



LUMA

GAME DESIGN DOCUMENT

APPENDIX 1

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INDEX

1. Introduction	3
1.1. Document Scope	3
1.2. Elevator Pitch	3
2. Game Overview	4
2.1. Game Concept	4
2.2. Target Audience	4
2.3. Genre	5
2.4. Setting	5
2.5. Game Structure	5
2.6. Player	6
2.7. Core loop	6
2.8. Visual and Sensory Style	7
3. Story and Narrative	8
3.1. Background	8
3.2. Main Plot	8
3.2.1. Plot Progression	8
3.3. Cutscenes and Cinematics	9
4. Characters	10
4.1. Main Character	10
4.1.1. Background	10
4.1.2. Personality	10
4.1.3. Appearance	10
4.1.4. Abilities	12
4.2. Secondary Characters	12
4.3. Enemies	14
4.4. Bosses	15
4.5. Relationships	17
4.6. General Combat, Metrics, Loot, and Character Tables	18
5. Game World	22
5.1. Visual and Sensory Style of the World	22
6. Gameplay and Mechanics	24
6.1. Mechanics	24
6.1.1. Controls	25
6.2. Objectives	26
6.3. Progression	28
6.3.1. Challenge Structure	28
6.4. Game Flow	30
6.5. Difficulty Curve	31
6.6. Economy	31
6.6.1. In-game Shop	31
6.7. Game Menus	33
6.8. Saving system	34
6.9. Game Options	34
7. Graphics and Audio	35
7.1. Visual System	35
7.1.1. Player Camera	35
7.2. Screen Flow	35
7.3. Interface	37
7.4. Audio System	38
7.4.1. Game Music	39
7.4.2. Audio Style and Feel	39



1. INTRODUCTION

1.1. DOCUMENT SCOPE

This document serves to guide and support the team working on the Luma project.

It establishes the most important aspects of development, such as the vision, mechanics, story, and design of the game throughout all phases of the project.

It is aimed primarily at the internal team, but may also be consulted by stakeholders.

1.2. ELEVATOR PITCH

Luma is a narrative adventure in which players guide a small moth named Luma. She lives in a magical, corrupted archipelago, and her mission is to restore the light of her universe to save her mother and her home. The game stands out for its emotional and narrative focus, where each mission not only advances the story but also supports the protagonist's personal growth. Thanks to its story and visual design, Luma offers an immersive experience.





2. GAME OVERVIEW

2.1. GAME CONCEPT

Luma exists in a world corrupted by the disappearance of the moonlight, the main source of light in this universe.

The player accompanies Luma on a journey with the apparent goal of restoring the light and saving her mother. However, as the game progresses, it is subtly revealed that her mother has passed away and that this mission is symbolic. The true purpose of the journey is to accept that loss.

Each area of the game represents a distinct emotional phase, from the initial shock to the actual stages of grief.

2.2. TARGET AUDIENCE

Luma is aimed at players between 16 and 35 years old who enjoy narrative adventures, exploration, and games with deep emotional weight. This audience is drawn to titles such as *Journey*, *Gris*, *Ori and the Blind Forest*, *Celeste*, and *Zelda: Breath of the Wild*.

According to Bartle's taxonomy, Luma is designed primarily to appeal to Explorers, who enjoy immersing themselves in expansive worlds with plenty of freedom. These players are drawn to deep narratives, rich settings, and hidden elements they can find while exploring every corner of the game.



It also appeals to Achievers, who are motivated by reaching clear goals and progressing within the game. This type of player will be drawn to unlockable mechanics and items (abilities and upgrades available in the shop), as well as the sense of accomplishment from overcoming the game's challenges, such as lighting lanterns or defeating bosses.

2.3. GENRE

3D narrative adventure.

2.4. SETTING

Luma takes place in a dreamlike, magical world made up of different islands, each with unique landscapes and themes. The lighting is always nocturnal, creating an atmosphere of eternal night. The environment is comfortable and visually appealing, but shows signs of corruption that reflect Luma's inner emotional state and the deterioration of the world around her. This contrast between beauty and decay establishes the game's atmosphere.

2.5. GAME STRUCTURE

Luma's world is made up of interconnected islands, each representing an emotional state of the protagonist. The player moves through a semi-open world, unlocking new islands as they progress, but always has the freedom to return to previous islands to continue exploring and discover secrets.

Progression is strictly linear, but guided by two main objectives: lighting all the lanterns on the current island and defeating the level's boss. However, this progression changes in the final level (Level 3), which is a Boss Rush.



2.6. PLAYER

The player controls *Luma*, the only playable character. *Luma* is a single-player game.

2.7. CORE LOOP

1. New World

The player arrives at a new world and must free it from corruption.

2. Combat and light collection

Enemies must be defeated to obtain Light Fragments, needed to progress.

