



GAME DESIGN DOCUMENT

- OTHER HALF -

Created by Team Four Eyes

PREFACE

THIS DOCUMENT IS MEANT TO BE KEPT FRESH, WHICH MEANS IT IS EXPECTED TO BE EDITED AND CHANGED THROUGHOUT THE DEVELOPMENT CYCLE OF “OTHER HALF”. IF ANY CHANGES ARE TO BE MADE, THEY SHOULD BE LOGGED IN THE EDIT LOGS SECTION OF THIS DOCUMENT.

THIS DOCUMENT IS MEANT TO GUIDE THE DEVELOPERS OF “OTHER HALF” BY BEING ON THE SAME PAGE OF WHAT THE GAME IS AND ISN’T. MAY THIS DOCUMENT SERVE TO AID YOU.

EDIT LOGS

DATE	DESCRIPTION
03.01.2026	Document has been initialized with the info from HacknPlan
04.01.2026	Control scheme was changed
27.01.2026	Polishing and finalizing the document.

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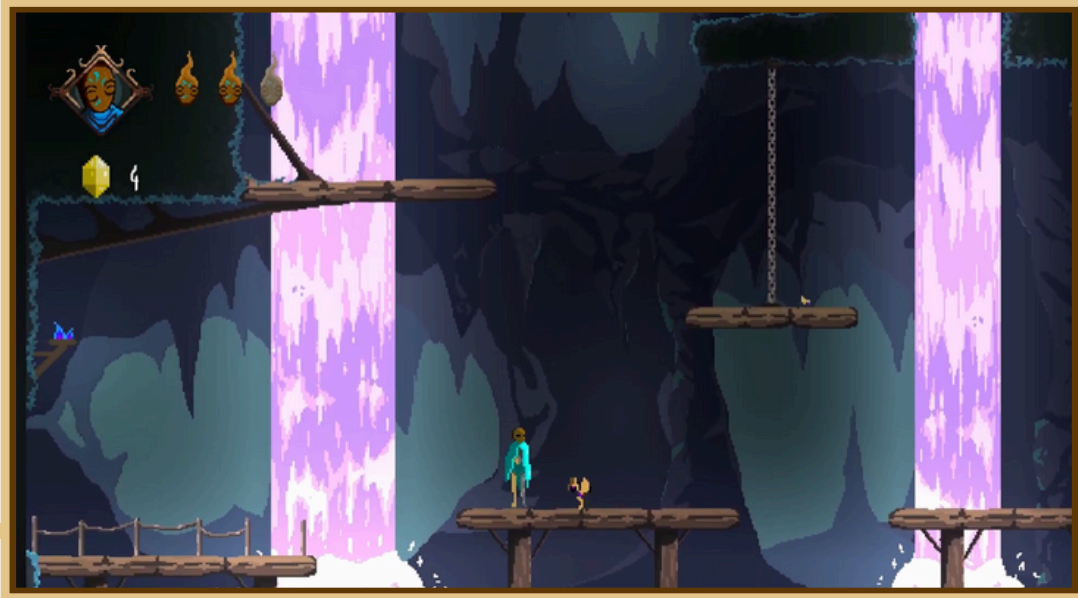
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What is “Other Half”?

One-Liner

Other Half is a 2D Metroidvania with a co-op twist, where two players share one control and must reach the planet’s heart to stop the spreading of a mysterious blight.



Theme

The theme for Other Half is "Stronger Together." This theme is implemented through both the game's narrative and gameplay.

Narrative Application

"Stronger Together" is present in Other Half's narrative by telling a story about two different characters sharing a body. One character is responsible for the movement while the other is responsible for the combat.

Gameplay Application

Regarding gameplay, Other Half incorporates the theme of "Stronger Together" by having the game support couch co-op in a not-so-traditional fashion.

Instead of two players having two controllers to control two separate characters in typical couch co-ops, Other Half makes two players share a controller between each other to control one character.

This unconventional and, most-definitely, inconvenient set-up is meant to reflect the adventure the two characters of the story must face. The players are meant to feel uncomfortable at first, and only by working together and trusting each other can they beat the game.

Each side of the controller represents one of the main characters and their strengths. The two players must communicate with each other in order to utilize both of their abilities to progress.

Inspiration

Other Half was heavily inspired by the following pieces of media and art:

Hollow Knight



Team Cherry's Hollow Knight is our greatest inspiration. Viewing it as a gold standard for Metroidvanias, we aim to create a similar feel to players with Other Half as Hollow Knight by having engaging movement and combat mechanics.

Princess Mononoke



One of Hayao Miyazaki's greatest films, *Princess Mononoke's* story was the biggest source of inspiration for the narrative. Inspired by the possible relationship between nature and technology, we wanted to tell a story of how two opposite forces can become stronger together.

The Legend of Zelda



Shigeru Miyamoto's action-adventure phenomenon is another source of inspiration for the gameplay. We want players to get the same feeling of unlocking a new ability/path/secret location in *Other Half* as they do when they discover secrets in *The Legend of Zelda*.

