

MOIRAI

Your fate has been sealed



GENEVIEVE GARIBAY - APRIL 30TH 2017



Logistics

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Platform:

- A. The preferred platform for Moirai is the PlayStation 4, but the game will also be created for the Xbox 360.
- B. The game itself will hopefully be a sensory experience that will be best displayed on TV screens rather than PCs.

Hook:

To solve an ancient mystery, two women out of time connected by destiny, will have to brave a world beyond ours to save their family.

Category

Genre:

RPG, Action, Adventure; Stealth and Survival Horror

Classify:

Moirai combines the thrills from Silent Hill and the nerve racking intensity of Fatal Frame. However, Moirai brings more to the table by spanning time and dimensions. These unlikely heroes will challenge the fates and risk everything to change their destiny.

Premise:

Moirai is set in two time periods and experienced through two heroes. You will play both Addy and Lena two women connected by destiny; Addy, a healer living in 1600s Virginia and Lena, a historian living in present day New Orleans. Your goal is to explore an ancient mystery and break the curse that has plagued your family for centuries. You'll travel the world looking for answers. You must survive attacks from real life enemies and paranormal enemies that will stop at nothing to prevent you from breaking the curse. There will be hazards along the way, trap doors, creature attacks, plane trouble, nature, ruins etc. Your story begins in a small cabin in the woods when a child who should have never been born is crying out for its mother.

Character Design

Character Design

Both characters, Addy and Lena (pictured below) are both trying to solve an ancient mystery that has left their family cursed for centuries. Because Addy and Lena are related there are some similarities but also some big differences. One constant is a pendant that has been passed down from mother to daughter over the years. The pendant holds an important clue that will help unlock the mystery. The player interacts with the character from an over the shoulder view which occasionally switches to first person when interacting with certain characters like allies and bosses. The two characters start off with different goals, Addy wants to save her family from the curse and Lena just wants to have a normal life and leave her family behind. But in the end their goal become the same solve the mystery and save their family.





Character Design

Enemies/Obstacles

Character Design

Enemies/Obstacles

Since the game centers on this curse the main enemies are paranormal except for their human allies. One basic enemy type are the occult members that don't want Addy and Lena to learn the truth and attempt to hinder any chances of them exceeding. They are very stealthy and tend to come up from behind and surprise the main characters. They are human so they can be defeated relatively easily compared to some of the other bosses. One level boss is an entity that has been conjured by the occult leader. One is called a Chindi, a ghost that was the byproduct of violence it is made up of everything that was bad about the person who died. What makes this boss level so difficult is that to defeat the ghost they must find out who that person was when they were alive, and find a possession of the ghosts and destroy it. The Chindi ghost can move through walls and come up on the character very fast and they can drain the goodness out of their soul. The only way to hold off the ghost is through holy water. It won't kill the ghost but it will fend it off. The end boss of the game is the Skudakumooch, a ghost witch that was born when a shaman who has practiced dark magic dies. The ghost witch is very powerful and can possess other beings in order to attack the main characters. You should never look directly into their eyes and it will cause excruciating pain and eventual death. The ghost witch can only be killed by fire.

Main Enemies:

Occult members – Humans sent to stop the main characters

Paranormal entities – Ghosts and demons sent to destroy the main characters

Flow Overview

Story and Game Summaries

Story Summary

Addy and Lena Nathison are connected by fate but separated by time. Our story begins in colonial Virginia with Addy, a healer. Her husband and parents have all died mysterious deaths and now Addy only has her daughter for comfort. Afraid Addy would lose her too; she sets off on a journey that will forever change her life and that of all her decedents. Some forces are beyond our comprehension, some good, some not. These malevolent dark forces wield the power of the fates and will stop at nothing to defeat anyone that gets in their way. On her quest to save her family Addy discovers an ancient curse that she believes has been visited on her family. She comes across many strange and dangerous people on her journey. Each person she meets and all the clues she gathers, brings her closer to learning the truth. However, tragedy strikes, and Addy is murdered. The only possession she leaves behind is a pendant and a note to her daughter to continue the journey and find her diary.