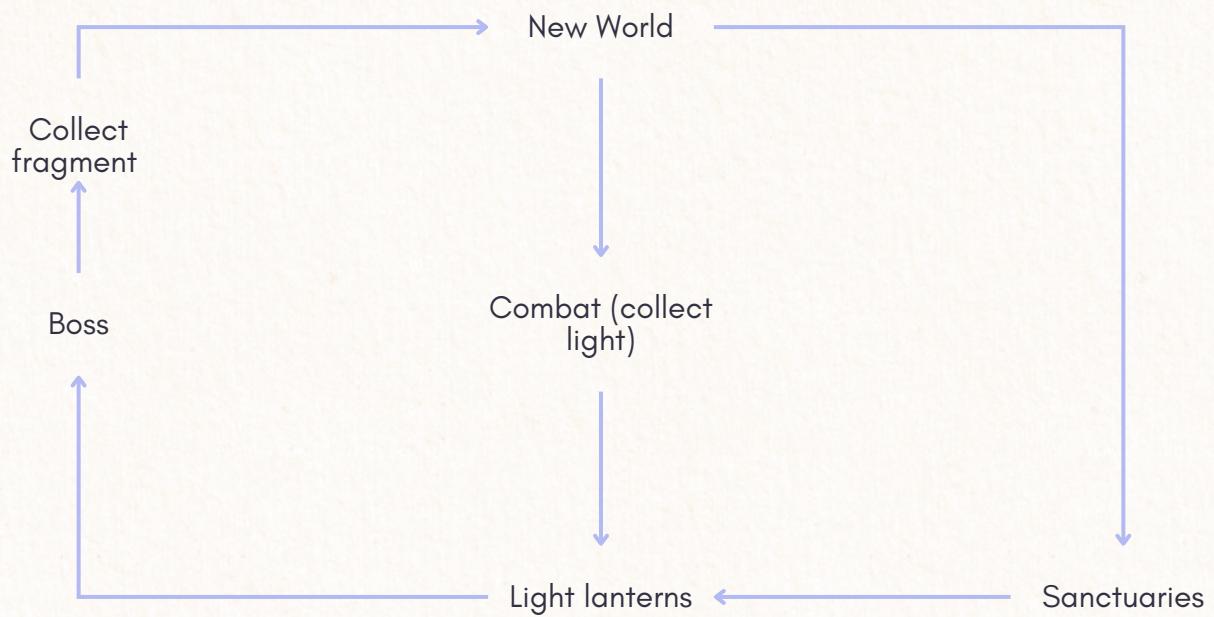
3. Lighting lanterns and completing sanctuaries

- a. Light Fragments must be used to light all the lanterns found along the level's Golden Path.
- b. Complete the sanctuaries by solving puzzles, which restores important areas (only in Level 2).
- c. Access to the boss is only unlocked once all lanterns are lit and the sanctuaries are completed.

4. Defeat the boss

Defeating the level's boss is what allows us to unlock the next archipelago and move forward.

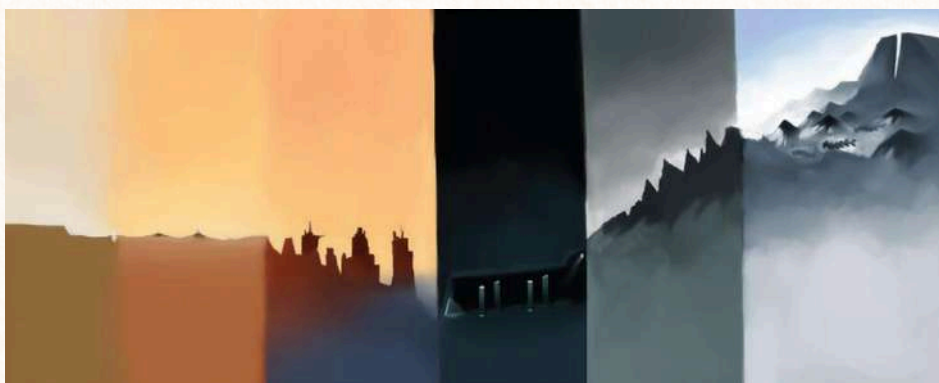




2.8. VISUAL AND SENSORY STYLE

Luma's visual style uses a very wide color palette that brings to life a fantasy world full of contrasts. At the start of the game, colors are more muted, becoming more intense as we progress, reinforcing the advancement of the story and the grieving process. Elements of the world show signs of corruption, represented by muted or highly vibrant colors, but associated with something bad (purple, red...).

An example of a game that has done the same thing is Journey.



Journey's color palette





3. STORY AND NARRATIVE

3.1. BACKGROUND

Luma's people lived in harmony thanks to the light of the Moon, which maintained the balance between nature and its inhabitants. Over time, that light began to fade, leaving a waning Moon that could no longer protect and illuminate as it once did.

The protagonist's mother fell ill due to the corruption spreading through the world, caused by the lack of light. Although her island is one of the least affected, being the most remote, her health deteriorates irreparably. Seeing her mother's suffering, the small moth decides to set out on a journey to restore the light and save her.

3.2. MAIN PLOT

Luma sets out on a journey believing she can save her mother from her illness, but in reality she is facing grief over her mother's death.

3.2.1. Plot Progression

In the first two levels, Luma faces the emotional shock of the loss mixed with denial. It is not until the third and final level that she goes through the five stages of grief (Denial, Anger, Negotiation, Depression, and Acceptance).



Upon reaching the point of acceptance, we see the world's light restored, returning the Moon's glow and symbolizing that she has recovered her inner light.

3.3. CUTSCENES AND CINEMATICS

CINEMATICS TABLE				
Code	Duration	Description	Characters	Location
CIN01	30"	Shows Luma's relationship with her mother since childhood and the world's corruption over time.	Luma Luma's Mother	Måne
CIN02	30"	Nyx tells the story of the fall of her kingdom and how she ended up trapped in the coliseum for refusing to accept the corruption.	Nyx Villagers (N1 enemies)	Hiraeth Archipelago
CIN03	30"	Karako recounts his story and his inner corruption from his obsession with saving his people.	Karako Fireflies	Islands of Rei
CIN04	30"	Acceptance restores the lunar statue, Luma's mother's tomb, freeing her spirit. Luma watches the full moon at the center of the scene.	Luma Acceptance Måne Mother's Spirit Village (optional)	Måne

CUTSCENES TABLE				
Code	Duration	Description	Characters	Location
CS01	10"	In the tutorial, after speaking with Mothy, enemies cross the bridge and Luma must defeat them to unlock access to the new archipelago.	Mothy Bridge NPC Enemies Luma	Måne
CS02	10"	Image where Luma meets Denial before crossing the door; keeps a subtitle.	Luma Denial	Via Doloris
CS03	10"	Image where Luma meets Anger upon freeing her; keeps a subtitle.	Luma Anger	Island of Volcarya
CS04	10"	Image where Luma meets Negotiation after finishing the card game; keeps a subtitle.	Luma Negotiation	Island of Arbitrium
CS05	10"	Image where Luma, from above, sees Depression falling into the void; keeps a subtitle.	Luma Depression	Island of Iksald





4. CHARACTERS

4.1. MAIN CHARACTER

Luma, a small moth with atrophied wings, who dreams of reaching the Moon and saving her mother.

