PENTERRA

Penterra is video game that takes place in a post-apocalyptic world pervaded by magic. The game aims to blend genres while at the same time defy common tropes associated with them. The story follows two siblings from an isolated village as they face a growing evil that throws their whole world into turmoil. From battling bandits to mastering magic, the siblings must overcome adversaries they never could have imagined.

Created By

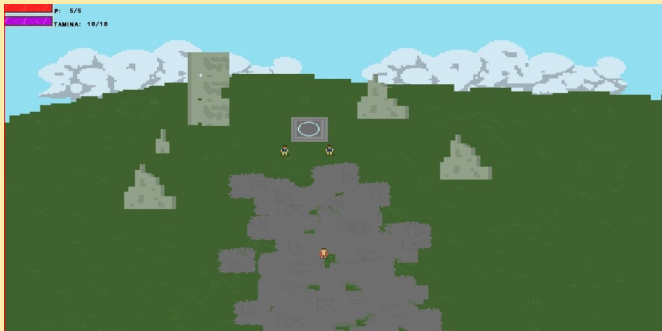Connor Hines   Jenna Yow   Peter Parker   Thomas Unger

Story

Unai Standing in front of Estoria's Vault.

A villager and his llama.

Unai and Amaia's Mother, Alma.

The village elder, Drusus.

The story takes place many generations after the apocalypse. Experiments with Granium, the mineral where magic is derived from, caused an event where nature ravaged the civilized world, bringing the planet back to its original state. There were several vaults located around the world that were protected from nature's destruction, each containing information about the old world and how to use Granium in different ways. Civilizations that began in the new world centered themselves around these vaults. Estoria, the village where Unai and Amaia are from, is unique in that while it is centered around a vault, it has not sprung into a bustling new city, but rather stayed almost completely secluded from the rest of the world.

The story begins with the main character, Unai waking up one morning. After a conversation with his mother, he finds that his sister, Amaia has already left the house without him. When he finds her in the forest, she's eavesdropping on a conversation between two strangers, apparently named Simon and Sasha. When they realize that the siblings are spying on them, they attack, initiating the first battle of the game.

Once defeated, Simon and Sasha escape. When Unai and Amaia return to Estoria, they find a man, bloodied and on death's door, dragging himself into the village. He immediately begins being tended to by the village elder. Through his dying words, he conveys and ominous message: there's a powerful someone looking for Estoria, and they will whatever they can to get their hands on the vault.

Characters

Many characters were planned to be added to the player's party of the course of the game. The first two characters, the siblings Unai and Amaia, would be playable right off the bat. In the demo, however, only Unai is playable.

Unai

Unai is a foil to Amaia's character in that he contrasts her boisterousness with his tendency to try to stick to the normalcy of life in Estoria. His name means "shepherd" in Basque, which is supposed to represent his tendency to try to keep his sister reeled in. His fighting style in the game was meant to be based upon the traditional mage or wizard RPG classes.

Amaia

Amaia is characterized by her willingness to look past the mundane and try new things. Her fighting style would be based upon the paladin class, focusing on defense with slow but powerful attacks.

Simon
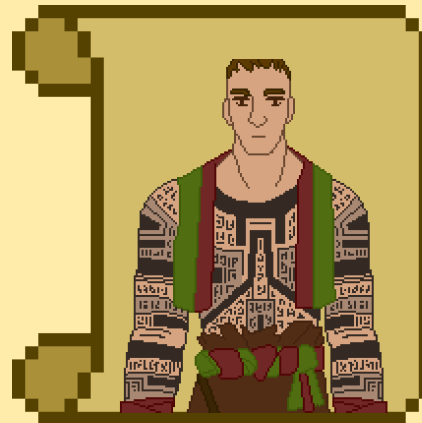
Simon is a member of a nomadic group along with Sasha. He and Sasha are meant to be foils of each other, with Simon's chaotic and loud nature being balanced by Sasha's calm and calculative demeanor. His fighting style would be influenced by the rogue class, while also containing aspects of the cleric class, such as the ability to heal. Despite initially being an adversary in the story, he and Sasha eventually join the player's party.