Centuries pass and we meet Lena a decedent of Addy. She lives a normal life and knows nothing of Addy. Orphaned at a young age, Lena put her head into her books and studies. She's now a museum curator. A new exhibit has come to town and in prepping for the new exhibit, Lena and her team discover Addy's diary. Realizing that she's reading her ancestor's words, catapults Lena into a world beyond hers and thrusts her into the fight of her life and of her family's. Lena must now pick up where her ancestor left off and follow the clues to the truth. Before she can defy the fates, she must battle a centuries old secret cult and forces not from this world. Along the way Lena meets a fellow ally, Mark. What starts off as a mutual friendship evolves into a budding romance. What they don't realize is that their paths were destined to be intertwined. Together they defeat their foes and finally come to the truth about the ancient ones, the feared ones, the Moirai. They learn that back when this all started, Addy's mother had made a deal with one of the Moirai for her daughter to meet her match and fall in love. The other Moirai found out and put a curse on all her daughters for all time. But the damage had already been done. This change in fates of Addy and her husband would have a ripple effect upon the world. To make matters worse the Moirai tell Lena that she's pregnant. Lena must know choose her fate. Kill the man she loves and kill herself and the baby to protect all of mankind from another World War or leave with family and continue to defy the fates, never being able to rest easy. Just as she is about to kill the man she loves; she gets a glimpse into the future. They were right, she sees the war and all the death, she finds comfort that she is doing what's right. But then she sees beyond the war. She sees countries healing themselves and the environment, she sees the end of violence, a time of peace and prosperity. She than drops the gun and she leaves with her family ready to face a new fight.

Game Summary

The first quarter of the game the player will be playing Addy. Addy will advance through levels as she collects clues and discovers more of the mystery. Addy completes these tasks by solving puzzles and interacting with other characters in the game. Addy will be attacked by the forces of fate both human and not. She combats these enemies with objects that are around her like shovels and knives. After each clue, it is revealed what her next step will be. Addy will be required to travel. The beginning of the story starts in the town of Northfork, VA. And each new level will either be a new place/town. There will be intermittent levels for the journey between each place. The game will require intuitive thinking to find

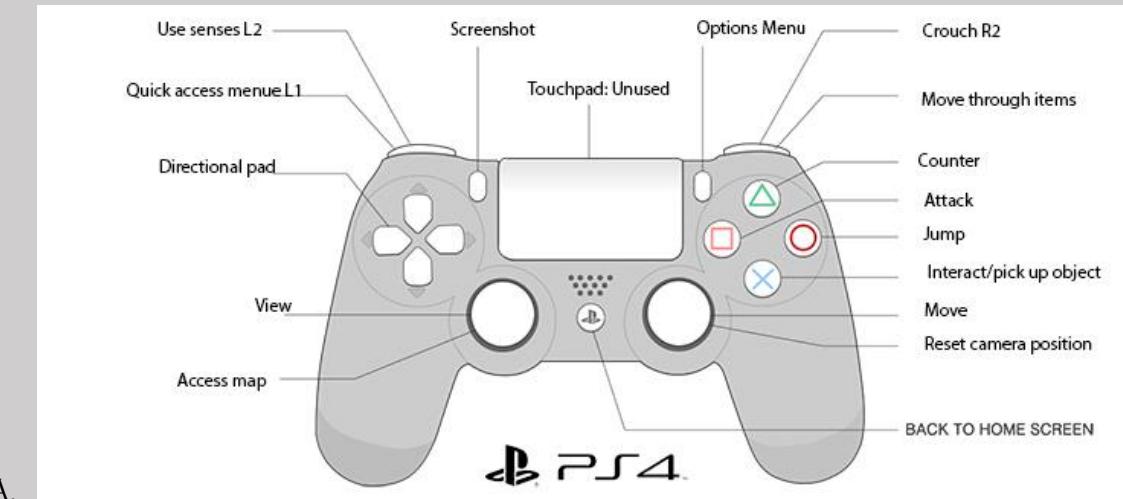
the clues and solve the mystery. As Addy gets closer to the truth the enemies become harder to defeat. During a big boss match Addy's goal, will not be to survive the boss but to make sure her daughter receives her pendant and letter. Addy will not survive the boss match.

