

Fourly

Overview

Fourly is a Zelda/DQ III/Hollow Knight inspired action-adventure game where you play as The Sunkissed, Messenger of the Four Gods, tasked with vanquishing the evil archfiend, Cecilus, and putting an end to Eternal Eclipse.

Pillars

Combat

Fourly is plagued with monsters. In order for the legendary hero to restore peace, players will have to face these monsters through real-time action combat. Avoiding enemy attacks and finding the right window of attack is key to victory.

Discovery

Mysteries of the world can be found in every corner of Fourly. By discovering and uncovering these mysteries, players can expect to find rewards that can aid in their efforts to save the world or to learn more about the lore of Fourly.

Puzzles

In Fourly, players will not only need to rely on their courage and brawn, but their wisdom, as well. Puzzles populate the land, and players need to use their knowledge of the game's mechanics to solve them.

Inspiration

The Legend of Zelda

The immersive fun that comes from The Legend of Zelda franchise is the main foundation for Fourly. With Fourly, we hope that players find the act of exploring an unknown world, uncovering mysteries, and overcoming monsters to be a thrilling, rewarding experience like in The Legend of Zelda.

Dragon Quest III

Dragon Quest III's focus on players talking and interacting with their environment as much as possible to get information that can help find secrets in the world is a big inspiration for Fourly. By encouraging players to

engage with the game's environment, we hope that players feel immersed into the world and imagine that they're actually in that world.

Hollow Knight

Hollow Knight's expansive maps that encourage exploration, discovering secret rooms, and getting new abilities to access previously inaccessible locations is a large inspiration to the level design of Fourly. In addition to that, Hollow Knight's cryptic story that uncovers as the player progresses into a complex narrative is a strong inspiration to Fourly's narrative design.

Player Experience

As an action-adventure game, Fourly will put players in a world with the goal of vanquishing an ultimate evil. In order to do this, players are given missions that they must accomplish in order to achieve the ultimate goal of the game. These missions will involve the player exploring the world, meeting new people, and facing monsters in the overworld as well as in dungeons.

Borrowing concepts found in Metroidvanias, Fourly contains secrets for players to explore and discover. By finding these secret rooms/locations, players would be offered rewards in the form of gameplay improvements (i.e. heart containers) or lore that tells the deeper story of Fourly. With this approach to level design, players become enthralled and curious to explore every corner of every level.

Explore the world, meet new faces, overcome dungeons, and fulfill your fate in Fourly!

Platform

Fourly will be playable on PC through both keyboard and mouse or with a video game controller!

Development Software

Fourly will be developed in the Godot 4 game engine. Art assets will be developed in Aseprite. Music and sound design will be developed in FL Studio.

Genre

Action-Adventure, Zelda-like, Fantasy, Metroidvania, JRPG-inspired

Target Audience

Fourly is aimed at targeting a PEGI 12 audience of people that are interested in fantasy and world-building, love the feeling of solving puzzles, defeating slews of enemies, and feeling like a grand, epic hero!

Team Members

Denis Borodin - Everything

Gameplay

In Fourly, the player can explore both the x- and y-axis because the game will be in a top-down 2D perspective. Players will control a character who can also use a sword and dodge roll when facing enemies. In addition to that, players will be able to interact with the game's environment via NPC or props. Moreover, players will solve puzzles that require them to use the game's mechanics to solve them.

Gameplay Mechanics

Movement

Players can move up, down, left, right, or any combination of the four

Health

Health determines whether the player can still play the game. If it reaches 0, game over. Health will be displayed with heart containers rather than a health bar.

Petagems

Crystallized flower petals are the currency in Fourly. Gather petagems to use at stores to get items that can help you on your journey.

Combat (System)

Attack

Players can attack enemies with a 1-hit attack. When attacking, the player's movement will stop. There will be no cooldown.

Dodge

Dodge propels players towards a direction they are facing, making them move out of the way from an attack. Players can dodge in any direction. A cooldown will not exist.

Hit

When the player gets hit by an enemy, damage is calculated to the player's health and the player experiences a knockback away from the location of being hit.

