

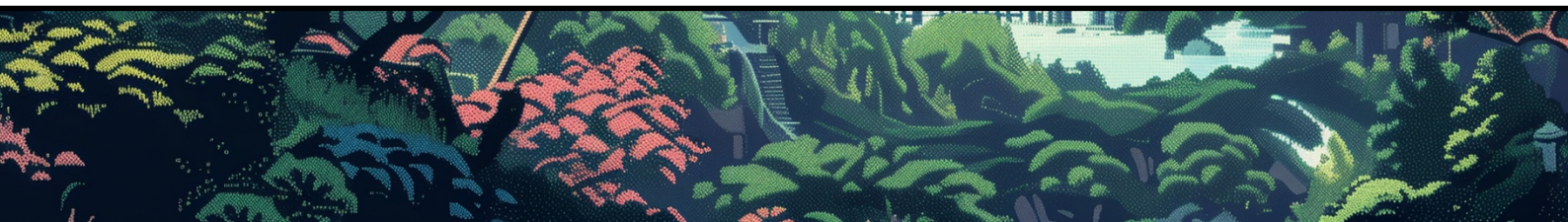


Visual Novel

# FRAGMENTS OF ETERNITY: THE SAMURAI'S LEGACY



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SoSe 2024  
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## Criteria

Nr.	Description	
	Title	Fragments Of Eternity: The Samurais Legacy
	Name	Josue Buck
	Student Number	263758
1	Concept	
2	Character	Characteristics & Archetypes
3	Decisions	The player can make its own decision throughout the game. The journey and the end of the game differs based on the given decisions.
4	Branching Paths	The player has the possibility to decide, where he wants to go next. While some places require specific actions and decisions, usually the user can take different paths and skip some entirely.
5	Transitions	Different transitions were used to introduce the scenes throughout the visual novel.
6	Audio	Different audio was used to introduce the scenes and create a suiting atmosphere to enhance the gaming experience.
7	GUI	Several elements were created to offer different parts of a GUI: <ul style="list-style-type: none"> <li>- Menu</li> <li>- Inventory</li> <li>- Quests</li> <li>- Help</li> <li>- Health-Bar</li> <li>- Mana-Bar</li> <li>- Battle Mode (Fight-UI)</li> </ul>
8	Input-Fields	An input field is used to offer the player the option to input a custom name for the main character.
9	Animation	Animations were used to introduce characters and improve the overall feeling of the visual novel.
10	Styling	Html elements (provided by the game engine or custom created) were styled accordingly to create a matching overlay.
11	Creative Corner	<p>Battle Mode</p> <p>As the player progresses in his journey, he must prove himself in battles to continue. Therefore, the battle mode was added. Each battle consists out of several rounds, till one fighter runs out of health points. In each round both fighters get to attack. To determine the attack damage, a meter bar and a button is used. The meter bar is changing its value from 0 to 100, back to 0 and from there it repeats the cycle. When the button</p>

		is pressed, the current value is used to calculate the damage points. Each fighter also has a defense value, which affects the final amount of damage.
12	Endings	The visual novel offers five different endings, which are triggered based on the decisions and actions the player makes and takes.
A	Inventory & Items	The player can collect different items throughout the game. Some can be consumed; others are required to complete quests.
B	Score-System	Scores and points are collected for several core functionalities of this visual novel. The main components are health & mana. The user can lose health point during fights and regain health or mana by using collected items.
C	Novel Pages	-not implemented-
D	Meter-Bar	A meter bar is used in several scenarios: <ul style="list-style-type: none"> <li>- health and mana bar of the player</li> <li>- health bar of an enemy</li> <li>- damage bar during the battle mode</li> </ul>

## Content

All visuals (Backgrounds, Character, and Items) were created with the help of MidJourney and postproduction in Photoshop.

All audio sources were downloaded from Splice.

## Introduction

In the enchanting and mysterious land of Yamato, the brave and young samurai Hiroshi faces a critical threat. The kingdom is on the brink of destruction, as a dark army of shadow skeletons, led by their King Akuma, sweeps across the land, leaving death and despair in its wake. When Hiroshi's wife, Aiko, is kidnapped by Akuma's forces, and his village is threatened with destruction, he leaves his hometown to go on a daring quest to save not only his wife but also humanity.

Guided by the wisdom of his grandfather, Master Kazuki, Hiroshi learns of an ancient object of immense power. But its hidden deep within the enemy's territory. This legendary artifact is said to be the only hope of defeating Akuma and his army. As Hiroshi travels through the lands, he encounters friends, mystical creatures, and old spirits. Along the way, he must gather mana, an essential resource needed to control the ancient object's power.

Hiroshi's path comes with many difficult choices and dangerous tasks. Each decision he makes—whether in conversation, in battle, or in the places he chooses to explore—might shape the outcome of his journey and the fate of humanity. As the story unfolds, Hiroshi will have to make an ultimate sacrifice. With the destiny of his wife Aiko and the entire kingdom in great danger, only Hiroshi can stop King Akuma - but how will he choose?

In the end, the fate of Yamato is in Hiroshi's hands. With multiple endings based on the player's choices, "Shadows of the Samurai" offers an adventure filled with mystery, magic, and emotional depth. Your decisions will determine the ultimate destiny of Hiroshi, Aiko, and the entire kingdom.

Embark on this quest and discover whether light will win overshadow in this timeless tale of courage, love, and sacrifice.

## Characters

### Hiroshi

**Archetype:** The Hero

**Traits/Characteristics:** Brave, strong, determined, just, and compassionate.

**Background Info:** Hiroshi is a young samurai in his early 20s, dedicated to protecting his family and village. He is deeply in love with his wife Aiko and is willing to face any danger to save her and his people. Raised by his wise grandfather, Hiroshi has been trained in the ways of the samurai from a young age.