The timeline adjusts and the player is thrust into the modern world and introduced to Lena. The game play begins simply. Lena is exploring some artifacts that have come in. The first level or two are about making a connection with Lena and her team at museum. They slowly begin to unravel clues left in Addy's diary. These levels are heavy on the interaction between characters and learning more about the mystery. The following levels, the player and Lena are propelled into a dark world where danger is constantly on their back. This levels increase in difficulty as now Lena must fight off trained killers from a secret cult vowed to do the bidding of the fates. Like Addy's levels, Lena must complete the puzzles, find the clues and artifacts to progress in the game. There will come a point in the game where it appears unbeatable. The player is then introduced to Mark. An artifact purveyor. They combine forces and Lena can beat the level. The next few levels are the hardest as they come closer to the end. There will be more enemies and more bosses. After each level, Lena will score experience points which increases her ability to fight and use certain weapons they find along the way. In the beginning Lena, will use what's available, like a crowbar or broken bottle as the levels progress she will move on to more sophisticated weapons like knives and hand guns. There will also continue to be intermittent levels where Lena travels to new locations. It's in these levels Lena can collect special items and experience points. The final level Lena and Mark must fight the main boss level, Lena will not be able to use manmade weapons to defeat the Moirai, she'll have to use the power of the artifacts she's collected and the pendant that has been handed down to her from Addy.

Controls

Controls

Controls:



A.

