

# Kaōka & THE CORAL SEA



A Video Game Design Document  
by Tiffany Terlop - 2021



## Overview

Kaoka & the Coral Sea is a new and bold pixel platformer. In this Metroidvania-style action-adventure game intended for all platforms, the player takes control of Kaoka or her faerie sister, Shouza, in this tale about righting an avaricious king's wrong before the people of the world are stuck as humanoid bugs...forever!

**VISUALS** This classic style of pixel game combines beautifully drawn characters with a stunning pixel world.

**COLLECTIBLES** With nearly 300 collectibles in the game, players will never run out of things to do. Collect to up your score at the conclusion or unlock special costumes, cutscenes, and secret doorways.

**MULTIPLAYER** Switch freely between Kaoka or Shouza, or connect with a friend to play 2-player on-screen co-op.

**PACING** Enjoy fast-paced gameplay, intuitive controls, and a story that keeps the player engaged the entire way through.



## Story

The player starts in Kaoka's home, a cozy treehouse high in a banyan tree. Kaoka is awakened by Shouza, who is in a panic. Both faeries head outside to see that the townspeople have all turned into giant, humanoid bugs called Crawlers. The sisters and their family rush to the sea, which has bizarrely turned coral in color. The blame is put on the fish that everyone has been eating, but no one knows for sure. And since Kaoka and Shouza are the only two who appear unaffected, they're sent to zuhan Kingdom across the sea to investigate.

The player is free to explore Koko Kua island, speak to the afflicted islanders, and collect some gold and valuables to kickstart their quest. From there, the sisters hop on a boat and sail across the sea to Zuhan Kingdom. They're met at the dock by King Yuri and his son, Prince Yue, who look human and healthy. Kaoka and Shouza find this odd since the rest of the kingdom has grown feelers and pincers just like back on their home of Koko Kua Island.

And so begins the journey of **KAOKA & THE CORAL SEA...**



# Characters

## Kaoka



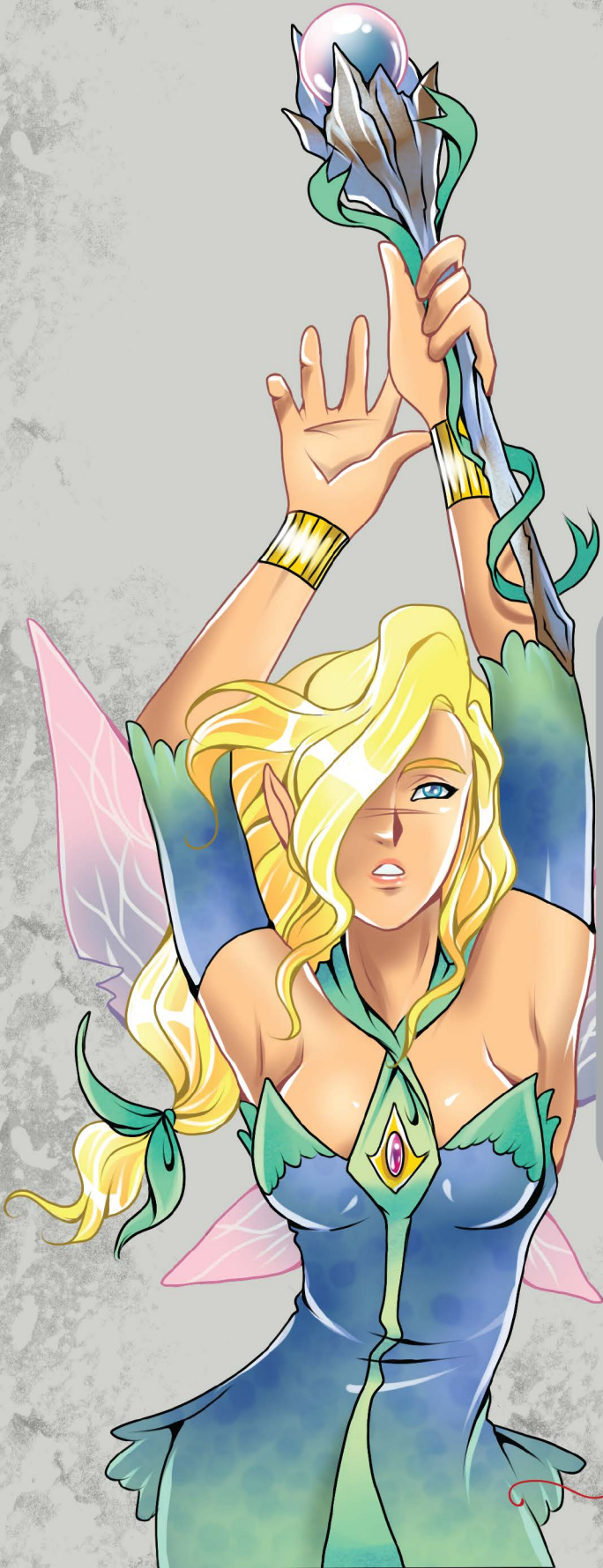
Players take control of the titular character, a fire faerie hailing from the Koko Kua volcano on her native island. Kaoka is a daring, fiery young woman who is an adept fighter in hand-to-hand combat. With her faerie ancestry comes the ability to use her wings to hover briefly in the air. The player can also work to unlock more powerful attacks like Fire Storm and Blaze Ring.