4.1.1. Background

Luma was born with malformed wings because her birth coincided with the beginning of the corruption caused by the lack of moonlight, a condition that affected all creatures born during that period. This prevented her from flying and led her mother to become overprotective, limiting her desire to explore the world. As the years passed, the Moon began to fade even further, leading to periods of greater darkness and illness.

She decides to set out on a journey. Despite her fears and limitations, her goal is to recover the Moon's light, fulfill her dream of restoring it, and save her mother.

4.1.2. Personality

Luma doesn't speak, which allows players to connect with her through her actions.

4.1.3. Appearance

Luma is a small moth with a slender lilac body; she has one green eye and one blue eye. Her round head stands out for its large antennae and the symbol on her forehead, a crescent moon, symbolizing her connection to the Moon.



She has large, droopy ears that reinforce her soft, tender appearance. Around her neck she has a small tuft of fluffy fur. As for clothing, she wears a dress of petals in gradients of blue, green, and cream.

Her broken wings are not functional but she uses them to glide, and they resemble those of a fairy.

She carries the soul-collecting crystal, an orb given to her by Mothy before setting out on her journey.



Luma's 3D model



4.1.4. Abilities

Dash: allows her to slide forward briefly and quickly.



Jump: allows her to rise briefly into the air to overcome obstacles or reach platforms.






Glide: allows her to float through the air and reach platforms, distant places, or cross gaps without falling into the void. If she jumps from high places, the glide lasts longer.





Shield: protects her from enemy attacks for a short period of time.

Projectiles: fires small projectiles.


4.2. SECONDARY CHARACTERS




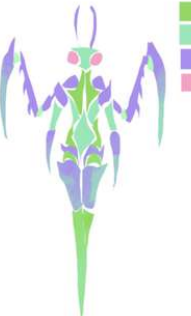
Character	Name	Location	Description
	Luma's Mother	Does not appear actively in the game	Although she never physically appears in the game, she is the emotional driving force of Luma's journey.
	Mothy	Måne (Starting Island)	Luma's mentor.

	Saponcio	Rinbo Village (N2)	Guide for Level 2.
	Pesetón	Mãne (Starting Island)	Salesperson
	Splashy	Hiraeth Archipelago, Xesta (N1)	Swimming Ant, part of the rescuable NPCs.
	Lily	Hiraeth Archipelago, Xesta (N1)	Romantic Ant, part of the rescuable NPCs.
	T.E.	Hanami, Islands of Rei (N2)	Alien Caterpillar, part of the rescuable NPCs.


	Damian	Mori, Islands of Rei (N2)	Rocker Scorpion, part of the rescuable NPCs.
	Maricoquette	Temple of Mori, Islands of Rei (N2)	Flirty Ladybug, part of the rescuable NPCs.
	Mantisuki	Temple of Hanami, Islands of Rei (N2)	Mantis, part of the rescuable NPCs.
	Shiny Paco	Temple of Karako, Islands of Rei (N2)	Saponcio's father, part of the rescuable NPCs.







4.3. ENEMIES

Character	Name	Location	Description
	Velia	Hiraeth Archipelago (N1)	A spider, deformed by corruption. Moves erratically.

	Tox	Hiraeth Archipelago (N1)	The passage of time and corruption have deformed this insect so much that its original shape can no longer be distinguished.
	Stingra	Hiraeth Archipelago (N1)	The passage of time and corruption have deformed this insect so much that its original shape can no longer be distinguished.
	Furimuita	Islands of Rei (N2)	Furimuita are the remains of the ancient samurai pillbugs, protectors of the temples.
	Hana Fubuki	Islands of Rei (N2)	Hana Fubuki are the remains of a ninja mantis.

4.4. BOSSES

Character	Name	Location	Description
	Nyx	Xesta (N1)	Queen wasp and empress of the Hiraeth archipelago.

	Karako	Temple of Karako, Island of Mori (N2)	Apothecary of the Islands of Rei, who experimented with firefly light, leading to his own destruction.
	Denial	Via Doloris, The 5 Islands (N3)	Personifies Luma's inner struggle to accept reality.
	Anger	Island of Volcarya, The 5 Islands (N3)	Represents Luma's repressed frustration.
	Negotiation	Island of Arbitrium, The 5 Islands (N3)	Represents the importance of not staying anchored in the past, and of learning to let go.
	Depression	Island of Iksald, The 5 Islands (N3)	Represents the feeling of being crushed by an unbearable weight. Loss of hope.
	Acceptance	Måne (modified), The 5 Islands	Reflects the peace found when finally accepting reality as it is.

4.5. RELATIONSHIPS

Mothy: Luma's mentor. Gives her the soul-collecting crystal at the start of the game.

Luma's Mother: Luma's emotional driving force.

Nyx: She represents failure and the refusal to accept change. Once a queen, she lost her kingdom because she denied the corruption's arrival instead of confronting it, and her defeat marks the moment denial finally gives way to acceptance. She's the final boss of Level 1.

Saponcio: The only remaining inhabitant of the village of Rinbo; he gives Luma advice on how to progress in Level 2.

Karako: A representation of the consequences of not accepting how things happen, offering Luma a lesson on the dangers of rejecting acceptance. He is the final boss of Level 2.

Denial: Shows Luma happy memories that fade the further we progress in the level, reflecting her resistance to loss but the inevitable distortion of it over time as she moves forward.

Anger: Symbolizes Luma's inner anger; teaches her to understand it.

Bargaining: Has Luma play a card game. This encounter helps her understand the importance of facing pain and moving forward.

Depression: This character confronts Luma, helping her understand deep sadness and the difficulty of accepting loss.



Acceptance: This character guides Luma toward understanding that life and death are part of a natural cycle.

