

潮涌记

Harbour Phantoms

Visual Interactive Novels

2025. 4. 25

Fan Yuyue 24071822g
Gong Yingli 24069734g
Li Junyu 24050056g
Zhang xinyu 24050056g

The background is a dark, atmospheric scene of a vintage shop interior. In the center, there's a red wooden shrine with intricate carvings. To the left, a vintage television set sits on a stand. To the right, there are stacks of vinyl records on shelves. A small framed picture hangs on the wall. The overall lighting is dim, with some highlights on the shrine and the television.

CONTENTS

GAME INTRO

GAME PROCESS

VIDEO/DEMO SHOW

- GAME INTRO

Game Features

In 2015 Hong Kong, Irene (a tea restaurant owner), Jeff (a delivery guy), and Nora (a lute player) teamed up over a 50-year-old "char siu rice debt." They uncovered how Jeff's ancestor, Zhang Qiming, built a cursed mansion on a haunted burial ground by trapping the souls of pregnant women. Using food magic, a broken jade pendant, and ghost-soothing lute tunes, they freed the trapped spirits, turning them into golden butterflies. The curse lifted, and a mysterious old woman left a copper coin at the restaurant, settling the debt between the living and the dead—letting everyone finally move on.

- ① AI generates image materials. AI automatically generates game text according to the script framework, which improves the efficiency of game production;
- ② AI agent NPC, allowing players to freely communicate with NPC to obtain intelligence, suitable for suspense games.
- ③ AI generates translation, supporting Chinese and English

Tools used



- Game Process: Select character – conceive story – write script

polyu-storyworld / characters / 0309g.yaml

```

1 name: Jeff
2 age: 17
3 personality: Timid and cowardly, socially withdrawn, with peculiar thinking, and full of fear of the unknown
4 appearance: Thin - bodied, pale - faced, with messy short hair, evasive eyes, tightly - pursed lips, simply dressed, and with a reserved and timid temperament
5 backstory: >
6 A high school student who transferred to Hong Kong from the Chinese mainland.
7 He studies in a traditional middle school with a long history, where many supernatural events are said to have occurred.
8 His great - grandfather was a wealthy merchant in Hong Kong, and his family was once involved in complex emotional entanglements.
9 When his grandfather was young, he experienced a bloodbath in the family and then fled to the mainland.
10 Now, the male protagonist has returned to Hong Kong to study, but unexpectedly got involved in the supernatural events of the school.
11 These events are intricately linked to his family's past.

```

polyu-storyworld / characters / 4604g.yaml

```

1 name: Irene
2 age: 29
3 personality: >
4 Irene has a sunny disposition and a positive outlook on life. Her laughter is infectious, and she has a knack for brightening up any room she enters.
5 She is always willing to lend a hand to those in need. Whether helping a friend with a project or volunteering in her community, Irene is known for her generosity and kindness.
6 Irene is also knowledgeable and resourceful. She has a keen mind and a natural curiosity that drives her to learn and explore new things.
7 Cooking is one of Irene's greatest passions. She enjoys experimenting with new recipes and creating delicious meals for her friends and family.
8 Her culinary skills are exceptional, and she has a unique ability to infuse her dishes with a touch of magic.
9 appearance: >
10 Irene stands tall at 5'9", with long, wavy brown hair that flows gracefully down her back. Her beautiful, expressive eyes reflect her intelligence and warmth,
11 often sparkling with enthusiasm when she talks about her culinary creations. Irene's style is a blend of comfort and casual elegance; she favours jeans and T-shirts
12 but has a collection of vibrant aprons that she wears proudly while cooking. Her appearance is approachable and friendly, mirroring her personality.
13 backstory: >
14 Irene born to chef parents in a vibrant city, developed a passion for cooking early on. Her adventurous childhood was marked by curiosity and culinary exploration,
15 leading her to make frequent trips to the local markets. Over time, she discovered a unique talent for enhancing flavours, making her a culinary favourite among friends and family.
16 After graduating from a prestigious culinary school, she opened her own restaurant, "Irene's Enchanted Eats," where she creates magical dishes. With aspirations to expand her restaurant and publish a cookbook,
17 she continues to navigate the challenges of restaurant ownership while embracing her culinary journey.
18