### Aiko

**Archetype:** The Damsel/Beloved

**Traits/Characteristics:** Beautiful, kind-hearted, intelligent, and resilient.

**Background Info:** Aiko, in her early 20s, is known for her beauty and kindness. She shares a deep bond with Hiroshi. Their love is strong and seem unbreakable. Kidnapped by King Akuma's forces, the rescue of Aiko's becomes a driving force for Hiroshi's quest.

### King Akuma

**Archetype:** The Villain

**Traits/Characteristics:** Malevolent, ruthless, cunning, and powerful.

**Background Info:** King Akuma is the dark and evil leader of the shadow skeleton army. His goal is the complete annihilation of human life to establish his reign of terror. Feared across the land, Akuma possesses dark powers and commands a growing army of the undead.

### Master Kazuki

**Archetype:** The Mentor

**Traits/Characteristics:** Wise, experienced, nurturing, and insightful.

**Background Info:** Master Kazuki, Hiroshi's grandfather, is a wise samurai who has fought in many battles. He is well known for his ancient knowledge and legend stories. He is guiding Hiroshi with his wisdom and experience.

### The Light

**Archetype:** The Guide/Mystic

**Traits/Characteristics:** Mysterious, ethereal, comforting, and knowledgeable.

**Background Info:** The Light is a mystic presence that appears to Hiroshi during his journey. It provides guidance and has a bond to the ancient object, which might be useful for Hiroshi on his journey.

### Takeshi

**Archetype:** The Ally/Warrior

**Traits/Characteristics:** Loyal, strong, honorable, and skilled in combat.

**Background Info:** Takeshi is a fellow samurai who joins Hiroshi on his quest to remove the blockade at the mountain pass. With duty and loyalty, Takeshi is a valuable ally in battles and a trusted friend.

## Yuna

**Archetype:** The Healer/Mystic

**Traits/Characteristics:** Compassionate, wise, gentle, and mystical.

**Background Info:** Yuna is a mystical healer encountered by Hiroshi in the sacred forest. She possesses knowledge of ancient healing arts and magic. Yuna's presence brings a sense of peace and renewal and might become a valuable ally for Hiroshi.

## Shadow Skeletons

**Archetype:** The Minions

**Traits/Characteristics:** Soulless, relentless, dark, and fearsome.

**Background Info:** The shadow skeletons are the undead soldiers of King Akuma's army. Created through dark magic, they are relentless, driven solely by Akuma's will. Their existence spreads terror across the land. Wherever they go, death will follow.

## Hikari

**Archetype:** The Seer

**Traits/Characteristics:** Enigmatic, prophetic, serene, and wise.

**Background Info:** Hikari is a blind seer who resides at the ancient temple. She possesses the gift of foresight and provides Hiroshi with her knowledge through wise words.

## Locations

### Hiroshi's Village

**Description:** A small, peaceful village with traditional Japanese architecture, surrounded by nature and mountains. It serves as the starting point of Hiroshi's journey.

**Characters:**

- Hiroshi
- Master Kazuki
- Villagers
- Takeshi

### The Sacred Forest

**Description:** A dense, mystical forest filled with ancient trees and magical energy. It is rumored to be home to mystical creatures and hidden secrets.

**Characters:**

- Yuna

### The Abandoned Temple

**Description:** An ancient temple, partially in ruins, hidden deep within the forest. It once was a place of greatness until it was overrun by the dark forces of King Akuma.

**Characters:**

- Hikari
- Shadow Skeletons

### The Mountain Pass

**Description:** A dangerous and narrow mountain path leading Hiroshi into the depths of Yamato. It is filled with natural obstacles and lurking dangers.

**Characters:**

- Takeshi

### The Enchanted Lake

**Description:** A serene and beautiful lake with crystal clear waters, said to be enchanted and possessing healing properties.

**Characters:**

- Yuna
- The Light

### The Enemy Camp

**Description:** A heavily guarded military encampment with dark tents and fortifications. The air is filled with a sense of dread and oppression.

**Characters:**

- Shadow Skeletons
- Merchants



### The Hidden Shrine

**Description:** A secret and sacred place hidden from the eyes of many. It is where the ancient object is believed to be kept.

**Characters:**

- Guardian Spirit

### The Dark Fortress

**Description:** The imposing stronghold of King Akuma, located in the heart of the enemy's territory. It is shrouded in darkness and filled with traps and powerful enemies.

**Characters:**

- King Akuma
- Shadow Skeletons
- Aiko
- The Light
- Hiroshi

### Hidden Locations

#### The Merchant's Outpost

**Description:** A bustling trading post where travelers and merchants gather to trade goods and information.

**Characters:**

- Merchants

#### The Cursed Cave

**Description:** A dark and eerie cave said to be cursed, with dangerous creatures and hidden treasures.

**Characters:**

- Shadow Skeletons

## Items

### The Celestial Orb

**Description:** A mystical orb holding the essence of celestial beings. It glows with an ethereal light and pulses with great power, shifting in color and intensity like the cosmos.

**Location:** Can be found deep within the hidden shrine, guarded by the guardian spirit.

**Use:**

- **Primary Use:** The Celestial Orb can channel its energy to unleash a great magical attack against King Akuma. It can overcome the eternal darkness.
- **Sacrifice Mechanism:** To unlock its full potential, the orb usually requires a significant sacrifice. A sacrifice of true love. This final decision will determine the outcome of the story.
- **Mana Consumption:** Throughout his journey, Hiroshi must collect mana to withstand the orb's power. The collected mana is essential for using the orb in the final confrontation. If the amount of mana is not sufficient, the celestial orb will eventually doom the person, who tries to use it.

