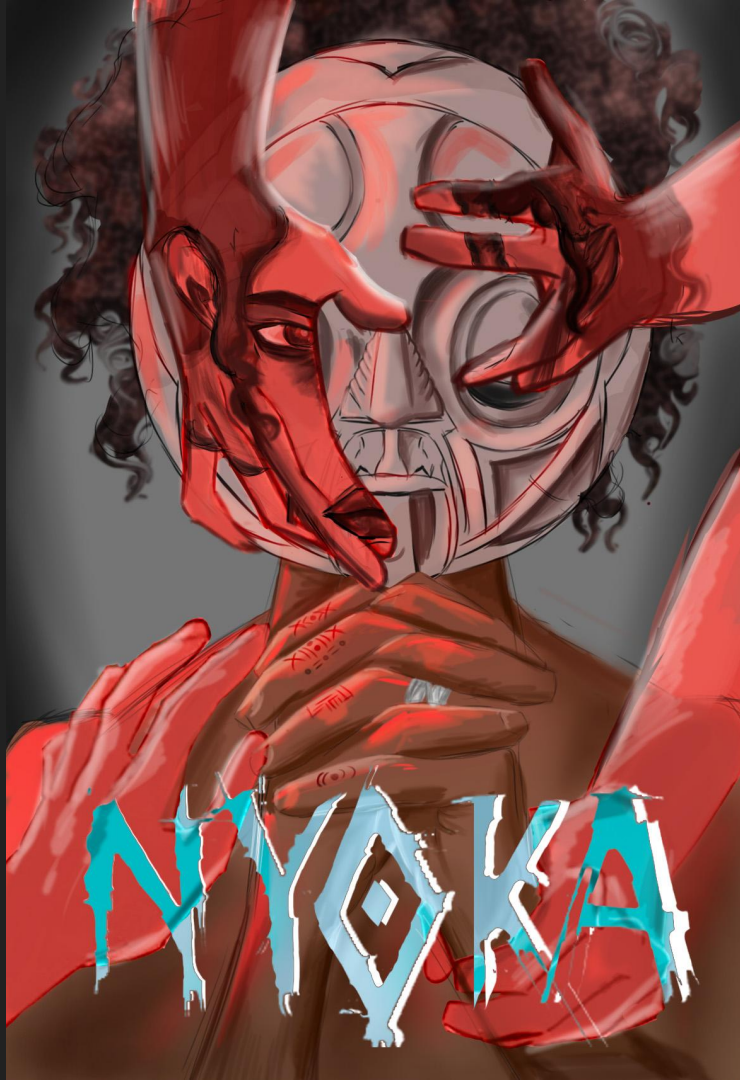


# NYOKA

JOHN MAZHINDU



# Overview

**Game Concept:** Player cursed by serpent spirit, must battle through spiritual realm.

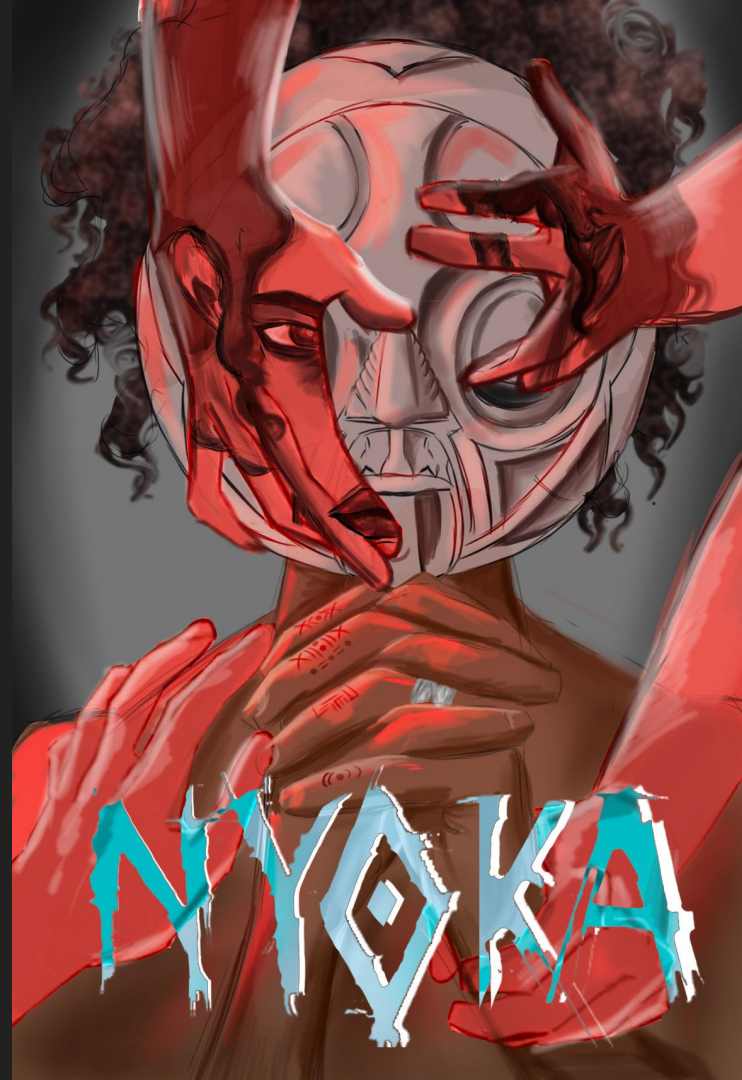
## Similar Games:

- *Hades* (roguelike mechanics, fast-paced combat)
- *Dark Souls* (challenging difficulty, atmospheric world)