```

polyu-storyworld / characters / 3444g.yaml

```

1 name: Noora
2 age: 34
3 personality: introspective, gentle-hearted, and whimsically imaginative
4 appearance: porcelain-skinned with luminous hazel eyes, cascading chestnut waves, and a perpetually soft smile that glows like dawnlight
5 backstory: >
6 Lady Elowen of Thornshire grew up in a secluded castle library, the overlooked daughter of a war-obsessed duke.
7 Her childhood was spent tracing stained-glass shadows and conversing with storybook heroes, nurturing a secret language
8 with songbirds and starlight. Though courtiers dismissed her quiet nature as fragility, she mastered herb-lore from ancient
9 manuscripts and wove healing charms into tapestries. When plague struck the kingdom, her hidden moonlit clinics beneath
10 the weeping willows saved countless peasants, her melodies on a silver lute rumored to mend broken bones. Now whispered
11 to be half-fae, she walks autumn woods with a fox companion, leaving pressed flower sonnets at shrines for forgotten gods.

```

AI project-game script

Original Character in Story Wo...

0309g
3444g
4604g

Script 2.0 (Mar 31)

English Edition
Script 1.0 (Mar 26)

Character Design
Irene
Jeff
Nora

Story Experience Version
1. Beginning – Chaoyong Tea Restaurant
2. Development – First Meal
3. Climax – Soul Crossing Restaurant
4. Ending – Wild Ginger Lily

Visual Reference

Interactive Game Version
Story Branch
AI Free-form Dialogue

1. Beginning – Chaoyong Tea Restaurant
2. Development – First Meal
3. Climax – Soul Crossing Restaurant

English Edition

1. Beginning – Chaoyong Tea Restaurant

- Time

March 5, 2015, 3am

- Location

"Chaoyongji" Tea Restaurant on the ground floor of an old tenement building in Sham Shui Po, Hong Kong

The neon sign "Chaoyongji" is missing the character "记" and is not lit. An old menu is posted on the window (including the barbecued pork rice priced at "\$2.5").

There is a line of faded small characters in the lower right corner of the Chaozhou embroidery "One Hundred Ghosts Night Banquet" on the wall: "Gift from Grandma Chen in the Dingwei Year" (echoing the relationship between the fortune-teller and Irene's mother).

- Dialogue

(Jeff pushes the door, wind chimes jingle)

Irene (wiping cups with his back turned, Teochew accent): "Closed, young man."

Jeff (holding up his phone): "But... the app shows that you accept orders, four servings of barbecued pork rice, and a villa in Xixiu Garden?"

