

The background of the image is composed of numerous thin, black, continuous lines that meander and swirl across the white space, creating an abstract, cloud-like pattern. These lines vary in density and form, some creating loops and others extending as long, wavy strokes. In the center of the image, there is a solid gray rectangular box. Inside this box, the text "IN THE ARMS OF CLOUDS" is written in a black, hand-drawn, uppercase font. The text is centered both horizontally and vertically within the gray box.

IN THE ARMS OF CLOUDS

CONCEPT



Board game where players roll dice to move across the map and solve events that occur along their path.



Players collect resources to craft items and structures for survival, experimenting to gain a deeper understanding of the world.

In the Arms of Clouds

A survival board game where player try not to **die** until reach the goal...

*(But to reach to goal they need to **die** so many times)*

Summary: The game that you need to die to understand it!

OVERVIEW

A game where a stranger embarks on a journey through a mysterious cloud-filled realm in search of a lost spaceship. In this unfamiliar world, filled with unexpected events, the player must embrace these experiences to learn about the world and find a way to survive until they reach their ultimate goal.



Number of player: 1

Platform: Mobile

Keywords: Board game, Survival, Exploration, Resource Management, *Collection*

Camera: Isometric

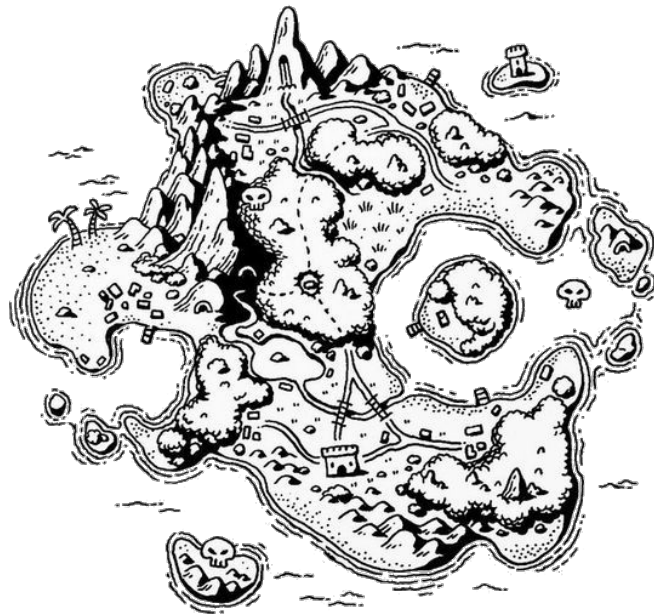
VISUAL CONCEPT

Character



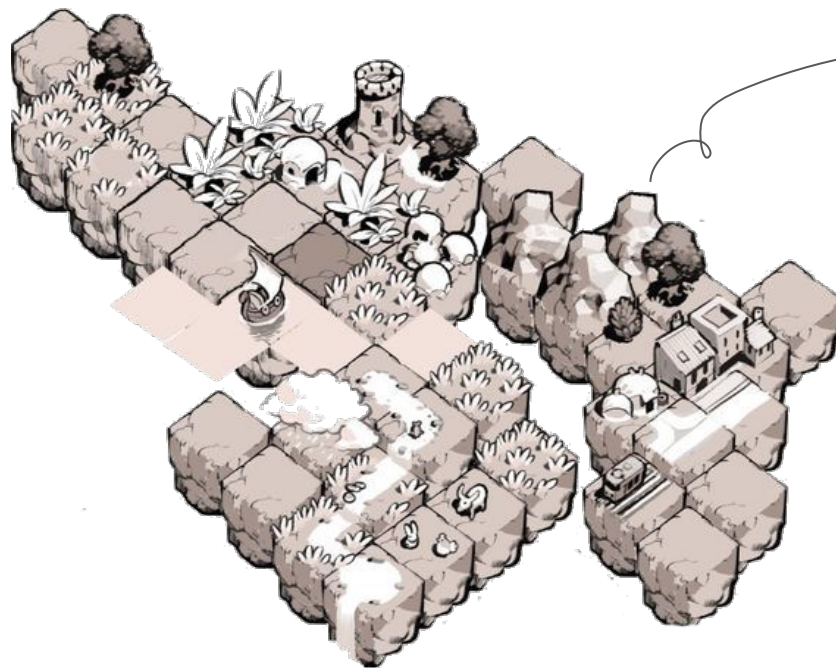
Weird & cute creature

Universe



Medieval World

GAME MAP



Contain different map blocks:



Desert



Grass



Wood

Each map block symbolizes a distinct terrain and includes the event that will unfold for players.

