

# **Witch of the Woods: Concept Statement**

Witch of the Woods is an action adventure metroidvania about a young witch on a mission to protect and save his dying forest from an unknown threat. You follow Azerial and his familiar Nyx as they travel through the forest of Wilrath, searching for the 5 Ancient Guardian Statues in order to restore the strength of the great spirits and fend off the darkness destroying the land.

## **Genre:**

As a metroidvania, the player will traverse along the land gaining new powers and abilities that will allow them to further explore the Wilrath Forest. They will have to fight their way through the enemies that block their path as well as engage in boss fights that will open new paths to old and new areas similar to Hollow Knight or Ori and the Will of the Wisps. It will be released on all major consoles such as PlayStation and Nintendo Switch as well as PC.

Witch of the Woods will be targeted towards teenagers and young adults but anyone can pick it up and have a good time.

## **Mechanics:**

- Open-world, however sections will be blocked off until the player has received a certain item or ability that will allow them access to the new area. The full map will open to the player with time, patience, and exploration.
- Hack and Slash- fight your way through corrupted creatures with an enchanted sword or use your wide variety of powerful spells to dispose of your opponents.
- Boss Encounters test your skills, rewarding those skilled and brave enough to defeat them with powerful items and new areas to explore.

## **Story:**

Azerial is a young and talented Witch studying to become the Mucroth av Morai or The Witch of the Woods. One morning, he wakes to find his forest dead along with nearly all of its magical inhabitants. Protected by the magic of his late mentor Alastor, the previous Witch of the Woods, his home is the only

part of the forest that remains. Determined to save his home and to find the source of the decay, he ventures out to the heart of the woods with his trusty familiar, Nyx the Crocat. Together they must fight creatures turned to darkness and restore the 5 Ancient Guardian Statues that give life to and protect the Wilrath Forest.

There are 6 major areas of the game, one for each Guardian Statue as well as one central hub the player can come back to. There will also be branching sub areas connected to the major ones that the player can explore.

#### Characters:

- Azerial - A bright young witch, training to become the next Witch of the Woods, a being known to protect the forest and its inhabitants. He was trained by the late Witch Alastor who died not too long before the start of the game. The forest determines whether a witch is ready or not and Azerial has not yet been deemed ready leaving a void in the role of Witch allowing this unknown dark force to take over.
- Nyx - Azerial's familiar. She is smart and witty but kind and caring. She's fiercely loyal and will do whatever she can to aid her witch.
- Willow - A lone merchant who has managed to avoid being killed or transformed by the darkness. She has all sorts of useful items and spells that she is willing to part with - for a price.
- Draven - A strange yet friendly traveler Azerial will often stumble upon. He will offer advice and knowledge of the area or of spells and items and can give hints on later more tricky spots of gameplay.

