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SCCKV3093 GAME APPLICATION DEVELOPMENT (B)

GROUP ASSIGNMENT: GAME TREATMENT DOCUMENT

GAME TITLE

TALES OF THE ANCIENT CHINESE

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1.0 GAME OVERVIEW

Game Title

Tales of the Ancient Chinese

Game Genre

Tales of the Ancient Chinese is a Role-Playing Game (RPG) where players take on the main character role and experience a story inspired by traditional Chinese folklore.

Target Audience

The primary audience is children interested in learning about Chinese folklore, culture and mythology. This game is accessible and suitable for all age groups.

Platform

This game is primarily designed for PC, with future adaptations for mobile devices.

Executive Summary

Tales of the Ancient Chinese is a single-player role-playing game (RPG) that brings traditional Chinese folklore to life through four uniquely crafted maps, each with its own cultural theme and moral lesson. Players take on the role of a protagonist navigating mysterious villages and mythic lands, completing quests, solving puzzles, crafting traditional items, and battling enemies in strategic turn-based combat. Designed for children and cultural enthusiasts, the game combines immersive storytelling, unexpected plot twists, and meaningful decisions that gradually uncover hidden truths. With its focus on moral education, cultural preservation, and engaging gameplay mechanics, Tales of the Ancient Chinese offers a modern, interactive way to explore and appreciate the essence of Chinese mythology.

2.0 HIGH CONCEPT

Core Idea

This game uniquely blends multiple Chinese folk tales, each teaching a moral lesson through four myth-themed maps focused on cultural preservation, selflessness, truth, and gratitude. It combines traditional item collection, crafting, and strategic battles with rich storytelling and cultural education, offering an immersive experience that resonates with today's youth.

Theme & Setting

The game is set in an Ancient Chinese realm rich in mythology and moral teachings. Each of the four unique maps represents a standalone world inspired by traditional folklore.

Player Motivation

Players are driven by the desire to complete quests and uncover hidden truths. As they interact with NPCs and progress through each map, twists and mysteries keep them curious and engaged. Each quest unfolds step by step, pushing the narrative forward and encouraging thorough exploration.

3.0 GAME WORLD & LEVEL DESIGN

World Overview

Map 1 – The Awaken of the Nian Beast: Roar of the New Year

Overall Environment & Setting

The game takes place in a small Chinese village located in the mountains, surrounded by natural beauty like trees, flowers, and a flowing river. This world story occurs during the Chinese New Year, as villagers prepare to celebrate the festival. However, the Nian monster attacks the village, destroying homes and stealing valuable items from the villagers.

Key Locations & Landmarks:



Location 1: Village

Once a wealthy place, the village has fallen into misery and poverty after being attacked by the Nian beast.

Inhabitants & Creatures:

- **Young girl villager:** The first character to approach the player, and tell her about the incident that happened in the village. She gives the first clue about a local old craftsman.
- **Elder villager (Craftsman):** An old man who helps the player craft defensive tools and powerful weapons and also tells the player to find the legendary elf to collect for crafting the defensive tool
- **Cave foot:** Located at the foot of the cave, surrounded by rocks and bamboo.

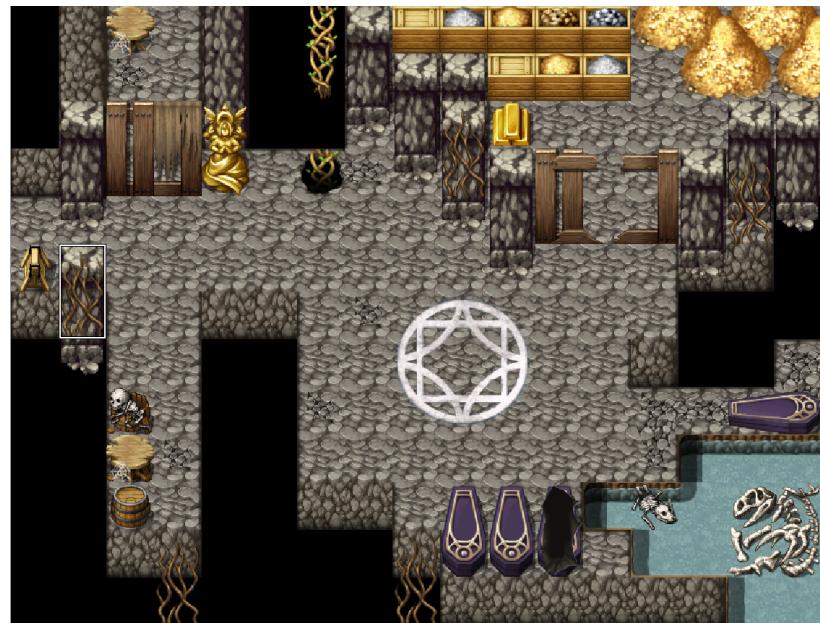


Location 2: Garden

A vibrant garden filled with beautiful flowers and a small pond. A small wooden house for a small elf who protects the garden.

Inhabitants & Creatures:

- **Elf:** A mysterious elf who provides the player with red flowers needed to craft a defensive tool and also offers clues on where to collect materials for crafting weapons.



Location 3: Cave

The place where the Nian beast lives, this cave is dark, dirty and cluttered with the stolen items of the villagers.

Inhabitants & Creatures:

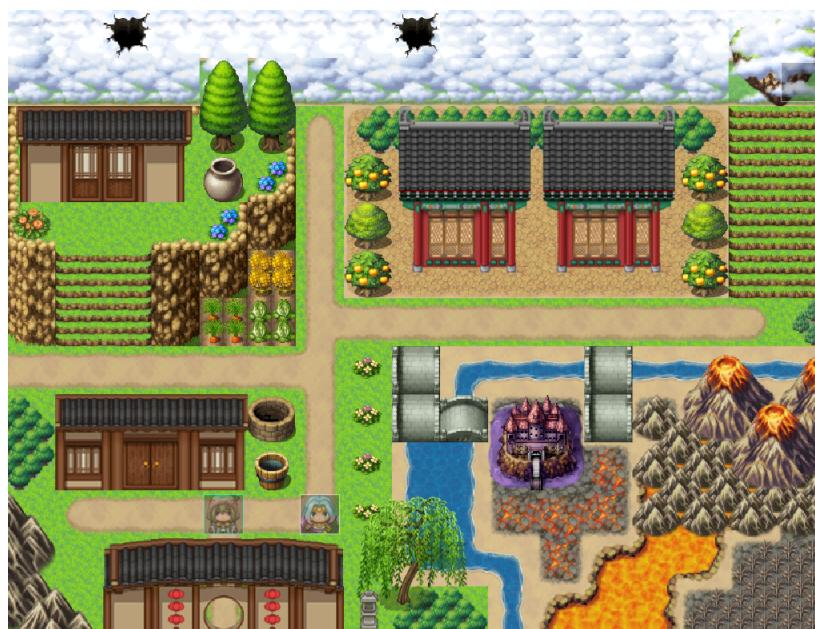
- **Nian Beast:** Attacks villagers and steals their valuable items, especially gold. Having the final battle in the dark cave.

Map 2 – The Legacy of the Divine Goddess: Fragments of Heaven

Overall Environment & Setting

The game takes place in a mythical world inspired by ancient Chinese folklore. This world blends natural beauty with divine energy, threatening the balance between heaven and earth. Players journey across these sacred and corrupted lands to restore harmony to the world.

Key Locations & Landmarks



Location 1: A village

Here, the environment reflects the chaos between heaven and earth, the burning ground cracks, the cracked sky and the unstable terrain. Players wake up in this harsh environment and are immediately guided to talk to an NPC - Nvwa - who reveals their role as the chosen messenger. The volcanic region is home to the Black Dragon, a fearsome guardian. To advance, players must face and defeat this formidable boss in a climactic battle.

Inhabitants & Creatures

- **Nvwa:** The guide in the heavens, bestows spiritual tasks and provides wisdom.



Location 2: Ancient House

In this place, players have to undergo the test of determination - challenging the greed in their hearts. Only those who are determined can obtain three of the five magical crystals or the key item to complete the journey.

Inhabitants & Creatures

- **Nvwa:** The guide in the heavens, bestows spiritual tasks and provides wisdom.
- **Black Dragon:** The ultimate boss, embodies the paradise of destruction and imbalance.