Target Audience

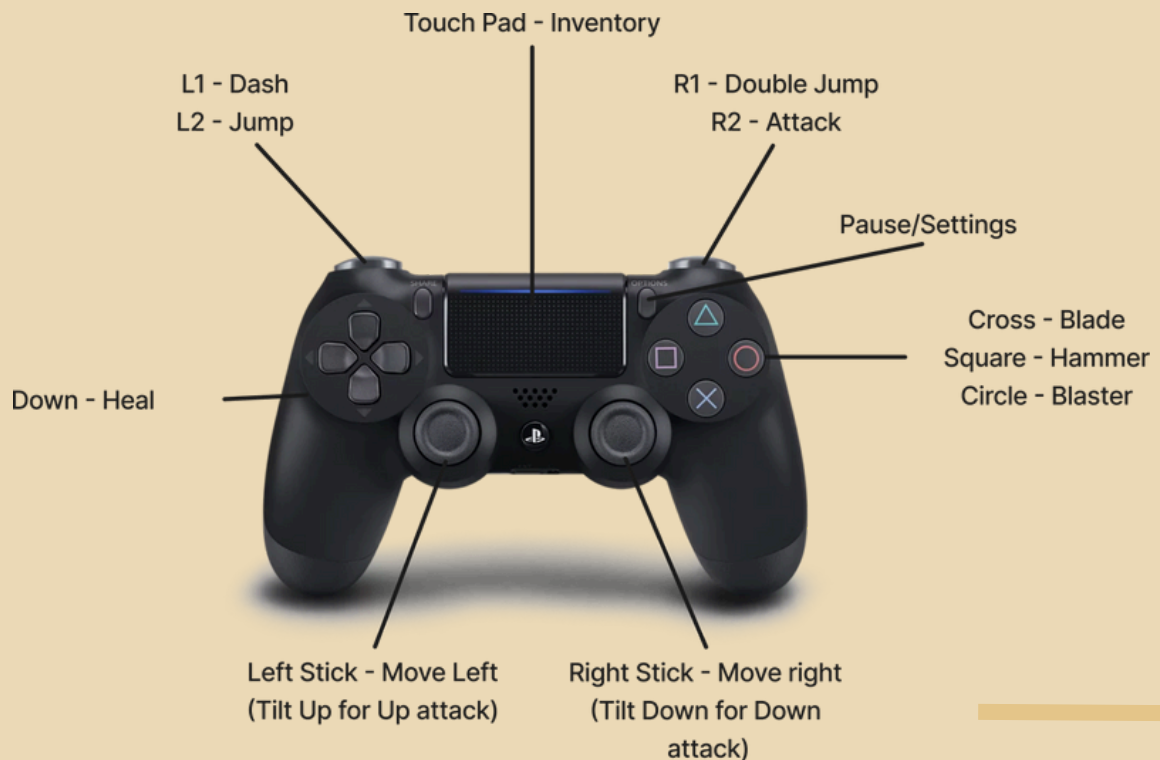
Other Half's target audience is primarily composed of young adults (between the ages 19-24) who are primarily fans of games that facilitate exploration and off-track play.

To our target audience, they find joy in exploring without hand-holding tutorials as well as being able to find secrets on their own. To them, this freedom of exploration and thinking for themselves allows them to immerse further into a game's world.

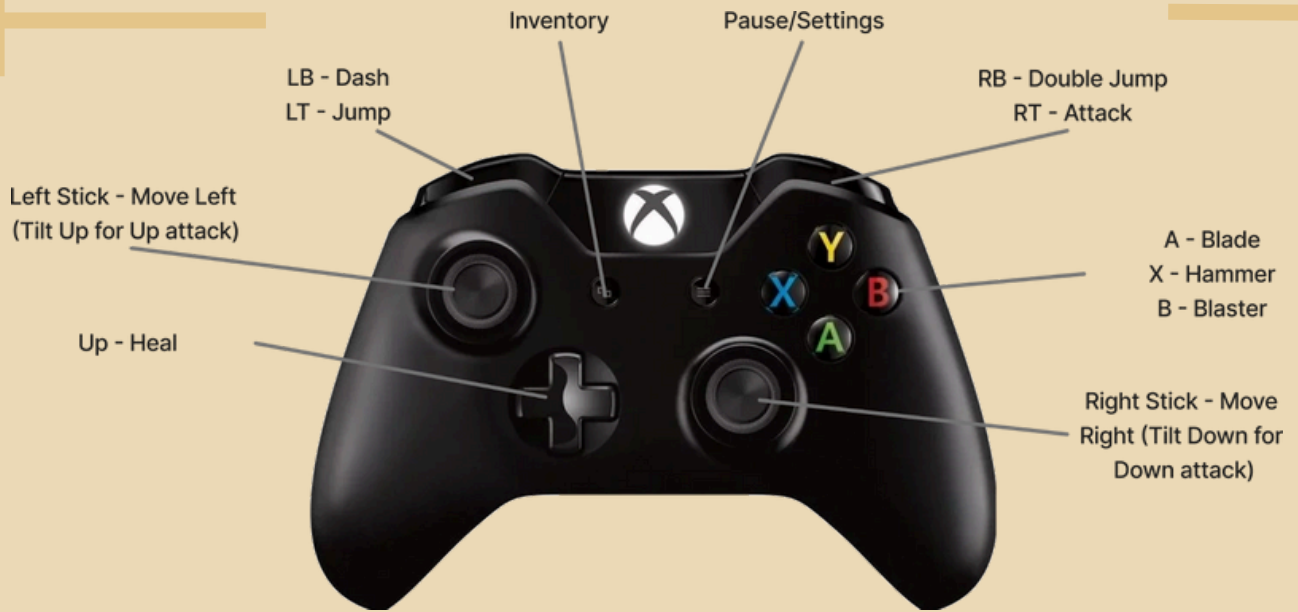
If they were to be assessed with the Quantic Foundry's Gamer Motivation Model, they would score high in immersion (specifically fantasy) as well as action (specifically excitement).

Controls

PlayStation Control Scheme



Xbox Control Scheme



Nintendo Switch Control Scheme



Base Player Mechanics

Movement

Ground

- *Move*

Because Other Half is going to be played in a 2D side-scrolling position, the player avatar can only move left and right.

Moving will have an unconventional method. The left stick of the controller will be responsible for moving the player avatar to the left. This can be achieved by pointing the left stick to the left. The right stick of the controller will be responsible for moving the player avatar to the right. This can be achieved by pointing the right stick to the right.

