TO THE SUMMIT

Made in DREAMS

RINA

GEAR™

TO THE SUMMIT

To the summit is a **fast action-platformer** with **ability combination** and **speedrun mechanics.**

We play as an alpinist named Rina. She is **climbing a mountain** filled with mysterious ruins of old technology and **fighting strange robots** protecting them. Her goal is to find an artifact that has the power to **erase specific memories from someone's brain**.

The adrenaline rush of effortlessly running through obstacles in *Mirror's Edge* or *Sonic the Hedgehog*, the thrills of perfectly combining all your abilities to defeat your foes in *Ori and the Blind Forest*, the pleasure of finally getting a gold medal in *Neon White...*

Fast paced action, difficulty, strategy, and mysteries, these are what makes To the Summit a special experience that players will want to delve into and play again and again.

Gameplay

The gameplay is a mix of action and platform. Rina can climb on the environment while dodging projectiles.

She can attack enemies in close combat and combine abilities to go faster.

Energy

Taking damage will reduce the energy and i fit reaches 0, you die. The twist is that the energy will also keep decreasing over time. The only way to fill it again is by killing enemies. You have to kill enemeies fast enough in order to finish levels.

The energy is represented by a bar that slowly decreases.

Movements

- **Running**: Rina automatically runs whenever she moves.

- **Jumping**: Rina can jump when standing on the ground.

- **Climbing**: When Rina is close to a wall and facing it, she can use an ice axe to grab onto any climbable surface. From there, you can either **drop and fall** or **propel yourself up** and climb again.

Level structure

Every level is filled with enemies that have to be defeated before unlocking the door to the next level. Ounce it is opened, you have to reach it before your energy is out. Once every level has been beat, there's a terminal that can be accessed to replay the levels of the game with specific challenges. Each time they complete challenges they will get a currency that will let them upgrade Rina's gear. Once with enough currency gained. They will get access to the end of the game.

Combat

Rina can only attack at close range while enemies have all sorts of ranged attacks. Combat is very simple but must be combined with abilities for a greater success.

- **Dash attack:** Rina can performe a dash toward, if she hits an enemy, she deals damages and bounce horizontally on it.

- **Charged attack (upgrade):** Rina can charge her dash attack up to 3 levels. While she is charging it she is slowed down but she deals higher damages

Special abilities:

Rina has some abilities that she can use to go faster. When an ability is used, you must wait for it to recharge before it's available again.

Grapnel: If there's a wall in front of Rina, even at a great distance, you can trigger the grapnel and make her move quickly to the aimed wall. If the grapnel doesn't reach a wall, its charge is used and Rina doesn't move. The grapnel can't make her go up, only horizontally.

Bubble: when activated, a small bubble appears around Rina for a short time. If a projectile hits her, she gets launched upward. The more projectiles hit her, the higher she goes.

Teleportation: You can hold a button to aim at enemies. Upon releasing that button, Rina shoots a projectile that gets attached to any enemy it hits. When pressing the button again, you can teleport Rina to this enemy.

Enemies

The base enemies are robots that don't move and keep shooting repeatedly at Rina. Once they are hit, they stop shooting for a short period of time.

Main Character

Her name is Rina, she comes from a place very advanced in technology. She's trying to climb the mountain to find an artifact that can erase memories. She's an obsessive perfectionist who tries to control everything and always be the best version of herself. Because of that, she always set high standards for herself and others which are often unattainable. On the other hand, she's very brave and tenacious.

Appearance:

She is dressed in clothes similar to **techwear**, **cyberpunk and a bit of Y2K. All** designed to be used for alpinism. She owns an ice axe that she uses to climb and perform attacks. She has a sort of belt with small propellers in her back that allow her to perform movements that can defy gravity.

Visuals

Environment

The game is set in dangerous mountains with several ruins inside. An ancient civilization that lived here a long time ago and who is now extinct have left temples, houses, galleries, and treasures behind them similarly to "At the Mountains of Madness" from HP. Lovecraft. It is a mix between **Tibetan temples** and eldrich **architecture.**

The buildings are either huge constructions or statues partially stuck in ice. Many buildings are carved directly into the rocks. Levels are always constructed like a corridor going up formed by ruins, ice, and rocks. There's many platforms and huge holes on the ground.
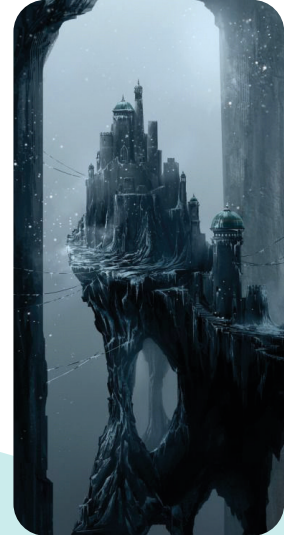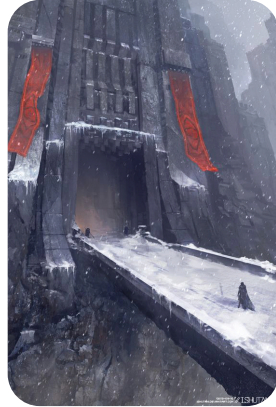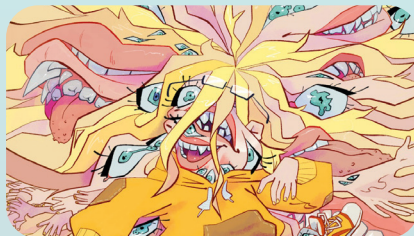
The guide [a.i]:

The guide is a small robot woman with only one big eye. She acts like a silly little savage imp. At first she doesn't seem serious, but she's actually very wise. She's also the protector of the artifact and will do eveything to protect it.