### Yuna's Amulet

**Description:** A mystical amulet with healing properties, lost in the abandoned temple.

**Location:** Abandoned Temple

**Use:** When Hiroshi find this item and returns it to Yuna, she offers him a mana and a health potion.

### Health Potion

**Description:** A potion with magical healing abilities.

**Location:** Reward

**Use:** Can be used to restore health points.

### Mana Gem

**Description:** A gem that stores mana.

**Location:** Reward

**Use:** Can be used to replenish the mana bar, essential for using the ancient object.

### Gold

**Description:** An item, which gets dropped by enemies.

**Location:** Reward

**Use:** Gold represents a collectable item.

### Spirit Essence

**Description:** A glowing essence, containing some spirit energy.

**Location:** Cursed Cave

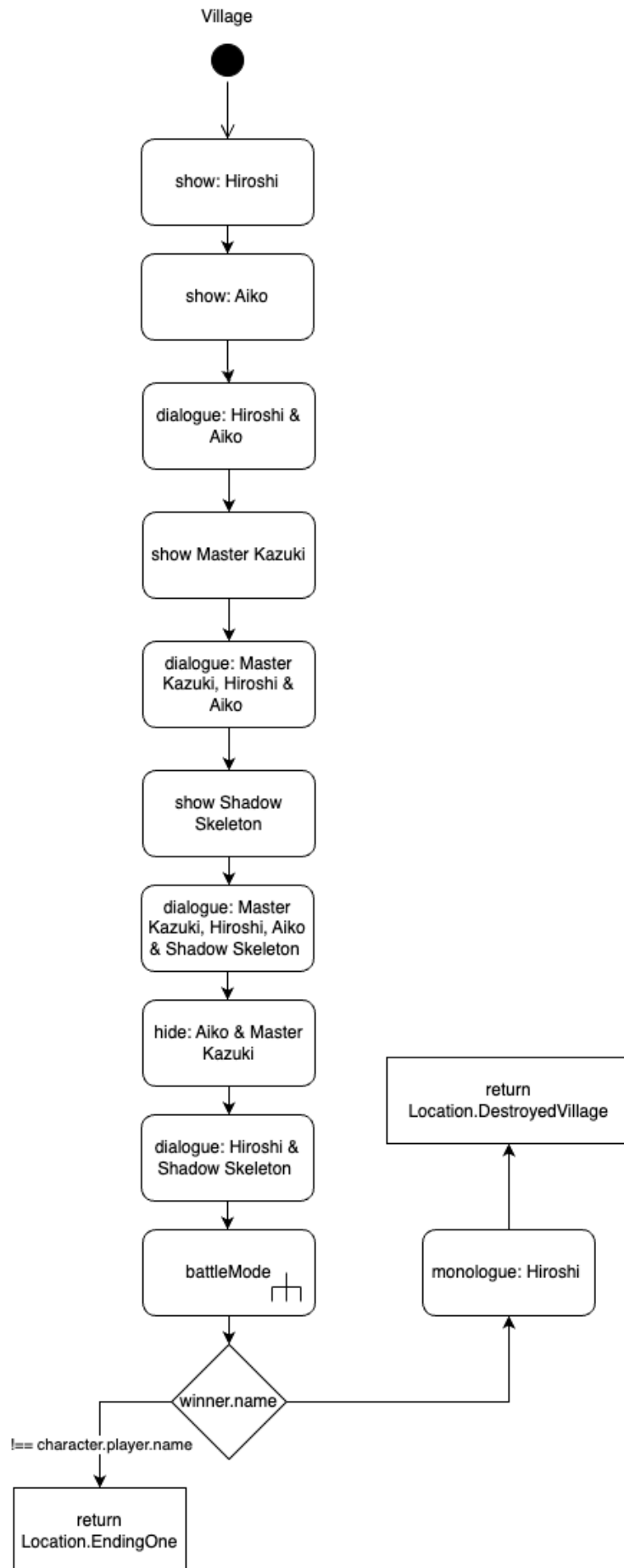
**Use:** When Hiroshi returns the Spirit Essence to the Light, he does not only get rewarded but also unlocks a potential new ending.