Sasha

Sasha is also a member of the nomadic group along with Simon. Despite his enormous stature, he seldom uses his strength recklessly. His fighting style would be based upon barbarian classes, with a focus on offense.

Development

When designing both the characters and architecture, we were inspired by cultures that currently exist. Because the setting is post-apocalyptic, we wanted to have societies in this new world be derivative of ones in the old world. For example, the clothing and homes of the villagers is reminiscent of traditional Peruvian clothing and Incan architecture. In other locations that the player would visit, specific cultural motifs would be present to exemplify the influence the original people had when founding that location.
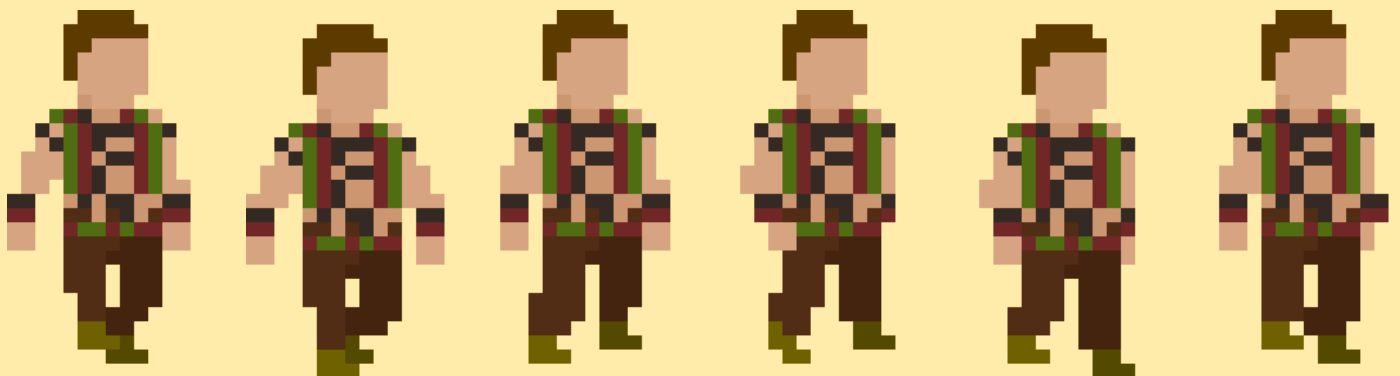
In terms of stylization, we were heavily influenced by the play style of the video game Hyper Light Drifter. With gameplay, we were influenced by your usual Lego video game, where you have a main character battling several enemies at once accompanied by another party member being controlled by AI.

Some sketches of a few villagers.

Early profiles of Unai and Amaia.

Animation frames of Sasha walking.

Gameplay

While we were inspired by the basic elements of Hyper Light Drifter, we also wanted to use elements classic RPG elements. This would include things such as a party system, different classes with different fighting styles, and of course, magic.

Moments before the first battle.

Magic System

Magic is commonplace in this world, with its power being derived from the mineral, Granium. Because of the nature of the story and the use of Granium in the past, we wanted magic to focus on manipulating the natural environment. As such, magic would have been usable outside of battle in order to solve room puzzles à la Legend of Zelda, or simply to try to circumvent obstacles.

Unai holding a staff, a traditional mage weapon, and Amaia holding a sword and shield, usual paladin weapons.

Class System

Each character that would eventually be added to the party would have a specific skill set reminiscent of an RPG class, with some characters even having elements from two or more classes. Simon, one of the first characters to be added to the party, was planned to be both similar to a rogue and a cleric, dealing repeated area of effect and pin-point damage in small amounts, as well as having the ability to heal other party members in a similar manner.

A sketch of Simon using magic.

Party System

The party system would work with the player controlling one character at a time, with the ability to switch between characters. Up to 2-3 other members of the party would also be fighting enemies alongside the player character, but controlled by AI. This would allow for the interplay of different abilities between party members. For example, one character would be able to stun an enemy, while another character could attack it.