[due to a lack of time, this character is not going to be made]

Jett:

Jett is a helicopter pilot with an emo style that is a close friend and the official protector of Rina. She would literaly do everything in her power to help her, even if it means going against her.

[due to a lack of time, this character is not going to be made]

Technology

The technology is based a lot on nostalgia from the 90s and 2000s. All the ancient technology is actually made of green screens, gray or transparent plastics and retro looking interfaces. The goal is to make it look like it's an ancient technology from centuries ago so that it fits within the ruins while keeping the tech nostalgia feel of it.

Rina's gear fits more in a Y2K style with curved shaped and polished metal metarials.
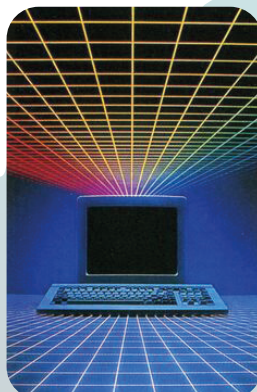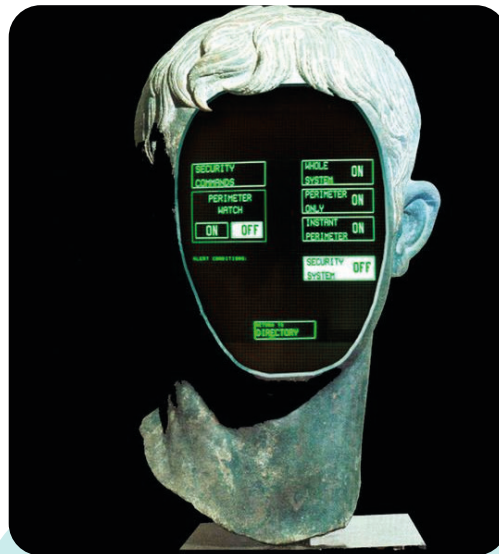
Music

The music is inspired by **Breakcore**, **Drum 'n' Bass**, and **Phonk**. The goal is to accompany the fast-paced action of Rina and bring a feeling of speed. Some parts of the game like the hub have ambient music.

Story

This is the original intention which has been modified (you can find the modifications below this part)

The story:
We play as Rina, she's an alpinist trying to climb to the summit of a mountain. She's trying to find a mysterious ancient artifact.

While climbing, she receives a call from a woman named Jett. She asks her:
"Where are you!? You're supposed to be at the ceremony!"
Rina doesn't care, she's determined to get that artifact at all costs. She responds that's she doing something important, and Jett shouldn't try to stop her.

This specific mountain is known to be very dangerous as many planes, helicopters and alpinists have died while trying to reach the summit. There's constant storms and weird magnetic events happening near the top of it.

The mysterious mountain contains pieces of an old technology that is supposed to protect the artifact. She finds a mysterious place with an ancient terminal. When she activates it, An ancient AI guides her and explain her that she needs to pass several ordeals before having access to the artifact. She obtains a device that she has to plug instead of her oxygen bottle. This will allow her to open several doors throughout the mountain and reach the summit safely.

The artifact she's searching for is an ancient device that can erase specific memories from someone's brain.

Rina is a brilliant engineer that used to work with her brother Kenji who is also an engineer. Most of the tools that she uses to climb are made in collaboration with him.

Jett is actually Rina's protector and best friend. The ceremony she's running away from is her coronation to become the next queen of her country.
When she reaches the artifact at the top, it's a very large dark room with a computer at its centre. She has to enter a simulation before having access to it.

Rina wants the artifact because she wants to erase some of her own memories.

Some of her memories get mixed up with the simulation and she receives different visions of her past while passing different test (levels) inside the simulation:

Rina and her brother, Kenji, were working together on a project a few months ago. They were creating a teleportation device that would greatly help her country. Unfortunately, there was a lot of problems and they struggled to finish it.

Rina's father was considered the best king the country ever had, and he kept putting a lot of pressure on Rina's shoulder to be the best in everything she did so he could let her succeed to him.

At some point he got a deadly illness and Rina felt the pressure to finish the teleporter before he died so she could prove him that she was good enough to be a queen. She started working a lot and lot with her brother.
One day, after weeks of almost no sleep and very few pauses from their work, Kenji asks her sister to stop. She has gone too far and it's not sustainable anymore. Rina doesn't agree and she order him to keep working. Unfortunately, that day, he makes a mistake that makes the teleporter explode and kill him.

Since that day she feels so much grief and guilt that she thinks she isn't good

enough to become the next leader of her country. That's why she ran away from her coronation, she wants to erase her brother from her memories, erase her mistake. She wants to make a sacrifice to be up to the task.

After completing tests (levels) inside the simulation, she obtains access to the artifact, but right before she can use it, she gets rejected from the simulation.

Story changes :

In the new version the story will be much less detailed and told through indirect storytelling. There will be no calls between Rina and Jett. There will only be audio or text memories appearing in-between levels as the player progress to help them understand the story.
There will be no giant robot. Rina will find the artifact at the end where players will have to make a choice of wether she erase her memory or not.