

# Atlas Awake GDD

Earth's protector

-Ranjith

## Elevator pitch

In "Atlas Awake," players take on the role of the powerful and ancient protector of the earth, Atlas. After being instructed by God to care for the planet and its inhabitants, Atlas falls into a deep slumber, only to awaken to find the world in ruins due to environmental devastation.

Equipped with the ability to manipulate time, Atlas must traverse six visually stunning and moody biomes, battling enemies and solving puzzles. Players must use their time control powers to overcome obstacles, uncover the cause of the destruction, and ultimately vanquish the source of the problem before God arrives to judge the world.

With intense combat, intricate level design, and a mind-bending narrative, "Atlas Awake" challenges players to save the world from its own demise by controlling time itself.

## Concept

### Overview

- Genre: Hack'n'Slash, Side Scrolling Platformer
- Target audience:
  - Age: 15 - 20
  - Gender: Male/Female
  - Mobile Players

- Monetization: Subscription, Premium version, Sponsorships, Subscription
- Platform : Mobile (Android/IOS)

## **Theme and setting**

The Game takes place in a fantasy world where we operate a steampunk-inspired workstation alongside our mechanical allies, each with their own unique roles. Using this technology, we can observe and manipulate the physical realm, as well as open portals to various biomes within the spirit worlds that are unseen by humans.

Our task is to visit these biomes, which have been heavily polluted, identify the spirits responsible, and restore them to their original state. The Water biome, for example, has been contaminated by chemicals and waste dumped by a nearby factory. Meanwhile, the Land/Underground biome suffers from excess landfill waste due to rampant construction and demolition without proper waste disposal alternatives. The Air biome is also heavily polluted due to the burning of fossil fuels, compounded by attempts to reduce landfill waste through a factory operation.

Lastly, we must also confront the corrupt human ruler who controls the Void, a realm ruled by death, and who has employed factories to corrupt both the spirits and the world itself.

# Story

## BackStory

In the beginning, the Almighty created the world and entrusted Atlas with the sacred duty of protecting it. He also created twelve spirits to assist us, and made us the rulers of these spirits. These spirits were responsible for maintaining the balance of life and death, the ozone layer, water, land, and various other elements. We, the keepers of time, possessed the power to control time and the twelve spirits.

We lived in a dark, steampunk-looking hub, where we monitored the world with the help of our mechanical allies. We could create portals throughout the world to monitor it closely, but we also had the power to stop all living organisms on earth, except for those in the spirit realm.

For a while, things went well, and humans flourished with the guidance of Atlas and the spirits. They built civilizations and lived in harmony with the earth. But, in our moment of complacency, we awoke to a terrible reality. Our physical globe, which allowed us to see the state of the world and the spirits' location, revealed a polluted, overcrowded world. The spirits were missing, and we felt disconnected from the world. Someone or something had taken over the spirit realm, and the connection was lost.

As we investigated, we discovered that humans had grown greedy and cunning, building massive industries that polluted the air, water, and land. The spirits were powerless without their leader, and the imbalance caused them to go mad.

The industrialist, Tchort, rose to power with his insatiable greed and cunning intelligence. He ruled the world with his unlimited wealth and desire to control everything around him. He established monstrous industrial complexes that spewed poisonous chemicals into the air, water, and land, turning the earth into a barren wasteland. The spirits, responsible for maintaining balance and harmony, were left helpless without their leader, and their mental state began to deteriorate rapidly.

Tchort's chemical industry dumped toxic waste into the ocean, driving the water spirit, Abzu, into a deep depression and an overwhelming sense of isolation. The once-vibrant ocean became a lifeless void, and Abzu's fear of any being grew more profound with each passing day. Tchort's insatiable thirst for power led him to cut down most of the trees, leaving the land spirit, Tiamat, with no choice but to morph her own body and become obsessed with mechanical things.

The air around Tchort's thermal power plants became so polluted that it turned the ozone spirit, Enlil, into a desperate creature that indulged in black magic to call out for help. Tchort's most dangerous scheme was to control death itself. His people discovered a way to tap into the realm of death, the void, filled with lost souls. The increasing ratio of death due to Tchort's industrialization caused the ruler of the void, Yama, to become angry and unpredictable. Tchort saw an opportunity and performed his own spiritual practices to open a portal to the void. But things went horribly wrong as he and his men were overtaken by the lost souls and the ruler of the void. Tchort was possessed, and his once-human body now roamed the earth, controlled by the very spirit he sought to control.