Location 3: Sky Altar

A sacred platform floating high above the world, untouched by corruption. This is the final ritual site, where players return the five-coloured stones to restore cosmic balance and bring harmony back to the heavens.

Inhabitants & Creatures

- **Nvwa:** The guide in the heavens, bestows spiritual tasks and provides wisdom.

Map 3 - The Revenge of the Fox Spirit: Veil of Illusion

Overall Environment & Setting

The game takes place in a remote yet small mountain village, hidden deep within the forest. The village is surrounded by trees and rivers. One day, the peace is shattered as the village hunters mysteriously disappear. Players must navigate through the village and uncover the truth behind the illusion.

Key Locations & Landmarks



Location 1: Wooden houses village

The starting area is where the player can talk to villagers, gather clues and begin the investigation.

Inhabitants & Creatures

- **Old Mother Villager:** The first NPC to speak with the player. She urgently asks for help and explains that something strange is happening in the village. She starts the main storyline.
- **Timid Male Villager:** The second NPC who approaches the player. He's nervous and scared but gives useful clues about the Fox Spirit's appearance and hints where to find helpful items.

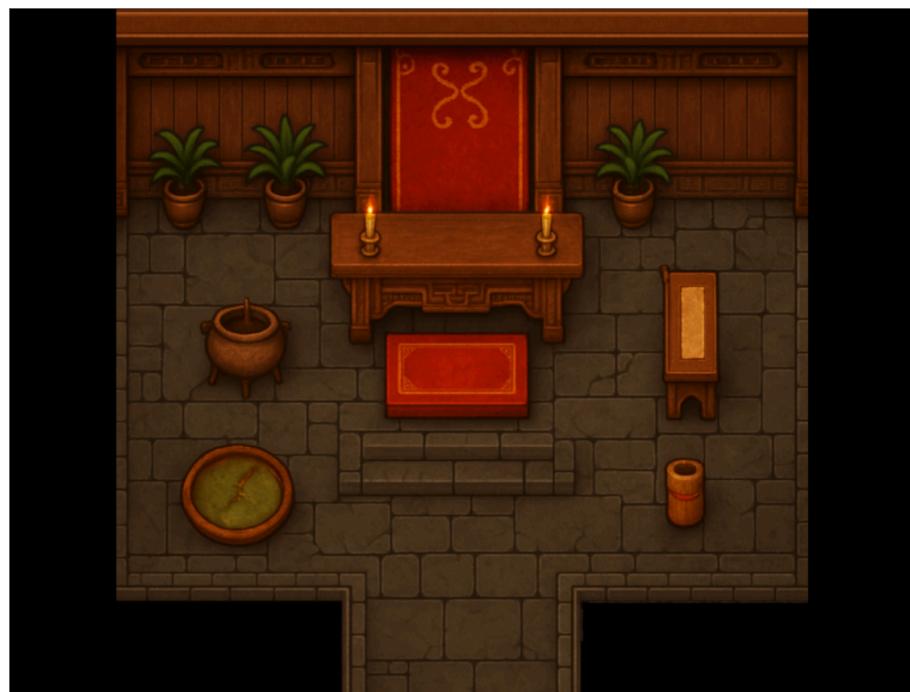


Location 2: Back Mountain

A quiet, isolated area behind the village. Few people come here.

Interactive Element

- **Copper Mirror:** A traditional, ancient mirror with a smooth bronze surface. It is an important item used to reveal illusions of Fox Spirit.



Location 3: Village Temple

A sacred location that is built of brick red tile, wood and stone. Villagers often come here to pray for safety.

Interactive Element

- **Peachwood Soul-Calming Nail:** A hand-carved wooden nail made from peach wood. It has a light scent and a smooth surface. This item is used to defeat Fox Spirit in battle.



Location 4: Fox Spirit's Den

A shadowy cave behind the villagers' houses where Fox Spirit hides. From the outside, it looks like an ordinary rocky entrance. But once inside, the air turns cold and heavy. The atmosphere is dark, still and unsettling.

Inhabitants & Creatures

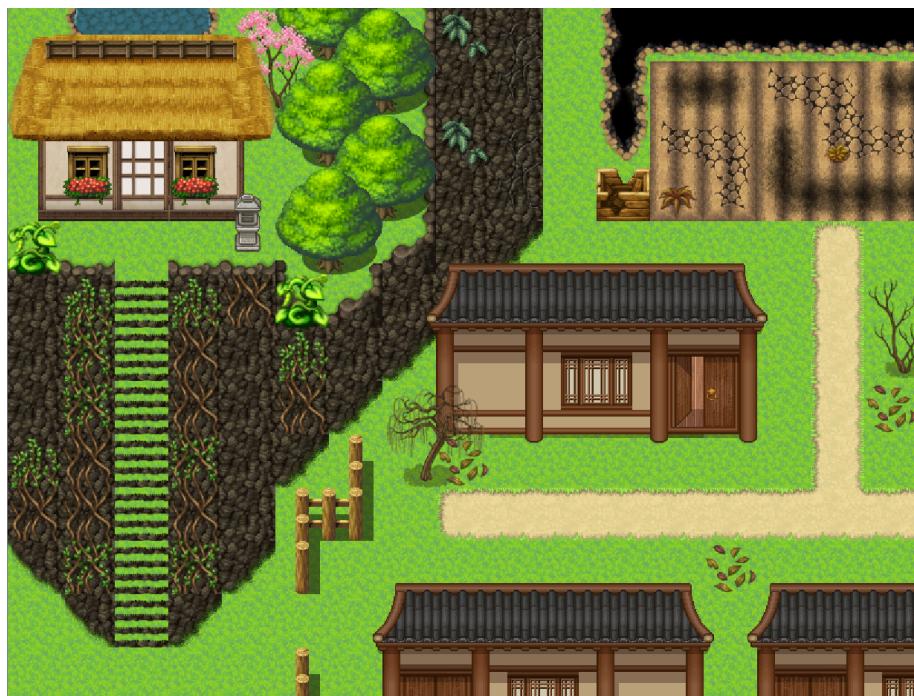
- **Fox Spirit:** The main enemy. She uses illusion magic to confuse and trap others. She seeks revenge for a past injustice, but her story is deeper than it first appears.
- **Hunter:** A key NPC who holds and reveals the truth behind Fox Spirit's revenge at the end of the story.

Map 4 – The Wrath of the Hunger Ghost: Grains of Remorse

Overall Environment & Setting

The game takes place in an ancient Chinese village once wealthy from rice farming. The old buildings and structures show signs of past prosperity. But now, all food in the village has vanished even those traded with valuable items.

Key Locations & Landmarks



Location 1: Haunted Village

Once a wealthy farming village with large and well-built houses, but strangely all food vanished and all the villagers are starving.

Inhabitants & Creatures

- **Villagers:** Men, women, young and old, all suffering from extreme hunger. They have traded away everything of value for food from nearby villages, but every time food enters the village, it disappears without a trace.
- **Hunger Ghost:** A wrathful spirit driven by past suffering, haunting the village and consuming all food before it can be eaten by the villagers, causing the villagers to starve.



Location 2: Dry Rice Field

The village's main rice farm, but all crops have vanished, and the land is dry due to blocked water channels.

Interactive Elements

- **Rice Field:** Can be restored using the Divine Farmer's seeds. The player must unblock water channels and tend the land to plant and regrow rice.
- **Water Channels:** Require player action to be cleared and repaired for proper irrigation.



Location 3: Divine Farmer's Hut

A sacred and quiet place high in the mountains. The Divine Farmer rarely accepts visitors, but he makes an exception for those with sincere and truthful intentions.

Inhabitants & Creatures

- **Divine Farmer:** A mythic and compassionate figure who understands the truth behind the curse and gives the player a bag of rice seeds to begin restoring the land.

Art & Visual Style

The game integrates ancient Chinese art and visual style to match its setting and themes. Since the story takes place in a traditional mountain village with temples, mystical caves, and spiritual elements, we use visual features like curved temple roofs, glowing lanterns, yin-yang patterns, and traditional wood textures to reflect that atmosphere. The colour palette includes earthy tones, reds, and sky blues to match historical Chinese aesthetics. We also include 2D character or object illustrations in a Chinese art style designed using Adobe Illustrator, especially during dialogues, to emphasise emotion and cultural context.



