

SEVEN DAYS

A Core Mechanic Document

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Brief Overview

Seven Days is a 2.5D platformer that incorporates puzzles, stealth, and basic combat. The player navigates through various environments by swapping forms. In rain/water the player turns into a frog and has corresponding abilities. While dry, the player has the abilities of a human. The player will have to master each form in order to solve trials, all in an effort to restore the character to their true human form.

Narrative

In the Kingdom, before the Prince can become King, they are challenged by the Gods. The challenge tests the physical and mental prowess of the prince. For seven days and seven nights, a curse is laid upon the prince. While in the rain, or when in water, the prince takes the form of a frog. While dry, the prince keeps his human form. As part of the challenge, the Gods test the prince by blanketing the land with rain for seven days.

For the challenge, the Gods separate an amulet into seven pieces. To break the curse, the prince must find and face seven Earthly manifestations. Each manifestation holds a piece of the amulet. Defeat all of these vessels and the prince will earn the seven pieces of the amulet. Once assembled, the prince forges the Amulet of Kings and is deemed worthy. However, if by the seventh day they have not found the pieces needed to make the amulet, they will remain a frog forever.

Gameplay Mechanics

Water vs. Dry

The core mechanic in Seven Days involves swapping forms. Every time the player steps into the rain, lands in a puddle, or walks underneath a fountain or waterfall, they transform into a frog. While they are in dry areas, they will remain in their human form.

Throughout the game, the player will come across many areas that are wet and dry. They will go back and forth between forms many times during gameplay. Usually changing forms is directed by the level, but there are times when the player may have the choice of determining which path and which form best serves their need. One of the challenges is that sometimes the player may not want to turn into one form or the other at the given moment. The levels have many dangerous areas where transforming is inadvisable.

With this swapping form mechanics, there are many opportunities for unique level designs. To advance in the level, the player may have to figure out how to properly use these areas of wet or dry to solve puzzles, access platforms, defeat enemies, or complete other necessary tasks in order to complete the level.

Frog Form

When in frog form, the prince has abilities that correspond to common frog characteristics. They will use these abilities to help navigate the levels, solve puzzles and avoid enemies. While in frog form the player is quick and agile, but they are also very susceptible to damage and they cannot attack. Since they are easily damaged in frog form, the player has to rely on stealth.

Abilities

- **Grapple Tongue** - This is the key ability of the frog form. The player can use the tongue to latch on to platforms. Once attached to the platform, they can lift themselves up to them, dangle off them, swing off them, or even pull themselves down. The tongue can also be used to stun enemies, but it cannot defeat an enemy. The primary purpose of the tongue is to allow the player to navigate platforms in an effort to avoid detection.
- **Leap Ability** - In conjunction with the grapple tongue, the player can also use a frog's ability to leap great distances. The player can latch on to a platform, swing, and then leap forward across chasms or travel long distances. The player can also jump good distances from platform to platform without the need of the grapple tongue.
- **Camouflage** - This is also a key ability in frog form. Since the player cannot attack or defend, they need this to survive. There may be times throughout the level where the player cannot use the grapple tongue to get out of danger. Frogs, as a defense mechanism, can blend into their environment to trick their prey. This is used in the game to same affect. The player can use camouflage in a time of need, but they can only use it a few times before the enemies catch on and it becomes ineffective. While in camouflage, the enemies will pass by the player without seeing them. From there, once the enemy passes, they can disable camouflage and quickly move to safety.

Human Form

As a human, the player can perform attacks and defeat enemies. In this form, the player is not as fast and cannot navigate platforms quite in the same way. They can however manipulate certain objects in the environment and they can create new ways to advance.

Abilities

- **Attack** - Using a sword, the player can slash at enemies in an effort to kill those that may be blocking the path. Certain enemies may make it impossible for the frog form to continue forward. You must defeat them in human form before venturing onward.
- **Shield** - The human form also carries a shield that can block projectiles and other attacks. The shield can also reflect sources of light which can either dry out watered areas, or create more light for the player.

- **Interact With the Environment** - As a human, the player cannot leap great heights or cross massive chasms. They can however interact with the environment. In human form, the player may need to push heavy objects or open gates. This ability can be crucial because the player may need to interact with the environment in order to create new sources of water.

For example, the player may need to move a boulder that was blocking a waterfall. Once pushed out of the way, the water can flow freely. The player can then head into the water and transform into a frog. From there they could get to previously unreachable platforms.

Goals

1. **Successfully navigate the level** - Most traversal is done in frog form. To complete the level, the player must avoid danger as a frog. To do this, the player will have to use the frog's grapple tongue ability to reach safe heights, or use the camouflage ability to mask themselves from the enemy. In human form, they may also have to push away heavy objects or defeat enemies before being able to proceed.
2. **Avoid Damage** - In either form, the Prince is not very sturdy. In frog form, the player is completely vulnerable. One hit and they are defeated. Even in human form the player can only take a few hits before perishing.
3. **Defeat Earthly Manifestations** - After navigating each level, you will come across one of the seven Earthly manifestations. These enemies are a physical representation of each God. They have taken an Earthly form in order to test you. To take down the enemy, you will need to use a combination of both forms.
4. **Collect Amulet Pieces** - After defeating an Earthly manifestation, the player will receive one piece of the amulet. In order to retain the human form and become King, the player must collect all seven pieces.

Environments

In Seven Days, the prince will travel to various locations in an effort to find the pieces of the amulet. The game takes place in lush forests, ancient temples, waterfall drenched caves, and even lost and forgotten cities. Each environment offers a unique challenge for the player. For example, waterfalls create various scattered water areas that make it difficult for the player to navigate and manage both forms. Each gameplay environment spans a single day. This means there are seven different areas to play through.