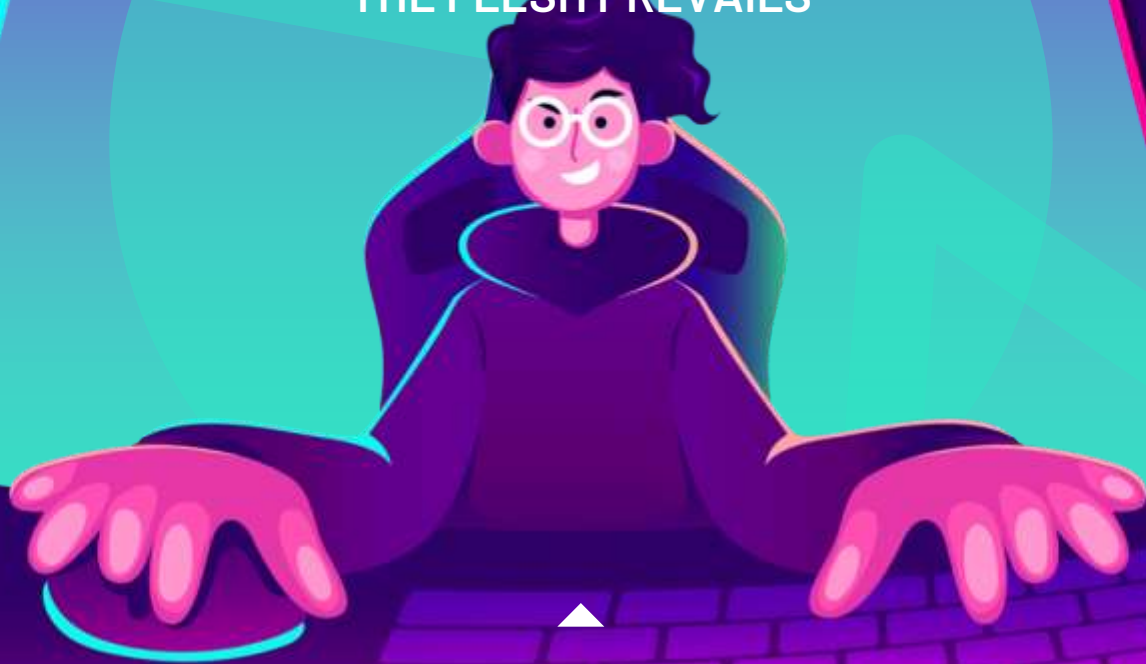


GHOST RUNNERS

THE FLESH PREVAILS



OUR TEAM MEMBERS :

1. COAT OF ARMS

CHAHRAZED HAMDY & MARIEM ABIDI.

1. LOGO & CHARACTERS DESCRIPTION

AHMED CHAMMAKHI,

STORYLINE & settings

MARWEN JUINI & CHAIMA BEN HMIDA,

1. MENU

YOUSSEF RAIS,

Video Game Project CCA1



— COAT OF ARMS



WISDOM OUTWEIGHS
ANY WEALTH

Understanding the symbolism of your coat of arms allows you to view life and yourself from a higher perspective and believe how much more you are capable of. Our coat of arms is based on heraldic symbols and colors; we chose the eagle because, Chief of all the winged creatures, an eagle is symbolic of power and leadership, a crown which is a charge in a coat of arms, set atop the shield to signify the status of its owner, two swords that symbolize justice and military honour. Also, since fire is considered one of the four elements essential to life and flames are held to signify zeal, we chose fire as one of the essential parts of our coat of arms. As for colors, we chose two colors; black that signifies wisdom, grief, constancy and prudence and gold that held to signify generosity and elevation of the mind.