**Target Audience:** Action-adventure and horror fans, African folklore enthusiasts, roguelike players.

## Key Features:

- Roguelike progression
- Fast-paced combat
- Rich African spiritual storytelling



# STORY

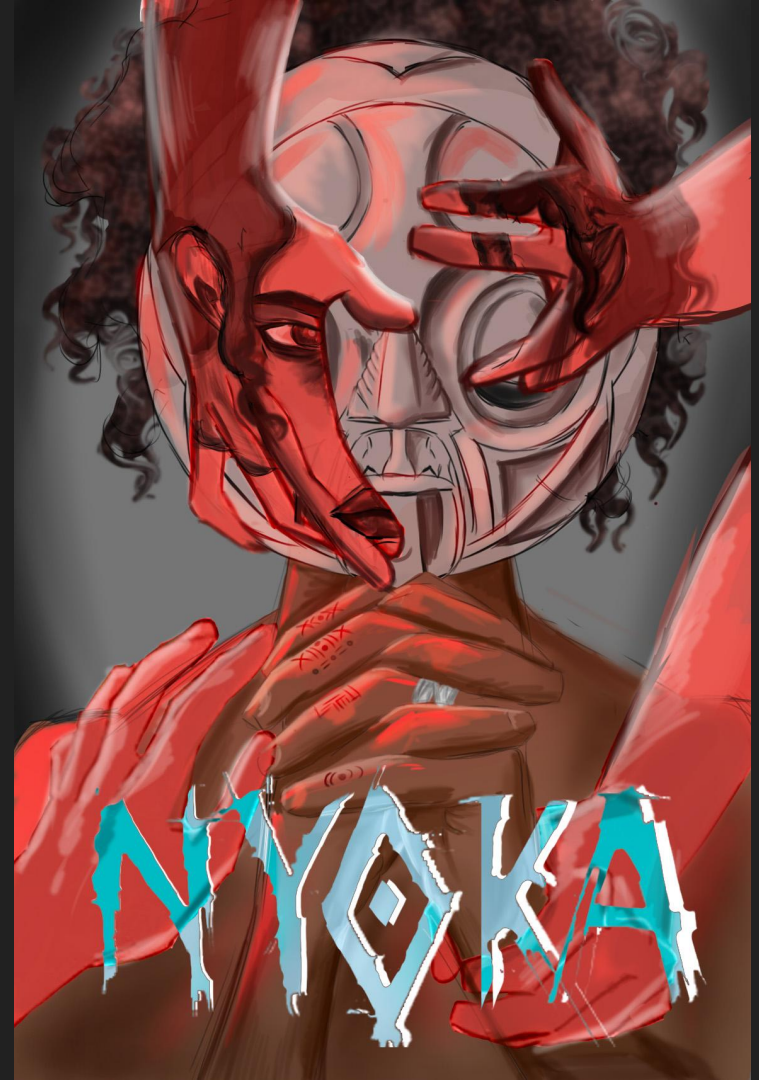
**Main Character:** Cursed by Nyoka, the serpent spirit, after being bit by an angry spirit.

