

SilverFOCS Incubator

A stylized, dark gray game controller serves as the background. It features two red analog sticks at the top, a central gray touchpad, and various colored buttons: a red four-way directional pad on the left, a green circular button on the bottom left, a blue circular button on the bottom right, and five green circular buttons on the right side. The text 'SilverFOCS Incubator' is centered at the top in a large, dark gray font.

S-FOCS (game)

Reweave

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SPINDLE

Spindle for modular design.



An immortal once owned a magic weapon, the Scroll of Mountains and Rivers. This scroll is a tiny world that contains monsters in ancient times. Due to the carelessness of a disciple, the scroll fell from the heaven and was lost in the human world. Monsters in the scroll all came out and the world became a purgatory. You, as the careless disciple, have the responsibility of coming to the human world and taking all the monsters back. Each monster has a special skill. A series of strange events will happen if there's an ancient monster. So you embark on the journey of finding bizarre events and collecting monsters.

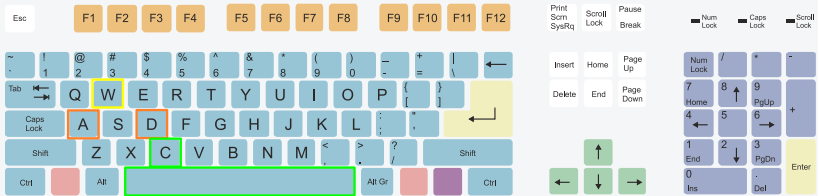




Our game is a Chinese-style platform game where players are trying to solve puzzles and retrieve monsters.

As warriors with martial arts, players can use Qi, which we call kinetic energy today. Players can obtain Qi from moving objects and convert it into internal power for human. Obstacles such as goombas and spikes are in the way, so players have to stir up their brains to solve the puzzle, collect the ancient monsters, and reach the destiny.

Stories, visuals, and sound effects are all interwoven with tradition Chinese elements. Players can experience brilliant Chinese mythology and traditional Chinese culture.



Control:

- A and D: move left and right
- C or Space: jump
- W: restore the kinetic energy of an selected object
- Left click: select an object
- Right click: exert the kinetic energy on an object



Player: Disciple of an immortal, who is careless and arrogant.



Master: The Mystic man mastering kung fu, who will teach players how to use Qi.



Luo Yu: A strange beast with a fish body but bird wings. It can make a bird call like a mandarin duck. Wherever it appears, it brings floods.



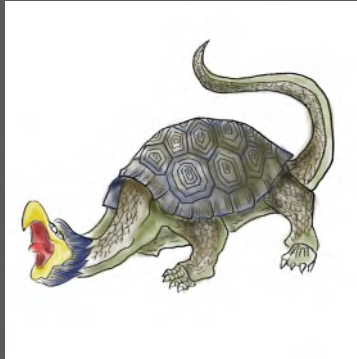
Tao Wu: A creature that looks like a lion. One of the four fiercest beasts in Chinese mythology.



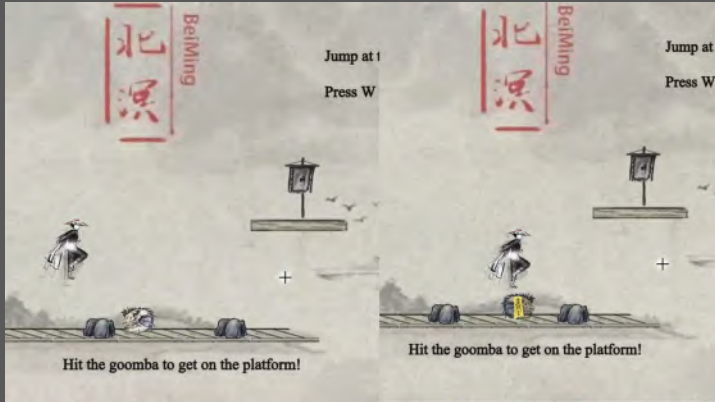
Jiu Wei: There is a beast in the mountains, which looks like a fox but has nine tails. Its sound is similar to the crying of a baby and it likes eating humans.



Luan Niao: A bird that looks like a pheasant but has colorful feathers.



Xuan Gui : A creature recorded in Classic of Mountains and Rivers. It is born in strange waters. Its physical appearance is similar to an ordinary turtle, but the color is red and black, with the head of a bird and the tail of a poisonous snake.



The character can jump and run under gravity, friction, and air drag. He can kill the goombas by jumping on their head. Otherwise, he will die when touching them.



The character can rub other objects' energy and store it. Besides, he can exert the preserved energy on any object with an arbitrary direction decided by user.

