Game Design Document—Echoes of Her (2D)

1. Game Overview Title: Echoes of Her

Genre: Puzzle Platformer / Emotional Adventure

Perspective: 2D Side-scroller

Target Platform: WebGL, PC, Mobile

Engine: Unity (URP 2D or Built-in 2D)

2. Core Concept

You play as a powerful witch (black and red dress) who can rewind time, but only on objects in the world. She also possesses the ability to destroy these objects and restore them using time magic. Through these powers, she navigates a fractured world, seeking the memory—or echo—of a loved one (daughter) she lost to the collapse of time.

3. Key Mechanics

Time Rewind

Target specific objects.

Rewind their state by X seconds.

Visual effect: shimmering rewind ripple.

Destroy Objects

Erase particular objects to open a path.

Limited use? (Tied to a mana/energy mechanic?)

Restore Objects

Use rewind to bring back destroyed objects.

Encourages puzzle solving: destroy, pass, restore.

Object Limit Control

Only a limited number of objects can be active for control per level.

Upgrade/level-based limit increase.

4. Objective: Navigate

each level to reach the exit portal while solving object-based puzzles using your powers. The narrative unfolds gradually through environmental storytelling and soft inner dialogue.

5. Level Design Approach

Level 1 – "The Beginning Echo"

Light intro, basic rewind and destroy.

One tiny flash of a memory — maybe a toy or drawing.

Ends with the witch saying:
>   *"It's still here…"*

Level 2 – "The Hollow Home"

Puzzle complexity increases.

The environment looks like a fantasy forest and a peaceful environment.

The ghostly silhouette of the daughter/apprentice briefly appears.

Optional: Hidden object triggers a memory line.

She says,

>   *"I remember this place."*

Level Progress: Find and kill the dragons to get the heart and activate the time post.

Level 3 – "Torn Threads"

The environment is a crypt with various natural elements.

You need to destroy a memory object to move forward.

Emotionally heavy — she hesitates.

She says:
>   *"I never wanted to forget this…"*

Level Progress: Find and kill the golems and collect the core of them to activate the time post.

Level 4 – "The Last Rewind"

The environment is a futuristic tower. The protagonist needs to reach the upper floor to reach the end of time. All powers are combined in one big puzzle.

Visuals turn dreamlike or surreal.

Final moment: She sees a version of her daughter —can't reach her—she rewinds the whole level, only to let go.

> ***"Please, just one more time."***

Level Progress: Find and kill the Guardian robots to get the Time Gear to proceed further in the game.

Secret Level"The burden of decisions"

The protagonist falls back to the time when everything changed the balance of life because of the protagonist's decision.

As time changes, so do memories.

Ends with the line:
> ***"Some echoes… are meant to fade."*** Fade to soft music & title screen.

6. Boss Battles

Forest Level—Dragon Boss

Location: Deep within a mystical forest.

Role: Guardian of the timepost.

Mechanic: Uses flame attacks, flies, and creates falling debris.

Weakness: Must rewind falling objects or flames back at the dragon.

Ruins Level—Golem Boss

Location: Crumbled ancient civilization.

Role: Golem sentinel corrupted by time.

Mechanic: Throws massive debris, stomps the ground to change terrain.

Weakness: Rewind its fists or debris to expose weak points.

Future Tower Level—Robot Boss

Location: Futuristic tech city tower.

Role: AI-powered robot guardian.

Mechanic: Teleports, shoots lasers, and deploys shield drones.

Weakness: Overload its core by rewinding energy charges.

7. Puzzles and Progression

Use destroyed objects as stepping stones later.

Leave visual echoes of previous object states.

Some puzzles may require the temporary sacrifice of a rewind to proceed, creating moral/emotional tension.

8. Companion Character

Name: Lumen
Form: Magical wisp (converts itself to a book while fighting).
Role:

Offers subtle hints if the player is stuck.

Unlocks hidden memories and interacts with special puzzle elements.

Floats near key objects when idle, indicating clues.

Emotional dialogue support:

> *"She would've loved this place…"*

> *"You're closer than you think…"*

Narrative Integration:

Lumen is a fragment of the soul who loved her.

Dies at the end of the game to give another chance.

9. Art Style Visual Style:

Hand-drawn or soft pixel art with minimalist backgrounds.
Colors: Muted tones, purples, grays, and blues (melancholic).
Visual Effects:

Time Rewind = glowing rewind trail with spark particles.

Destruction = objects dissolve into shadow particles.

10. Audio & Atmosphere Ambient soundscape:

wind, whispers, soft magical chimes.
Background music: piano, strings, ambient tones (like GRIS, Celeste).
No voice acting, just occasional on-screen thoughts like

> ***"She used to run here…"***

> ***"If only I were faster that day…"***

11. Story Summary

The world shattered. Time collapsed. She remained.

The witch seeks the echo of someone she lost — her daughter

She's not fixing time… She's grieving through it.

12. Controls

Action	Key/Button
Move	A/D or ←/→
Jump	Space/W
Rewind Object	E
Destroy Object	Left Mouse Button
Restore Object	R (which is destroyed)

13. Timeline & Milestones

Phase	Tasks
Week 1-2	Core movement, camera, test scene setup
Week 3	Rewind + Destroy systems
Weeks 4-5	Enemy Mechanics and AI
Weeks 6-7	The first 2 levels with visuals
Weeks 8-9	Art pass + SFX + music
Week 10	Polish + UI + intro cutscene
Week 11	WebGL build & publish

Project Starting Date
Goal: 4 months

Witch Character artwork started on 04/16/2025

Witch character controller done - 04/18/2025

Lumen character mechanics