**Objective:** Collect ancestral masks to break the curse and return to the physical world.

**Mentorship:** Guided by an older shaman/spirit figure throughout the journey (Divine Comedy allusion).

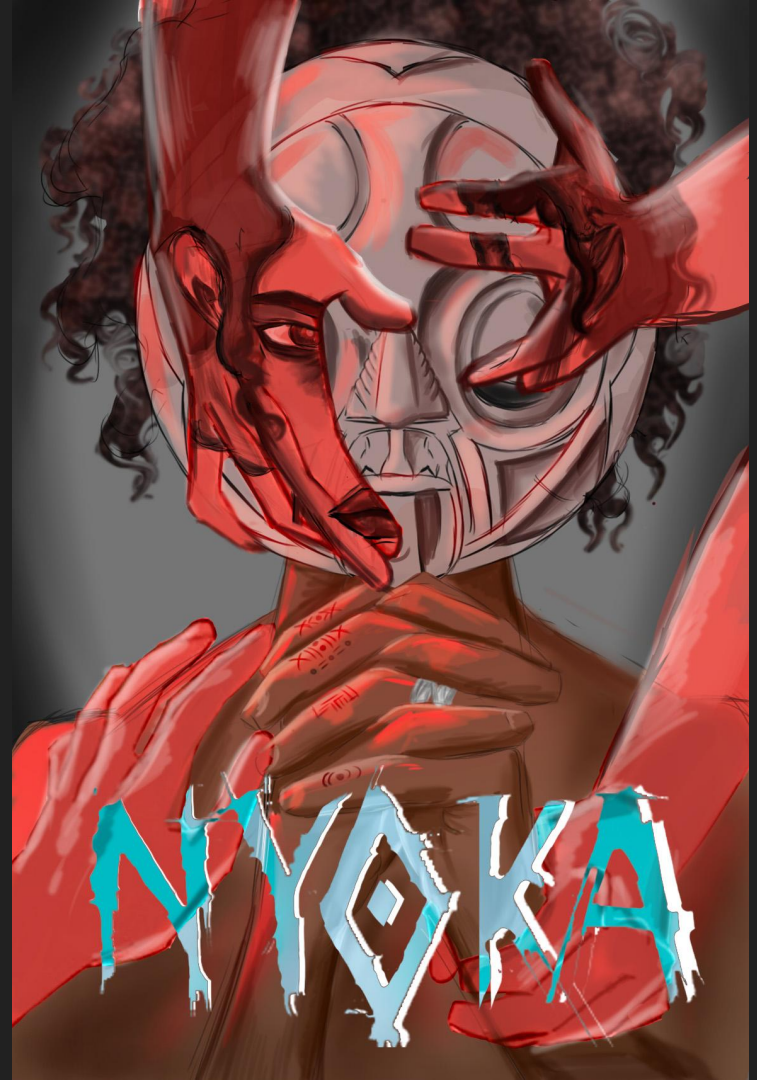
**Narrative Themes:**

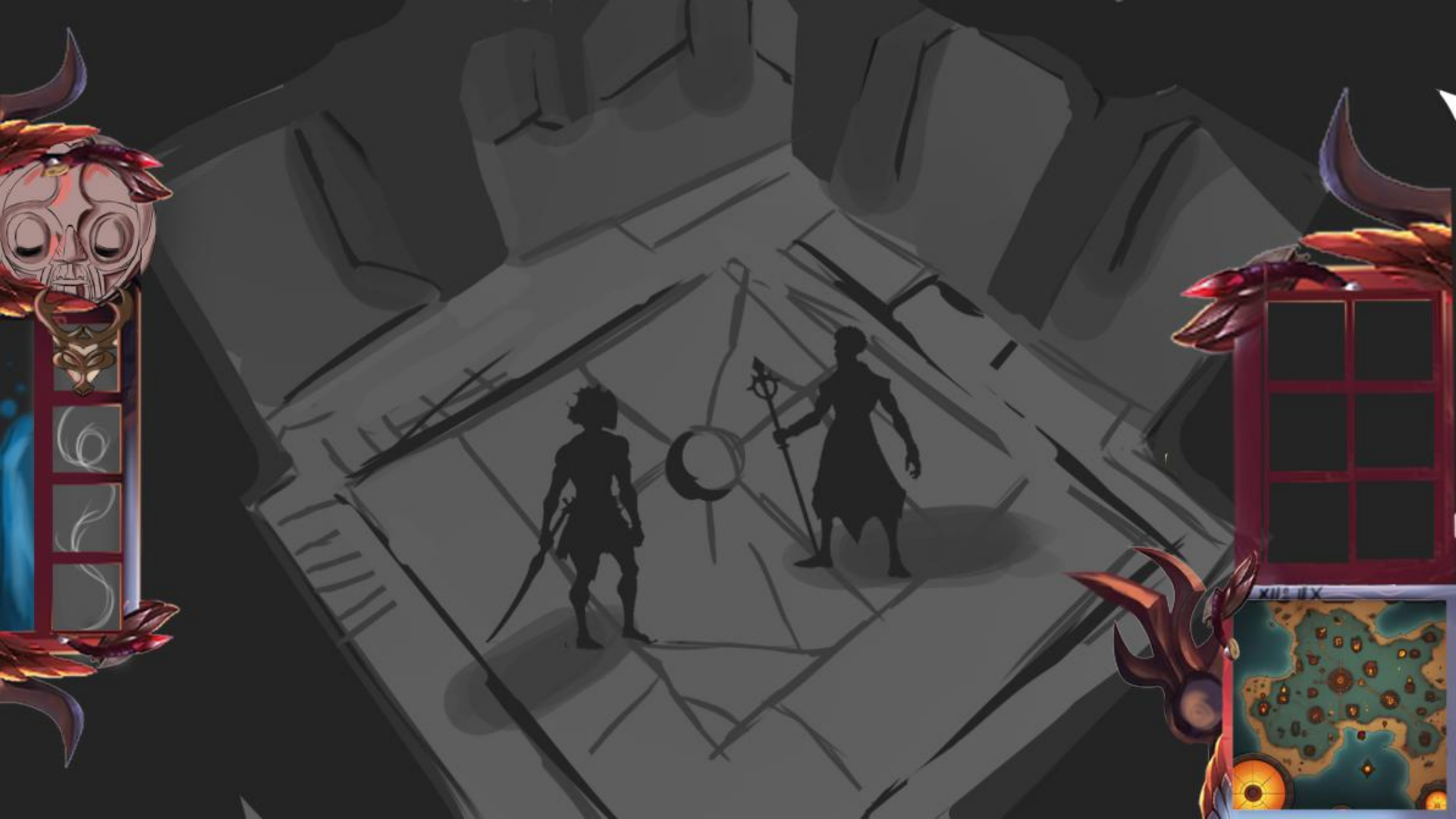
- Self-discovery
- Redemption
- Spiritual growth
- Heritage and ancestral power



# GAMEPLAY

1. **Mask System:**  
At the heart of the game is the **Mask System**, where the protagonist collects and wears mystical masks tied to ancestral spirits.
2. **Combat:**  
The combat in *Nyoka* is fast and dynamic, with hack-and-slash mechanics enhanced by elemental magic. Players will need to constantly switch between masks during combat to optimize their abilities and overcome enemies.
3. **Roguelike Progression:**  
Each playthrough features **procedurally generated levels**, meaning that no two runs are the same. Players will navigate through cursed villages, haunted forests, and mystical temples, each time facing different challenges and enemies.
4. **Puzzle-Solving:**  
Ancient artifacts and symbols are scattered throughout the world, and players must solve puzzles to unlock new paths, defeat bosses, and uncover hidden secrets.
5. **Mentorship and Guidance:**  
Intermittently, an older **shaman/spirit guide** will appear to offer cryptic advice and help the protagonist navigate the spiritual realm. This mentor figure mirrors the guidance offered by Virgil to Dante in *The Divine Comedy*.