Air

- *Jump*

The player avatar jumps with the left trigger of the controller.

- *Variable jump height*

The height of the player's jump will depend on how long they press down the left trigger.

- *Coyote time*

If the player moves off of a platform, they can still jump within a small time window (~250 milliseconds).

- *Jump buffer*

If the player presses the jump button but they haven't yet landed on the ground, if the player is close enough to the ground, queue the jump so that when the player lands, they immediately jump again.

- *Air friction*

The player's horizontal movement is greatly dampened while falling. This causes the player to be cautious of the jumps they make.

Combat

Attack

Players can attack by pressing the right trigger.

The player avatar attacks left when they are facing left.

..... attacks right when they are facing right.

..... attacks up when the left stick is tilted up.

..... attacks down when the right stick is tilted down.

Blade

The first weapon that the players have access to, the blade is your way of dealing with enemies as well as the environment of the world.

- *Cooldown*

A small cooldown after the attack animation is complete. This discourages reckless swinging.

- *Open new paths*

The sharp edge of the blade allows the players to slash through vines and ropes to open new paths.

- *Ultimate*

A forward attack with a long hitbox. Requires a small buildup before the player unleashes the attack, and requires a small recovery before player can move again. During this recovery, the player is susceptible to getting hit.

Resources

Crystalized Ether

Crystalized Ether is the default currency in Other Half that the players can find scattered in the world, dropped by enemies, and occasionally dropped by props in the environments.

Crystalized Ether allows the player to purchase items, unlock certain checkpoints, etc.

Potential Energy

When the player avatar successfully lands a hit on an enemy, the avatar charges up its potential energy. With this, the player can activate the weapon's ability once they gather enough of this energy.

Pure Ether

Pure Ether is what allows the players to further enhance their unlocked abilities in the skill tree. Pure Ether is found in optional combat/platforming areas as well as secret areas of the game.

Unlockable Abilities

Throughout the adventure, players will unlock abilities that will help them along their journey. Abilities can range from additional movement mechanics or combat mechanics. The purpose for the abilities is to enrich the gameplay experience by providing new, fun ways to interact with the game's environment.

Dash

When the player presses the left bumper, the avatar will dash towards the direction that they are facing. So, the player can dash regardless of whether they are moving or not.

Horizontal coverage

Player can cover great distance horizontally.

Not affected by gravity

When dashing, the player is not affected by gravity until they have stopped.

Deceleration

The player decelerates at the end of the dash.

Cooldown

The player has to land on the ground in order to use the dash again if they used the dash in the air. There's a small cooldown if the dash happened on the ground.

Double Jump

When the player presses the right bumper after having done a jump, the player does another jump.

Cover more distance

Players can cover a greater distance when double jumping.

Cooldown

Players can use double jump again once they have landed on the ground.

Hammer

A heavy weapon that the players can unlock, which offers a new method of fighting enemies.

Heavy attack

Deals more damage than the blade.

Long cooldown

Larger cooldown than the blade.

Open new paths

The hammer can uncover new paths by breaking through heavy walls made of stone.

Ultimate

A slam attack which creates a large hitbox on the ground. When the player activates it, it immediately happens.

Blaster

A light, ranged weapon the players can unlock which offer new ways to fight enemies and uncover new locations.

Light attack

Deals less damage than the blade.

Faster cooldown

Smaller cooldown than the blade.

Open new paths

The blaster can open new paths that involve shooting a bullet at an energy-powered door.

Ultimate

Create an AoE attack. Takes longer time to be activated than blade's ultimate.

Skill Tree

In addition to unlocking new abilities, players can unlock new skills via the game's skill tree.

The skills range between benefitting the shaman-side, the robot-side, or both!

The player can view the skill tree at any time in the inventory menu, but they can only unlock new skills in the skill tree by visiting a specific room. To unlock the abilities, the players will need to use Pure Ether.

Air Control

Players air control is better, allowing them to have more horizontal control when falling in the air.

Double Dash

Players can dash twice in a row until they need to touch the ground to dash again.

Phasing

Players can dash through enemies, allowing them to hit them from behind quickly as well as dodge any attacks while dashing.

Air Blade

When the player jumps, a blade of air shoots down from them, dealing small damage to any enemy hit by it.

3-Hit Combo (Blade)

Allows the player to do a three-hit combo with the blade weapon.

Burst Fire (Blaster)

Allows the blaster to shoot three-bullets with one tilt of the joystick.

Faster Cooldown

Reduces the cooldown of the selected weapon.

Narrative

Synopsis

On a distant planet, a mysterious, fast-spreading blight threatens the existence of a spiritualist race (similar to humans). The oracles speak of total annihilation of their race. A young shaman named "Vesper" is tasked with the mission of purifying the planet's heart to rid the blight.

However, upon descending down into the underground, the shaman suffers a near-fatal injury, but is saved when an ancient robot named "N30" replaces half of their body. The robot is sentient and communicates to the shaman how it also needs to reach the planet's heart (calling it a "core") to save "their kind."

Together, the shaman and the robot must learn to control one body in order to reach the heart of the world. Along the way, the two will learn of the planet's complicated history, and the true origin of the blight...

Characters

Vesper

One of the main characters of "Other Half," Vesper is a member of the Spiritualist Tribe: a human-like race that is attuned to spirituality, possessing the gift to communicate with spirits that have departed from the world.

With his father being the tribe's Master Shaman, Vesper was raised from a young age to become a shaman. This resulted in him being raised in the wilderness, away from his other tribesmen, to hone his skills.