#3f779d - Sky Blue

Represents the vast sky and flowing rivers, creating a calming atmosphere. It symbolises clarity and tranquillity, bringing balance to the environment.

#9ccb4e - Fresh Green

Reflects the grass, trees, and natural surroundings of the village. As a symbol of vitality, it captures the peaceful and lively spirit of the countryside, grounding the player in a world rich with nature.

#e6dca9 - Light Earth Beige

Mimics the colour of the land and soil, serving as a warm, neutral base. This colour bridges nature, enhancing the visual depth of the terrain.

#ac7f50 - Wood Brown

Inspired by the colour of ancient wooden houses, bridges, and structures. This warm brown pays tribute to traditional Chinese wooden architecture, giving the game a historically rooted look.

#9e2a2b - Imperial Red

A culturally significant colour in China, often seen in festive items, temple decorations, and artifacts. Symbolizing prosperity, luck, and celebration, red is used to accent objects and areas of importance.

#1d1d1e - Dark Charcoal

Represents gloomy, mysterious, or haunted areas like caves or abandoned ruins. It adds visual contrast and conveys a sense of danger, fear, and the unknown, helping guide mood and tension shifts in the narrative.

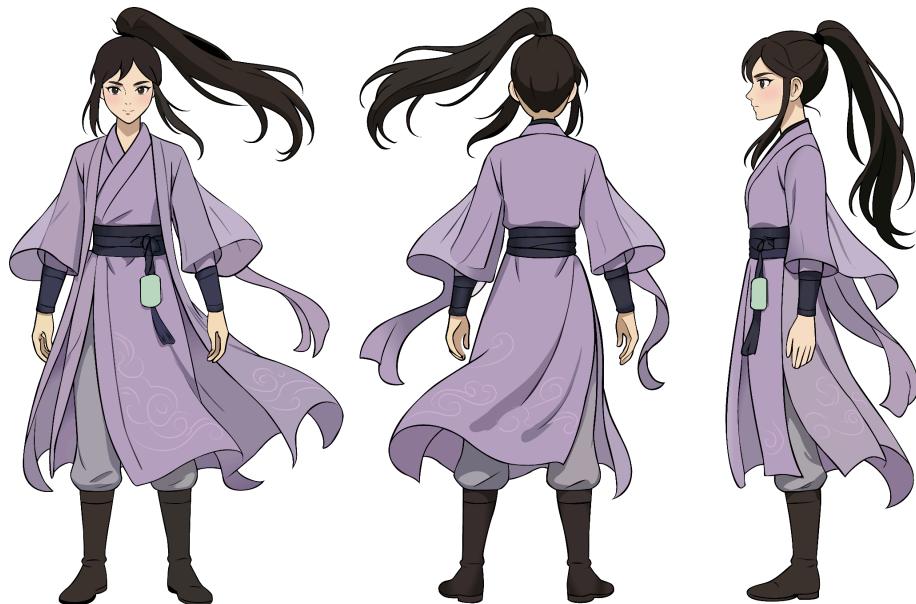
Level Progression

The game allows players to choose which map they want to explore first, with each map based on a different story from ancient Chinese folklore. Within a single map, the progression follows a clear structure. At the start, the players receive a mission or clue that sets their objective. In the middle phase, they focus on collecting key items, exploring the area, or solving small challenges and battles. Toward the end, players either engage in a final battle or complete their task by delivering the key item to an important NPC, which concludes that story arc and unlocks the next stage.

The player navigates through a series of interconnected environments, progressing by completing challenges and collecting key items. Interaction happens via simple point-and-click or tap controls to explore locations, talk to NPCs, open treasure chests, and engage in battles. The player can also use the arrow keys on the keyboard to navigate the character.

4.0 CHARACTER DESIGN

Protagonist: Player



The player character is a 22-year-old female protagonist, known for her courage, empathy, and strong sense of justice. Trained in Chinese martial arts since childhood, she has become a skilled and intelligent young woman who values compassion and diplomacy over violence. Dressed in a practical purple wuxia-style outfit and carrying a jade ornament from her mother, Qing travels across the land to protect the innocent and solve mysteries.

Map 1 – The Awaken of the Nian Beast: Roar of the New Year

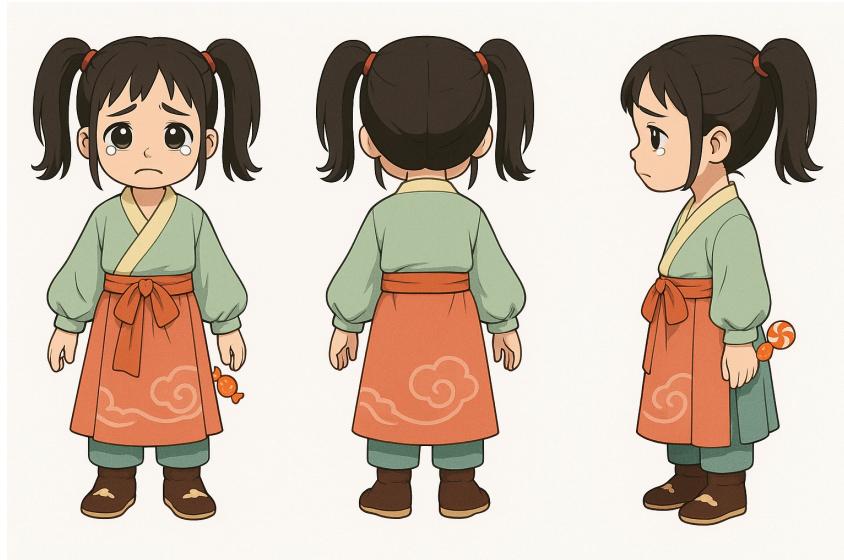
Antagonist: Nian Beast



The *Nian* beast is the final boss of the game level. His thunder-based attacks are powerful and wide-ranging. Players need to stay alert and react quickly. His cooldown period is long, the players can utilise the perfect timing to attack with a fatal combo attack, which is the weapon crafted by the

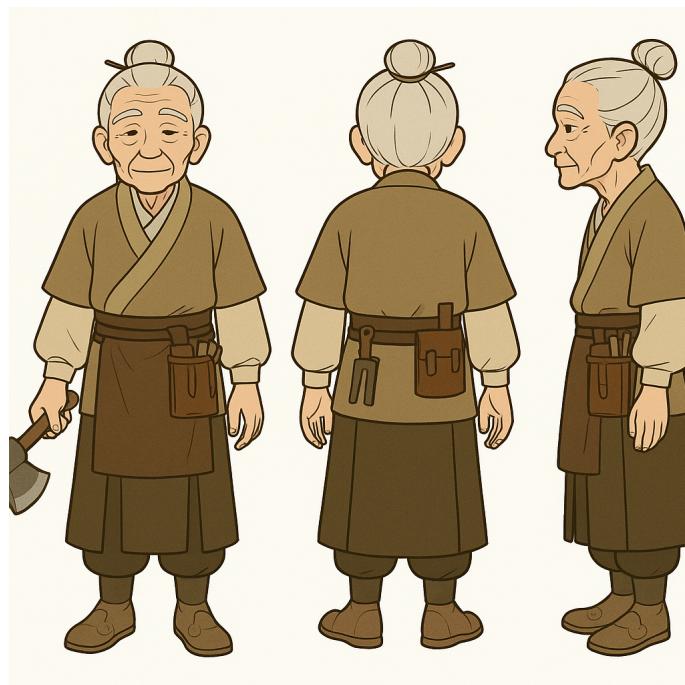
NPC. The players need to utilise dodging, timing, and strategic skills to overcome its powerful thunderstorm attacks.

Supporting NPC: Young girl villager



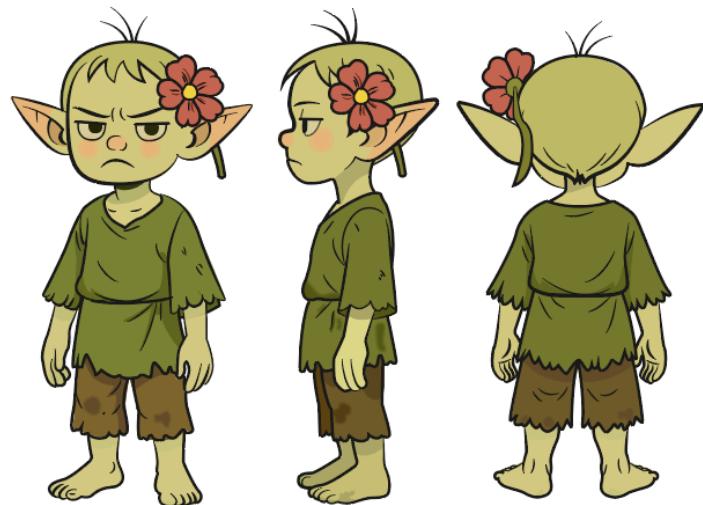
The first character to approach the player, and tell her about the incident that happened in the village. She gives the first clue about a local old craftsman.