XIII IX



THE CRYSTAL ARCH  
10/02



DIABLO  
The Prime Evil  
0873.82190

OBJECTIVES  
Prime Evil  
Kill Diablo



# KEEPSAKES

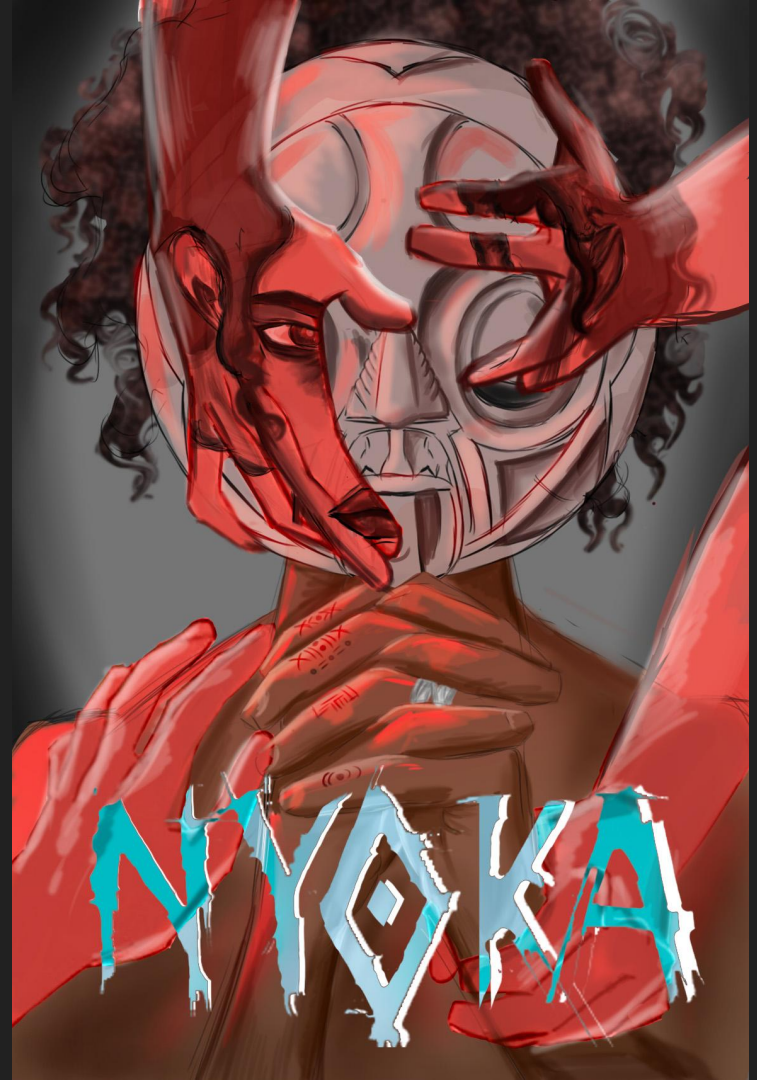
The dear who truly know their friend

## (SECRET STASH)

Whatever this may contain remains to be discovered...

# ART

- **Visual Style:** Stylized 3D environments, 2D character animations, inspired by African art.
- **Environment:** Mystical forests, ancient temples, cursed villages.
- **Cinematic Cutscenes:** Inspired by African art, depicting key story moments.
- **Shaman Guide:** Ethereal, symbolic presence guiding the protagonist.
- **Color Palette:** Dark, vibrant aesthetic mixing natural and supernatural elements.







EVIZON Evizon Game Studio







# ENDING

- **Endings:**
  - **The Redeemed Ending:** Defeat Nyoka, break the curse, return to the physical world.
  - **The Corrupted Ending:** Use dark masks, corrupted by power, lose humanity.
  - **The Sacrificial Ending:** Self-sacrifice to prevent the curse's return, heroic death.
- **Replayability:**
  - Randomized levels
  - Mask combinations
  - Multiple paths and strategies