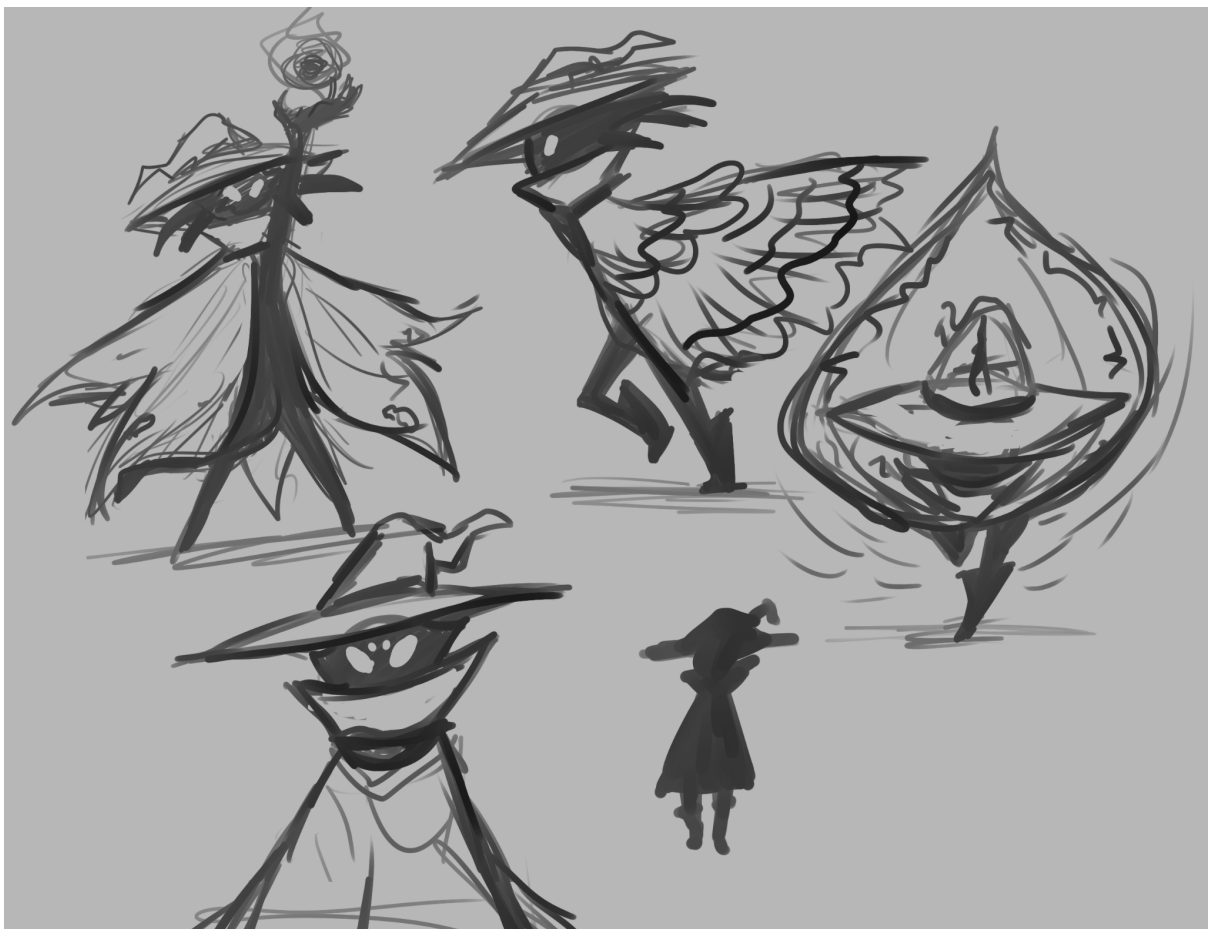
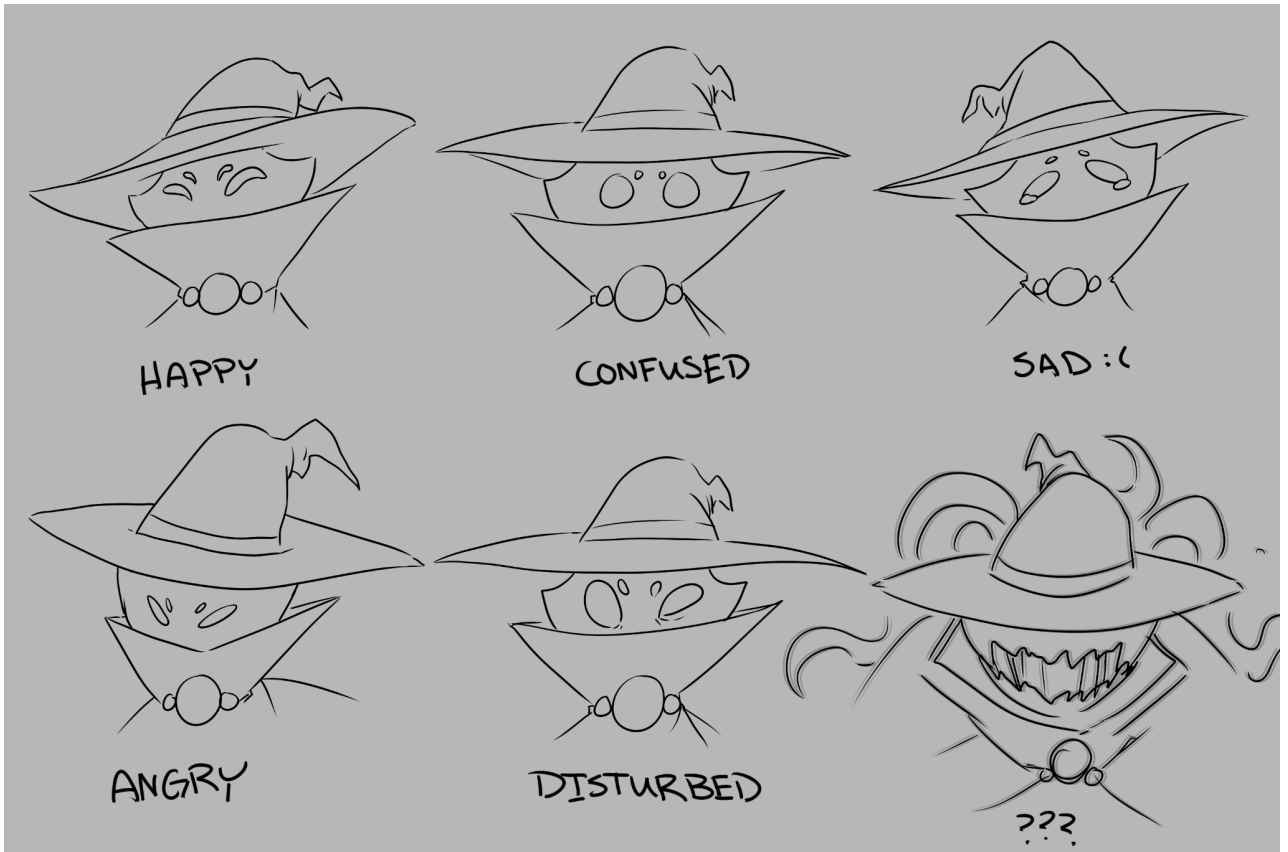
## Character Development:

### Azerial:



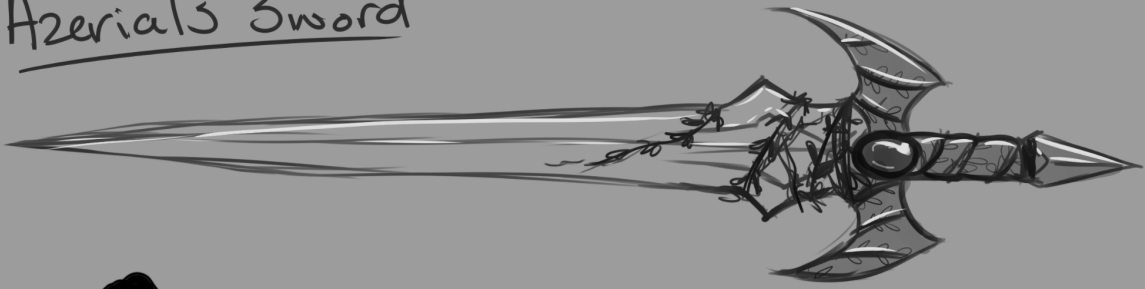








## Azerial's sword



Size to  
Body

Hilt engraved with vines +  
Real vines wrap around near  
hilt



## Alastor's necklace



offered his student Protection

**Nyx:**





NEUTRAL



DISTURBED



ANGRY



HAPPY



CONFUSED

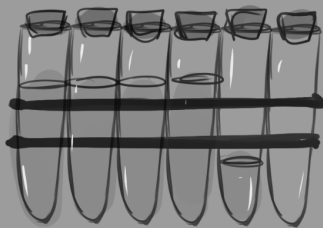
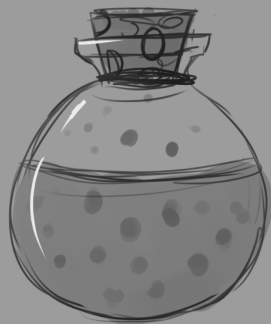