Supporting NPC: Elder villager (Craftsman)



An old man who helps the player craft defensive tools and powerful weapons and also tells the player to find the legendary elf to collect for crafting the defensive tool

Supporting NPC: Elf



Elf is an NPC that gives the player red flowers to create red lanterns, which protect the village. Besides that, Doby provides clues to assist the player in gathering materials such as bamboo, stone, and black powder to make weapons like fireworks and firecrackers, which are utilised to battle the Nian beast.

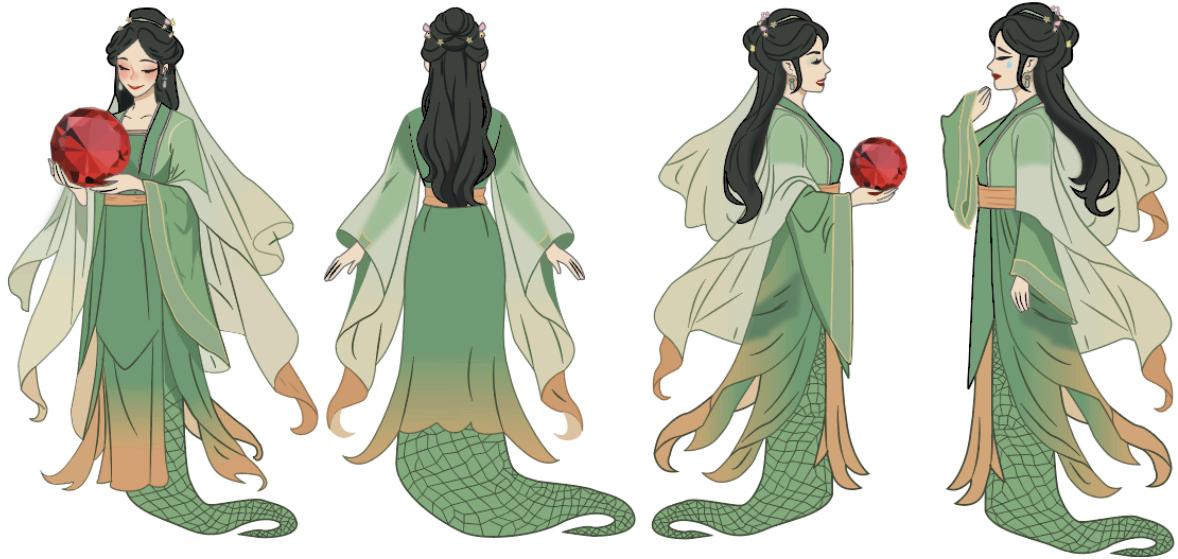
Map 2 – The Legacy of the Divine Goddess: Fragments of Heaven

Antagonist: Black Dragon



Black Dragon is a massive, genderless spirit dragon covered in midnight-black fur and dark crimson scales. Its sharp eyes radiate menace. It symbolizes chaos, born from the rupture in the sky, with a mission to stop Nvwa from mending the sky. Cunning, vengeful, and ruthless, it ambushes players at critical moments and stands as the game's main adversary.

Supporting NPC: Nvwa



Nvwa is an NPC snake god in mythology, half human and half snake. She has a history of several thousand years and is the guide and guardian of the world's balance. She offers mental guidance and hints to help players deal with challenges.

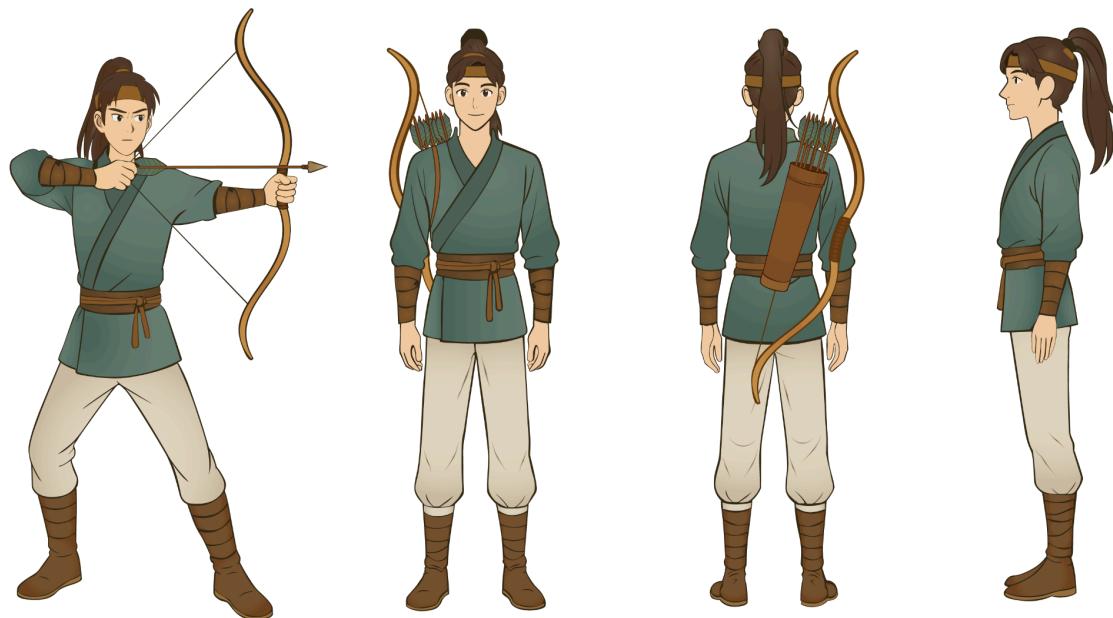
Map 3 – The Revenge of the Fox Spirit: Veil of Illusion

Antagonist: Fox Spirit



This antagonist is a 300-year-old Fox Spirit who stands around 1.5 meters tall in fox form. Its light beige fur reflects her past purity, with dark red tips on her legs, ears, and tail. The Fox Spirit has flame-gold eyes, and a golden rhombus mark on her forehead shows her cultivation level. A red scar is left by a hunter's blade on its left foreleg and has never healed. She relies on illusion magic to confuse players and uses foxfire to engage in the final battle.

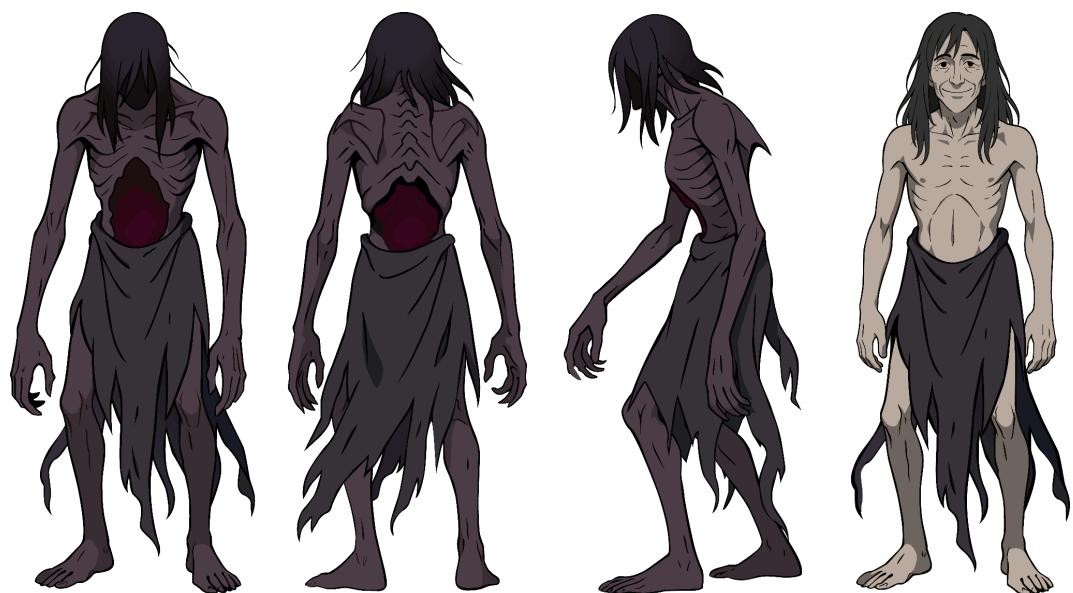
Supporting NPC: Hunter (Lin Shuo)



Lin Shuo is a skilled yet kindhearted hunter. He serves as an important NPC who offers essential insights into the Fox Spirit's backstory and uncovers hidden truths. He is recognised by his leather headband, a symbol of his hunter identity.