4.6. GENERAL COMBAT, METRICS, LOOT, AND CHARACTER TABLES

PLAYABLE CHARACTERS AND COMMON ENEMIES TABLE							
Character	Attack	Type	Dmg	Speed (u/s)	Range (u)	Rate (dps)	Effect
Luma	Magic Projectile	Ranged	1	2	2	2	Fires a projectile that illuminates the surroundings.
Velia	Bash (Headbutt)	Melee	1/2	1.25	1	0.5	Pushes the enemy backward.
Tox	Escape (Gas Explosion)	Area	1/2	2	2	0.5	Poisons nearby enemies.
Stingra	Scint (Exploding Projectile)	Ranged	1	2	2	1	Deals area damage on explosion.
Hana Fubuki	Kamikiri (Paper Shurikens)	Ranged	1.5	1	2	2	Throws multiple fast shurikens.
Furumiuta	Danzai (Back Attack)	Melee	2.5	5	4	0.5	Attacks from behind at high speed.

BOSS TABLE							
Character	Attack	Type	Dmg	Speed (u/s)	Range (u)	Rate (dps)	Effect
Nyx	Enemy wave	Variable	-	0	-	-	Summons random enemies from the level 1.
Karako	Light Projectile	Ranged	All heart containers	2	1	0.25	Destroys obstacles in the environment.
Denial	-	-	0	-	-	-	Performs no attacks.
Anger	Chasm	Area	1/2	2	3	3	Meteors fall in a previously marked area.
Negotiation	-	-	0	-	-	-	Performs no attacks.
Depression	Frostbite	Melee	3	1.5	3	0.5	Slams the ground with a punch in a marked area.
Acceptance	-	-	1	0	-	-	Performs no attacks.



MOVEMENT METRICS (IN LUMA UNITS)		
Parameter	Value	Description
Ground Speed	5 units/s	Luma's normal movement speed.
Air Speed	4 units/s	Slightly slower while airborne.
Acceleration	8 units/s	Time it takes to reach maximum speed.
Deceleration	7 units/s	How quickly she stops upon releasing the control.
Jump Height	4 units	Maximum height reached by a normal jump.
Air Time	0.8 s	Duration of the jump before falling.
Double Jump	Yes (1 time)	Can perform a double jump before touching the ground.

DASH METRICS (IN LUMA UNITS)		
Parameter	Value	Description
Duration	0.3 s	How long the dash lasts.
Distance Covered	3 units	Distance Luma covers.
Speed	10 units/s	Maximum speed during the dash.
Cooldown	0.7 s	Time before it can be used again.
Invulnerability	Yes (10 frames)	Takes no damage during the first 10 frames.
Cancel	Yes, with jump	Can be interrupted with a jump.
Direction	8 directions	Can be performed in any direction.
Air Use	Yes (1 time)	Can dash once while airborne.

COMBAT METRICS (IN LUMA UNITS)		
Parameter	Value	Description
Basic Attack	1 damage unit	Base damage of a normal hit.
Attack Speed	0.5 s per hit	Time between basic attacks.
Attack Range	1.5 units	Distance the attack reaches.
Charge Time	1 s	Time it takes to charge a strong attack.

HEALTH AND DEFENSE METRICS (IN LUMA UNITS)		
Parameter	Value	Description
Max Health	5 hearts	Luma's total amount of health (we start with 3).
Post-Hit Invulnerability	1 s	Time during which she cannot take damage after being hit.
Health Regeneration	No (no items)	Doesn't regenerate on its own, but can be healed at checkpoints (lampposts, not lanterns).
Shield	2 sec	Duration of each shield charge (there are 3).

LOOT AND CHARACTERS TABLE			
Character	Character Type	Zone	Loot
Luma	Playable Character	General	-
Velia	Enemy	Hiraeth Archipelago	Energy
Tox	Enemy	Hiraeth Archipelago	Energy
Stingra	Enemy	Hiraeth Archipelago	Energy
Nyx	Level Boss	Xesta (Hiraeth Archipelago)	Statue Fragment
Hana Fubuki	Enemy	Hanami (Islands of Rei)	Energy
Furimuita	Enemy	Mori (Islands of Rei)	Energy
Karako	Level Boss	Mori (Islands of Rei)	Statue Fragment
Denial	Level Boss	Via Doloris (The 5 Islands)	Magic Orb



Anger	Level Boss	Island of Volcarya (The 5 Islands)	Magic Orb
Negotiation	Level Boss	Island of Arbitrium (The 5 Islands)	Magic Orb
Depression	Level Boss	Island of Iksald (The 5 Islands)	Magic Orb
Acceptance	Level Boss	Måne (The 5 Islands, modified)	Statue Fragment
Mothy	NPC	Måne	-
Saponcio	NPC	Village (Islands of Rei)	-
Shiny Paco	NPC	Mori (Islands of Rei)	-
Splashy	NPC	Xesta (Hiraeth Archipelago)	-
Lily	NPC	Xesta (Hiraeth Archipelago)	-
Maricoquette	NPC	Plate Glass (Hiraeth Archipelago)	-
T.E.	NPC	Temple 2 (Mori, Islands of Rei)	-
Damian	NPC	Mori (Islands of Rei)	-
Mantisuki	NPC	Temple 1 (Hanami, Islands of Rei)	-
Pesetón	NPC	Måne (Shop)	-