After years of training, his father tells him of what the tribe's oracles foresee: a future where all life is destroyed by a blight that emerged from the planet's heart. Vesper, now being mature enough and well-skilled, is sent on his greatest journey of saving his home planet.

Vesper is known to be agile, curious, and a kind spirit who will do whatever it takes to protect what he believes is good and pure.

N30

N30 (pronounced as "Neo") is the additional main character of "Other Half." Unlike Vesper, N30 is a member of the Robotic Clan: a robot-appearing race who are known for their extensive knowledge of the world and its history.

N30 was the last member of the Robotic Clan to be created before “The Blackout”: a terrifying event where the Spiritualist Tribe destroyed the Robotic Clan’s central hub where all members of the clan operated from, effectively putting them offline. All except for N30.

Upon being created, N30 was instructed by his people to find the central hub, which is near the planet’s core, and restore it to bring his people back online.

N30 is methodical, cold, but is also compassionate who will do anything that might prove to be beneficial on his journey to save his kind.

Dominus Ragolius



Dominus Ragolius is the game’s titular main antagonist. His story takes place centuries before the story of Vesper and N30. When the world was created along with the creation of the Spiritualists and the Robotics, one other race existed: The Warriors.

The Warriors were a barbaric tribe that fed off of the planet’s resources out of survival. Despite being barbaric, The Warriors never sought any violence towards the other races. Rather, The Warriors were quite diplomatic.

However, Ragolius grew gluttonous and greedy. Under his command, The Warriors began to use up the planet’s resources faster than it could produce more. The Spiritualists and Robotics attempted to reason with Ragolius, but their pleas fell on deaf ears.

After the oracles from the Spiritualists foresaw a future where all life is destroyed, the Spiritualists and the Robotics teamed up to put a stop to The Warriors by killing them. Despite their best efforts, however, Ragolius proved too powerful to be destroyed. Instead, the Spiritualists and Robotics sealed away Ragolius at the heart of the planet, where he would remain there so long as the seal stayed strong.

As centuries pass and “The Blackout” brings the end of the Robotics, the seal begins to weaken due to the imbalance of the Spiritualists and Robotics. Eventually, Ragolius’s power begins to seep out of the seal in the form of the blight.

Master Shaman



The leader of the Spiritualists, the Master Shaman is the character who will present Vesper with his quest and send him on his journey to the planet’s heart.

Not much of the Master Shaman is known aside from the fact that he is the father of Vesper. Throughout Vesper’s adventure, however, more information is presented about Vesper’s relationship with his father.

Despite both being shamans, Vesper doesn’t have many memories involving his father, as his father dedicated his time to lead the Spiritualists. The Master Shaman is known to be someone who will do whatever it takes to protect his people. Even if it means potentially sacrificing his own child.

Odie (Odysseus)



One of the many Robotics the players will find along their adventure, Odie was the former warchief of the Robotics. After being brought online thanks to N30's ability to awaken his clansmen, Odie learns of how much time has passed and how the world has changed compared to before the Blackout.

Realizing how the war has ended, Odie decides to abandon his title as a warchief and spends his time exploring the world to understand what has transpired after his clan was sent offline. Players will find Odie throughout their adventure, where they can talk to him to learn of secret areas in the game as well as get more detail to the game's lore.

Brief History of Other Half

1. The planet was created with three races: Spiritualists, Robotics, and Warriors.
2. The Warriors, under the rule of Dominus Ragolius, consumed the planet's resources to survive.
3. The Warriors consumed the resources far quicker than the planet could produce
4. The Spiritualists and Robotics attempt to reason with the Warriors, but Ragolius doesn't pay any mind to them.
5. The oracles of the Spiritualists foresee a future where all life is destroyed, believing that the Warriors will lead to the planet's downfall.
6. Spiritualists, along with the Robotics, wipe out the Warriors. However, Ragolius is too powerful.
7. The Spiritualists and Robotics seal away Ragolius at the heart of the planet.
8. The Spiritualists and Robotics live together in peace, but the oracles continue to foresee the same future. The Spiritualists believe the Robotics will betray them and destroy the planet.
9. The Spiritualists wage war against the Robotics.
10. The Robotics create N30, a Robotic who is tasked with saving his kind.

11. The Spiritualists destroy the Robotics central hub, causing the Blackout.
12. The Spiritualists begin to live on the surface in order to erase any history of the previous races.
13. Centuries pass, and the modern Spiritualists believe that they are the only civilization that exists on the planet.
14. Centuries pass, and the Seal of Ragolius weakens because of the lack of harmony between the Spiritualists and Robotics.
15. Ragolius's power begins to seep out of the seal, resulting in the blight.
16. The oracles of the Spiritualists, one of the few members of the Spiritualists who know the true history, continue to foresee the same future.
17. With the blight arriving to the surface, the Master Shaman appoints his son, Vesper, to descend to the planet's heart to cleanse it of the blight.
18. Vesper, oblivious to the true history of the world, descends to the planet's heart.
19. Vesper encounters a deadly beast that destroys half of his body, but lives when N30 fuses himself with Vesper.
20. The two depart to save their planet, while learning about the true history of the world.

Enemy Design

The following section dives into the design of the enemies the player will face in the game's combat scenarios.

The Goomba

The Goomba Enemy is the first enemy the players are introduced to in Other Half. Serving as an onboarding enemy, the Goomba serves to be a small-scale threat that players don't need to be overly concerned about when it comes to facing them.



Movement

Back and forth movement: The Goomba moves back and forth from one end of a platform to the other. The Goomba's movement isn't so fast, making them easily avoidable by jumping over them.

Combat

Contact damage: The Goomba doesn't have its own attack patterns. Instead, players get damaged by touching it

Health: The Goomba has 2 health, meaning it'll take the player two hits with the blade to kill one

Damage: When the enemy is hit, they get a knockback.

