



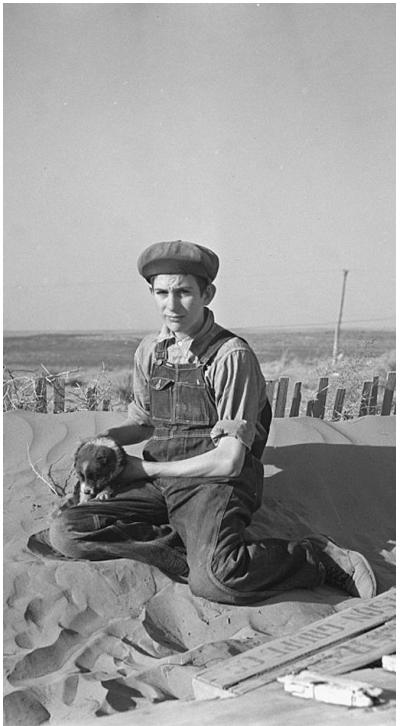
Randy & The Traveling Circus

By Cole, Chris, and Clara

Synopsis

- The player controls Randy the stagehand, a passionate yet skilless performer in a traveling circus.
- Randy dreams of becoming a performer but must first earn his place, doing grunt work, helping manage the circus, and training under performers to find his niche act.
- As Randy progresses through each town/level, he acquires skills but does not find any act that he is particularly good at--still, he loves the circus, and works hard to learn everything he can about it.
- The ringmaster, close to retirement, sees leadership qualities in the now multi-faceted Randy, and passes the baton.





Randy

- Runaway kid who lost his family
- Has a lot of drive but few skills
- Very charismatic



Ringmaster

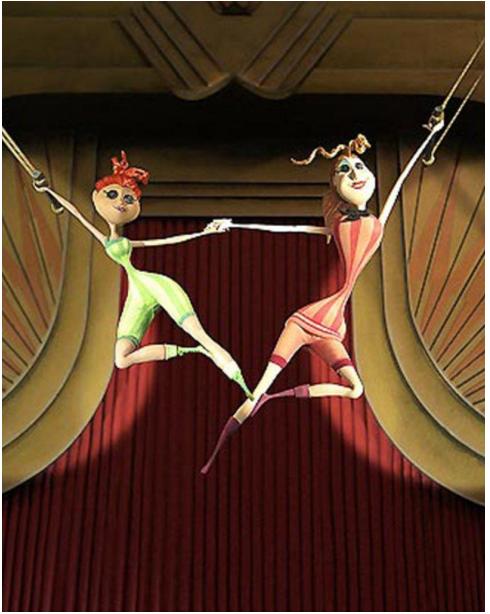
- Older and jaded, ready to retire
- Uninspired with how to revitalize the circus
- A father figure to Randy



Strongman

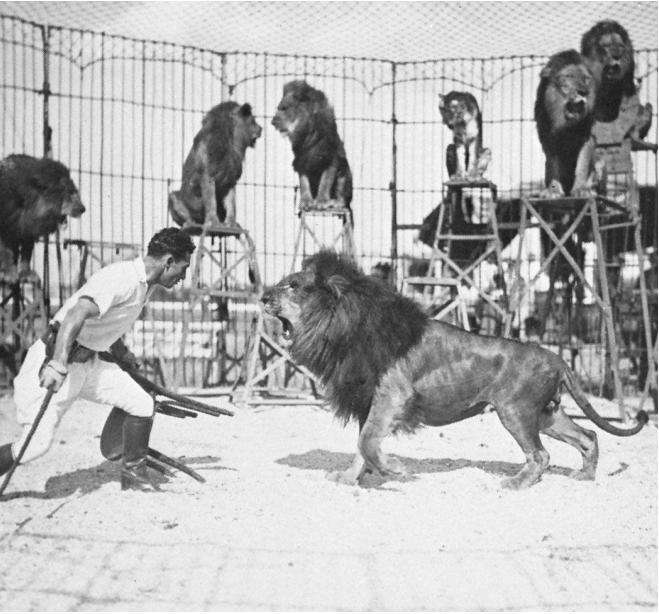
- Quiet despite appearance
- Says funny things under his breath
- Tries to train Randy to lift weights





Twin Acrobats

- Complete each other's sentences
- Uncanny demeanor
- Tries to teach Randy the trapeze



Lion Tamer

- Gruff, no nonsense kind of guy
- Intimidating
- Tries to teach Randy to tame lions



Clown

- Sad, has a dark sense of humor
- Not so secretly a drunk
- Tries to teach Randy magic and clowning

Why Do I Care?

- Unique and emotional story that follows an aspiring performer finding himself and pursuing his calling in life.
- Aims to capture the aesthetics and nostalgia of classic circus acts.
- Fosters personal investment in the main characters.
- Emergent narrative in managing the circus and guiding its growth.



Features & Mechanics



Build the circus



Behind-the scenes labor



Gather prospective talent



Prevent catastrophe



- World map as level select
- Towns as levels



- Set up shows
- Perform acts



- Interact with townsfolk
- Trade materials
- Advertise the Circus

- Train under performers
- Develop your skills

Act I

- A young man named Randy arrives at a traveling circus, looking to make a name for himself as a show performer after losing his family and running away from home.
- He interviews with the Ringmaster, but it becomes apparent that Randy has no standout talents of his own.
- About to reject Randy, the Ringmaster is instead moved when Randy gives a heartfelt speech about his genuine desire to make others smile by joining the circus and keeping the circus tradition around for future generations.
- The Ringmaster assumes a father-figure like position and Randy is brought on as a stage-hand and given a tour of the circus, meeting the various performers and learning about the circus' operations.



Act II

- Randy goes about his day-to-day life, helping run the show from behind the stage. He looks up to the performers and wants to be onstage himself.
- The Ringmaster agrees to let Randy train under each performer, slowly building up his skills and giving him an innate knowledge about the operation of the circus as a whole.
- Behind the scenes, the circus is struggling, behind the times, and in need of revitalization.
- Unless the circus can put together a show-stopper at their final major destination, a large city known as the Big Mango, the circus will go out of business
- Randy begins recruiting new acts from the towns and helps manage the circus in preparation for the big day.



Act III

- The day finally comes where the circus needs to capture the biggest audience it can.
- The Ringmaster falls ill, and asks Randy to take his place since he knows the circus so well.
- Randy helps with each and every act before putting on his very own all-in-one show.
- Randy successfully pulls the circus together, creating an awe-inspiring event.
- The show is extremely successful; it makes headlines everywhere.
- Randy realizes his place in the circus is leading others, and so does the Ringmaster. The Ringmaster decides to pass his hat down to Randy, and the circus becomes world-renowned as *Randy's Circus*.