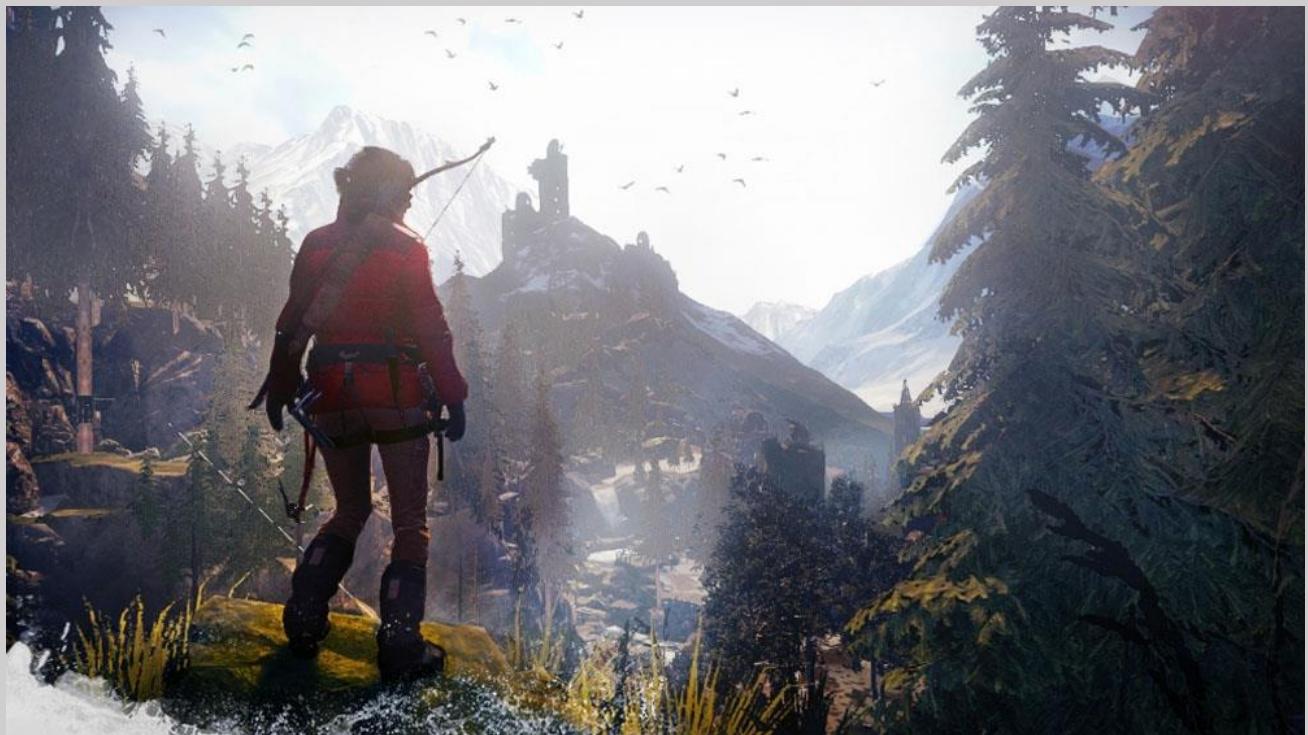
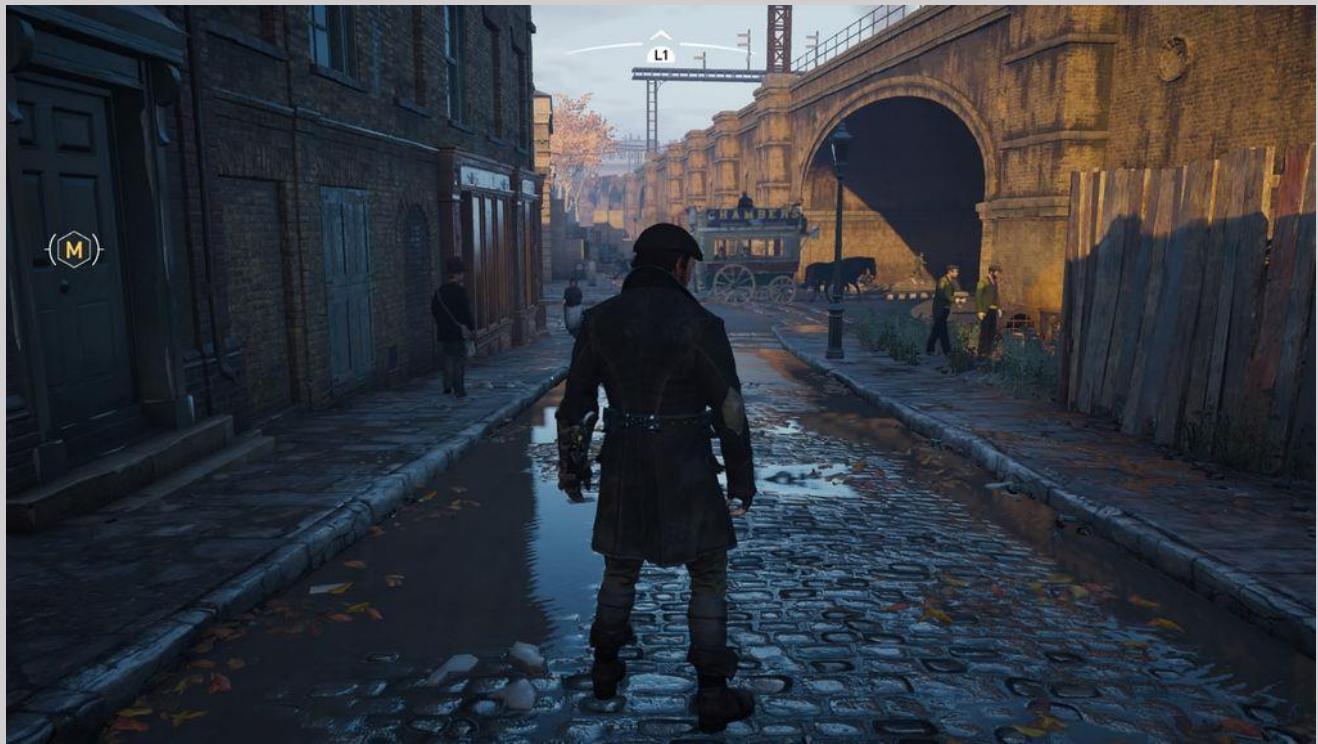
- B. The main controls are accessed on the right side of the controller. First the joy stick moves the character around and if clicked will reset the camera position. The right pad controls the other movements such as jumping, attacking, countering, and picking up objects and weapons, and looking around. The R1 button allows the player to quickly move through items that have been collected and select them. R2 allows the character to crouch and hide. On the other side of the controller, the left joy stick controls the character's view point. The player will be able to look around the environment. The left directional pad allows the player to quickly move the character left, right, forward, and backward. L1 is the quick access menu and will also pause the game. L2 allows the character to use special abilities once they are achieved in the game and finally if you push down on the left joy stick the player will be able to access the games maps that have been collected by the character.