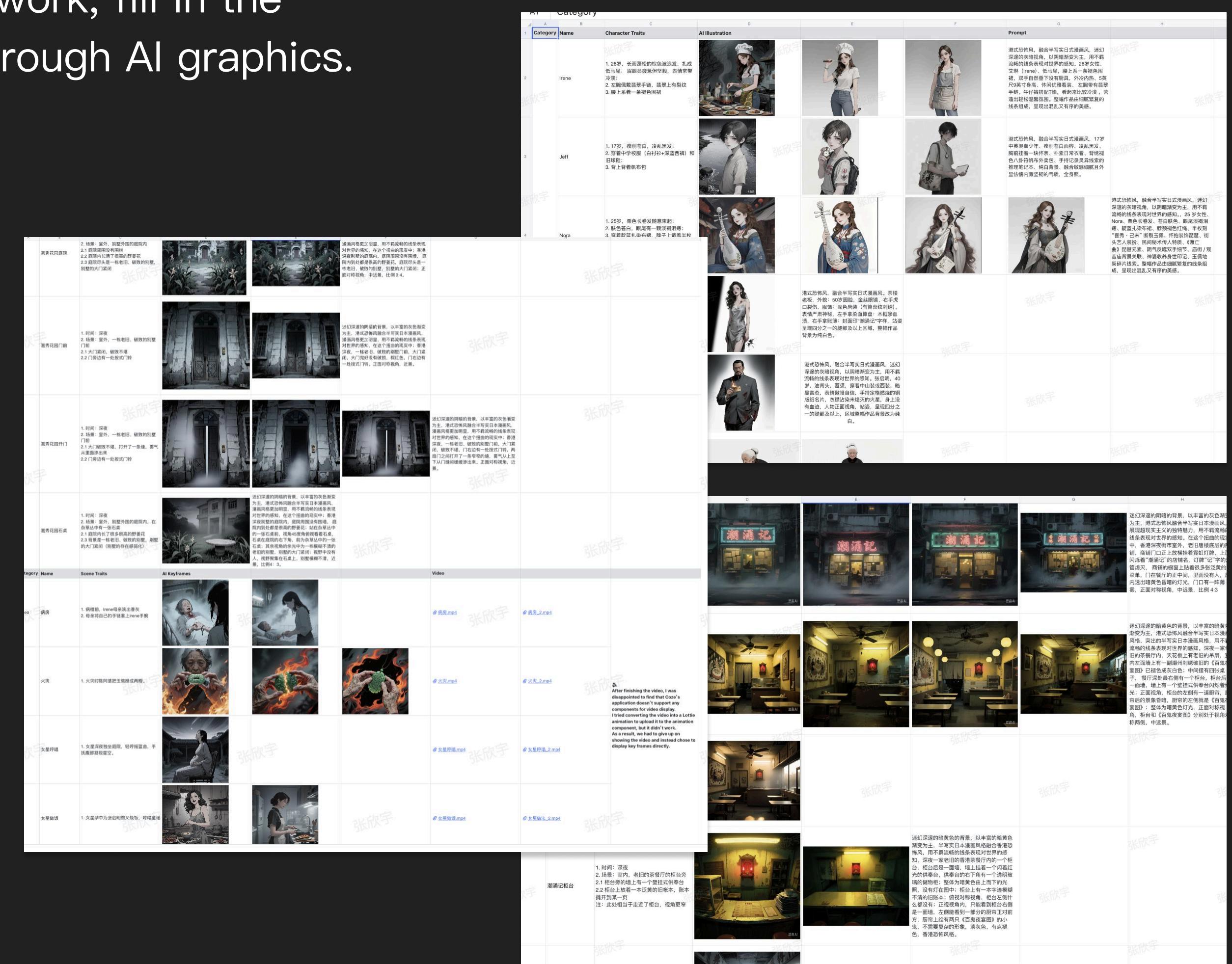
Irene (hand trembles, jade bracelet hits the counter, making a crisp sound): "This order has been hanging for fifty years, you dare to accept it?"

Jeff: "This address is my great-grandfather's old house, where he mysteriously disappeared..."