## **Key Plot Elements**

Once we woke up from our slumber, we were stunned to see the world in ruins. We searched for answers and turned to our

butler for help. He explained that due to pollution, the spirits had gone mad, and he couldn't even connect with the spirit world. We used our time powers to stop all humans and met up with our crew, including Hermes, who could open portals for us, but only with energy points. Unfortunately, our points had been reduced due to our absence, and we needed to vanquish lost entities to gain them back.

We traveled through a portal to Tchart's disposal site, an underground landfill area where we encountered Anu, a weak life spirit. She told us how humans had destroyed themselves through pollution and how Yama, the death spirit, was missing. An entity had opened a portal to attain power, preventing her from sensing Yama's presence. Anu also revealed that her life forces were trapped in other biomes.

We brought Anu back to the hub and learned that we needed to help our spirits regain their senses. To do so, we had to master their biomes. Thoth, the knowledge guy, pointed us in the direction of artifacts scattered by Horus, one of our warriors who had gone missing. We found the items and helped our spirits one by one.

Our first stop was Tchart's power plant, where his corporation burned waste and fossil fuel, polluting the air. Enlil, the ozone spirit, had become enraged and started performing rituals to summon us. After defeating her, we brought her back to the hub.

Next, we visited Tiamat, the earth spirit, who loved the planet's geography. After seeing her home trashed, she became obsessed and started collecting objects from the landfill, morphing them into herself. We defeated her and gained access to the portal to Abzu, the water spirit.

Abzu had always loved the ocean's life forms, but they had died due to Tchart's chemical dumping. She had developed a phobia

of anything that approached her. We navigated through the ocean to reach her and learned that Tchort was responsible for everything. With the help of the other spirits, we defeated Abzu's minions and gained enough elemental energy to open the portal to the void.

Entering the void, we found that humans, possessed by souls in the realm, were the enemy. Yama, the death spirit, was now in Tchort, who had tried to open a portal from the human world to the void. The void was already filled with countless souls, and Yama, normally the sweetest of spirits, was filled with anger. With the help of the other spirits, we defeated Yama and brought harmony back to the world.

After each encounter with the spirits, they would explain to us the root cause of the pollution that had ravaged their respective biomes. Enlil, the ozone spirit, told us about the hazardous chemicals and greenhouse gases released into the air by Tchort's power plants. Tiamat, the earth spirit, shared how the dumping of waste and non-biodegradable materials by Tchort's corporation had ruined the land. Abzu, the water spirit, spoke of how the ocean had become toxic due to Tchort's chemical dumping. Through these conversations, we began to understand the magnitude of the damage caused by Tchort and his followers, and the dire need for us to stop them before it was too late.

# **Game play Progression**

## **Act 1: The World in Ruins**

The player have just awakened from a long slumber. He soon realize that the world has been destroyed by pollution, and the twelve spirits that they were tasked with protecting have gone mad.

The player's butler explains that the pollution caused the spirits to lose their balance, and he cannot even connect with the spirit world anymore. The player's first goal is to stop all living organisms on earth, except for those in the spirit realm, using their time powers.

Once this is done, the player meets up with their crew, including Hermes, who can open portals for them but only with energy points. Unfortunately, their points have been reduced due to their absence, and they need to vanquish lost entities to gain them back.

## **Act 2: Anu's Request**

The player travels through a portal to Tchart's disposal site, an underground landfill area where they encounter Anu, a weak life spirit. She tells the player how humans have destroyed themselves through pollution and how Yama, the death spirit, is missing. An entity has opened a portal to attain power, preventing her from sensing Yama's presence. Anu also reveals that her life forces are trapped in other biomes.

The player brings Anu back to the hub and learns that they need to help the spirits regain their senses. To do so, they must master their biomes. Thoth, the knowledge guy, points the player in the direction of artifacts scattered by Horus, one of their warriors who has gone missing.

## **Act 3: Restoring the Spirits**

The player finds the artifacts and helps the spirits one by one.

Their first stop is Tchart's power plant, where his corporation burns waste and fossil fuel, polluting the air. Enlil, the ozone spirit, has become enraged and started performing rituals to summon the player. After defeating her, the player brings her back to the hub.

Next, they visit Tiamat, the earth spirit, who loved the planet's geography. After seeing her home trashed, she becomes obsessed and starts collecting objects from the landfill, morphing them into herself. The player defeats her and gains access to the portal to Abzu, the water spirit.