The Chaser

The Chaser is above the Goomba in terms of difficulty. Still a relatively easy enemy to beat, but will be the first challenging enemy the players will face in Other Half.



Movement

Back and forth movement: Similar to the Goomba

Pursuing: If the player attempts to flee the Chaser, the Chaser will pursue the player until the Chaser is too far from their main location.

Combat

Chase: When the player falls within the Chaser's line of sight, the Chaser stops to be surprised by the player's presence (for a small duration). It then chases after the player with great speed. This is to make the player think fast and either hit the enemy or quickly jump over. If the player jumps over the Chaser, the Chaser slows down to a halt, and then it waits for a little bit and attempts to charge again after the player.

Contact damage: When the player is hit by the Chaser, the Chaser stops its movement for a set duration. This is to give time for the player to orientate themselves. Once the set duration is up, the Chaser chases after the player again.

Health: Same amount as the Goomba

Damage: When the enemy is hit, they get a knockback.

The Flying Shooter

The Flying Shooter is the first airborne enemy the player will face in the game.



Movement

Idle state: The Flying Shooter hovers at their spawn location, occasionally moving away from it, but never too far. If it moves far from the location, it sets its next path to the spawn location

Hovering: The Flying Shooter hovers at a constant vertical and horizontal distance from the player.

Avoiding the Player: If the player crosses a certain threshold when approaching the Shooter, the Shooter stays for a short period of time before moving away accordingly. If the player approaches the Shooter too close horizontally, the Shooter moves horizontally. If the player approaches the Shooter too close vertically, the Shooter moves vertically.

Pursuing: If the player attempts to flee the Shooter, the Shooter will pursue the player until the Shooter is too far from their main location.

Combat

Shoot projectiles: When the player stays within the attack range of the enemy for a couple of seconds, the enemy stops in place, a small pause, and then shoots a small projectile.

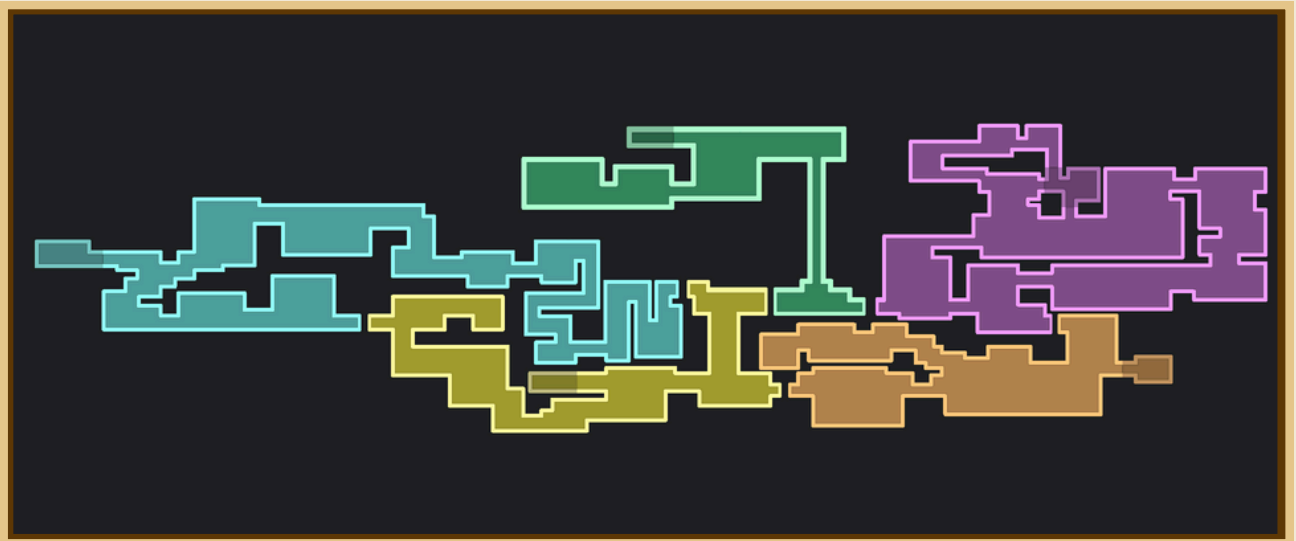
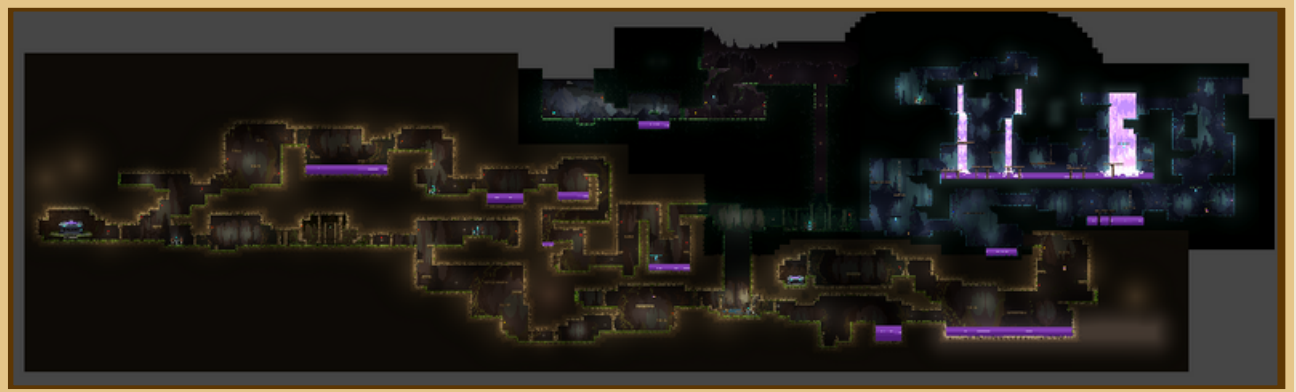
Projectile: When the projectile is instantiated, its forward vector is set towards the location of the player at the moment of its instantiation. The projectile moves at a relatively fast speed to make the player alert. The projectile will not follow the player. This lets players maneuver out of the projectile's path. The projectile deals 1 damage. It does not leave an AoE on impact with the environment.