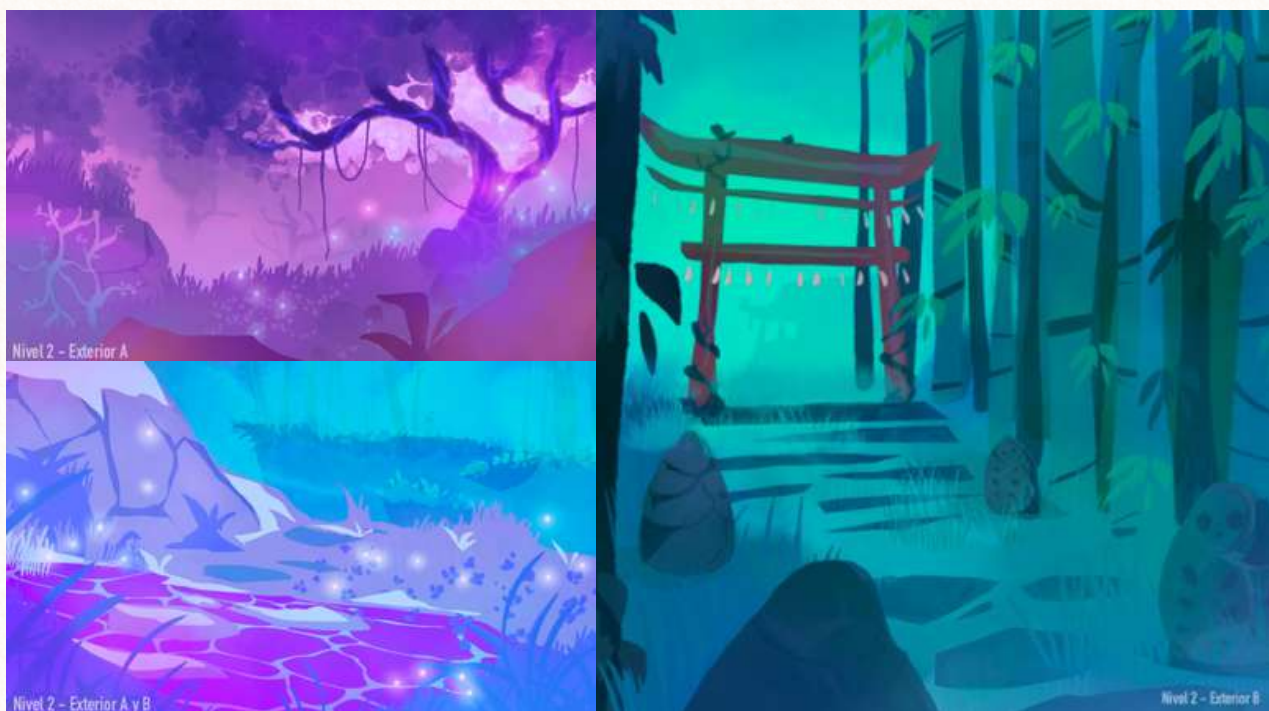


5. GAME WORLD

5.1 VISUAL AND SENSORY STYLE OF THE WORLD

Visual Style

The color palette is soft and intensifies as levels progress; greens, blues, and purples predominate, creating a cozy atmosphere. Natural areas, such as forests and lakes, retain a sense of vitality, while areas affected by corruption, such as temples and ruins, show signs of wear and decay. Corruption is a gradual process, allowing some natural elements to coexist with traces of it.



Concept art by Silvia Fernández



Sensory Style

Sound: The music is ambient, shifting from soft to tense tones depending on the environment. Sound effects accompany interactions with light, such as lighting lanterns or collecting beams of light.

Lighting: Light plays a very important role, clearly distinguishing between the most affected areas and the less corrupted ones.

Textures: Natural surfaces are smooth and detailed, hand-painted style.





6. GAMEPLAY AND MECHANICS

6.1. MECHANICS

Core Mechanics

Mobility

- Movement Speed: Luma moves at a constant speed, with standard movement controls.
- Climbing: Luma automatically climbs in areas marked with vines.

Attack System

- Magic Projectile: Luma throws a ball of magic energy from her crystal, damaging enemies at range.

Soul Collection

- Obtaining Light Particles: By freeing corrupted souls, Luma obtains light particles that are automatically stored in her collecting crystal when she passes near them. These particles fill the luminosity meter.
- Lighting Lanterns
 - Interaction: Luma uses the energy stored in her luminosity meter to light lanterns. These restore light to the world and unlock key areas of the environment.



Secondary Mechanics

Defense

- Light Shield: allows Luma to block an enemy attack for 1 second. Using it consumes one of the 3 stamina orbs visible in the HUD, which automatically recharge every 30 seconds once depleted.

Jump Abilities

- Simple Jump: Luma can overcome basic obstacles (spacebar).
- Glide: Luma can glide short distances to explore or avoid falls.

Dash (Quick Boost)

- Luma can perform a forward dash.

6.1.1. Controls

GAME CONTROLS		
Action	PC (Keyboard)	Controller (Gamepad)
Move	W, A, S, D	Left Stick
Jump	Spacebar	A (Bottom Button)
Glide	Hold Spacebar	A (Bottom Button, held)
Interact (Talk/Pick up)	E	X (Left Button)
Attack	Left Click	B (Right Button)
Shield/Block	Right Click	L1 (Trigger)
Dash	Shift	RT (Trigger)
Quick Map	M (Held)	D-Pad (Held)
Inventory	I	Change View (Left Special)



MENU CONTROLS		
Action	PC (Keyboard)	Controller (Gamepad)
Pause	Esc	Start (Center-Right Button)
Navigate Between Menu Tabs	A/D	LB/RB
Navigate Submenus	Spacebar	D-Pad (Up/Down)
Confirm Selection	Hold Spacebar	A (Bottom Button)
Close Menu	Esc	Start (Center-Right Button)

6.2. OBJECTIVES

Objectives are the goals the player must achieve to progress through the game's narrative and mechanics. They guide the player throughout the adventure and are essential to the game's structure.

Main Objective

Restore the Moonlight: The game's central objective is for Luma to recover the moonlight to restore life and balance to her world.

Secondary Objectives

Collect Light Fragments: Luma must recover light fragments across the islands. These fragments serve not only as health in the game but also allow her to unlock abilities and improve her capabilities, such as flying farther or having greater combat endurance.

Solve Puzzles: During her journey, Luma will encounter temples and areas that require solving puzzles to advance. These puzzles not only open new zones but also help progress the restoration of the moonlight.



Additional Objectives and Exploration

Deepen the Game's Story: Through collectible items, notes, and conversations with NPCs, the player can learn more about Luma's world.

Collectibles: Players can collect certain items found around the map. They don't directly affect the story. They can also be sold at the shop and displayed in its showcase, like the cans in *Stellar Blade*.



Collectible cans in *Stellar Blade*

Free NPCs: Freeing them unlocks cosmetics in the shop. They also move to the starting island and repopulate it, giving it more life.