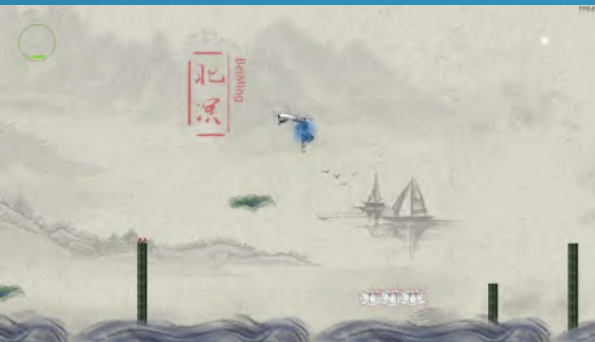


Each level, the player meet an ancient monster at the end point and trigger a dialog with it. After that, the player can collect the monster and come to next level.



In level 0, players will meet his master who will gradually teach players the usage of various skills embedded in this game.





In level 1, players will meet Luan Niao. Luan Niao is resting at the opposite bank of the river. Players should jump across the river. Be careful, do not drop into the water!



In level 2, players have to collect Jiu Wei in LongXi. In LongXi, players should climb up to some platforms to avoid touching spikes and bones. It will be a little hard, try it out!

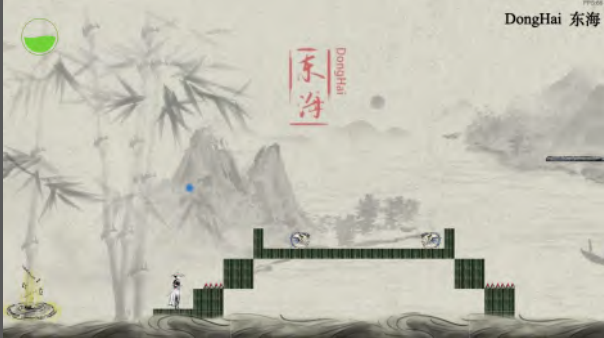
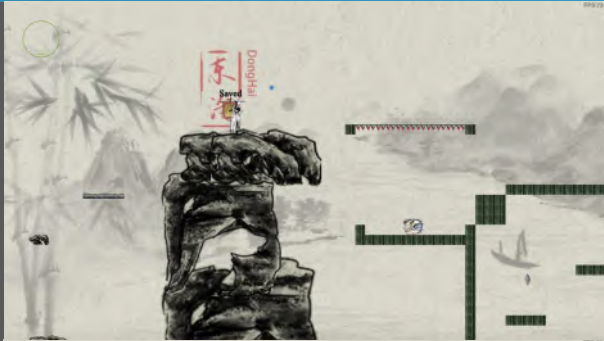




In level 3, players have to collect Tao Wu in ZhongYuan. ZhongYuan has a much more flat map. Players will go through a bunch of small goombas and eventually meet Tao Wu.



In level 4, players will meet Luo Yu in DongHai. The map in DongHai is increasingly complicated, which requires players to jump and run in a smart way.





Finally, players have to collect Luo Yu. However, Luo Yu does not want to be trapped. It needs freedom! Try to reach it through its dense phosphorous.



In level 5, players are taught to collect and use energy to fly in the sky. Practice it and become a master in the game!





Finally, players have to collect Xuan Gui. Xuan Gui has great power and high lives. However, the large power has side-effect. Try to use its own fire balls to hit it!



Thanks for playing!





Creator goals:

- Players enjoy our extremely comfortable movement experience and live physics engine.
- Players explore more usages of kinetic energy in this game.
- Stories coming from Classic of Mountains and Rivers make players experience brilliant Chinese mythology.
- Chinese painting style attracts players to learn more about traditional culture.



Description of original elements:

- Main story line is original.
- All game graphics are designed by Spindle.
- Kinetic energy is an original game mechanics designed by Spindle.
- Background music is made by Spindle.



Concept diagram





Images Self-Created (Wang Dayong)

Background Music Self-Created (Wang Dayong)

Fonts sans-serif, Times New Roman

Quotes *Classic of Mountains and Rivers*

Team members

- *Xiang Yiming*
- *Duan Lingbo*
- *Wang Dayong*
- *Zhang Jingjing*

山海补遗记 Reweave

Brief Story Glimpse

You've lost the Scroll of Mountains and Rivers, a tiny world that contains monsters in ancient times. You have the responsibility of coming to the human world and taking all the monsters back. As a warrior with martial arts, you can use Qi, which we call kinetic energy today. You can obtain Qi from moving objects and convert it into internal power of human beings. Stir up your brain to solve the puzzle, collect the ancient monsters, and reach the destiny!

Let's restore the great land!

Game Highlights

- Collect and use the kinetic energy to help you move.
- Avoid monsters' attacks, or you will lose your life.
- Collect a monster at every level, and reweave them into the Scroll of Mountains and Rivers.
- Original music and visual art.

Developers Note

- YiMing: I love this feeling that I'm creating the world! The game granted me the power to interact with the virtual world.
- DaYong: The art is so pretty! All of them are originally made. We even have self-made music!
- LingBo: Did you ever use a monster as a tool? Isn't it cool?
- JingJing: You can experience brilliant Chinese mythology from this game!

. Xiang Yiming

. Wang Dayong

. Duan Lingbo

. Zhang Jingjing



Developed in Elm
Powered by Gitea
Engineered by Spindle



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- Avoid monster attacks, or you will lose your life
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- Original music and visual art