Damage: When the enemy is hit, they get a knockback.

Levels

Sublayer 1: The Soil

Having descended from the surface of the planet, players are greeted to the first area of the game: The Soil, a flora-filled environment with large lands, trees, and greenery. But hidden within nature are pieces of technology scattered here and there, and corpses of robots...



Doors

The doors in Other Half will be one of the obstacles stopping the player from progressing in the game by locking them out of a new path to travel.

Keys

Opening the doors can be achieved by one of two ways

Buttons/Levers: By pressing on a button, a door will open and remain open

Weapon: Depending on the material of the door, the player's weapon can be used to break open the path. (i.e. The Blade can break open vines, hammer breaks open stone, and blaster opens energy-charged doors)

Platforms

Regular

A regular platform allows players to reach locations that are too far to reach on their own.

Regular platforms permanently exist in the game, and they stay in a fixed spot.



Timed

Timed platforms are a variant of regular platforms, except these have a timer attached to them.

When the player lands on them, the timer begins. When the time is up, the platform is destroyed. This makes the player want to think fast.

After a few seconds, the platform reappears, and the timer is reset.

The platform starts to vanish the **MOMENT** the player lands them.



Art

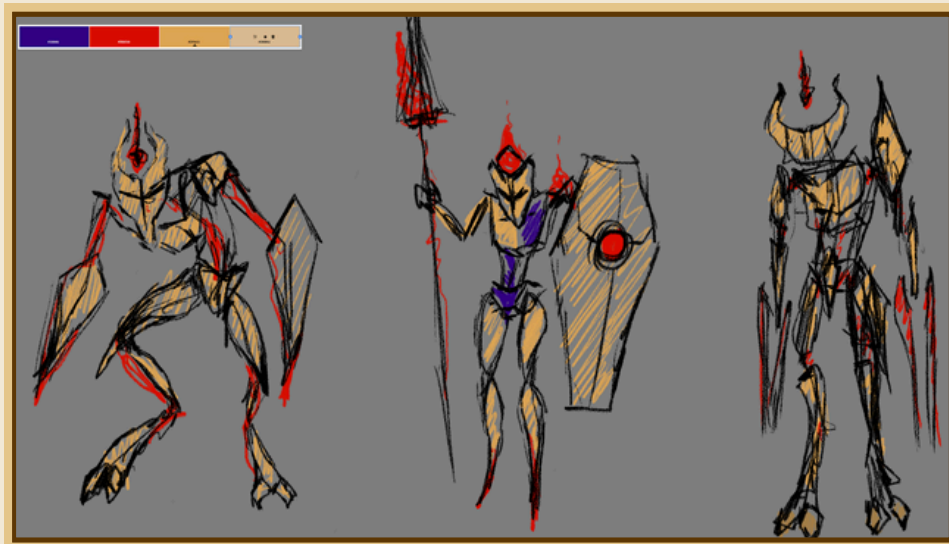
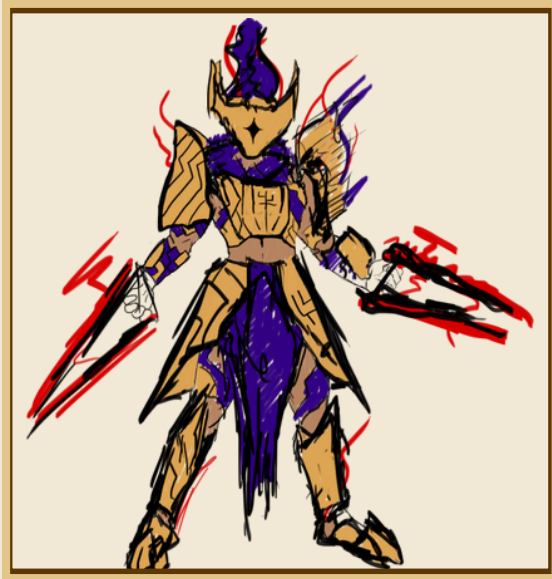
The art for Other Half is going to follow 32-bit style pixel art. The purpose for this decision is to have the game's visuals appear retro, which is a visual trend that's popular with our target audience, while also using more bits in order to add detail to the game's visuals.