Final Objective

Restore Balance: Luma's final objective is to accept her mother's death. This is achieved by completing the game, and only then is the moonlight restored.



6.3. PROGRESSION

6.3.1. Challenge Structure

Måne: Tutorial

Getting Familiar with the Mechanics: The player learns the game's basic mechanics, such as movement, collecting light fragments, climbing, and interacting with the environment. There will also be a horde of weak enemies; these enemies aren't the main threat but a way to introduce the player to the game's combat.

Narrative Explanation of the Story: Luma's background, her mission, and her goal of restoring the moonlight are introduced.

Hiraeth Archipelago: Enemies

Initial Mechanics: The player gets familiar with the basic mechanics, such as collecting light fragments and lighting lanterns.

Basic Enemies: The enemies in this level are simple, allowing the player to get used to the combat system.

Objectives: Get familiar with the basic mechanics and start lighting lanterns to progress in the game.

Islands of Rei: Puzzles

Puzzles: Players solve puzzles that involve manipulating light and the environment, and even physics.

New Enemies: Enemies are stronger and faster.



Objectives: Solve puzzles, collect light fragments to advance the story, and explore new areas.

The 5 Islands. Level 3: Stages of Grief (Narrative and Emotional Mechanics)

On this island, the 5 stages of grief are introduced.

Denial Phase

Narrative: Luma finds herself in a dark hallway lined with hanging paintings. Each painting is a happy memory of Luma with her mother, idealizing the relationship. As she advances, these paintings become distorted.

Mechanic: There is no combat in this phase; we simply must move toward the light at the end of the hallway.

Anger Phase

Narrative: Luma confronts her anger, represented by a chained enemy symbolizing her internal frustration.

Mechanic: The player must avoid the enemy's attacks, focusing the mechanic on evasion rather than direct combat, since Luma must break the chains holding Anger in order to let her go, rather than fighting her.

Negotiation Phase

Narrative: Luma tries to negotiate with her emotions, looking for ways to ease her pain.

Mechanic: The player takes part in a card game, where the outcome doesn't affect the narrative but deepens Luma's emotional acceptance process.



Depression Phase

Narrative: Luma faces deep sadness, symbolizing her feeling of helplessness. This phase reflects Luma's lowest emotional state.

Mechanic: The player fights a unique enemy, anchored to the ground, symbolizing Luma's emotional stagnation. Depression is stitched to the ground; the threads must be unraveled so she can be freed.

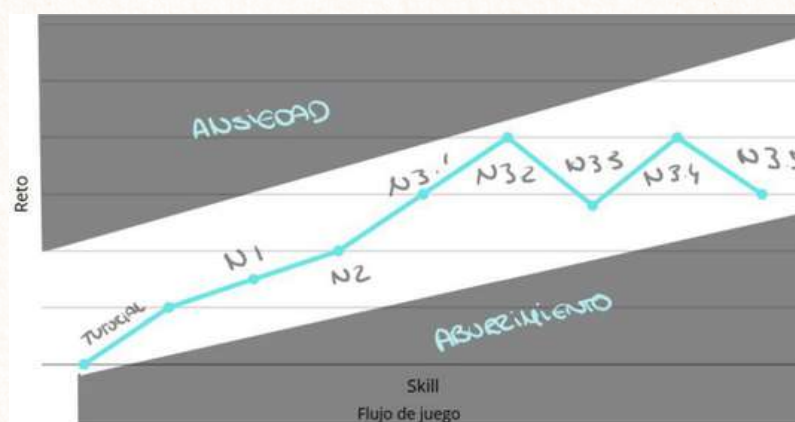
Acceptance Phase

Narrative: Luma begins to restore the moonlight and accept the loss of her mother, finding peace with herself.

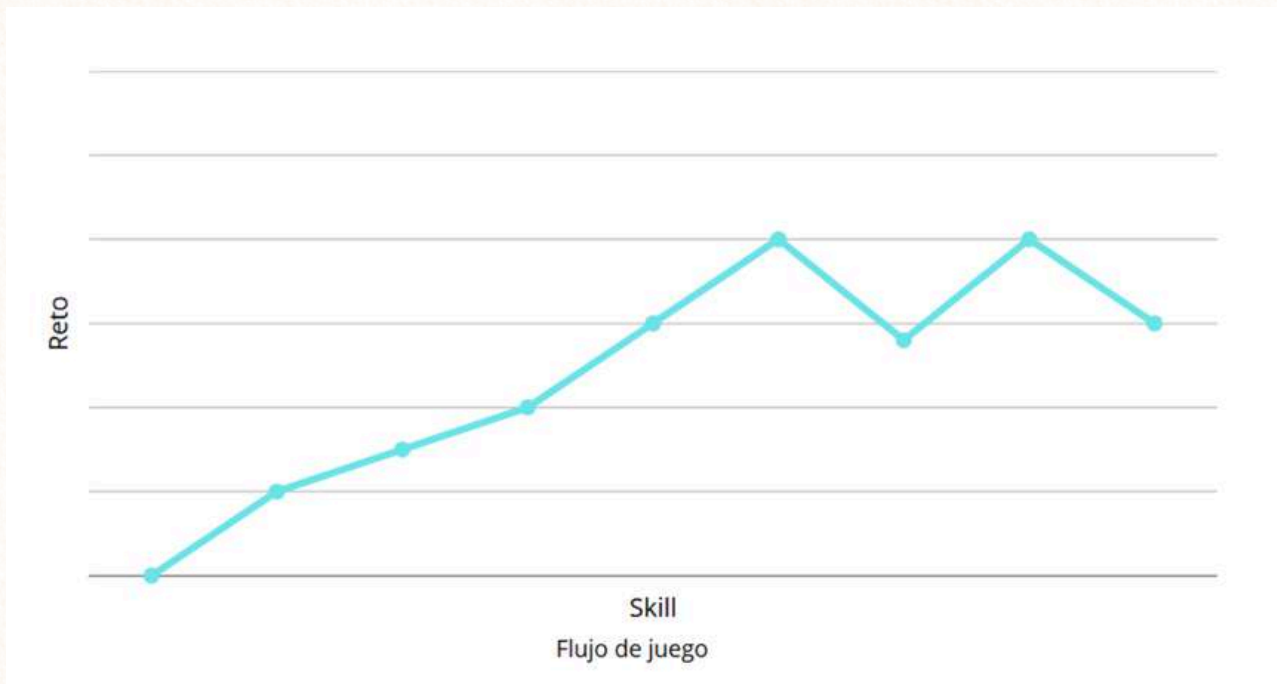
Mechanic: There is no combat in this phase. The player resolves the narrative level through 4 offerings (one given by each Level 3 boss) and reaches the final resolution, symbolizing acceptance and the restoration of balance.

