

Title: The Krikrak

Brief Outline: A dormant volcano, rumored to contain the gateway to Hell looms above your village. Your friend dares you to find if the stories true. Your task: fetch an item an old folktale to prove it. The story tells of a villager turned monster that haunts the mountain. It could be dangerous to go alone....

Game genre: Single player, top down, thriller adventure game for PC

Visuals: Tile-based level design, Sharp design theme, Crisp color textures, Heavy atmospheric conditions, Explicit color language, Squat proportions, NSEW movement.

Core Mechanics: Dual objective, Mapless maze navigation, Deteriorating combat, Stealth, Harmful/Beneficial item collection, Side quest to reveal full folktale, Mic integration (concept).

Gameplay: Camera centered on player, WASD for movement, E to interact, Shift for sprint, Space for jump, Left Mouse click for weapon, Right mouse to hide in cover.

Core Audience: ESRB Ages 10+, Explorers/Achievers, Fans of Adventure, Horror, & Fantasy.

Setting: A fictional low-fantasy world, parallel to the Middle Ages, a dormant volcano/mountain.

Characters/Enemies:

Main: Player Character (unnamed) - A young villager peer pressured into climbing the volcano.

NPC: Friend (unnamed) - A young villager challenges the player, the plot catalyst.

The Krikrak: A folktale being, once a person like the player character, turned into a monster. Said to reside on the mountain, dismembering anyone who strays onto the mountain.

The Demons: Folktale beings, said to live in the caldera of the dormant volcano. If they catch the player, they will turn them into a Krikrak.

Living Vines: A folktale entity, said to entangle trespassers on the mountainside. These form a barrier, trapping the player on the mountain, unless they can retrieve the item from their task, which is said to repel these vines with holy magic.

Fruit with faces: A folktale entity, said to be the souls of those who died on the mountain. A collectible with stamina/speed granting properties, but alternatively obscures hearing and/or vision, upon pickup, in the form of ghostly apparitions or wailing cries.

Unique Qualities:

The game pays homage to classic folktales used to scare children into obedience.

You have no way to heal if you are injured.

Your walking stick decrease in length until gone, when used for defense; forces prioritization of either fighting or hiding.

Mic integration (concept for the future) would detect sound from the player out-of-game & affects your ability to stay hidden in-game.

Inspiration