Map 4 – The Wrath of the Hunger Ghost: Grains of Remorse

Antagonist: The Hunger Ghost



The Hunger Ghost is a male vengeful spirit with a dark grey, withered corpse-like body and a bloody hole in his abdomen. He was once a selfless father who died of starvation after sacrificing his last grain of food for his five-year-old son during a time of great famine. As the villages become rich and waste food, his sorrow turns to rage. He seeks revenge to make the village feel the same suffering he endured.

Supporting NPC: Divine Farmer



The Divine Farmer is a wise and compassionate mythical human who appears as a 70-year-old elder with snow-white hair, black eyes, and a humble farmer's attire. When the village is struck by famine and haunted by the Hunger Ghost, the Divine Farmer gives the player a packet of rice seeds, but only after confirming the player's sincerity. He warns that unless the village confronts its past, repents, and resolves the underlying resentment, no harvest will save them. He encourages players to reflect, uncover the truth, and restore balance through understanding and change.

5.0 STORY & NARRATION

Map 1 – The Awaken of the Nian Beast: Roar of the New Year

Plot Summary: The Nian beast awakens from its hibernation and starts stealing precious items from the villagers during the Chinese New Year. To help the villagers return to peaceful lives, the player must discover the village, and collect the materials to craft weapons and defensive tools to protect the villagers. Players learn about the cultural value behind the traditions by completing missions, crafting products, and interacting with villagers.

Conflict & Resolution

In the first battle, the Nian beast appears but runs away when scared by red lanterns. The player explores, solves puzzles, and makes special items like firecrackers to get ready for the final battle. Using strategy and timing, the player beats the Nian, finds the villagers' stolen things, and returns them. A new tradition begins—using red decorations and loud sounds every Chinese New Year to scare away the Nian beast.

Dialogue & Cutscenes

Opening Scene

Character	Stage Direction	Dialogue
NPC1 (Young Girl Villager)	Crying	Please help us! Our village needs help, the Nian beast has returned! It destroyed our village and stole our valuable items!
Player	Curious	Yes...I can help you. But who is the Nian beast? Why does it want to destroy the village?
NPC1 (Young Girl Villager)	Scared and sobbing	The Nian beast was once a divine protector that transported offerings to the god in exchange for blessings, but it gradually became corrupted by greed and started stealing the offerings.
Player	Feeling sad	What a sad incident.... I will try my best to help the village. Where is its habitat? I need to battle with him"
NPC1 (Young Girl Villager)	shocked and worried	No...the Nian beast is too strong. You can't defeat it yet. You need to prepare special weapons....But.... I know a retired old

Character	Stage Direction	Dialogue
		craftsman. Maybe he can craft weapons for you....”
Player	impressed	Wow.. okay... I will find him and ask for his help...”

Key Story Event: Meeting the Elder Craftsman 1

Character	Stage Direction	Dialogue
Elder Villager (Craftsman)	Sigh	The Nian Beast reappeared again.....
Player	Energetic	Yes...I'm here to help the village!! Please help me craft the weapon.
Elder Villager (craftsman)	Shocked	Wow.... such brave young people. Yes, I can help you, I heard when I was a kid, the villagers told me the Nian beast is afraid of the red colour. So you need to collect red flowers so that I can craft lanterns for you.
Player	Confident	I will gather the materials by myself.
Elder Villager (craftsman)	Happy	Good. Find the legendary elf at the farthest part of the village. It guards the red flowers you need. Here's the hook to help you collect flowers.
Player	Confident	Thank you...and see you later.

Garden: Meeting the Elf

Character	Stage Direction	Dialogue
Elf	Angry	What are you doing here !!!
Player	Energetic	Hi...I'm here to help collect the red flowers.
Elf	Angry	Go Away!! I'm not giving the flowers to anyone!!! flowers!!!!

Character	Stage Direction	Dialogue
Player	Shocked	I'm so sorry for making you mad, but I need the flowers to protect the village... The Nian beast has appeared again..
Elf	Guilty	What? Why do you need my red flowers to protect the village...?
Player	Sad	Because I heard the villager says the Nian Beast is afraid of red things... but there is only one place that has red flowers to craft defensive tools..
Elf	Tsundere	Well...Since you want to save the village...Then I will allow you to take the red flowers...
Player	Happy	Really?!!! Wow, you are such a kind person! Thank you!!!! I will save the village!!
Elf	Shy	You're...welcome...I also heard that the Nian Beast doesn't like loud sounds...You can collect bamboo and stones under the Black cave...but be careful...It's very close to the Nian Beast's habitat...
Player	Energetic	Thank you for the important information!! I'll gather the materials and craft the weapon!!
Elf	Shy	Okay..Good..Luck...

Key Story Event: Meeting the Elder Craftsman 2

Character	Stage Direction	Dialogue
Player	Energetic	Hii!!! I just collected the red flowers!!! The elf isn't like the legends say... not a scary creature at all...It's actually very kind!
Elder Villager (craftsman)	Shocked	Wow...really?...You actually got the red flowers from the elf? What a miracle...
Player	Confident	Yes!!! Here's the red flowers!! The elf also told me that the Nian Beast is afraid of loud sounds.. I'm going to collect bamboo and stones next. Will you

		help me craft the weapon?
Elder Villager (craftsman)	Calm	Yes...sure...come back later...I'll craft the red lantern for you first... it will Take some time..
Player	Happy	Okay!! see you later.

Key Story Event: Meeting the Elder Craftsman 3

Character	Stage Direction	Dialogue
Player	Energetic	Hi again!! I've collected the bamboo and stones, here you go!
Elder Villager (craftsman)	Pleasure	Oh...great! Here are your red lanterns.. decorate the whole village before the sky turns dark. I'll start crafting your next Weapon with these materials. Come back later.
Player	Happy	Okay, thank you! I'll be back after I defeat the Nian beast!
Elder Villager (craftsman)	Pleasure	Alright.. Good Luck

Key Story Event: Meeting the Elder Craftsman 4

Character	Stage Direction	Dialogue
Player	Energetic	The red lanterns worked!! The Nian Beast ran away in the middle of the battle!
Elder Villager (craftsman)	Pleasure	You really did well!!! Here are the firecrackers and fireworks. With this weapon, the Nian beast won't be so powerful anymore.
Player	Confident	Yesss!! Thank you so much and just wait for the good news!

Map 2 – The Legacy of the Divine Goddess: Fragments of Heaven

Plot Summary: Players wake up in a mythological world disrupted by imbalance and natural disasters. They met the legendary snake goddess Nvwa, who is the guardian of this world. Now the world is facing the threat of collapse, and Nvwa has chosen players as her messengers. Players must

traverse the sacred land contaminated by chaos, search for the scattered magical crystals, and help Nvwa restore the harmony between heaven and earth.

Conflict & Resolution: The main challenge is to find the magical crystals hidden in the corrupt land. When players collect magical crystals, they also have to fight against the monsters born in the world's despair. By defeating this destructive creature and collecting the last magical crystal, players complete the sacred mission. They returned the magical crystals to Nvwa in Heaven, allowing her to reweave the sacred thread between heaven and earth, thereby healing the world and restoring balance.