Art Design

Art Design

Moirai will have a hyper-realistic dark and ominous art style. The game is centered around mysteries and finding the clues that lead the character down a dark and dangerous road that leads further and further to truth. The game is set in two different time periods each menacing in their own rite. Paranormal forces to dot abide and continue to be an ever-present threat. The art style must to reflect the intensity, fear, and danger that our characters will experience.





Audio Design

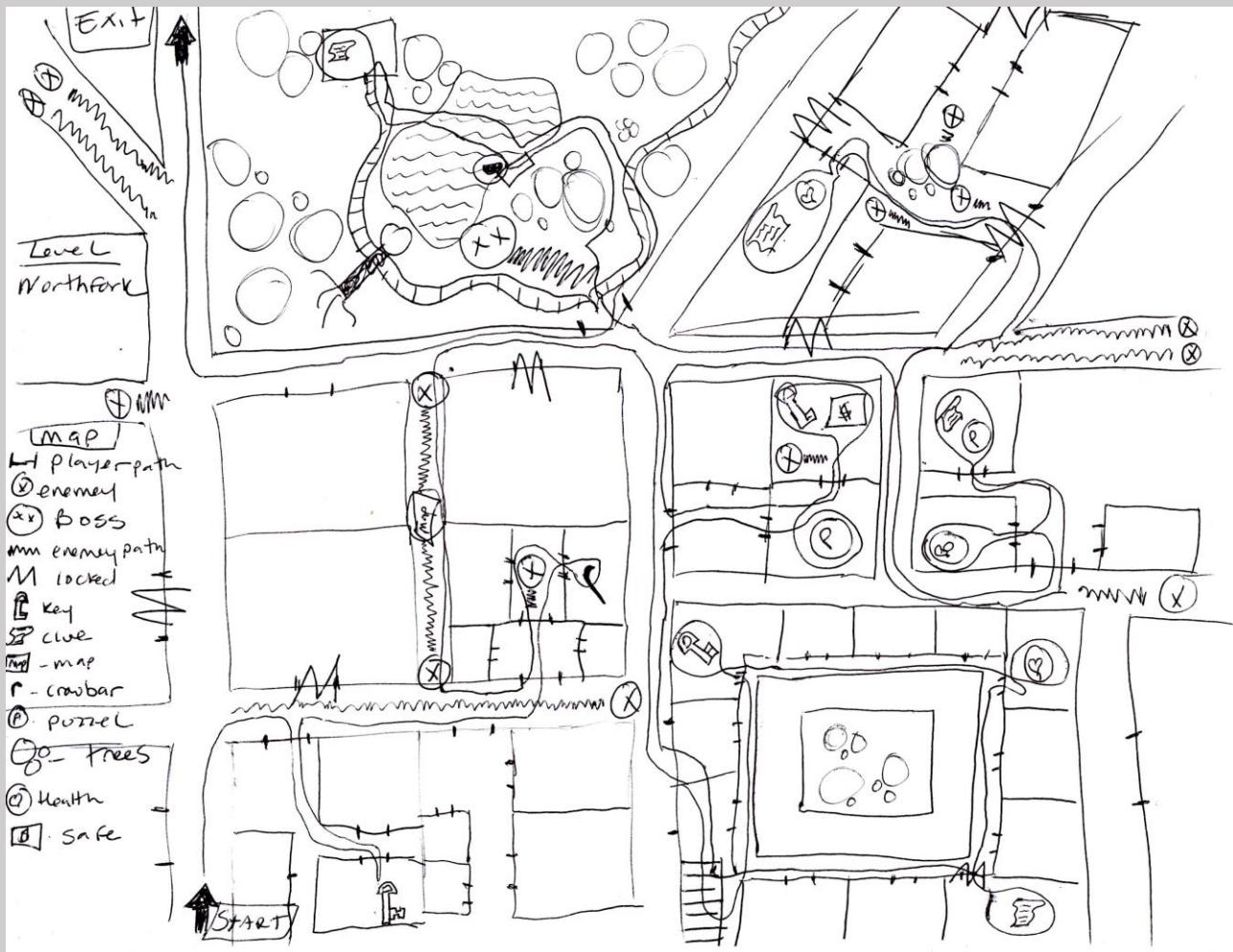
Audio Design

Moirai will have a cinematic quality to it. I see the game developing an immersive narrative and believe the use of a quality soundtrack is key to fully realizing its potential. The game is set in two separate time periods, each of which will have its own distinct soundtrack to set the tone, but will also share a common track when the characters are exploring their respective worlds. The character of Addy will be focused in Virginia and the surrounding areas. The soundtrack of that time-period would go something like this <https://www.youtube.com/watch?v=XahhzJU18os> The character of Lena will be travelling a great deal. Each city/town/place she will be traveling to will also have its own distinct sound like this one for New Orleans <https://www.youtube.com/watch?v=ui35Nm-YIZY&feature=youtu.be> While exploring areas for clues the tempo will be kept around 60-80bpm like the example here <https://www.youtube.com/watch?v=giYmsarZNnA&feature=youtu.be> Unlike some games that will up the tempo immediately during battles, the music in this game will create tension with an ominous track that starts slow and builds to a crescendo of high pitched violin madness such as this <https://www.youtube.com/watch?v=xAwSxtaD4II> The main instruments used throughout the game will be the violin and viola. Some of the paranormal entities sound effects will consist of disembodied demonic sounds like this <https://www.youtube.com/watch?v=8Ju9IBv-vWY> Of course there will be some human enemies that the characters will meet along the way. When encountering such enemies, the music tempo and the rhythm will increase and the inclusion of basses and brass instruments will be incorporated.

Level Design

Level Design

The level map is called Northfork. The level is based in the fictional abandoned town of Northfork Virginia. The character of Lena has come to town to find clues to an ancient artifact that will help her in the next level. Before she can continue she must find all the keys so she can find all the clues and artifacts. To find all the clues and keys she must battle enemy agents and one boss paranormal enemy. Lena makes her way through the abandoned town one building at time. Some buildings are locked while others are guarded by enemies. In one of the buildings