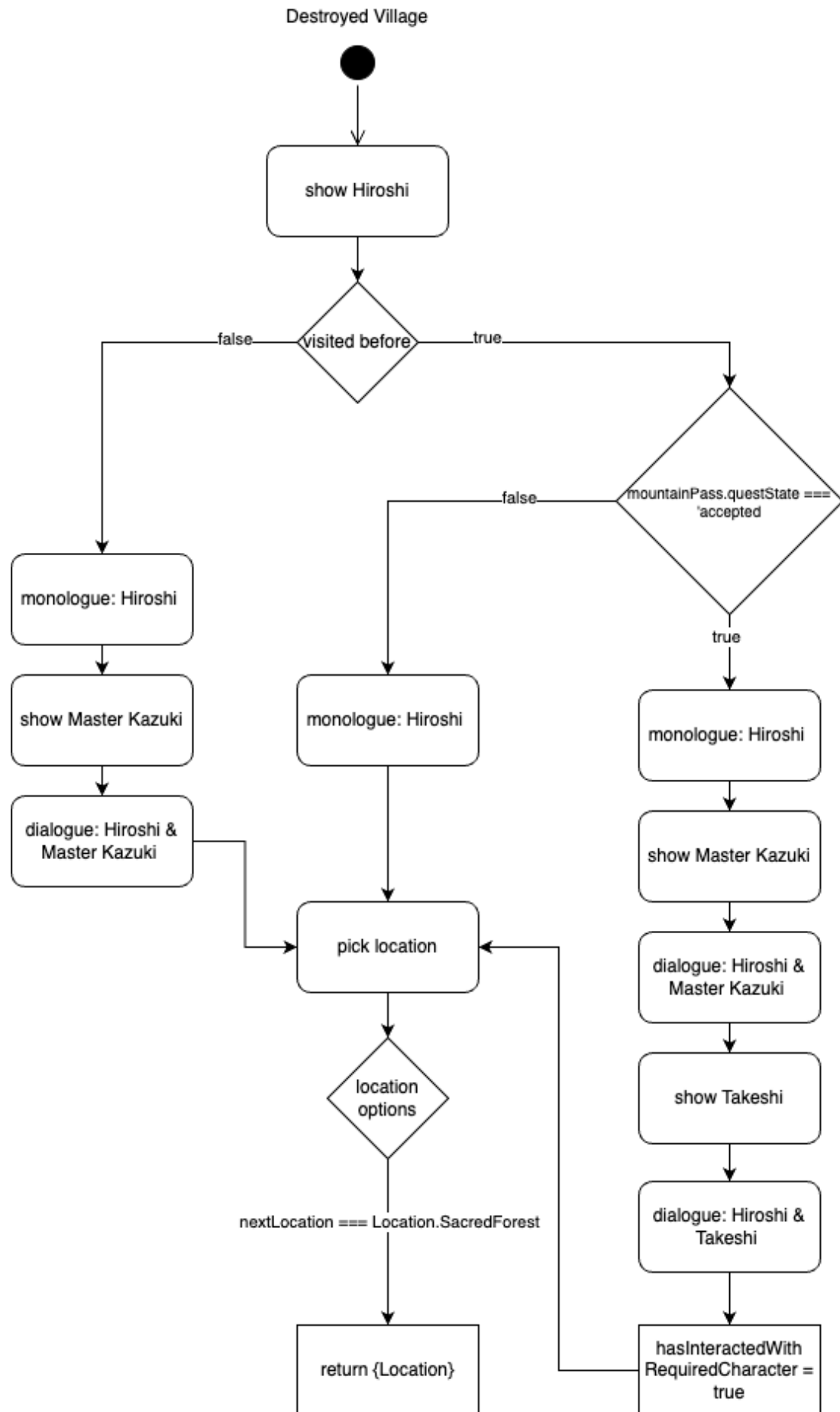
### Key

**Description:** A key, which is used to unlock a door.