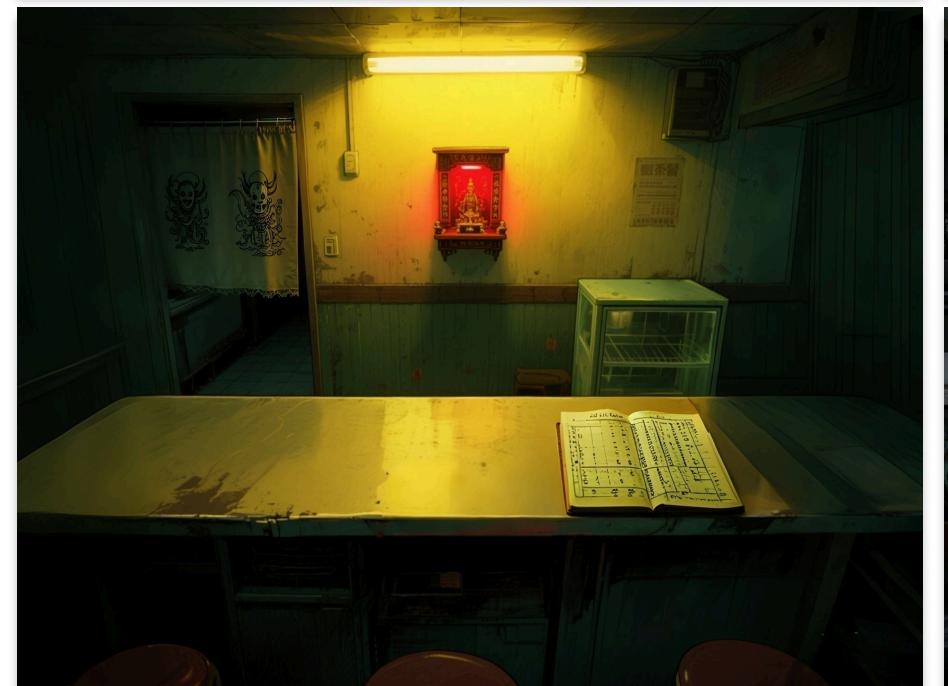
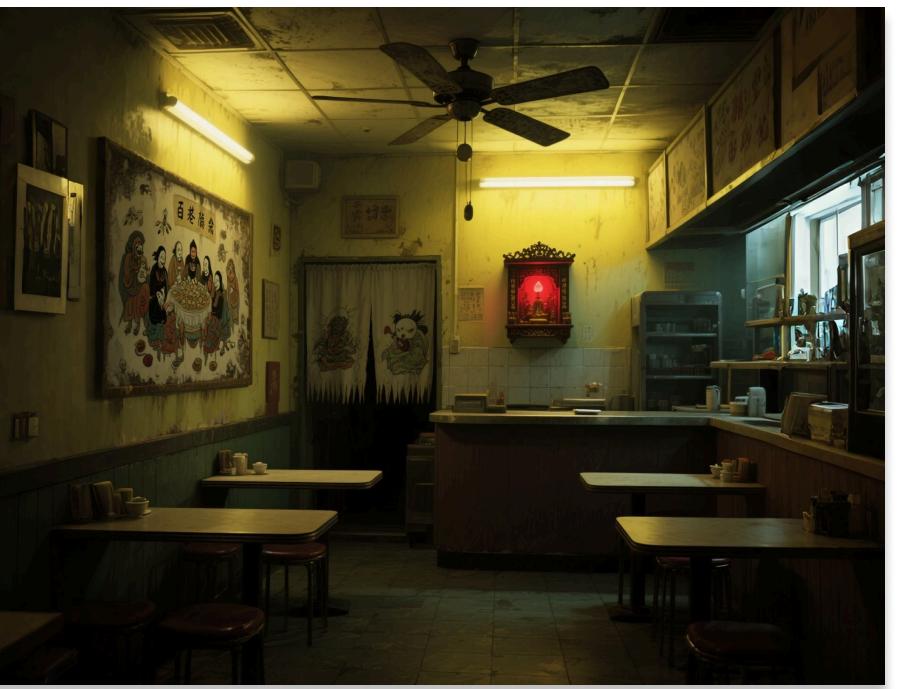
(The account book on the counter is suddenly blown open by a gust of cold wind, turning to a yellowed page, which reads: "1960.3.5 Zhang Qiming owes four servings of