Lena finds a crowbar that she can use on the enemies. There are also health points throughout the town. There are some areas where Lena will need to solve some puzzles to progress through the game. After Lena, has obtained all but the last clue, she must venture into the park. There Lena will need to cross a lake to small cabin to get the last clue afterwards she must battle a paranormal boss enemy. After the battle, she can leave the town and head to the next level.



User Interface

HUD Design

Moirai will have HUD interface that is like that of Silent Hill during action scenes there will be life bar in the top left that indicates the character's health and a life bar of the enemy will appear in the upper left hand portion of the screen. While the character is exploring, there will be very limited HUD interface. The game will include at the bottom right hand portion of the screen items that the character has collected and the weapons they carry. In the bottom left corner there will be a map of the surrounding area. This won't be the only map visual. When the character obtains a map of the area they are in there will be a cut scene of the character reading the map closely. Also, the character will be able to pull up the map to take a closer look to find clues later in the game. The map on the screen during play will not appear until the character has retrieved the map. The character will be able to cycle through her belongings to investigate or use. There will also be some diegetic UI included in the game for instance the character will be able to look at items she picks up to inspect them for clues





Additional Elements

Additional Elements

Mystery:

Since Moirai deals with the supernatural it seems that it would warrant a supernatural bonus level. One of the bonus levels in Moirai takes the player into another dimension. The bonus material that is granted to the player once they have completed the level will be a special weapon that can be used against paranormal enemies. This weapon will give the player the ability to paralyze their paranormal enemies long enough for them to attack and defeat them. Along with the weapon there will be a chance to earn a special artifact that will extend the player's health bar. Once the player enters the other dimension, they will be faced with a series of puzzles including a maze and later a boss enemy. The challenge of the level is in the other dimension itself. Since the player will no longer be on our normal plane of existence they must deal with the lack of gravity at times as well as disorienting paths that seem to be endless. The level will also be a race against the clock as the longer the player stays in the dimension the more the player's life force fades away. The level will not be easy but it will be manageable for the average game player.