6.4. GAME FLOW

The game flow is progressive for the most part, except for the sub-levels of Level 3, since some of them are narrative, this drop in pacing is an intentional design decision, so that the player can observe and reflect.



6.5. DIFFICULTY CURVE



6.6. ECONOMY

6.6.1. In-game Shop

In Mâne, which serves as the hub, there will be a shop where we can obtain cosmetics and upgrades. We will also be able to display collectibles in a showcase.

Coin and Resource System

By selling collected items, the player receives 100 coins to spend in the shop.

Items and Buffs (Gameplay)

In the shop we can acquire different charms that provide Luma with certain upgrades and exploration benefits:



Health (health increase), 200 coins:

Increases health by one life container.

- Children's Band-Aid: A band-aid with adorable drawings; it seems insignificant, but Chapotea says it has a special touch.

Speed (1.5x base), 200 coins:

Increases Luma's movement speed by 50%.

- Magic Skates: Tiny skates, only for the fastest!

Stamina (increase), 200 coins:

Increases a stamina container, needed to use the shield.

- Mothy's Stolen Mug: Still has coffee in it, will it be as revitalizing as it looks?

Map Markers, 200 coins:

Stamps used to mark places on the map. Maximum of 4.

- Stickers: Insect stickers, someone must have lost them.

Compass for Collectibles, 150 coins:

This option lets the player see the location of collectibles on the map interface. The cost of this charm would be reduced, and the map interface would change to show specific points instead of a visual trail following Luma.

- Explorer's Compass: Looks like a classic compass, but those who carry it claim to discover secrets with it.



Compass for Lanterns, 150 coins:

Similar to the collectibles compass, but this time to guide the player toward the lanterns. Points out the location of lanterns on the map. The cost of this charm would be reduced, and the map interface would change to show specific points.

- Antenna: A retro antenna that, although it's not entirely clear how, always finds what is illuminated.

Skins and Outfits (Cosmetics)

By rescuing NPCs, we unlock their corresponding outfit in the shop, where we can buy each one for 50 coins. Boss rewards will also be available in the shop, but these will be free.

Level 1:

- Diving Goggles (Splashy)
- Crown (Nyx), Free
- Maricoquette (Bow)
- Flower (Lily)

Level 2:

- Aluminum Hat (T.E.)
- Head Flashlight (Shiny Paco)
- Earrings (Damian)
- Karako (Henna Tattoo, snail style), Free

6.7. GAME MENUS

Main Menu: Options to start the game, load a save, and adjust basic settings.

Pause Menu: Lets the player pause the game, resume, and exit to the main menu.

Options Menu: Covered under Game Options.



6.8. SAVING SYSTEM

Automatic Save: Triggers upon completing missions, key events, or checkpoints.

Manual Save: If the player wants to exit the game, they'll have the option to save their progress at their current point.

6.9. GAME OPTIONS

From the menus, the player can configure:

- **Controls:** Aim sensitivity, button layout.
- **Graphics:** Resolution, brightness, and quality options for performance or visual detail.
- **Sound:** Music, effects, and dialogue volume, adjustable separately.
- **Language:** Configurable text and subtitles.





7. GRAPHICS AND AUDIO

7.1. VISUAL SYSTEM

The game uses a 3D style with hand-painted textures. This visual approach emphasizes the contrast between the vibrant nature of the explored islands and the ruins of their past, conveying both beauty and magic.