GAME CHARACTER

Using dice to travel
through the map

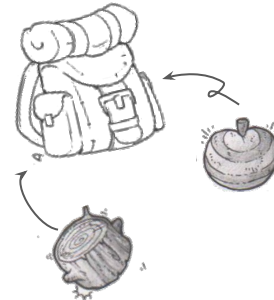


Health: 
Luck: 
Sanity: 

Have a diary that writes all the things he
encounters along the way



Carry a bag that stores items that help
him go through the journey

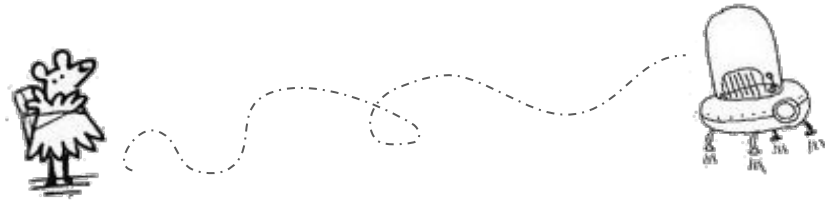


Identified by 3 stats: Health, Luck, Sanity
Die if 1 in 3 = 0

GOAL & CONTROL

Goal

Survive until successful find the spaceship

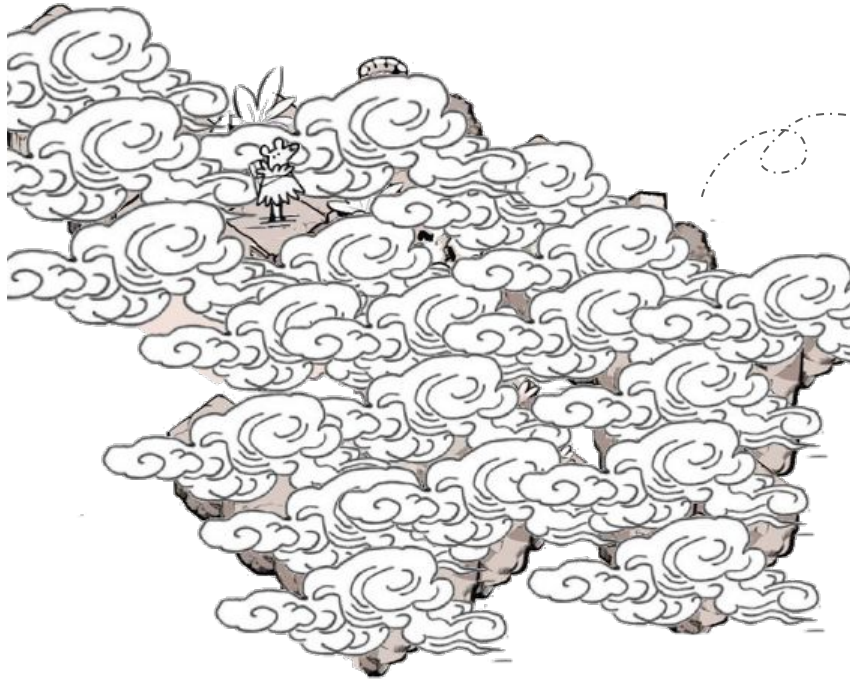


Control

Tap to perform any action in-game



GAMEPLAY FLOW



1. Player begin the journey on a specific map block- called 'starting block', with clouds cover the rest of the map.

GAMEPLAY FLOW

2. *Players start a turn by rolling a dice to determine how many blocks they can move from current position.*



3. *Players can choose any travel direction and move a certain number of steps as determined by their dice roll.*

As they step through each block, the cloud move, revealing more of the map.



GAMEPLAY FLOW

You are in reach of the sea, what do you do now?

1 ????

2 ?????

3 ???????

4. Players resolve the event occurring in the last block they step into. The game provide player options to choose.

In beginning, the options are hidden from player sight. The game force them to choose when they know nothing about what is it & what it gonna be....

...the options are only revealed when player chooses it

You are in reach of the sea, what do you do now?

1 Hear the mermaid sing

2 ?????

3 ???????

GAMEPLAY FLOW



-2 Luck
+1 Meat

5. These choices lead to consequences that are determined by the player's input, including their stats, location, and items => Each choice can result in a variety of outcomes.

The consequences will be visually represented by an art

The artwork will be saved as part of an collection for players, encouraging them to explore all the options and discover all the possible consequences.