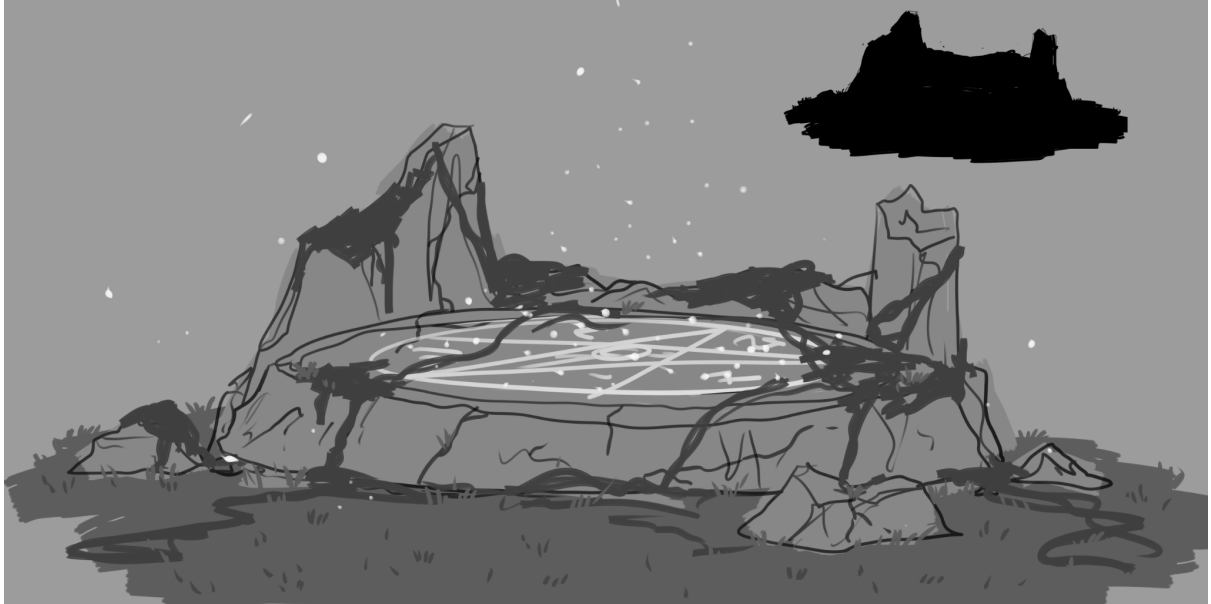


SAD

## Props Development:

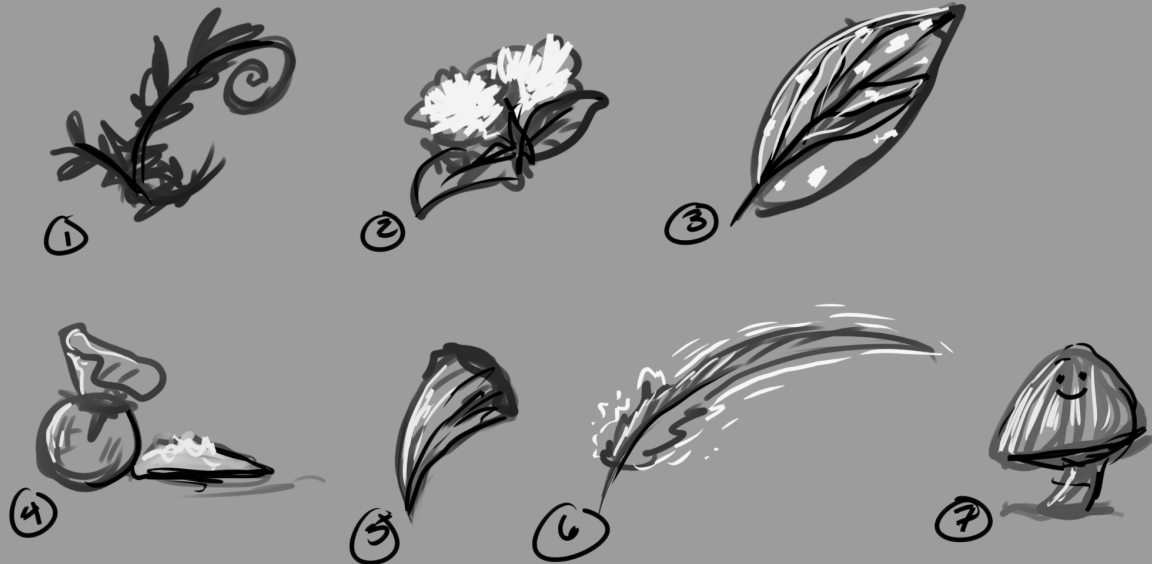


# Old Fast Travel Rune



Craftable Potions

# Craftable Items



# Currency





## Spell Runes



Fast Travel



Healing



Light



Telekinesis

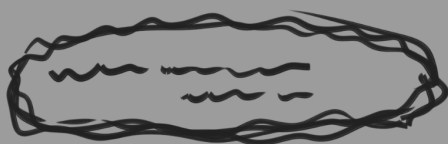
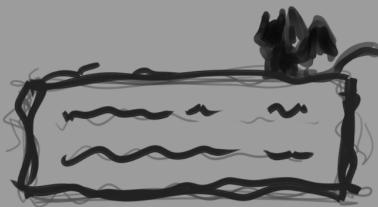
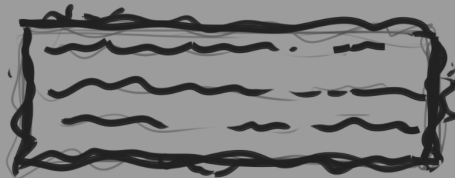