7.1.1. Player Camera

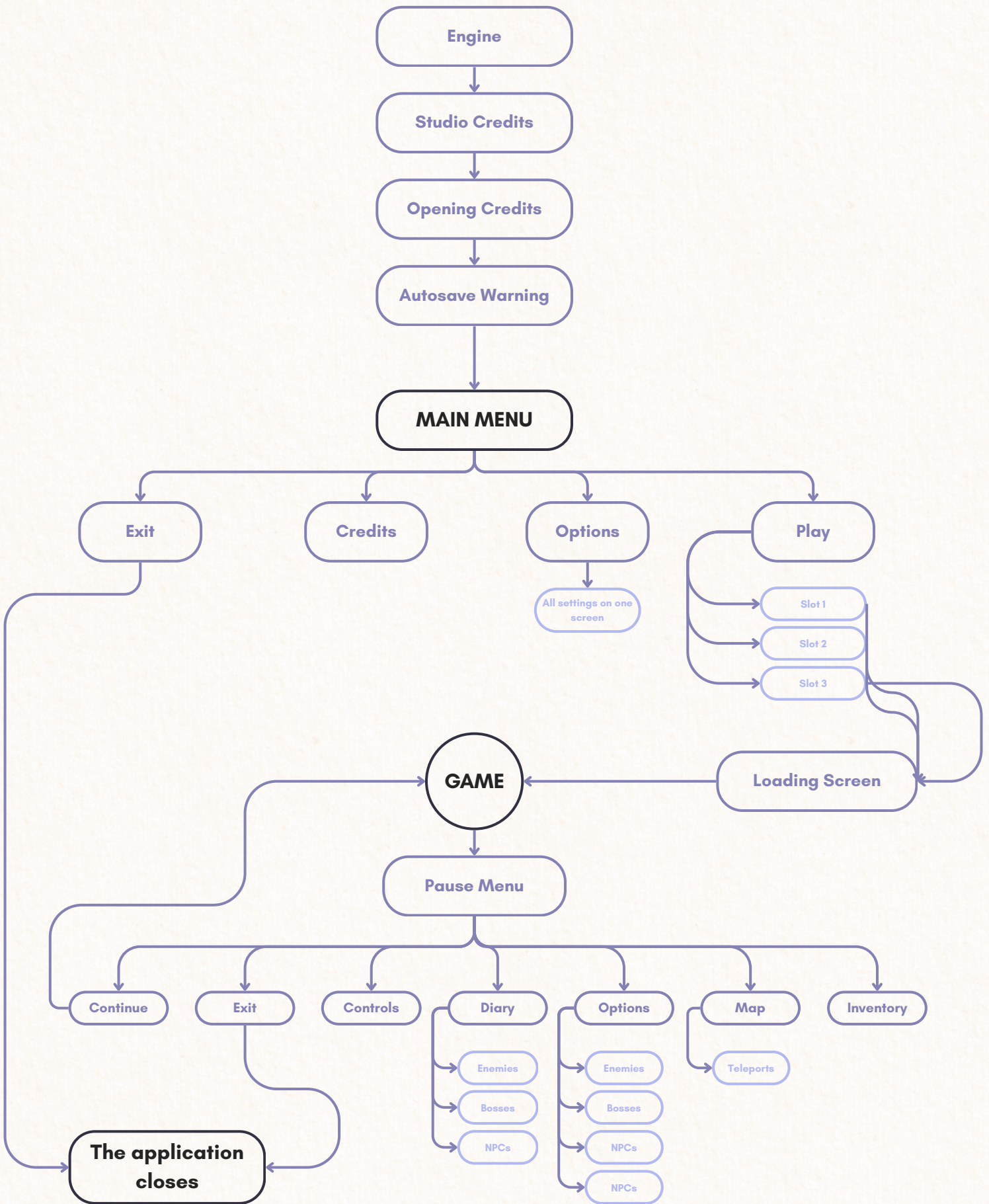
The camera is third-person and fully dynamic.

The player can freely adjust the camera angle to explore the environment, locate enemies, or interact with objects.

During combat or key moments, the camera can adjust automatically to optimize visibility.

7.2. SCREEN FLOW



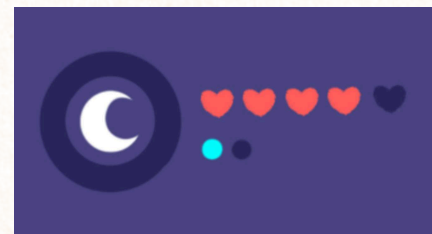


7.3. INTERFACE

The game's interface has a minimalist, accessible design, with a clear structure for navigating the inventory, interactions, and collectible elements of the game. Simple but effective icons are used for actions and indicators, such as gems, hearts, and items.

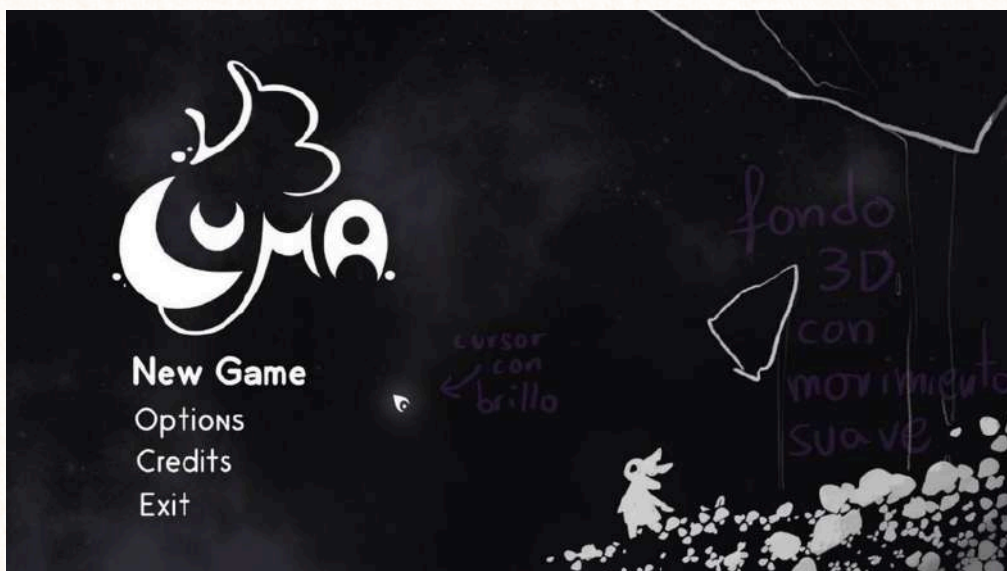
HUD

Includes a health bar represented by hearts, icons for collected items (such as the gem), and a notification for the player's action (such as "You added a collectible to your inventory!").



Menus

The main menu is intuitive. Additionally, the interface space is designed to provide a distraction-free experience, leaving the center of the screen free so that key elements stand out.



Map

The map changes based on the player's choices. For example, if they've acquired one of the compasses from the shop, the map's appearance will change subtly. The player can also add different stamps to the map during their exploration journey to mark areas of interest or achievements reached. A small icon of Luma will also appear on the interface to indicate her location.



Interaction

Interactive elements, such as buttons and notifications, are clearly differentiated (e.g., the "E" icon for interactions).



7.4. AUDIO SYSTEM

The audio in Luma is subtle and atmospheric, designed to complement the feeling of a magical, decaying world, with minimalist music that emerges at key moments.



7.4.1. Game Music

The music is ambient and reactive.

More frantic themes appear during combat, encounters with important enemies, or cinematics.

Each region has a unique musical design that reflects its biome.

7.4.2. Audio Style and Feel

Sound effects such as wind, footsteps, creaking wood, and echoes in caverns reinforce immersion.

During exploration moments, the audio conveys calm; while in combat, it generates tension and intensity.