Dialogue & Cutscenes:

Opening Scene

Character	Stage Direction	Dialogue
Player	Confused and Frightened	What place is this? I... Isn't it still in the real world?
Nvwa (NPC)	Gentle and Sacred Sound	There is no need to panic, traveller from another world. You were not brought here by accident—fate has guided you.
Player		Fate? You... Who are you?
Nvwa (NPC)		I am Nvwa, the mother of heaven and earth. The world is fractured, and the spiritual realm is in chaos. Countless lives hang in the balance.
Nvwa (NPC)		To mend the firmament, you must seek five magical crystals hidden across the Sacred Land. You are the 'Messenger of the World' I have long awaited.
Player	Hesitates for a moment	Why me... I'm just an ordinary person...
Nvwa (NPC)	Firm	It is precisely because you are ordinary that you carry the purest hope. The world needs your courage and heart, not divine power. Will you take on this sacred task?
Player		Ok, I accept. I will help you repair the sky.

Nvwa (NPC)		Ok. Then your journey begins. Start by looking for the house on the left. Inside, you might discover some magical crystals and a tool that will assist you on your upcoming journey.
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Inside House

Character	Stage Direction	Dialogue
NPC		Here you come, messenger. Before you move on, you must face a choice - a choice that will expose your heart.
NPC		Three chests lie before you. Choose only two. What is it you truly seek?
Player		...Yes. I will help repair the sky.

If the treasure chest of the sword is chosen

NPC | Do you seek power? Will you take it?

> Player choice: Yes / No

If a gold treasure chest is chosen

NPC | Do you desire riches? Will you open this chest?

> Player choice: Yes / No

If a magical crystals treasure chest is chosen

NPC | And this... the final chest. Within it lie three magical crystals, the key to restoring balance to the world. Do you open it?

> Player choice: Yes / No

Character	Stage Direction	Dialogue
NPC		You have chosen with your heart. The path

		ahead will be full of trials, but now, you are ready. Good luck to you!
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BATTLE EVENT

Character	Stage Direction	Dialogue
Black Dragon		Humph, human! How dare you step into my Territory? For that meager magic crystal? You are too naive.

NPC Interaction- Return the Five-colored Stones

Character	Stage Direction	Dialogue
Nvwa (NPC)	Gentle and Comforting	Here you come. The five magical crystals are all set, and the scars of heaven and earth will eventually heal.
Player	Slightly tired but determined	These roads... Not easy. But I always believe that hope still exists.
Nvwa (NPC)		Thank you for giving birth to this land. Your courage and kindness surpass the power of God.
Player		Well... And then? Will the world get better?
Nvwa (NPC)		Mending the sky is just the beginning. The true future is created by you.
The multicoloured stones merged into a dazzling beam of light, breaking through the dome of the temple. The sky began to close and the world gradually became peaceful.		

Map 3 – The Revenge of the Fox Spirit: Veil of Illusion

Plot Summary: The player arrives at a remote mountain village for a short stay, but is soon approached by villagers who reveal that several hunters have mysteriously disappeared. To save them and uncover the truth, the player begins exploring the village and interacting with NPCs. Clues lead to the existence of a Fox Spirit. To confront it, the player must collect key items, enter the cave, face the Fox Spirit, and defeat it to reveal the reason behind its anger and actions.

Conflict & Resolution: The conflict arises when the Fox Spirit believes that humans, specifically the hunters, are responsible for the death of her cub, leading her to take revenge by causing hunters to disappear. This creates fear and confusion in the village. The player gathers the needed items to face her and uncover the truth. After being defeated in battle, the Fox Spirit learns that her cub died from a snake bite, not human actions. With the misunderstanding cleared, she lets go of her anger and fades away peacefully, bringing closure to the village.

Dialogue & Cutscenes:

Opening Scene

Character	Stage Directions	Dialogue
Old Mother Liu (NPC)	Approaches, worried	Young lady, are you just passing through? You seem extraordinary. Do you know how to subdue spirits?
Player	Stop, curious	I know some Kung Fu and techniques for subduing the spirit. Do you need help?
Old Mother Liu (NPC)	Sign deeply	Our village... it hasn't been peaceful lately. Three young men have already gone missing! It feels like a curse.
Player	Stroke chin thoughtfully	A curse? Please tell me more. Has anything strange happened recently?
Old Mother Liu (NPC)	Tears welling up	My son went hunting one night behind the village, to the mountains... and he never returned.
Player	Thinking	That sounds strange... Let me investigate nearby first. I might find some clues. What do you think?
	Nods	I'll do my best to find your son. Don't worry.
Old Mother Liu (NPC)	Grateful	Thank you so much, kind soul.

Second Stage: Encounter with the Timid Villager

Character	Stage Directions	Dialogue
Timid Villager (NPC)	Hiding, cautiously approaches	Miss! Wait... I have something to tell you.

Player	Turns, alert	What is it?
Timid Villager (NPC)	Swallows hard, trembling voice	I...I saw a fox spirit take Old Mother Liu's son! It happened behind the village... I was so scared, I just hid.
Player	Serious, probing	Did you see where she went? Do you have any clues?
Timid Villager (NPC)	Hesitant	It seemed to be towards the caves at the top of the mountain...
		Wait! I remember seeing something shiny drop behind the village. It might still be there... but I'm not sure."
	Concerned, looking at the player	Are you... going alone? The fox spirit is dangerous!
Player	Nods	Yes. I'll handle it myself. Don't worry.
Timid Villager (NPC)	Serious	I've heard the elders say that the old temple near the mountain holds sacred tools to fight spirits. They talked about something called the Peachwood Nail . Maybe you should look there first. It might help!
Player	Grateful, nods	Thank you. That's good advice!

Third Stage: Investigate the Back Mountain

Character	Stage Directions	Dialogue
Player	Picks up the copper mirror	This is a copper mirror... What is it used for?
Copper Mirror (Inventory +1)		

Fourth Stage: Find the Peachwood Nail inside the Temple

Character	Stage Directions	Dialogue
Player	Walk into the temple cautiously	This place... It's older than I expected. Feels like it's been untouched for years.

Player	Finds the Peachwood Nail	This must be it... the Peachwood Nail.
	Surprise	It's not much to look at, but it feels warm... like it's holding some kind of power.
Peachwood Nail (Inventory +1)		

Fifth Stage: Climax (Enter the Fox Spirit's Cave)

Character	Stage Directions	Dialogue
Player	Notices a mound on the ground, the wall has a fox shape	What is buried here... could it be a little fox?
Walks deeper into the cave		
Fox Spirit	Suddenly appears	Who are you to intrude on my cave? You'll regret this!
Fox Spirit	Casts illusions, creating three forms	Hmph! I won't bother with foolish mortals. Since you've come this far, why not guess which one is the real me? If you guess wrong, you'll die here.
Player	Think silently	Illusion, there must be something that can break it.
Uses Copper Mirror (Inventory -1)		
Player	Uses the copper mirror, calm	Your illusions are nothing. Show your true self!
Fox Spirit	Angry, attacks	Insolent mortal! If you insist on seeking death, I'll grant your wish!
Battle starts		
Peachwood Nail (Inventory -1)		

Ending: The Truth Revealed

Character	Stage Directions	Dialogue

Player	Frees the hunters	Come out... you're safe now.
Hunters	Disoriented	Where... where are we?
Fox Spirit	Weakens, cries out in sorrow	No... I haven't avenged my child yet... I'll kill the hunters who killed my child!
Player	Curious	What are you talking about?
Fox Spirit	Crying, bitterly mocking	It was mortals... mortals killed my child! I thought I could watch it grow up in peace... but all I found was its corpse!
Fox Spirit	Collapses, coughing blood	The hunters... it was the hunters! You killed my child and even pretended to bury it out of pity!
Hunter (Villager Lin)	Steps forward, hesitant	Are you... talking about a small white fox cub with red markings on its body?
Fox Spirit	Glares, trembling	You! Did you kill it?!
Hunter (Villager Lin)	Shakes his head	Last month, I came across a dying fox cub while hunting. I never harm pregnant animals or young ones. I tried to save it, but... it was already dead when I got close.
Hunter (Villager Lin)	Grimly, voice low	And based on my hunting experience, the fatal wound on its body was a snake bite.
Fox Spirit	Defeated, cries out	So... I hated the wrong people... It was a snake spirit that killed my child...
Player	Reflecting, softly to herself	Her hatred blinded her to the truth...
Hunter (Villager Lin)	Sighs, bitter smile	There are both good and bad people in this world... It wasn't hatred that blinded you—it was your obsession.
Fox Spirit	Dissipates into light, relieved	If that's the case... I have no regrets anymore...
Player	Gazes at the light, sighing	...How many tragedies in this world are born from misunderstandings?