Concept Art

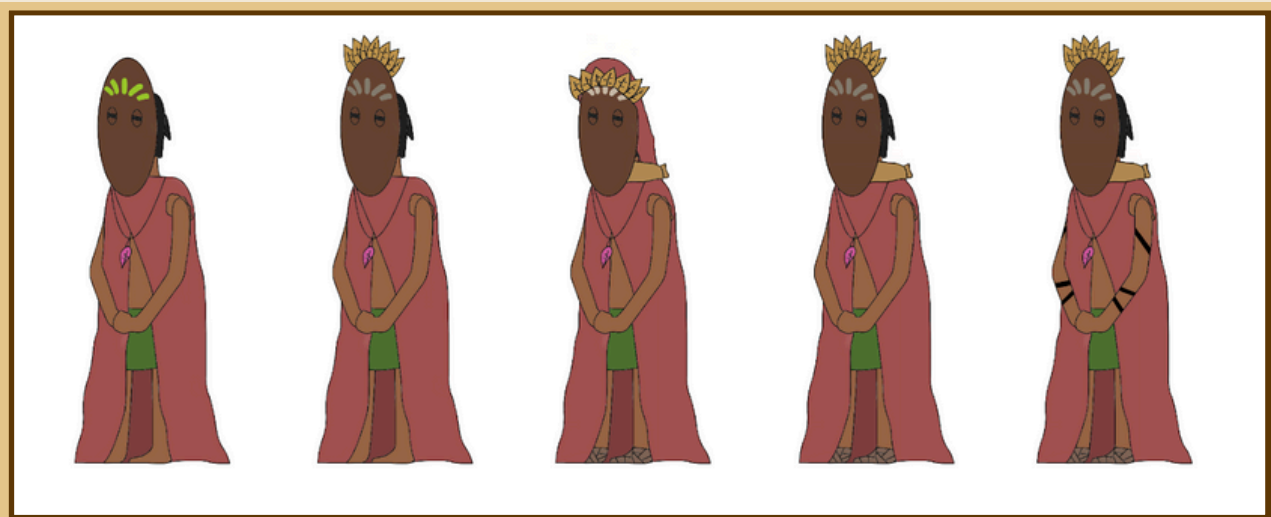
Vesper and N30



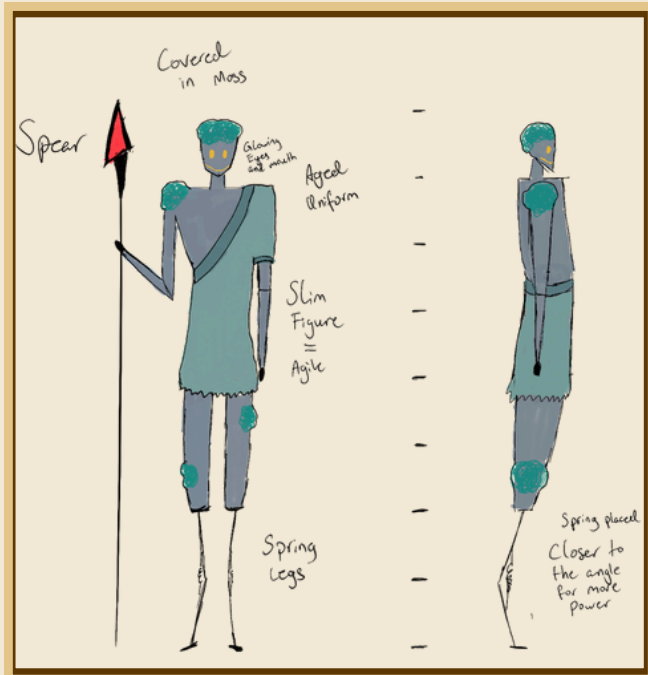
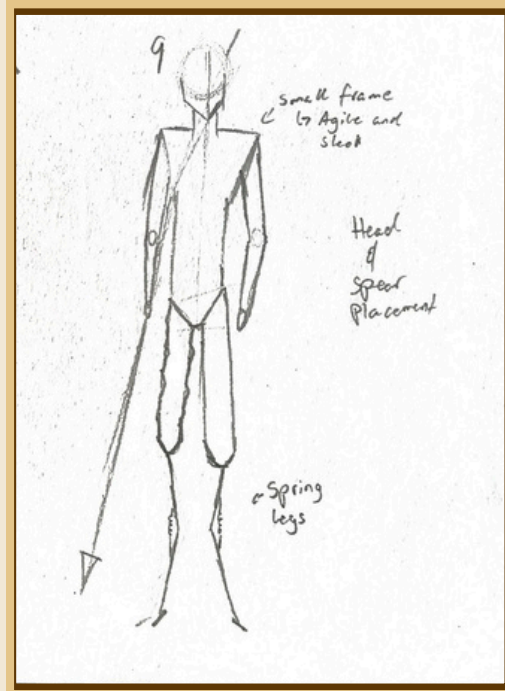
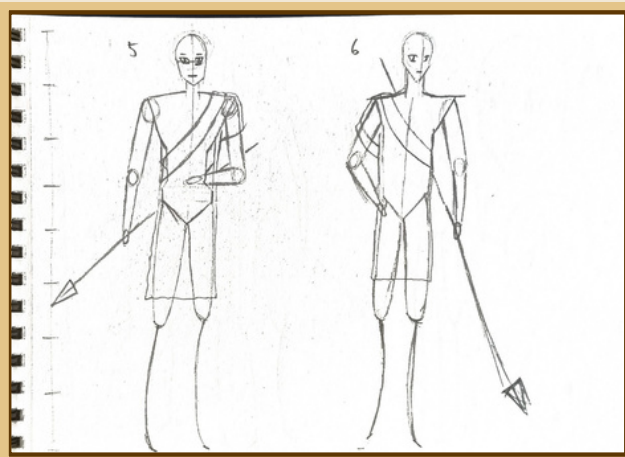
Dominus Ragolius



Master Shaman



Odie (Odysseus)