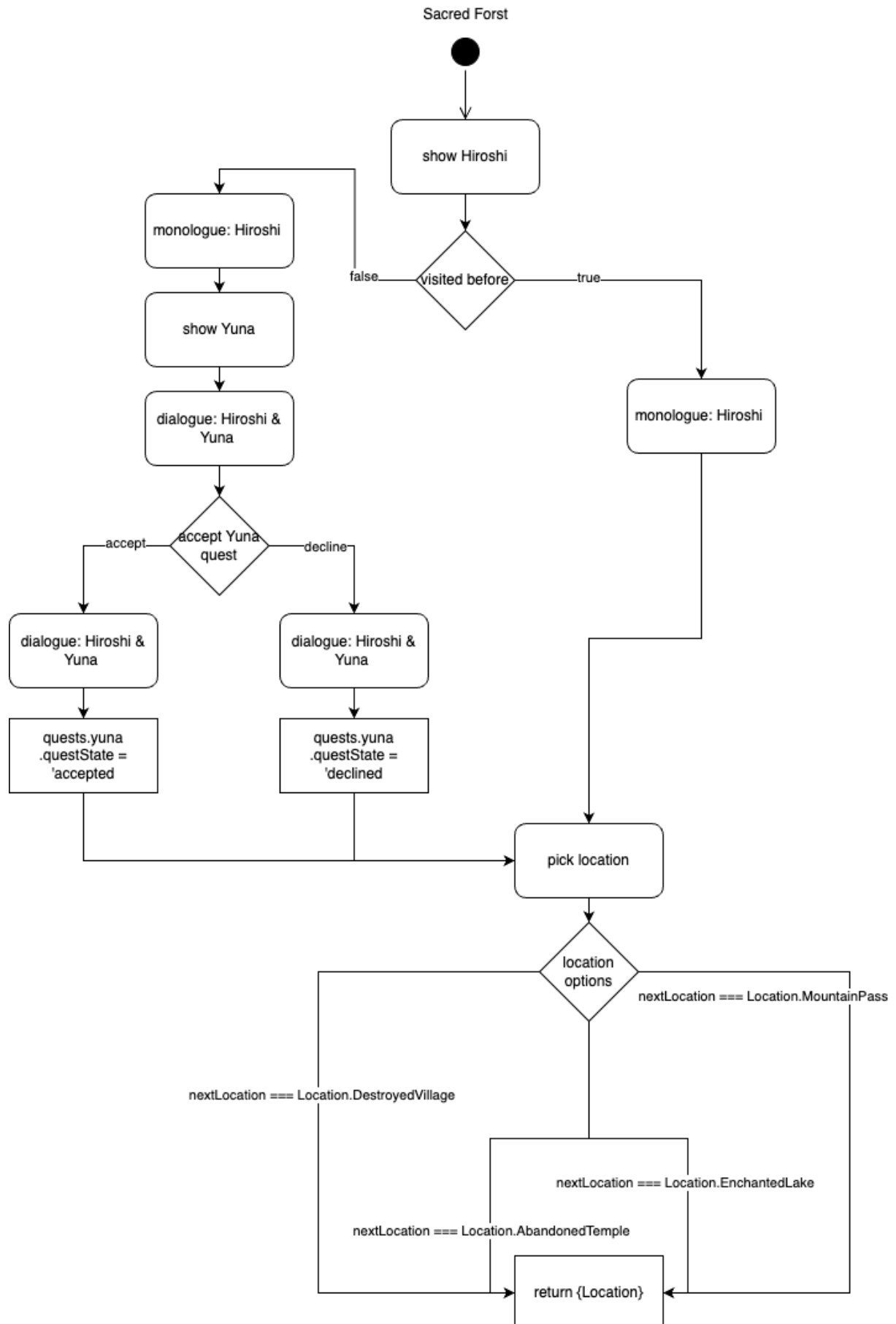
**Location:** Enemy Camp

**Use:** This key enables Hiroshi to free the imprisoned merchant, which