- Game Process: Then we sort out the plot framework, fill in the data table, and iterate the characters/scenes through AI graphics.

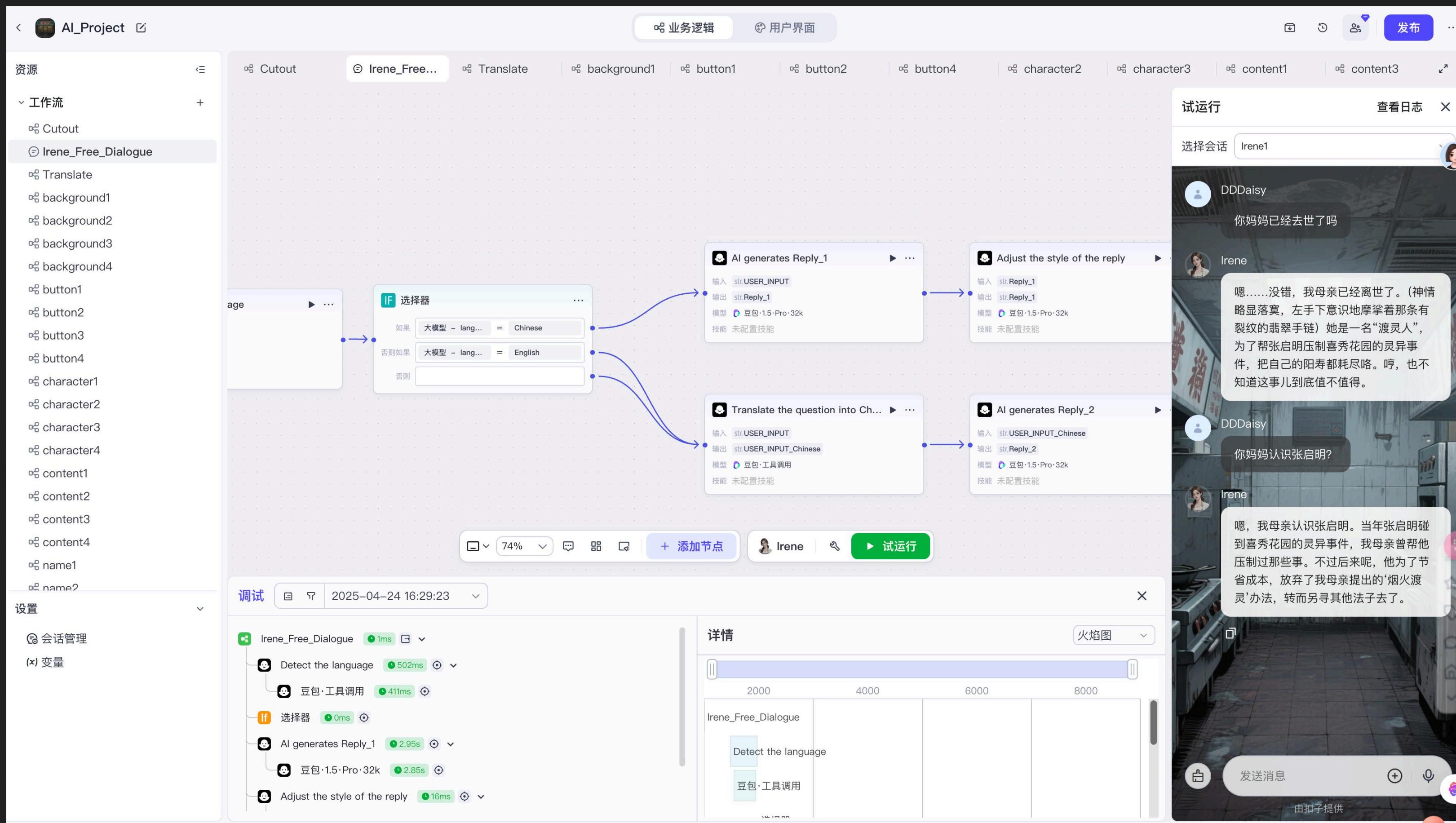
	A1	B	C	D	E	F	G	H
	number	background	model	character_left	character_right	name	content	button
2	1	Outside Chaoyongji	Environment				[Environmental Information] Time: 3:00 a.m., March 5, 2015 Location: At the ground-floor shop of an old tong lau in Sham Shui Po, Hong Kong - outside the chaan teng "Chaoyongji". Location Features: The chaan teng has a neon signboard "Chaoyongji", among which the character "ji" doesn't emit light due to years of disrepair. There are many old menus pasted on the restaurant's display window.	This Page
3	2	Panoramic View of Chaoyongji	Plot_Protagonist				[Plot Information] Location: Inside the chaan teng "Chaoyongji" Character: Jeff, a 17-year-old boy who is working as a deliveryman. He has a sensitive and delicate personality. Main Plot: Jeff pushes the door and enters the chaan teng "Chaoyongji" to pick up the takeout. The doorknob jingles. Jeff observes that there is a piece of Teochew embroidery "Banquet of Hundred Ghosts at Night" hanging on the wall. When he approaches to look at it, there is a line of faded small characters in the lower right corner of the embroidery: "Gifted by Grandma Chen in the Year of DingWing".	This Page
4	3	Panoramic View of Chaoyongji	Plot				[Plot Information] Main Plot: There is only the boss working in the chaan teng. She is a woman who looks to be less than 30 years old. Her long, fluffy brown wavy hair is tied into a low ponytail, and she is wearing a faded apron.	This Page
5	4	Panoramic View of Chaoyongji	Action	Irene			[Action Information] Character: Irene, a 28-year-old woman, the boss of the chaan teng "Chaoyongji". Previous Situation: In the early morning, Jeff, a 17-year-old deliveryman, pushes the door and enters Chaoyongji. Action: Standing with her back to the dining table, wiping the cups	This Page
6	5	Panoramic View of Chaoyongji	Dialogue	Irene			[Dialogue Information] Character: Irene, a 28-year-old woman, the boss of the chaan teng "Chaoyongji". She speaks in a calm style with a certain sense of distance and has a Teochew accent. Her late mother was a folk "soul guide" who could guide the souls of the dead with the aroma of food. She inherited the secret art of guiding souls from her mother and has pity and fear for the souls of the dead. Previous Situation: Jeff, a 17-year-old deliveryman, comes to Chaoyongji to pick up the takeout in the early morning. Dialogue: It's closed, young man.	This Page
7	6	Panoramic View of Chaoyongji	Action	Jeff	Irene		[Action Information] Character: Jeff, a 17-year-old boy who is working as a deliveryman. Previous Situation: Jeff comes to the chaan teng Chaoyongji to pick up the takeout, and the boss says they are closed. Action: Raises his mobile phone	This Page