Logo of the game



Characters

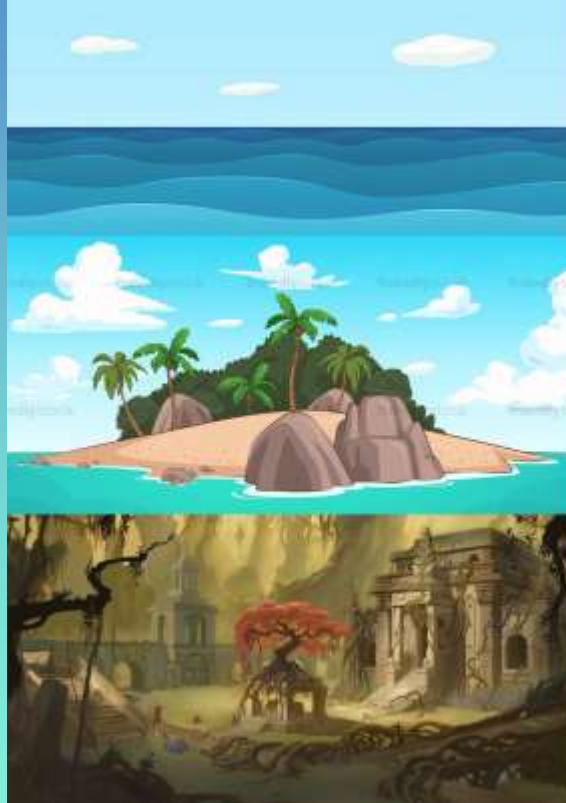
- * Dasein (dazeyn): Father & husband – Fisherman – long black hair – blue eyes – long scar on the left cheek – reliable – tenacious
- * Agra: Mother & wife – tall – long brown hair – brown eyes – smells of cherry and vanilla – religious – superstitious .
- * Edmond: Son – Young – short hair – has his father's eyes – quick witted – critical thinker .
- * Emllik: Daughter – Youngest – freckled face – blue eyes – midnight blue hair – soft-hearted – caring .
- * Reaper: Cosmic entity – ageless – white long hair – dark eyes – strong jawline – servant of the pantheon – manipulative yet fair.
- * Uhulhtc: An old god (dethroned and now roaming in the deepest abyss of the ocean) – a thousand faces – Before ascending and becoming a god, he used to be a powerful warlock who mastered curses and enhancements.

Story :

In the year of 1743, a fisherman and his pregnant wife from the Island of Argus decided to sail into the sea for treasure hunting and fishing. In the middle of it, a solar eclipse occurred and the seas became enraged. After it all calmed down, Agra, the wife, suddenly entered labor and started giving birth. A daughter was born that day; a cursed daughter that was, for any child born in the sea during an eclipse shall be cursed and shall bring unhappiness and misfortune to anyone close to their hearts.

As years went by, the family started to become more and more dysfunctional, the curse especially afflicted the mother by making her infertile and that just drained most of her sanity. But the other members of the family still managed to develop a loving relationship with the daughter despite everything.

One day, Agra had enough of it and decided to make a deal with The Reaper who was the sworn enemy of the old god; she gave him the daughter in exchange for her old life and fertility back. Uhluhtc sided with the father in order to retrieve his daughter. The family finds itself trapped in clashes between divine entities in a never ending cycle that requires the hardest of wills to pull through. Dasein & Edmond start their enduring journey against all odds to get Emllik back. But would that alone put an end to the cycle?



ACTION:

the Birth of the cursed girl in the middle of the sea

Location/Scene

Sea

ACTION:

The life of Emllik / kidnapping her

LOCATION/SCENE

island of argua

ACTION:

The father and son went to another island to save Emllik

LOCATION/SCENE

island / temple



SETTING

18th century

Our story doesn't take place in a single environment, it's not constant. It keeps shifting through time and place. We visit different islands, sail seas, discover ancient ruins and dungeons.

Argus: a continental island, most of it is shrouded by tropical forests and palm trees on the coast. Our protagonist and his family lived in a village in its southern part. The village did well for itself; fishing and spice trade and also exporting exotic fruits were enough to get by.

Nathrazak: An old coral island abandoned by its people ages ago. The coral reefs and the shore were sanguine and turned red from the bloodsheds and massacres. It really just gave an eerie vibe.

Ancient ruins and temples were scattered all around the isle.

This is where our protagonist goes to retrieve an essential item for his quest.

Faron's Dungeon: Located in the Swamp of Sorrows on the island of Nathrazak and this is where the final boss fight takes place. It's a research facility of The Reaper, a mythical zone that transcends reality and the laws of time & space.

Zamel: Another continental island that our characters sought refuge in at the end of the story.





▼ MENU :



Thank you for your
attention !