returns the favor with a reward.

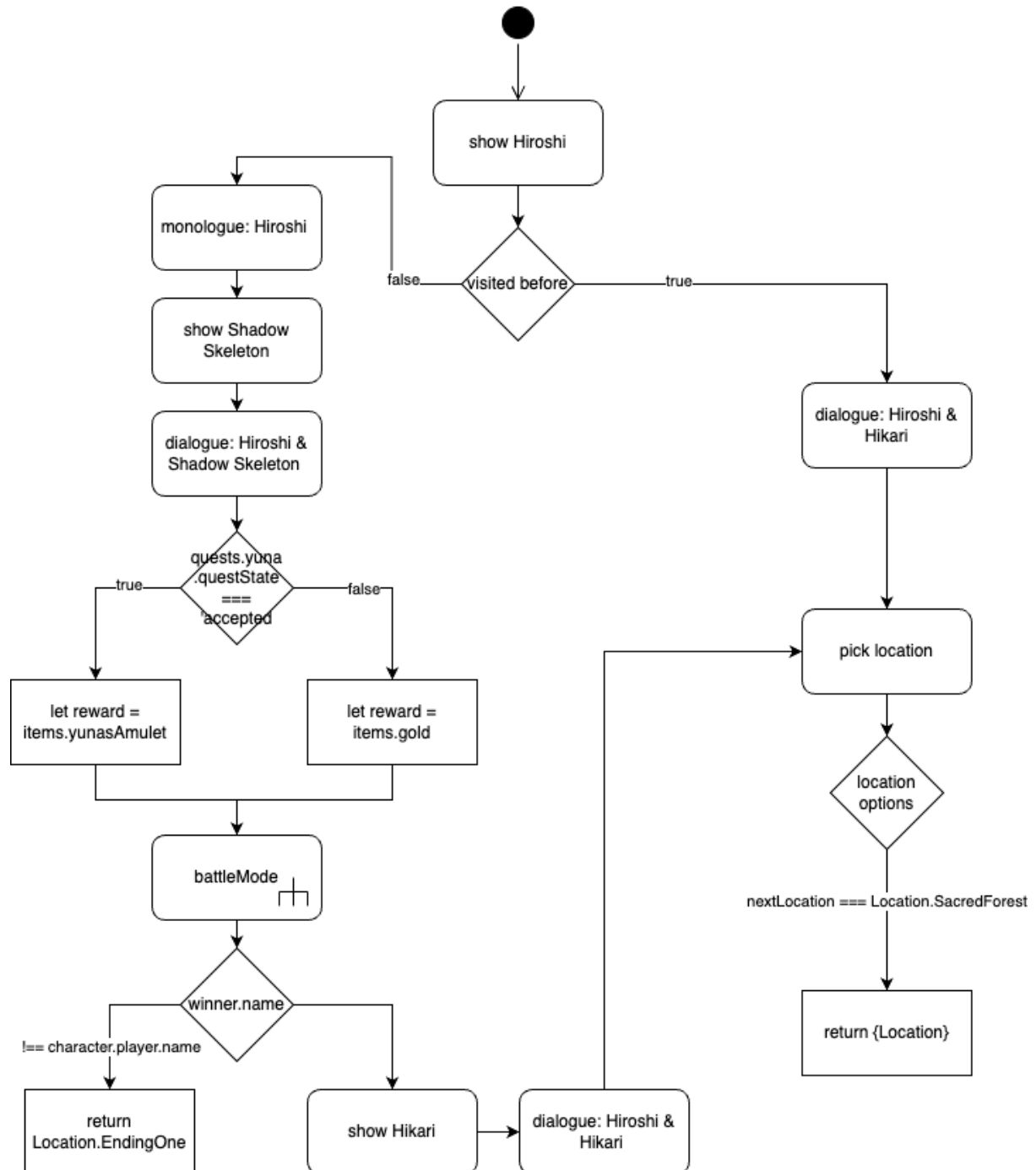




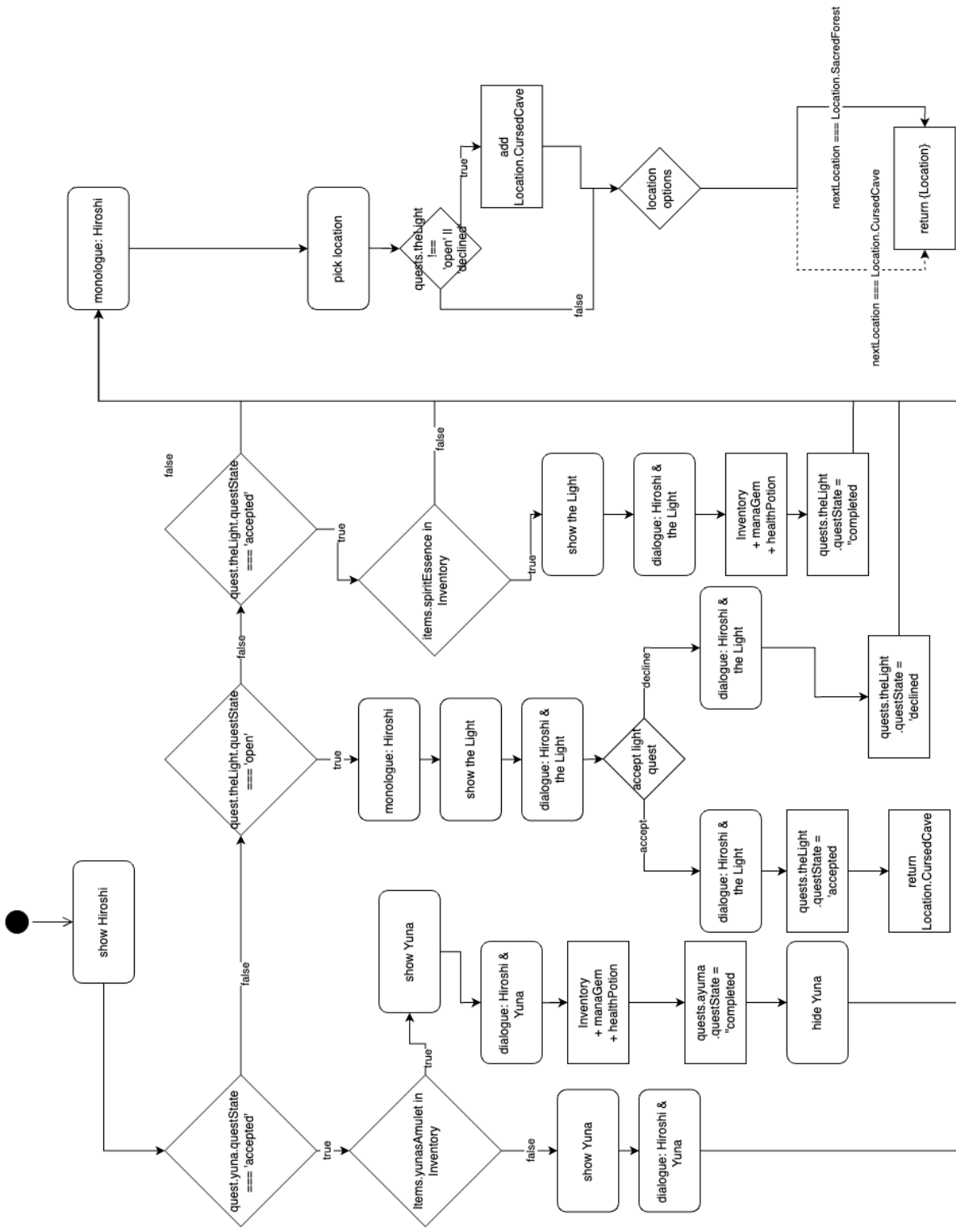