Abzu has always loved the ocean's life forms, but they have died due to Tchart's chemical dumping. She has developed a phobia of anything that approaches her. The player navigates through the ocean to reach her and learns that Tchart is responsible for everything. With the help of the other spirits, they defeat Abzu's minions and gain enough elemental energy to open the portal to the void.

## **Act 4: The Void**

Entering the void, the player finds that humans, possessed by souls in the realm, are the enemy. Yama, the death spirit, is now in Tchart, who has been possessed by the ruler of the void. The player must defeat Tchart and free Yama.

## Act 5: The Final Showdown

After freeing Yama, the player discovers that Tchort has been building a massive portal to the void to control all life and death. The player must stop Tchort's plans and defeat him once and for all, restoring balance to the world.

## Level Breakdown

### Level 1: Awakening

**SYNOPSIS:** The game begins with the player taking on the role of one of the Keepers of Time. The world is in ruins, and the spirits have gone mad due to pollution caused by Tchort's industrialization. The player must stop all humans using their time powers and meet up with their crew, including Hermes, who can open portals for them. However, their energy points have been reduced due to their absence, and they need to vanquish lost entities to gain them back

**OBJECTIVE:** Stop all humans using their time powers and meet up with your crew, including Hermes, who can open portals for you. Defeat lost entities to gain energy points.

### Level 2: Anu's Call

**SYNOPSIS:** The player travels through a portal to Tchort's disposal site, where they encounter Anu, a weak life spirit. She tells them how humans have destroyed themselves through pollution and how Yama, the death spirit, is missing. An entity has opened a portal to attain power, preventing her from sensing Yama's presence. Anu also reveals that her life forces are trapped in other biomes. The player must rescue Anu's life forces and bring her back to the hub.

**OBJECTIVE:** Travel through a portal to Tchart's disposal site and rescue Anu's life forces. Bring Anu back to the hub and discover the whereabouts of Yama, the death spirit.

### **Level 3: Mastering the Biomes**

**SYNOPSIS:** The player learns that they need to help the spirits regain their senses to restore balance to the world. To do so, they must master their biomes. Thoth, the knowledge guy, points them in the direction of artifacts scattered by Horus, one of their warriors who has gone missing. The player must find the items and help the spirits one by one.

Find the artifacts scattered by Horus, help the spirits one by one, and restore balance to the world.

### **Level 4: Enlil's Fury**

**SYNOPSIS:** The first stop is Tchart's power plant, where his corporation burns waste and fossil fuel, polluting the air. Enlil, the ozone spirit, has become enraged and started performing rituals to summon the players. The player must navigate through the power plant and defeat Enlil's minions to reach her. After defeating her, they bring her back to the hub.

**OBJECTIVE:** Navigate through Tchart's power plant and defeat Enlil's minions to reach her. Bring Enlil back to the hub.

### **Level 5: Tiamat's Obsession**

**SYNOPSIS:** Next, the player visits Tiamat, the earth spirit, who loves the planet's geography. After seeing her home trashed, she becomes obsessed and starts collecting objects from the landfill, morphing them into herself. The player must navigate through Tiamat's transformed lair and defeat her to gain access to the portal to Abzu, the water spirit.

**OBJECTIVE:** Navigate through Tiamat's transformed lair, defeat her, and gain access to the portal to Abzu, the water spirit.

## **Level 6: Abzu's Phobia**

**SYNOPSIS:** Abzu has always loved the ocean's life forms, but they have died due to Tchor's chemical dumping. She has developed a phobia of anything that approaches her. The player must navigate through the ocean to reach her and learn that Tchor is responsible for everything. With the help of the other spirits, they defeat Abzu's minions and gain enough elemental energy to open the portal to the void.

**OBJECTIVE:** Navigate through the ocean, defeat Abzu's minions, and gain enough elemental energy to open the portal to the void.

## **Level 7: The Void**

**SYNOPSIS:** Entering the void, the player finds that humans, possessed by souls in the realm, are the enemy. Yama, the death spirit, is now in Tchor, who has been possessed by the lost souls. The player must defeat Tchor/Yama and close the portal to restore balance to the world. With the spirits back in control, the world is restored to its former glory, and the player can finally rest easy knowing that they have fulfilled their sacred duty as a Keeper of Time. give me objective of each of the levels

**OBJECTIVE:** Defeat Tchor/Yama and close the portal to restore balance to the world.