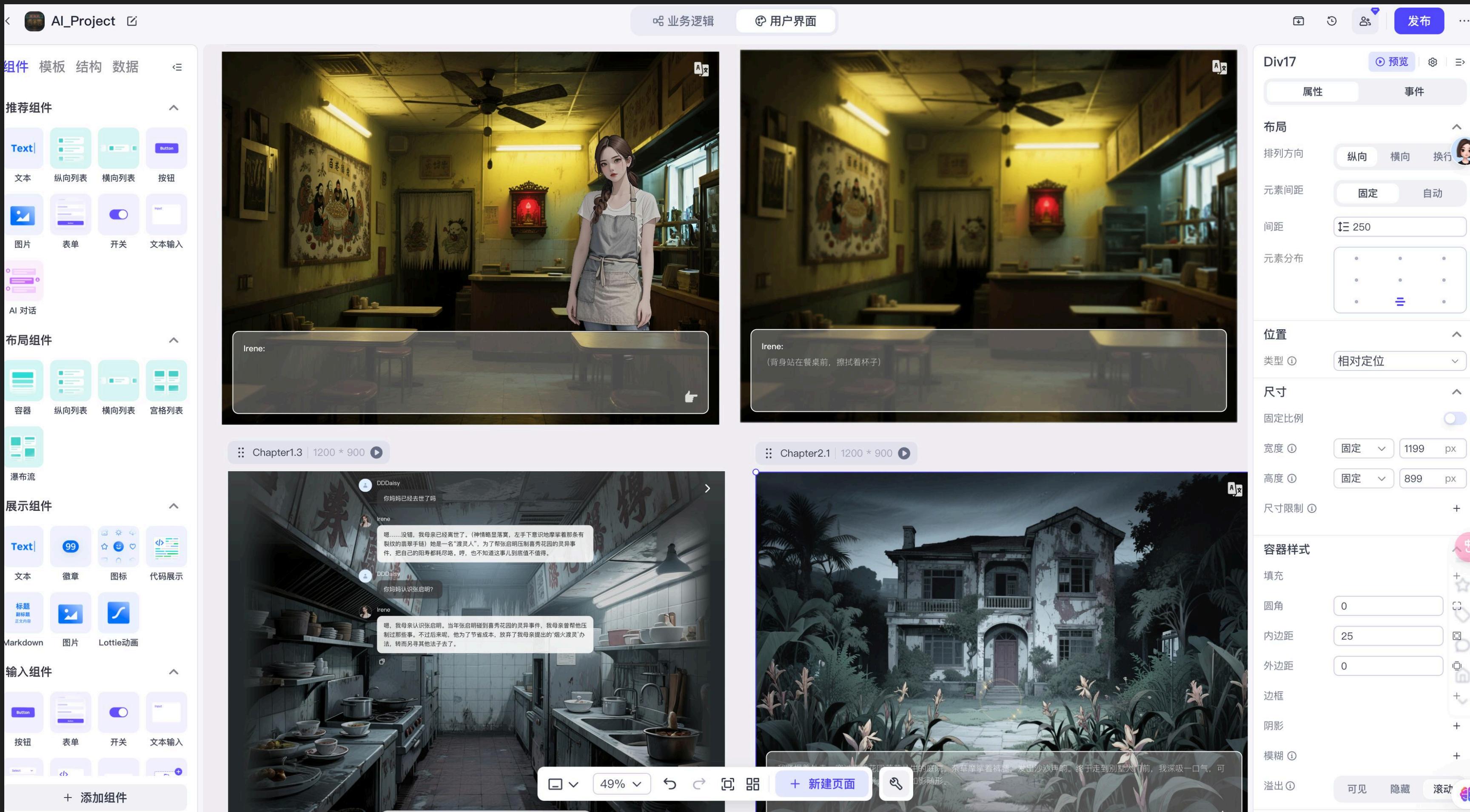
- Game Process: Determination of all scenes/characters



- Game Process: Build the coze workflow based on the table (including display of game materials, calling large models to generate text, free dialogue agent, translation, etc.)



- Game Process: Use components to build the coze application page





◀ 点此进入此故事 ▶

Click here to enter this story



Thanks for watching