Market & Rating

Market and Rating

Demographics:

Moirai is targeted to both male and female 16-45-year-old game players. Moirai boasts two strong female lead characters that are sure to engage players. The story line is very immersive and will leave the player wanting to dive deeper into these characters. The supreme graphics will draw the player in to worlds that are over a century apart. Moirai will have the player at the edge of their seats filled with suspense. Each player will be able to pick up the game quickly with its intuitive controls and easy to use interface.

Rating:

Rate M for Mature: May contain intense violence, blood, gore, strong language, and suggestive themes.



Retail Art

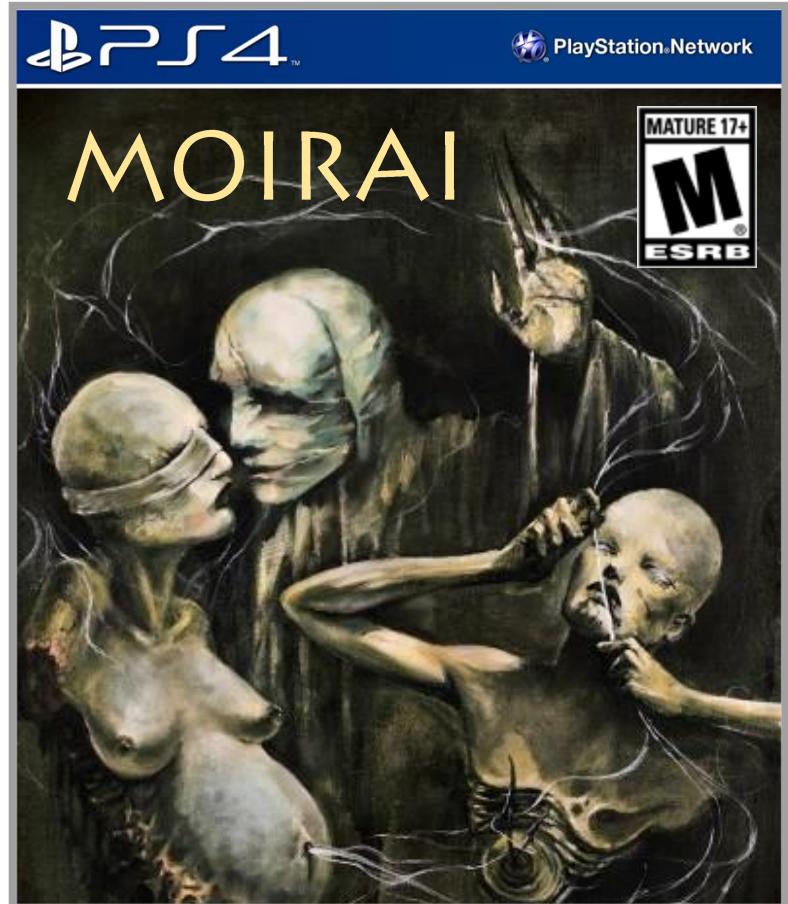
Retail Art

Retail Art:

Moirai is what the ancient Greeks called “The Fates” they pull the strings of everyone’s destiny. I chose a representation of the three fates. These three are the main antagonists in the game and I wanted to clearly show what the player will be up against.

Art citation:

Vemon VII



Conclusion

In Greek mythology, the Moirai were the incarnations of the fates, the spinner who created the mother thread, the allotter who measures each thread carefully and precisely, and the inexorable who cuts the thread of life and chooses the way each person meets their end. Together they are the makers of our destiny. They are not to be meddled with, for fear of a fate worse than death, a curse upon their family for all time. In the game the player will enter the world where fate is not on their side.

The player will be immersed in the lives of its main characters Addy and Lena as the story transcends time and paranormal realms. Unlike other thriller games out there, this game will transport you from 1600s Virginia to the ancient ruins on the isle of Crete while fighting paranormal forces set to destroy you. It is also the first game that will allow the player to fully invest in two main characters and at times simultaneously. This game is not for the faint of heart, from the teenage gamer to the experience pro, this heart-pounding ride is sure to please. The player is set to uncover one of the greatest mysteries of all time and face the ultimate challenger, fate itself. A game thriller like no other. Gamer beware this fast-paced, terrifying tale of a game will have you at the edge of your seat and sleeping with the light on.