Player	Gently, with compassion	The grudge is resolved. May you rest in peace.
Player	Looks around the village, thoughtful	The human heart is like a fog, blurring truth and lies... But if we let go of prejudice, perhaps we can find a glimmer of light.
Hunter (Villager Lin)	Sighs, bitter smile	There are both good and bad people in this world... It wasn't hatred that blinded you—it was your obsession.

Map 4 – The Wrath of the Hunger Ghost: Grains of Remorse

Plot Summary

The player arrives at a wealthy Chinese village where all the villagers are starving. All their food vanished mysteriously, even after they traded away valuable items for food. They mention a divine farmer atop the mountain who might help, but strangely, none of the villagers dare to go themselves. When the player meets the divine farmer, who is moved by her sincere plea, he gives her a packet of rice seeds but warns that she must uncover the village's hidden truth to end the famine.

Conflict & Resolution

The night after the rice is planted, a black mist rises and the enraged Hunger Ghost appears, trying to destroy the crops. The player fights back and pleads for peace, but the ghost has lost all rationality. The village elder reveals that during a past famine, the ghost was a father who died of starvation to save his son. When the village grew rich, they began wasting food and forgetting past suffering. The rich man, the ghost's son, confesses he had hidden the painful truth. The player proposes a yearly rice-offering ritual to honour the father's sacrifice and remind future generations. The villagers agree and the Hunger Ghost finally finds peace.

Dialogue & Cutscenes:

Opening Scene

Character	Stage Direction	Dialogue
Starving Villager	Desperate	Food... please... anything...
Child's cry	Cries weakly	Waaa... waaa...

Character	Stage Direction	Dialogue
Beggar	Whispering in fear	Hollow stomach... Black...
Player	Disbelieving, stunned	This town is so well-built... why is everyone suffering like this?!
Wealthy Man	Lowering voice	It began on the night of the fifteenth... of the seventh lunar month. That cursed night...
	Lowering voice	That night... in a single night... every grain of rice, every stalk of crop... vanished."
Player	Shocked tone	All of it? Overnight?
Wealthy Man	Lowering voice	Yes. Not a single trace left to track...
	Bitter tone	We sold everything... our silver, our furniture... just to buy food. And still, all the food vanished at night...
Player	Frowning, suspicious	But how did so many fall ill so fast? It's only been a few days...
Wealthy Man	Avoiding eye contact	We... we were used to eating well...

NPC Interaction: Quest to find the Divine Farmer

Character	Stage Direction	Dialogue
Player	Concerned, determined	There has to be something I can do. How can I help?
Wealthy Man	Earnest, hopeful smile (forced)	There is one... the Divine Farmer. They say he lives deep in the mountains.
	Reverent tone	He is the first to ever teach humanity how to farm. If anyone can save us, it's him.
Player	Focused	Then I'll find him. What must I do?

Character	Stage Direction	Dialogue
Wealthy Man	Solemn, warning tone	Remember... he only answers the most sincere plea. Go with humility, with truth in your heart.
Player	Suspicious	Why haven't any of you gone to find him yourselves?
Wealthy Man	Hesitant, looking away	We... the route is too long... We... we are too weak to walk...
Player	Quietly sceptical	Hmmm... Right.

Key Story Event: Meeting with the Divine Farmer

Character	Stage Direction	Dialogue
Player	Sincere tone	Divine Farmer, I've come seeking your guidance. The village is in pain, people are starving. Is there a way to help them?
Divine Farmer	Frowning	Sigh...
	Calm but pained	I do not wish to see them suffer. Their pain echoes through the land itself.
	Hand over a packet	Here... take this. A packet of sacred rice. Plant it in the fields, it will restore life to the soil in a day.
Player	Hopeful, grateful	Thank you! This could really save them! I'll bring it back right away.
Divine Farmer	Serious	But listen carefully, there is vengeance buried beneath that land. Unless it is uncovered and resolved... the village cannot be saved.
Player	Determined, Serious	I understand. I will uncover the truth, and end whatever is haunting the land.

Key Story Event: Confrontation of the Hunger Ghost

Character	Stage Directions	Dialogue
Narration	Tense tone	As the rice ripens, a thick mist creeps across the fields...
Hunger Ghost	Angrily shouting	You dare let rice grow again on this cursed land?! After all the suffering, you feast like kings?!
The Hunger Ghost immediately attacks the player without further warning. The combat begins between the player and the Hunger Ghost.		
Player	Yelling during combat	I don't want to fight you! I know you're trapped in obsession—let me help you!
Hunger Ghost	Irrational, wild	The hunger... the pain... it never ended!!
Wealthy Man	Rushing in, crying	FATHER!
The Hunger Ghost stops attacking and turns to the man—a flicker of something stirs deep inside him.		
Hunger Ghost	Staggering	Fa...ther...?
Player	Shocked, confused	What... did you just call him...?

Key Story Event: Revelation of the Hidden Truth

Character	Stage Directions	Dialogue
Elder Village Chief	Heavy-hearted, voice slow, trembling	That was many years ago... A great famine struck our village.
	Reflective, sorrowful	He gave every last grain to his child. He watched him eat... while he withered.
	Voice trembling, bitter	He died not from weakness... but from love. And after he passed, the rains returned. The land gave again.
	Bitter, ashamed tone	But with full bellies, the villagers began to forget... They grew greedy. Wasteful. Even his own son.

Player	Furious, accusing	Why did you hide the truth from everyone?!
Wealthy Man	Kneeling, tormented	I couldn't face it... I couldn't bear to remember those days.
	Shaking, voice breaking	Every night filled with cries... the dying, the cold, the hunger... My father's hollow eyes.
	Deeply emotional, regretful	I buried it all. Locked it so deep, I almost forgot it myself...
Wealthy Man	Choking with tears	Now that I'm a father, I understand... the weight he carried, the pain he endured... and how much he gave to keep me alive.
The Hunger Ghost stands frozen and his eyes fix on the little boy crying behind the rich man. His rage halts as if pierced by something long lost.		
Wealthy Man	Regretful whisper	I... I'm sorry...

6.0 GAMEPLAY & MECHANICS

Core Gameplay Loop

The player will continuously repeat the following actions throughout the game:

- Explore new myth-inspired maps, uncover hidden paths, puzzles, and NPCs.
- Interact with characters to receive story-driven quests and lore insights.
- Collect resources and cultural artifacts required for crafting and quest completion.
- Craft tools or weapons using traditional items to aid in battle or exploration.
- Combat enemies using strategic skills, and special items.
- Make narrative choices that affect the story's direction and reveal moral values.
- Progress by completing quests, unlocking new abilities, and accessing new maps.

Game Rules & Challenges

Map 1 – The Awaken of the Nian Beast: Roar of the New Year

Objective:

- Gather Materials such as red flowers, bamboo and stone.
- Hand over the collected materials to the Craftsman to craft defensive tools and powerful weapons.
- Return the valuable items to the villagers.

Ending Conditions:

- Defeat the Nian beast using firecrackers and fireworks.

Map 2 – The Legacy of the Divine Goddess: Fragments of Heaven

Objective:

- Collect all five magical crystals.
- Hand over the collected magical crystals to Nvwa to restore the balance between heaven and earth.
- Make meaningful choices that influence the ending of the story and the fate of the world.

Win Conditions:

- Obtain magical crystals through battles
- Based on the player's moral choices and purification spirit, successfully obtain weapons and magical crystals

Loss Conditions:

- Failed to collect all the magical crystals

- The player's health points are zero during the battle.

Map 3 – The Revenge of the Fox Spirit: Veil of Illusion

Objective:

- Rescue the missing hunters by confronting and defeating the Fox Spirit.
- Uncover the hidden truth behind the Fox Spirit's anger and sorrow.

Map 4 – The Wrath of the Hunger Ghost: Grains of Remorse

Objective:

- Collect and plant the rice seeds to restore the farmland to save the villagers from famine.
- Reveal the hidden truth behind the Hunger Ghost's rage and make a meaningful resolution to restore balance to the villagers.

Ending Conditions:

- Craft the ritual rice as a promise to

Core Mechanics

Map 1 – The Awaken of the Nian Beast: Roar of the New Year

Combat Mechanics:

- Choose to fight with crafted weapons or a basic attack.

Inventory System:

- Materials are gathered through exploration and stored for convenient access while playing.
- Key materials like red flowers, bamboo, and stones are essential for solving problems and combat.