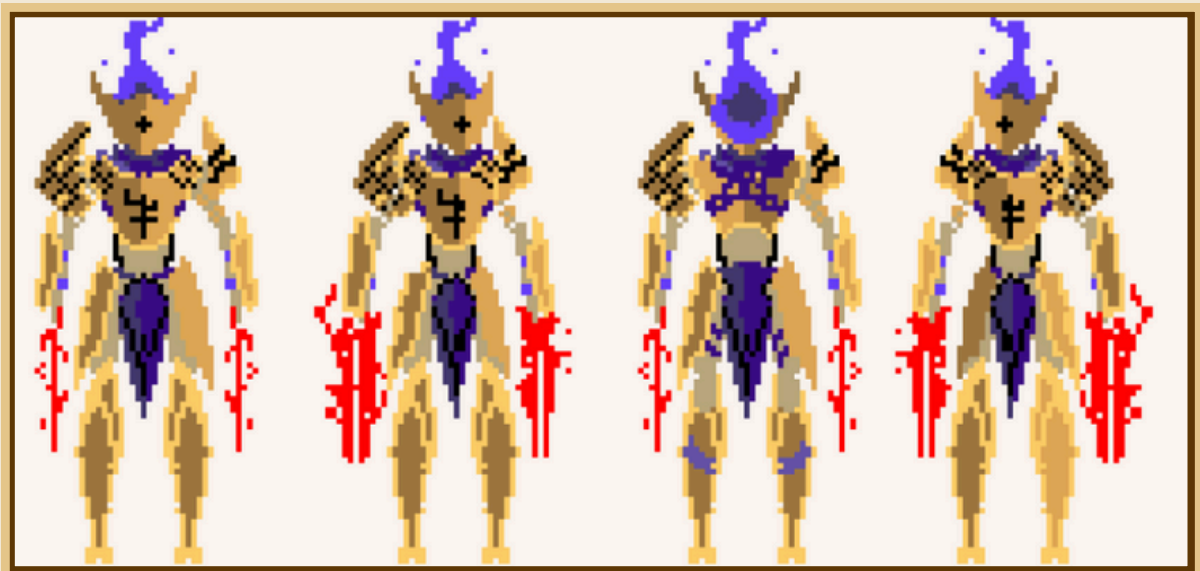


Pixel Art

Vesper and N30



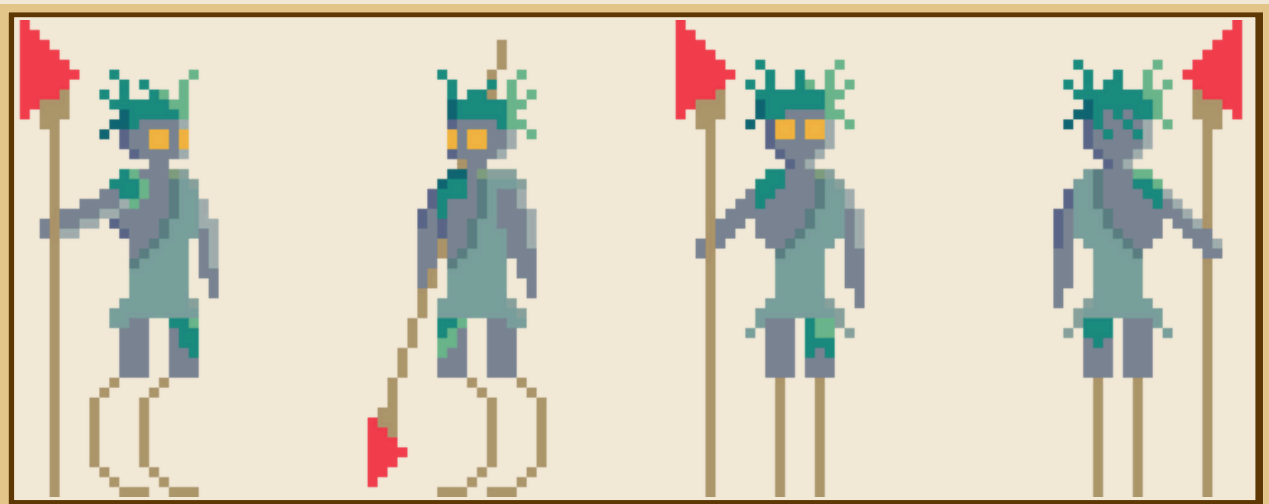
Dominus Ragolius



Master Shaman



Odie (Odysseus)



Audio

Music

Representing Vesper and N30 through music

Considering the game's story revolves around two main characters having to work together by sharing the same body, the music should contain instruments that represent Vesper and N30.

Taking into account that Vesper is a Spiritualist, the goal was to use an instrument that feels human-like and has an angelic feel to it. As a result of this, the flute/clarinet was used to represent him.

With N30 as a Robotic, the goal was to use an instrument that highlights his synthetic appearance. Thus, a synth was used to represent him.

To represent the different thoughts and personalities between the two characters, each character's instrument can be heard to play a slightly different melody from one another. This is to represent that they don't see each other eye-to-eye just yet.

To further present these instruments as representation of one of the characters, the instruments are panned to different sides of the music's stereo profile. Vesper's instrument is panned to the left, meanwhile N30's instrument is panned to the right.

The Soil

Player's Emotional Context

The players are explorers, and upon launching the game they start at the first area of the game. They are excited, intrigued, and want to find secrets. Therefore, the song for Sublayer 1 must reflect that emotion.

Mode

Sublayer 1's theme will use the Ionic mode (Major Scale). This mode makes the player feel both at home while also excited to go out and explore!

BPM

Sublayer 1's theme should be slow. Players should feel excited, but the soundtrack shouldn't be too dynamic. 70-90 should be a good BPM for the track.

Structure

- **Intro**
 - Ease the player into the game, introduce the grandioseness of the game
- **Verse**
 - Create a feeling of tension and suspense. Both characters are giving their thoughts on the world
- **Chorus**
 - Vesper's and N30's instruments are playing different melodies with some connection, representing how they're not fully in-sync yet
- **Verse**
 - Repeat the previous verse
- **Chorus**
 - Repeat the previous chorus
- **Bridge**
 - Give a new direction where the two characters seem to start to understand each other
- **Chorus (Reprise)**
 - Vesper and N30 understand each other better and the instruments are playing the same melody synchronously

SFX

While Other Half's music will utilize synthetic sounds that remind players of retro-gaming, the game's SFX will lean more towards realism.

The SFX will be made by a combination of creating foleys, post-processing vocals, and using additional instruments if required.