Kaoka is immune to fire damage.



# Characters

## Shouza



Players also take control of Shouza, a water faerie hailing from the Kopik Sea. Shouza is a level-headed young scholar who deals long-range water magic rather than hand-to-hand combat. Shouza's wings are too small for flying, but she can generate a temporary shield with them.

Shouza is immune to water damage.



# Characters

## Prince Yue

The game's primary villain, Yue is a self-absorbed prince with an obsession for wealth and glory. At the cost of turning all the people in the world into Zelka (bug humanoids), Yue stole an ancient god's treasures. To discover more of his story, players take control of the prince during flashback sequences.





# Enemies

There are at least twenty unique variations of enemies located across the five worlds, each dealing different levels of damage. AI varies from one to the other, with basic attacks for some while others are more strategic in their pursuit.

**ZELKA** These bug humanoids are the most common enemy the player will find in the game. These insects come in all shapes and sizes, from beetles to butterflies and much more. Zelka wearing clothes signify they haven't turned hostile yet and are approachable. Zelka that have gone hostile (wearing no clothes) must be knocked out, not killed.

**REGION-SPECIFIC** Specific to every world are enemies that thrive there, native to the location. Some may be plant-based, water-based, dark-based, and so on. These enemies generally have their own set of weaknesses and some may be easier to destroy than others.



## World

Kaoka & the Coral Sea has five worlds, not including Koko Kua Island, which is where the player starts. These worlds are reached by crossing Kopik Sea and embarking on the quest. Each world is rich in color and unique attributes that make them memorable and fun. There are many hidden rooms, secret characters, and special puzzles waiting to be found.

**ZUHAN KINGDOM** A land overrun by hostile Zelka. Towering clay buildings, tangled roads, and sprawling markets make up most of the land. Some of the homes still harbor lucid Zelka, and there's a secret underworld waiting to be explored. Keep a sharp eye out for all 10 of Prince Yue's treasure chests.

**PIKO DESERT** A hot and steamy landscape that hides many treasures in the abandoned pyramids and beautiful oases. Get to know wandering ghosts and find all 10 sarcophagi for big rewards.

**KUMA COVE** A dark and beautiful cove that will test players in its labyrinth. Keep a torch handy as you venture into the black caverns teeming with cranky bats and giant snakes. Collect all 10 geodes hidden throughout.







## World cont.

**FAHTI JUNGLE** A dense jungle complete with jaguars and swinging vines. Get your platforming skills on with this challenging location, where natives fight to protect Opanua's temple, and 10 hidden tree huts are filled with bounties of rewards.

**OPANUA'S TEMPLE** The most challenging and final level of the game. Fight the crazed Zelka and more as the player makes their way through this crystal temple full of tricky traps, interesting characters, and 10 elusive jeweled beetles.



## Features

**COLLECTIBLES** Each world brings ten new, beautiful and interesting things to collect, all with big incentives. Level up your skills, buy new weapons, or learn cool magic. There are also many artifacts to collect, which Shouza studies to add more insight into the world. And with the various shops spread out across the game stocked with awesome supplies, it's worth collecting as many gold coins as possible.

**MULTIPLAYER** The player has the flexibility of choosing how the game is to be played. If hand-to-hand combat is preferred, Kaoka is your girl, but if magic and long-range fighting sounds like more fun, Shouza's got you covered. Swap between both characters freely at any time. Have a friend jump on and control Shouza while the first player uses Kaoka. Fight enemies and bosses together, and collect valuables twice as fast with the benefit of multiplayer.

**CHECKPOINTS** Never worry about a Game Over when you're just looking to have some fun. Helpful checkpoints start a player near where they last left off and will replenish a small percentage of health if death occurs more than five times.





# Interface

Play with ease using an interface that is clear and simple, yet robust and gets the job done. Processes are easy to understand and can be accomplished efficiently, such as using an item during a boss battle or leveling up an ability. Item management is stress-free when there's no cap on the number of items in the player's inventory. Unlocking doors requires merely walking up to one, and organizing the player's items can be done at the press of a button.