Interaction System:

- Interact with the small girl villager to know the current situation in the village.
- Interact with the elf to collect red flowers and receive hints for crafting the next weapon.
- Interact with the craftsman to get crafted weapons.

Map 2 – The Legacy of the Divine Goddess: Fragments of Heaven

Combat Mechanics:

- Choose to fight with a weapon (Sword) or a basic attack.
- Black dragon has unique combat patterns like Fire Waves.

Make Choice System:

- There are three treasure chests (gold treasure, sword, magical crystal) in the room. Players need to make a choice whether to pick up the items in these chests.

Inventory System:

- Players can store the collected items in the inventory system.
- Items like magical crystals and swords are important inventory in combat or complete challenges.

Interaction System:

- Interact with NPC Nvwa to learn about the storylines and get useful tips.

Map 3 – The Revenge of the Fox Spirit: Veil of Illusion

Combat Mechanics:

- Turn-based combat system with strategic use of attacks and collected items.
- Utilise special items collected to disrupt the antagonist's attacks and weaken their defences.

Inventory System:

- Items are collected through exploration and stored for easy access during gameplay.
- Key items like the Copper Mirror and Peachwood Nail are essential for solving problems and combat.

Interaction System:

- Players interact with NPCs to progress and uncover the storyline.
- Environmental exploration reveals hidden items that advance the storyline.

Map 4 – The Wrath of the Hunger Ghost: Grains of Remorse

Simulation Mechanics:

- The player clears the rocks to unblock the water channels and water the dry farmland.
- The player plants and grows the rice seeds on the farmland.

Interaction System:

- Interact and have conversations with the NPCs to reveal the storyline and gather key items for story progression.

7.0 GUI & USER EXPERIENCE

Essential Interface Components

1. Main Menu



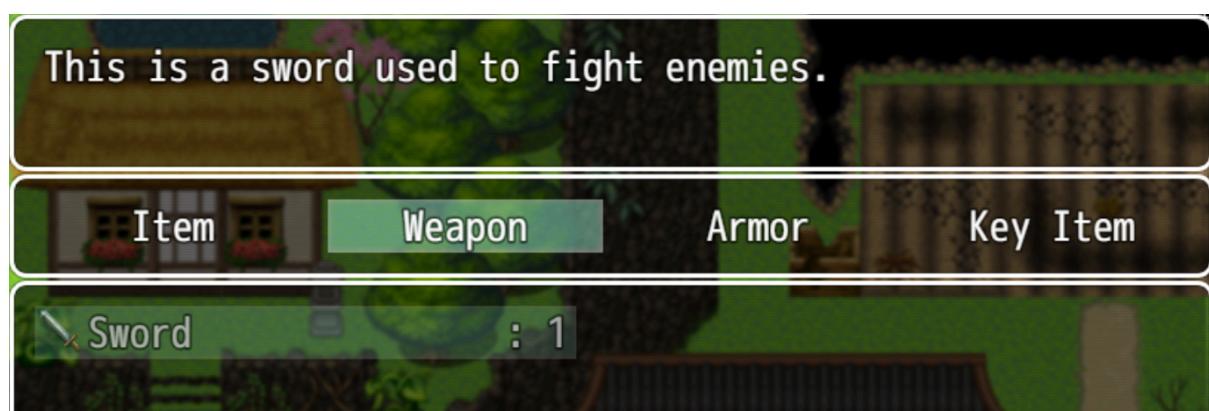
This is the main menu when the player opens the game. This menu displays the game title "Tales of The Ancient Chinese" centred at the top. The game title is in a clean, modern sans-serif font with a stroke effect. This menu features a classical Chinese painting as the background, showing flowing mountains, mist, and ancient trees. The menu buttons ("New Game", "Continue", "Options") are located in the center-bottom in a semi-transparent, rounded box with a white border, ensuring readability without overpowering the art. The background of the ancient painting and the name of the game interpret that the storyline of this game is a Chinese mythological story.

2. Player Status



The player status shows detailed information about the player. It helps the player to visualise the current level, health point, magic point, current EXP, and point to reach the next level. Besides that, it also shows the attack and defence points while attacking.

3. Inventory Menu

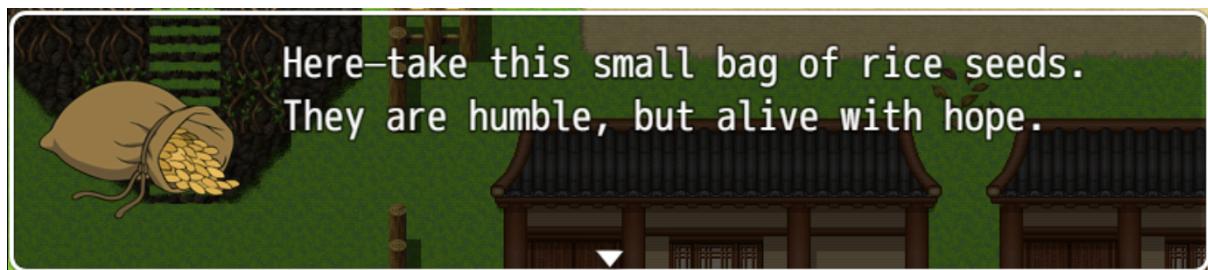


The Inventory Menu in Tales of the Ancient Chinese serves as a vital interface for players to store all the collected items throughout the game. This page is separated into four parts, item, weapon, armor and key item. Players can manage key items here to complete various tasks and challenges. For example, on the item page, Magical Crystals are collected to complete special tasks. Rice seeds can be planted to grow rice. On the weapon page, the sword is a vital weapon used in battles, especially to defeat the black dragon. Besides, players can check how many of each item they currently hold.

4. Dialogue System



In terms of the dialogue system, our game uses a clean and simple dialogue box. It is a semi-transparent black box with soft white borders. The text uses a pixel-style font to match the RPG Maker MV vibe. The characters or item images will be displayed on the left side of the dialogue box. These portraits will change expressions depending on the character's emotion, like surprised, happy or sad. We designed the important characters like the protagonist, antagonist and key NPCs, while for other minor characters, we used system assets. Players move through the dialogue just by clicking the box.



The system supports two modes of dialogue: one triggered through interaction with NPCs, and another through self-reflection or inner monologue, such as when the player obtains a key item.



An interactive choice system is also implemented. When it comes to decision points, options appear in the top-right corner of the dialogue box. Players can hover over each option to highlight it. These choices lead to different outcomes and make the game more dynamic and reactive.

5. Battle Field



On the battle page, players need to defeat the enemies. The "Fight" button initiates combat actions. Players can also select specific weapons or items to increase the damage dealt to the enemy, making it easier to defeat them. The interface will display important player data, such as HP (health points), MP (magic points), and TP (skill points). This can guide their decisions during combat. Players can also choose the "Escape" button to exit this battle.

Game Controls & Accessibility

Our game is designed to be accessible and easy to navigate using standard keyboard controls.

- Move Character: Arrow Keys ($\uparrow \downarrow \leftarrow \rightarrow$) or WASD
- Confirm / Interact: Spacebar or Enter
- Cancel / Open Menu: X or Esc

8.0 MONETIZATION & BUSINESS MODEL

Monetization Strategy

The profit strategy will follow the one-time purchase model and provide complete game packs through digital distribution platforms such as Steam. Players only need to pay a fee in advance to access the entire game, including all maps, main storylines and side quests, without the need for additional in-game purchases. This method ensures a transparent payment experience with no hidden costs and is particularly attractive to players who prefer direct and complete products.

Marketing Approach

The marketing strategy of this game is mainly targeted at players aged between 15 and 30 who are interested in mythological, fantasy RPGs or educational narrative games, as well as students and young people who are curious about Chinese culture. In addition, parents and educators seeking culturally rich content are also part of the target audience. To effectively reach these groups, promotional strategies include launching engaging social media campaigns on popular platforms such as TikTok, Instagram, and YouTube Shorts, including animated short films or game clips. Cooperation with educational institutions and cultural organizations will help enhance the credibility of the game and expand its influence in the relevant communities. In addition, conducting soft releases in selected regions will allow for early access and testing, thereby collecting valuable community feedback. To encourage players' participation at this stage, we will offer exclusive in-game rewards to testers, thereby cultivating a group of loyal players before the official release of the game.