Enemies

All basic enemies will have the following states

Standby

Enemy's default state. For humanoid creatures, it will be to walk in random directions without getting too far away from their main location. If the enemy is too far from the main location, it moves back to it.

Chase

When the player enters the enemy's detection radius, the enemy will pursue the player. If the player leaves the radius OR the enemy is too far from their main location, the enemy stops and goes back to standby state.

Attack

If the player is within the enemy's attack radius, the enemy will attack the player with a one-hit attack.

Hit

When the player's attack hits the enemy's hurtbox, the enemy loses health and receives a knock-back.

Death

If the enemy's health reaches 0, the enemy plays a death animation and is deleted from the game world. Depending on the player's health, the enemy can drop a heart for the player to pick-up

Locked Doors

In dungeons, some rooms will have locked doors to prevent players from progressing. To open them, some will require the player to defeat the enemies in the room. Others will require a key. And others will require the player to solve a puzzle by using an ability they unlock in the dungeon.

Keys

Keys will be found in dungeons that allow players to open up locked doors and progress in the game. Keys can be found in treasure chests or defeating certain enemies in dungeon rooms.

Heart Containers

When a player finds a heart container, their maximum health increases by 1.

Dialogue

Players can interact with NPCs via dialogue. Listen to the dialogue and learn more about the denizens of Fourly.

Save Points

Players will find save points which they can use to save their progress and replenish their health. When a player dies, they respawn at their most recently interacted save point.

Power Roots

Power roots offer players new abilities that they can use to solve puzzles as well as in combat. The design philosophy behind the abilities is to give gameplay enhancements that can be seen and felt.

Will

In order to use certain abilities (i.e. using bombs), players will need Will, a reflection of their internal resolve to save the world. By striking enemies as well as certain objects, players will gain Will that they can then use to cast their abilities.

Story

In Fourly, you play as Chaen, a young woman who sets on her journey to stop Cecilus after his return brings the Eternal Eclipse, a phenomenon where the moon covers the sun for eternity. Bearing red hair, Chaen is known as “The Sunkissed”, a so-called messenger of the Four Gods who arrives when the world needs them most to vanquish evil. In the history of Fourly, there’s only been one other account of The Sunkissed’s appearance, Guin, the legendary hero who managed to seal Cecilus away.

In order to defeat Cecilus, Chaen, guided by the Four Gods, must go to the edge of the world to locate the Four Golden Leaves in order to possess the Golden Clover, an ancient power that, when wielded, is said to unleash primordial strength capable of ridding evil. It is said that only The Sunkissed is capable of wielding it, and, thus, only The Sunkissed can save the world.

Along the way, Chaen meets various different people in the world of Fourly, all of which have their own name, personality, and relationship with Chaen. The most important person, out of all the people, is Eric, a charismatic, energetic young man who is also on his journey to vanquish Cecilus. Despite the fact that he's not The Sunkissed, he's determined to become the hero.

Throughout your adventure, you learn about the story of Fourly as well as the events that predate the start of the game. Who was Guin? Why is Eric trying to defeat Cecilus? Why did Cecilus return if the Golden Clover is said to rid the world of evil? Who are the Four Gods?

When playing Fourly, you will uncover the truth of this fable...

Characters

Chaen

Known as "The Sunkissed", Chaen is the newest messenger of the Four Gods tasked with the role of saving the realm after the return of Cecilus.

Being The Sunkissed proceeding the famous Guin, the world looks at her with great confidence.

Eric

A young man wielding a blade of his own, Eric is energetic and determined to be the one who slays Cecilus. Despite knowing the prophecy of the Golden Clover and that he, himself, is not The Sunkissed, he doesn't let that deter him from achieving his goal. Is there, perhaps, a reason as to why that is?

Locations

Kingdom of Adamora

The nation that pledges to the goddess of hope, Lorellia.

Republic of Lansa

The nation that pledges to the god of power, Fyrbringr

Almas Empire

The nation that pledges to the god of fortune, Tehun

Ducato di Cuore

The nation that pledges to the goddess of love, Mela