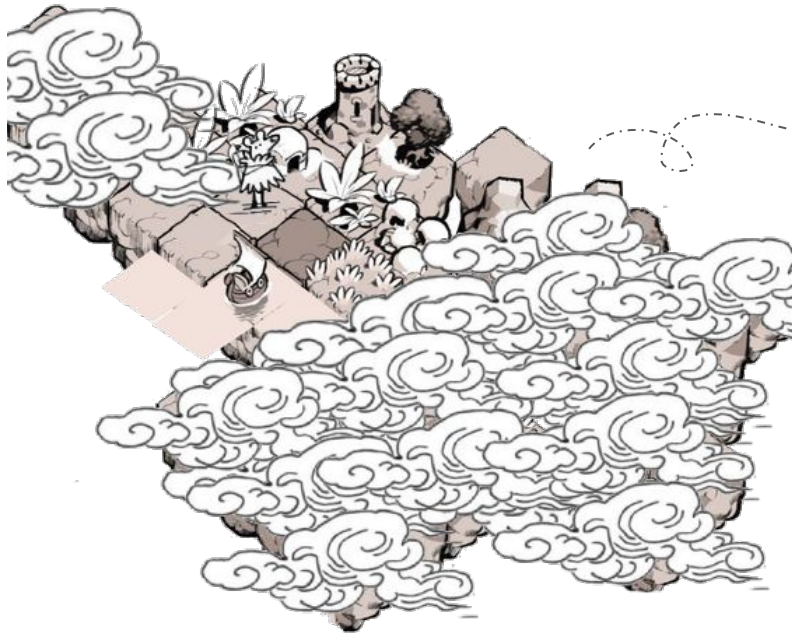
GAMEPLAY FLOW



6. *A player's turn concludes when they perform an 'out-of-event' action such as consuming items, crafting new ones, or rolling the dice to continue their journey.*

GAMEPLAY FLOW

6. *Players dies when any of their three stats reach 0. The game restart, player returns to starting block, but...*



- Unlocked blocks & options will **saved** during every playthrough
- Consequences art will be saved in diary
- Players receive **hint** about the location of the Lost Ship



“The more they experience, the more chance they die, the more knowledge they get, and the more chance to win”

ITEMS & CRAFTING SYSTEM

Items

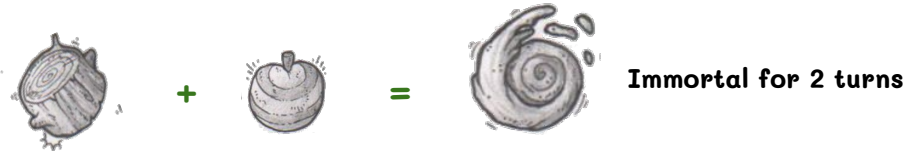
Players can acquire normal items from various events they encounter, and these items enhance their stats:



Items are stored in the player's bag, which has a limited number of slots. When the bag is full, player cannot collect additional items.

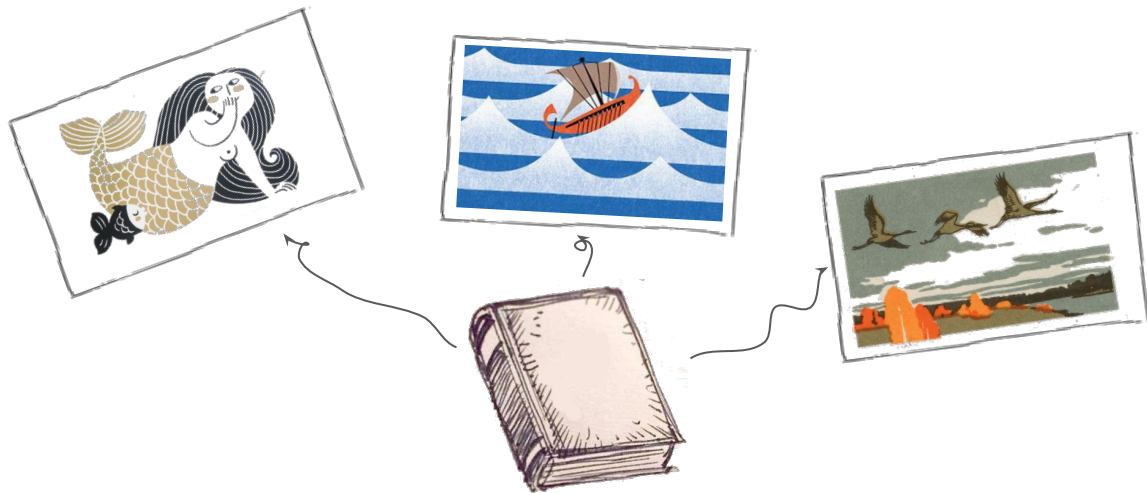
Crafting System

Player can get exclusive item by crafting normal items. These exclusive items grant players unique and special effects.:



COLLECTION

Every time a player resolves an event, they receive the consequence in the form of an illustration. These illustrations are then saved in the player's diary - as a central hub for collection.