Strength



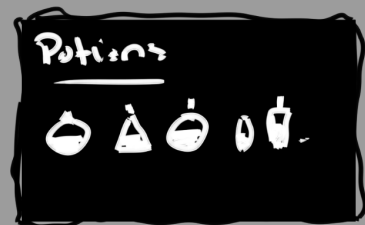
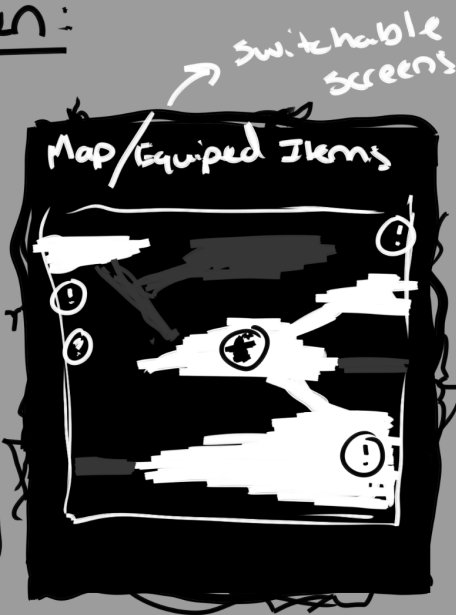
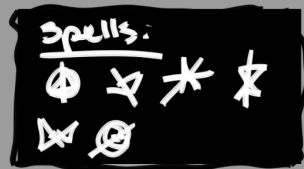
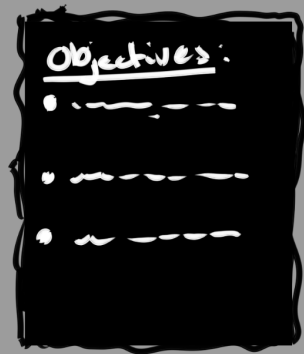
Protection

## UI Development:

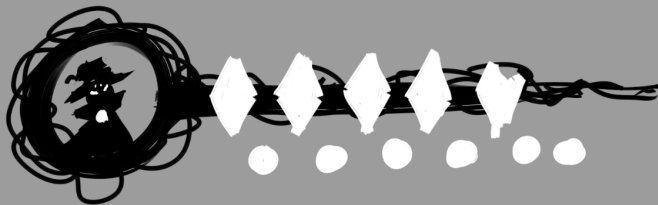


Text Bubble options

## Menu Screen:



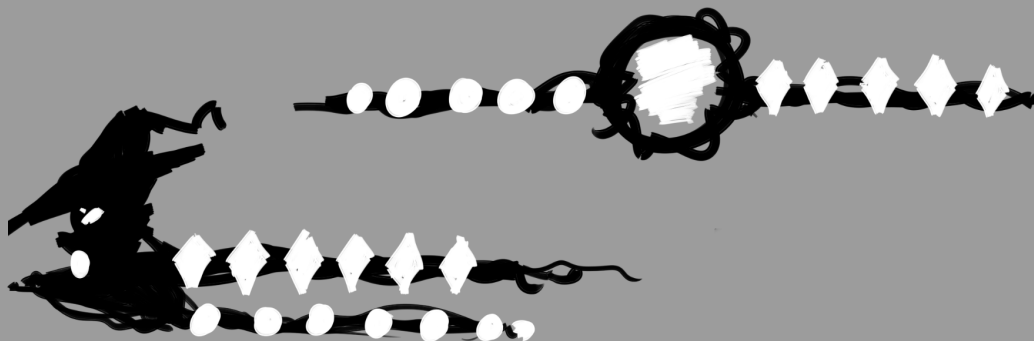
## Health Bar



Health



Mana



## Environment Concept:





