



# What is Herecrim?

**Core Experience:** A vicious war leaves the world in ruins, devastated by a magical finale. The continents have broken up and left oceans between them. Humanity is clinging to survival, no matter the cost, as the world changes around them.

- **Tone**
  - Between spirit-crushing pessimism and desperate optimism for the future
  - Old traditions have passed on, developing realist communities
- **Theme**
  - Hardship and how it affects the individual and society
    - I.e. distrust, discrimination, conflict, etc.
  - All continents are not aware the others exist



# Forhtian

- Remnants of the monarchy
- Fertile valley
- Mountainous wildlands
- Phoenix island (where our prototype happens)
  - Dumping ground of the Disgraced



# Dwolma

- Forested wetlands
- Floating islands
- Monarchy is dead, long live the Reborn





# Ysle

- Wasteland
- Think Pompeii
- Epicenter of the ancient explosion



# The Pyramid™

Nature - The world has lots of magic-touched creatures and plants, 3 broken continents

Culture- On Forhtian, monarchy and keeping rigid order, where in Dwolma there are loosely intertwined city states.

Language- Not exciting, used a lot of simple words to name fantastic things (blood sap, floating rock, hot stone)

Mythology - They believe their dead ancestors become the gods.

Philosophy- Very bleak and realist, fearful of the frivolity of magic



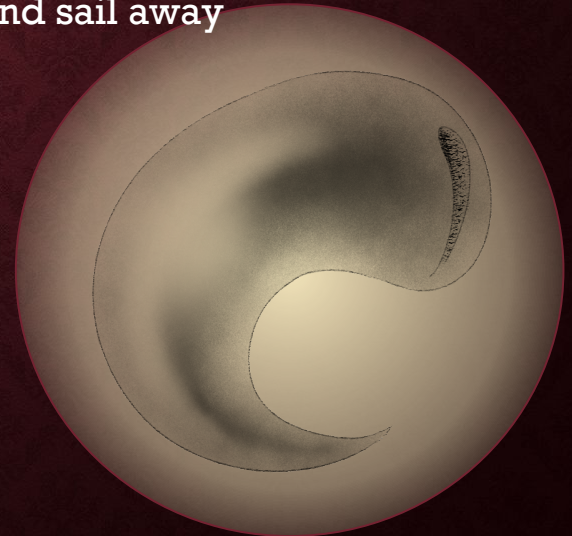
# Deepening the Story

- Autonomous Doll - She comes to life and has a lot of cute interactions
- Interactions with the Phoenix
- Reworked descriptions
- More lore in bible
- ~~Casters~~ The Reborn



# What have we changed in mechanics?

- Circular beach - east east does not equal west
- Two different mazes - one you discover yourself and another someone leads you through
- The prototype story is complete, you can get on a boat and sail away





# How does Herecrim break tropes?

- Magical radiation puts a new take on post-apocalyptic civilization
- There aren't really any 'heroes'
- Showcasing moving from a constructed society back to village-style tribal living

# Directing the player through Gameplay

- Autonomous doll leads you places
- You see the colored scraps in an order give you puzzle solutions
- Item descriptions give you little hints
  - 'You might be able to fix it'
  - 'The sand mixes with the sap and hardens'



# Gameplay

## Hole

As the trees become denser, less light is filtering in from above. The path goes on for a while to the north, but you believe you see a cliff in the distance.

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## Cliff Side

An extremely narrow winding path leads up the cliff face. At the top you can see what appears to be a hole in the cliff face leading into somewhere unknown.

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## Hole

As you reach the top of the cliff face you find a cavern created by two slabs of sheetrock forming a passageway. You see steam billowing out of it.

The small doll hops out of your pocket and comes skittering across the stone floor. Her small arms swing trying to grab your attention, as soon as you see her she dashes across the floor pushing some rocks half her size away to reveal what appears to be a talon.

The small doll tries to get your attention desperately. She really wants to go with you.

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