The collection feature is designed to motivate players to explore all aspects of the game (the good and bad consequences, and even...death) rather than solely seeking the optimal path to win.

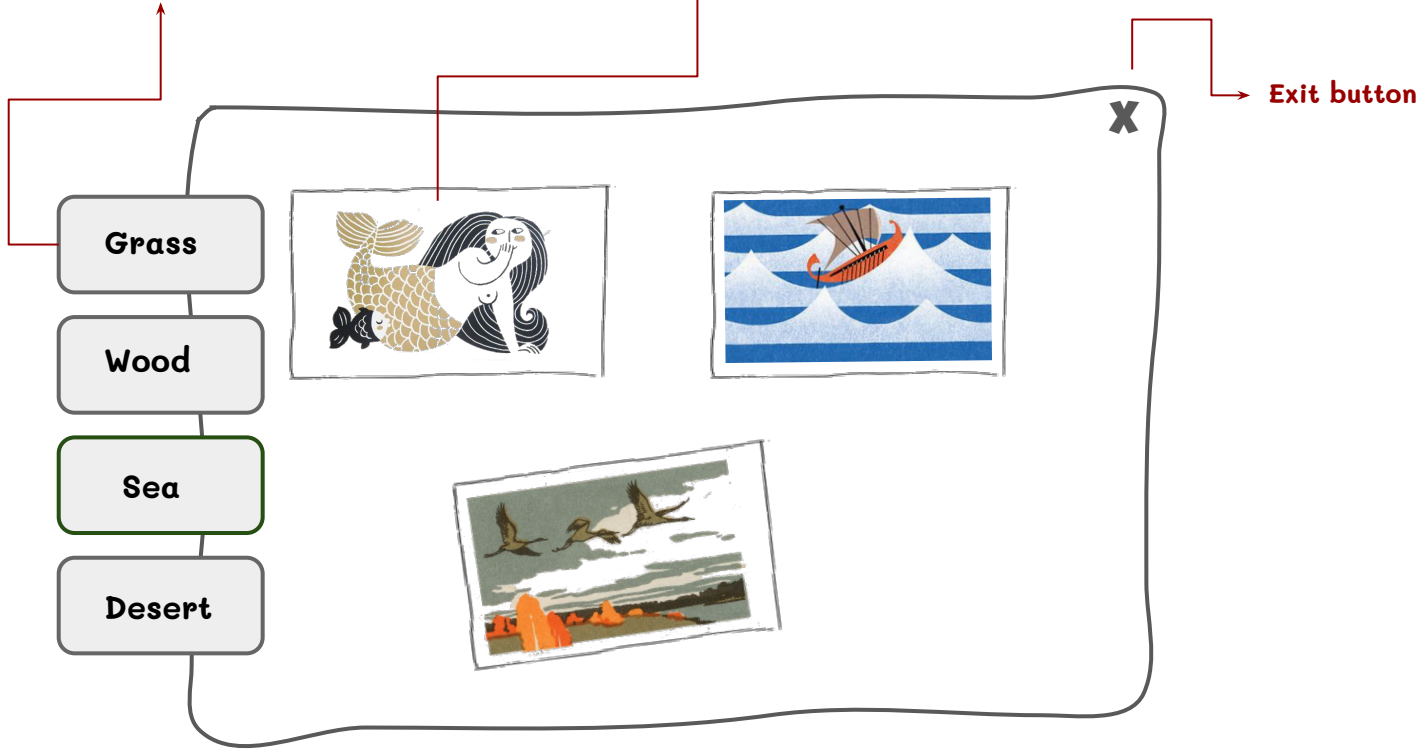
UI MOCK-UP



Dairy Tab: list by Blocks

Consequences artwork

Exit button





AI IMPLEMENTATION (TBC)

1. Procedural generation

Combine map-block follow rules to generate game map

2. Consequences rules-set

Use player input (stats, location, items), the system provides appropriate results following predefined rules.

3. AI-created 3D & 2D assets

The image features a minimalist design with a white background. A central gray rectangular box contains the text "THANK YOU!" in a bold, black, sans-serif font. The background is decorated with several thin, black, wavy lines that meander across the page, creating an abstract, organic pattern. These lines are more densely packed in the lower half and around the central text box, while the upper corners are relatively empty.

THANK YOU!