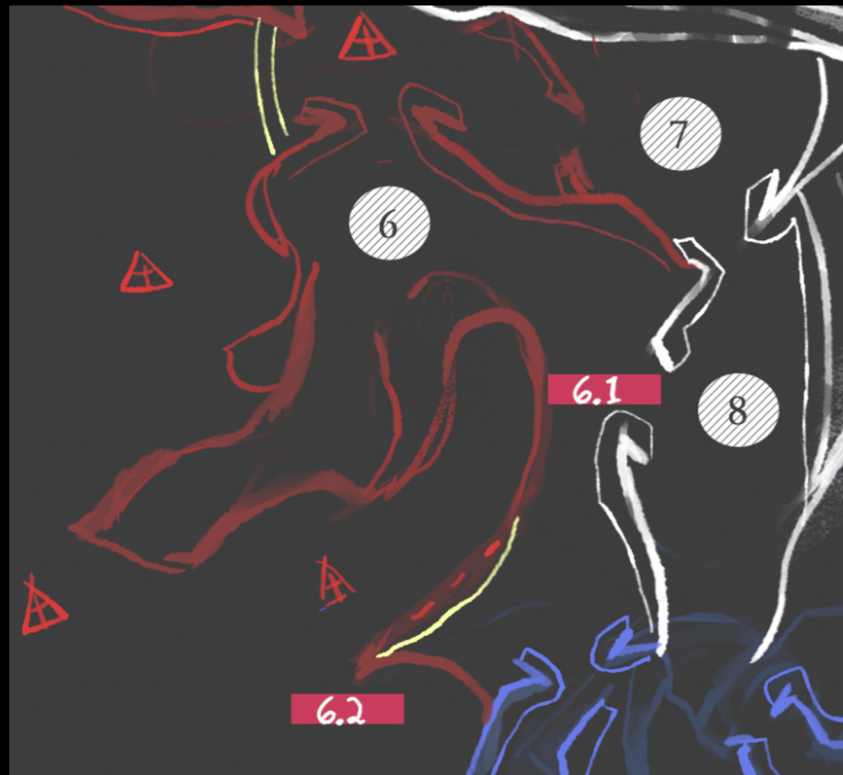
After exploding the spider web, you can see the narrow hole leading into 5.

5.



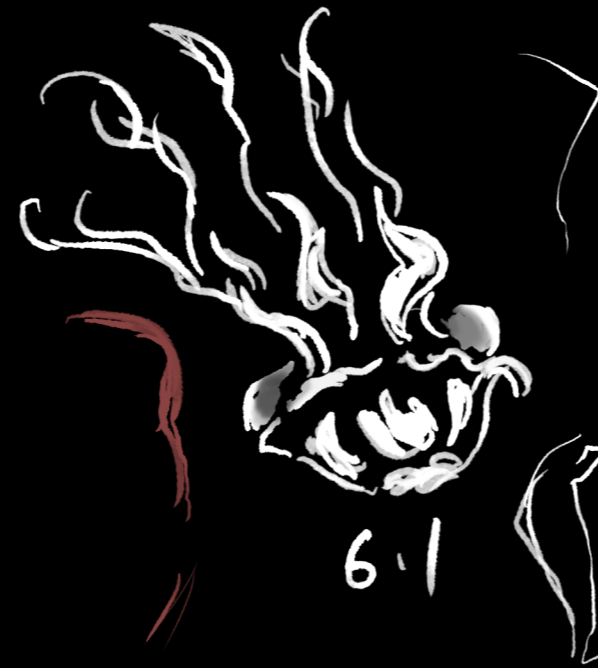
There are 3 sunken empty bottles scattered at the bottom of the coral.

There are 2 sunken empty bottles scattered at the bottom of the coral.



6.1

6.1 is where the wandering jellyfish are located. When the player approaches the corner, they can see the silhouette of the jellyfish tentacles blending into the background.



Tentacles lurking around corners, heads down

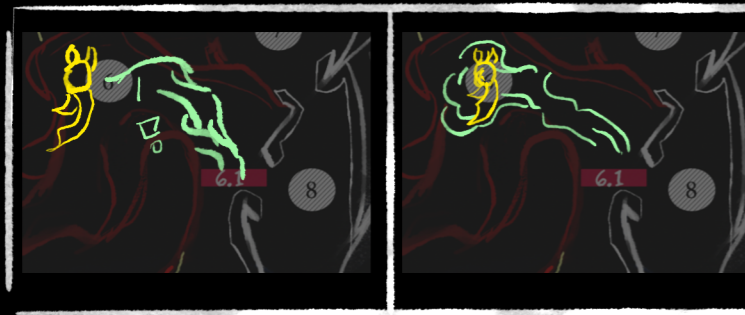
6.2

6.2 Behind the jellyfish is a giant anchor with its resident weapons abandoned.

Bypassing the jellyfish can also be obtained from area 8.

The jellyfish cannot enter because of its size 8.

When the player gets closer, they move from the background to the foreground and actively attempt to grab the player with their tentacles.



Catch with ambush tentacles