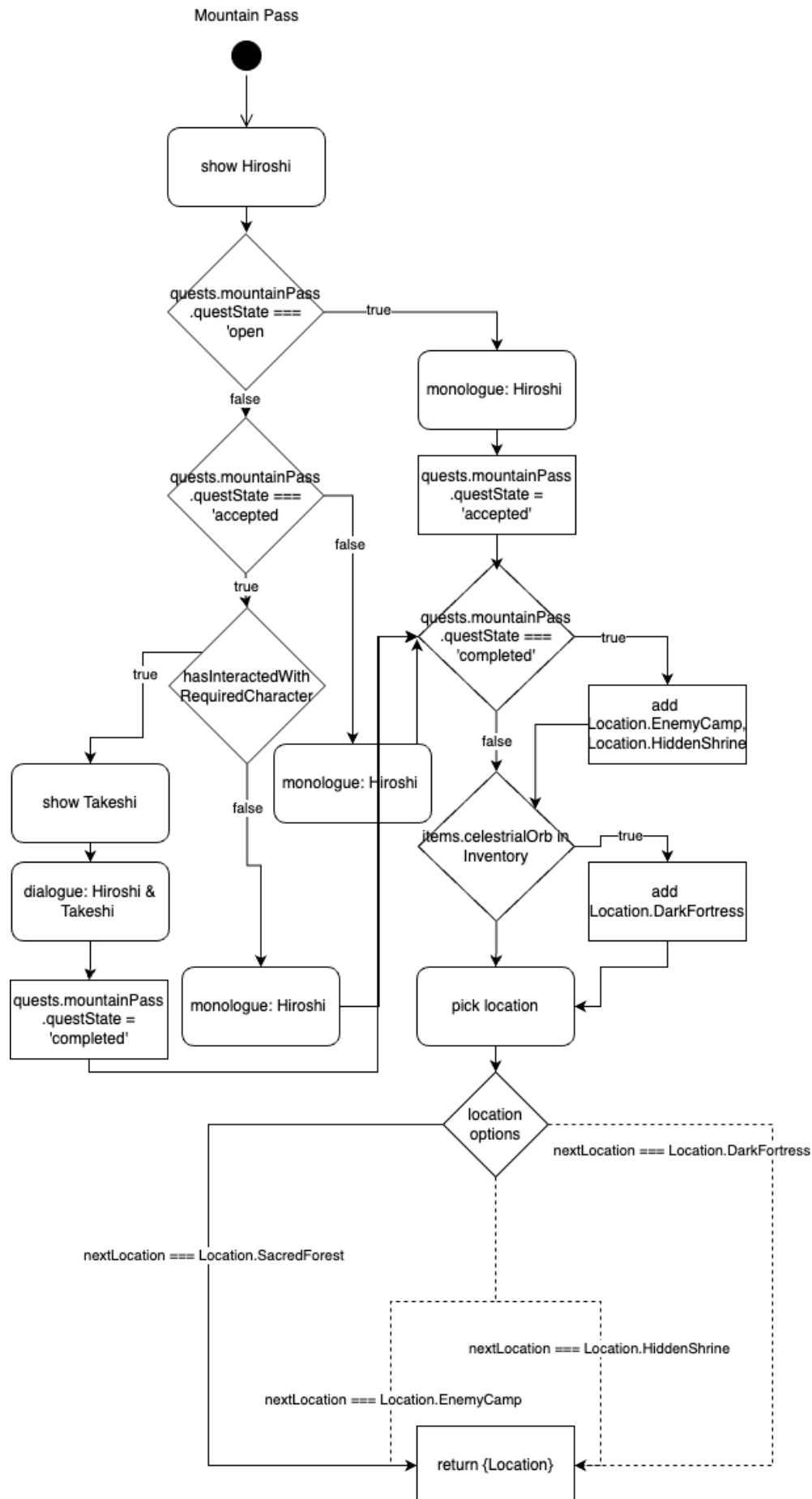


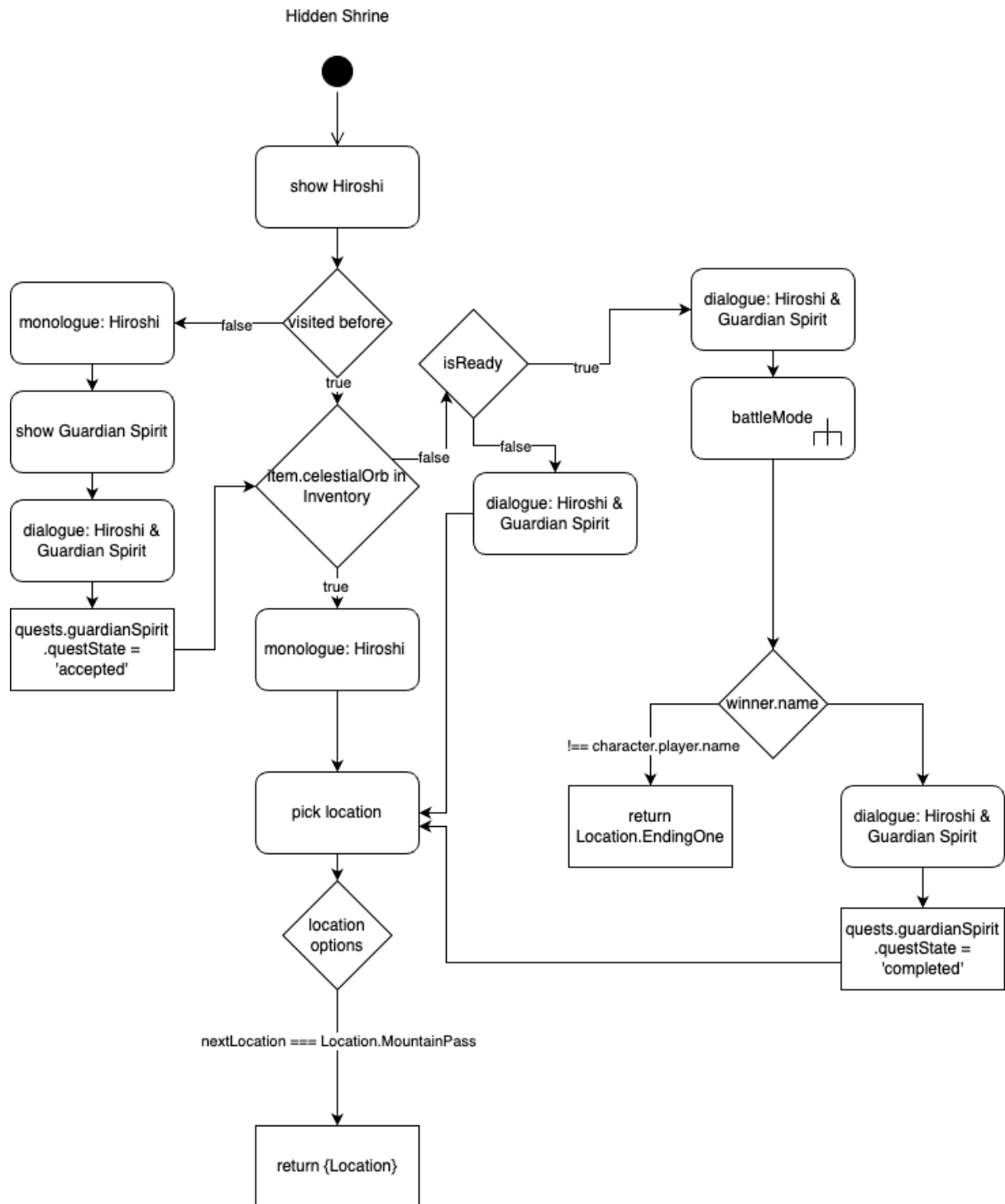
# Abandoned Temple



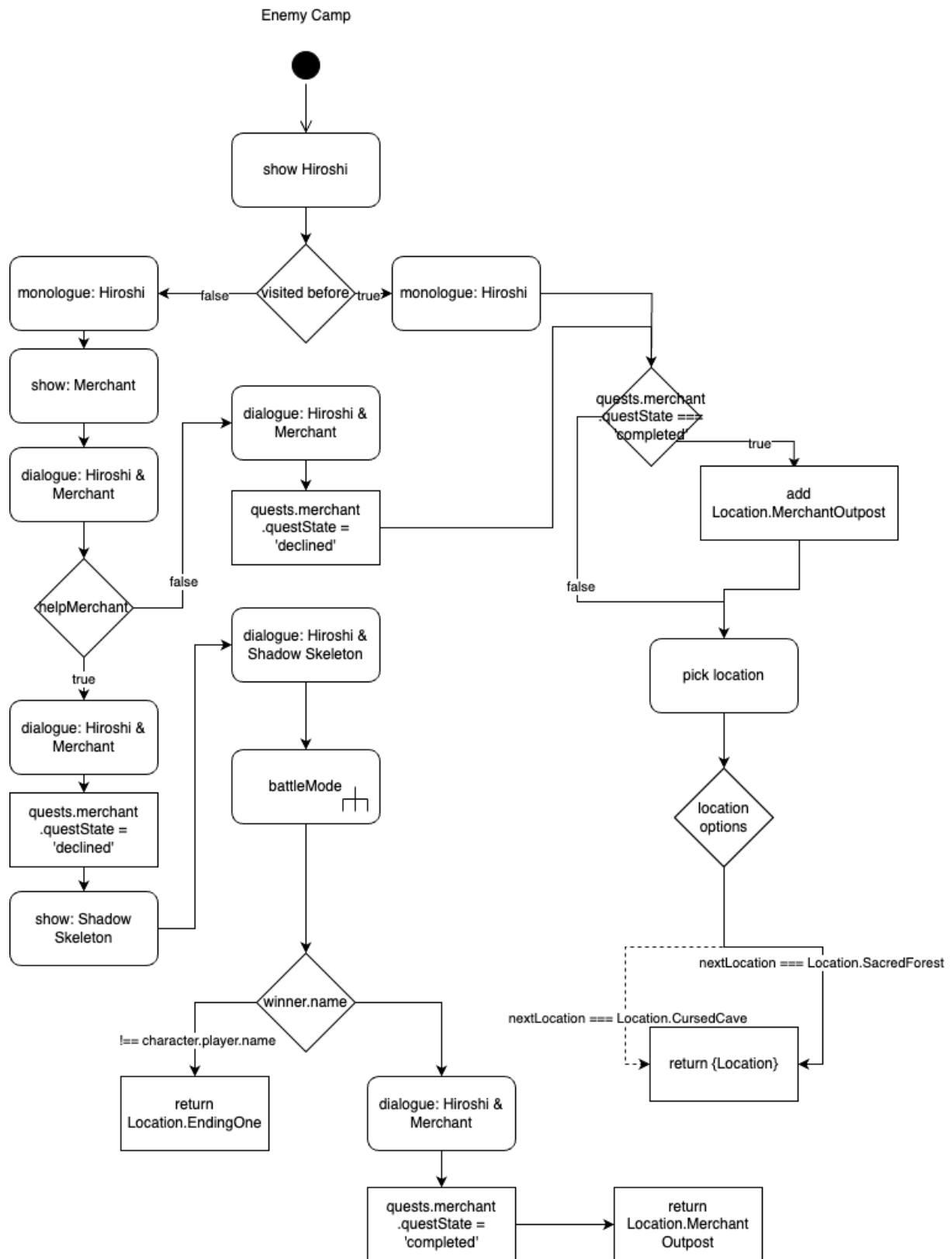
