

Soulfire Saga

Soulfire Saga – A game about a newly-born spirit on the Ethereal Plane trying to overthrow a corrupt ruler and end a worldwide calamity, all while exploring the ghost-filled world they live in, attempting to forge their own identity, and learning of the power within themselves.

For they are no simple ghost.

Theirs is the fire brightest of all.

They are Everburning, eternal soul.

And they might be the Realm of Memory's last hope.

Soulfire Saga is a game that I've been trying to design for about a year now. By the end of this program, I'm hoping to have developed the game to where I've finalized the movement abilities and added the first 4 areas, effectively constructing the full "tutorial" sequence:

I | BIRTHPLACE

The area where you spawn. This sequence gets you used to the movement controls as you climb your way towards some bright light above.

II | NURSERY

Upon reaching the source of the bright light, you are greeted with the first NPC of the game, who teaches you how to open doors, evade traps, and use the game's energy system of "soul embers"

III | CRUMBLING WOMB

This area is similar to the first area, but overrun with enemies. Here you encounter the first enemies of the game and learn your first offensive ability, which costs soul embers.

IV | SOULSTONE CAVERNS

An area that shifts again to doors and puzzles, before culminating in the first boss of the game, which rewards you with a sword and hits you with the soul-destroying "end of demo" screen.

Soulfire Saga

Some images of the Birthplace as it is currently:



//The player having just spawned into the game



//representation of the player climbing out of the Birthplace