Enchanted Lake



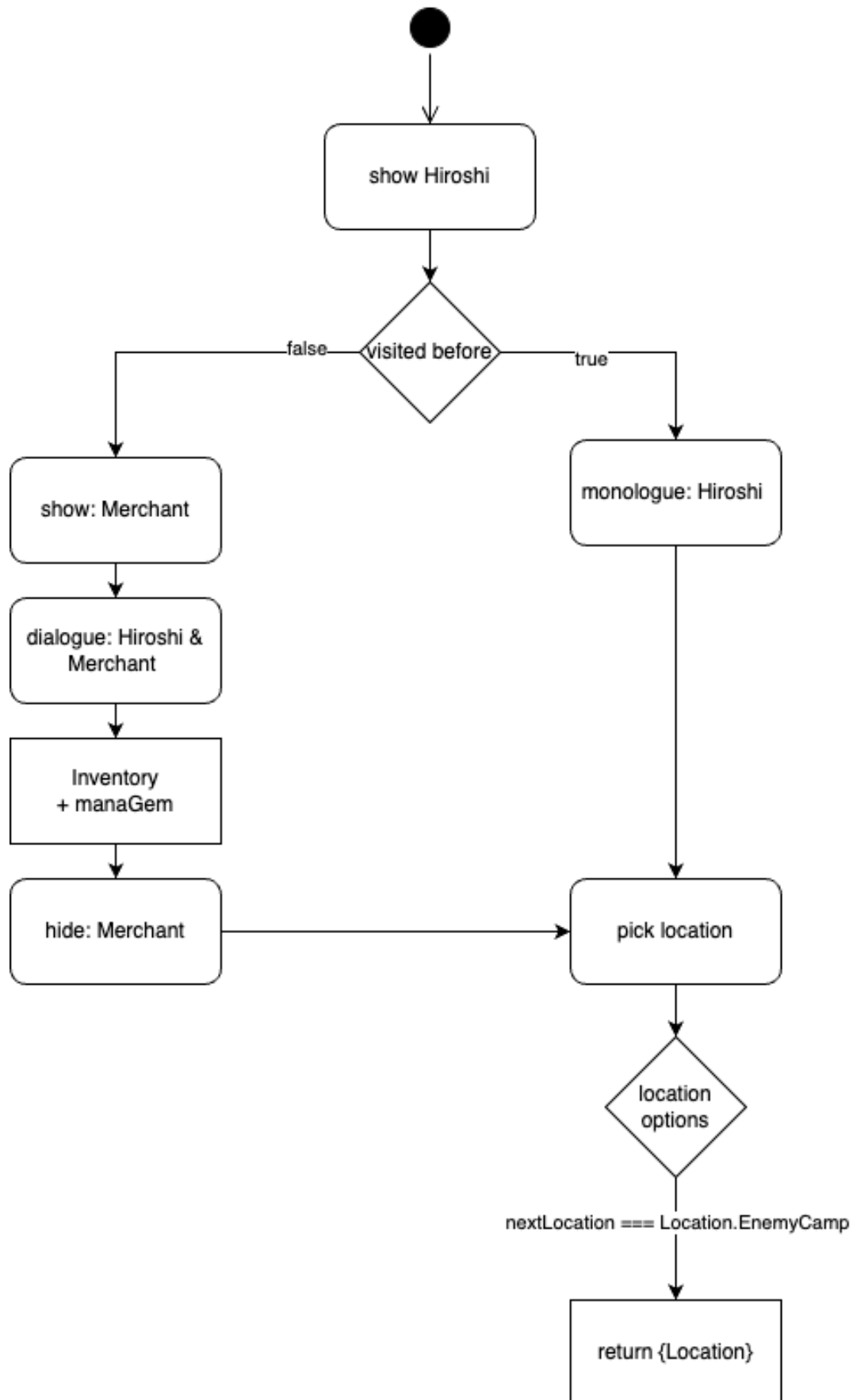








# Merchants Outpost



# Dark Fortress

