

# Tales from the Subcontinent:

## *The Heritage Trail*



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# GAME OVERVIEW

"Tales from the Subcontinent: The Heritage Trail" is a captivating and adventurous game that takes you on an exciting journey through the rich cultural richness of India. It tells the heartwarming story of Arya, a spirited young woman who begins on an incredible backpacking adventure across the country's historical gems, all while uncovering a fascinating secret. Arya's life takes a tragic turn when she receives the devastating news of her parents' untimely demise in a mysterious accident while researching something extraordinary. Her grief-stricken heart is drawn to her parents' research, which unveils a remarkable discovery—a mysterious entity known as the TimeKeeper. This entity not only holds the key to her parents' fate but also has a unique connection to their forgotten family.

Their tribe once lived in harmony, but their lives were disrupted by unwelcome interference, scattering them across historic sites across India. Arya's parents had unwittingly captured one of these elusive TimeKeepers for their research. Now, driven by her quest to mend what's broken and return what was stolen, Arya sets out to reunite the Time Keepers and return them to their ancestral home. As Arya explores India, her adventures are a celebration of the country's diverse cultural heritage. She digs deep into history, traverses heritage sites, and immerses herself in the vibrant traditions and cultures that define India. Along the way, Arya uncovers stories of resilience, unity, and the profound beauty of India's past. Players will engage in clever puzzles, heartwarming interactions, and challenging adventures that showcase India's deep-rooted history and traditions. Uncover the hidden stories of India's past. Along the way, Arya's own understanding of her heritage deepens, as she connects with the people she meets.

"Tales from the Subcontinent: The Heritage Trail" is more than just a game; it's an enchanting journey through the heart of India. Join Arya as she embarks on this epic quest to restore balance to time, and in doing so, discover the breathtaking beauty and cultural wonders that make India a true treasure trove of history and tradition.

# GAME CONCEPT

**Setting:** The game is set in various historical and culturally significant locations across India, each meticulously designed to reflect the real beauty and diversity of the country. Players will explore the forgotten historic sites in their quest to reunite the Time Keepers.

**Story:** Our game, "Tales from the Subcontinent: The Heritage Trail," is all about Arya, a young girl, who sets out on an adventure to uncover a mystery. Arya's parents, who were researchers, tragically passed away while studying something mysterious called the Time Keepers. Arya wants to continue their work and find out what these Time Keepers are all about.

**Gameplay:** - **Exploration:** Players will explore richly detailed environments, interact with NPCs, and discover hidden secrets at every turn. Each location offers unique puzzles, challenges, and cultural insights. - **Puzzle-Solving:** To locate and reunite the Time Keepers, players must solve puzzles, riddles, and challenges specific to each historical site. These puzzles are designed to be both entertaining and educational, offering insights into India's history and culture. - **Cultural Immersion:** Players will learn about India's traditions, festivals, cuisine, and arts through interactive experiences with NPCs and immersive storytelling. - **Character Development:** As Arya progresses on her journey, players will witness her personal growth and her deepening connection to India's heritage, culture, and the people she encounters.

**Educational Component:** The game incorporates an educational aspect, providing players with historical and cultural information as they progress. This includes informative pop-ups, dialogues with NPCs, and optional "Cultural Insights" that players can access to learn more about India's rich heritage.

**Art Style:** The game features stunning, hand-crafted visuals that bring India's diverse landscapes and traditions to life. The art style is immersive and vibrant, designed to captivate players and make them feel like they are truly experiencing India.

**Music and Sound:** A powerful and culturally authentic soundtrack complements the game, enhancing the immersion and creating a unique atmosphere for each location and encounter.

# GENRE

## 1. **Adventure:**

**Exploration:** Adventure games are known for their emphasis on exploration. Players explore a vast and beautifully detailed world inspired by real-life Indian locations. They'll traverse bustling cities, serene landscapes, and ancient sites, all while uncovering hidden secrets and myths.

**Story-Driven:** Adventure games are typically narrative-focused, and this game is no exception. Arya's journey to reunite the Time Keepers is at the heart of the game's narrative. Players will follow her personal growth, relationships with NPCs, and her quest for answers, making choices that impact the story's direction.

**Character Development:** Adventure games often feature character development, and Arya's transformation as she learns about her heritage and connects with the Time Keepers is a central element. Players will witness her growth and empathise with her as she faces challenges and makes important decisions.

## 2. **Puzzle:**

**Challenging Puzzles:** Puzzles are a core gameplay element in this game. To locate and reunite the Time Keepers, players must solve a variety of puzzles, riddles, and challenges. These puzzles vary in complexity, requiring critical thinking, creativity, and problem-solving skills. They are integrated seamlessly into the game's story and environment.

**Diversity of Puzzles:** Puzzles come in various forms, from logic puzzles and pattern recognition to environmental puzzles that require players to interact with the world around them. The diversity of puzzles keeps gameplay engaging and offers different challenges at each location.

**Progression:** Puzzles serve as a means of progression in the game. As players solve puzzles, they advance the storyline and unlock new areas, creating a sense of achievement and a feeling of progress throughout the game.

## 3. **Fantasy:**

**Time Keepers:** The concept of Time Keepers introduces a fantasy element to the game. These mysterious entities, responsible for maintaining the flow of time, add a mystical and otherworldly dimension to the narrative. Arya's connection to the Time Keepers allows for unique gameplay mechanics.

**Cultural Myths:** While the game is rooted in reality with its portrayal of Indian culture and heritage, the Time Keepers' myth and their scattered existence across historic sites infuse a sense of fantasy and wonder into the storyline.

**Immersion:** The fantasy elements enhance the immersion, making players feel like they are part of a magical adventure while exploring India's cultural richness.

#### **4. Educational:**

**Cultural Insights:** One of the key educational components of the game is the "Cultural Insights" feature. This provides players with additional information about India's history, traditions, festivals, and art forms. It's an optional resource for players who want to learn more about the cultural aspects featured in the game.

**Learning through Play:** Educational games aim to impart knowledge in an engaging and interactive way. In this game, players learn about India's heritage by actively participating in its traditions and by uncovering historical and cultural facts as they progress.

**Multifaceted Learning:** Education in the game isn't limited to one aspect. Players learn about history, geography, cultural practices, and art, making it a well-rounded educational experience.

In summary, the game seamlessly blends adventure, puzzle-solving, fantasy, and education to create a unique and immersive gaming experience. It engages players in a captivating narrative while challenging them with puzzles, immersing them in a fantastical world, and providing opportunities to learn about India's rich cultural heritage. This combination of genres offers players both entertainment and enlightenment, making for a compelling and educational gaming experience.

# TARGET AUDIENCE

The target audience for "Tales from the Subcontinent: The Heritage Trail" is broad and inclusive, spanning people of all ages and backgrounds. This is because the game is designed to be non-violent, educational, and focused on cultural exploration. The major target audience are:

1. Curious Learners of All Ages: The game appeals to individuals of all ages who have a genuine curiosity about India, its culture, heritage, and history. It provides an engaging and interactive way to learn about this diverse nation.
2. Families and Parents: Families can enjoy the game together, making it a wholesome experience for parents and children. It offers an opportunity for parents to introduce their kids to Indian culture and history in a fun and educational manner.
3. Educational Institutions: Schools, colleges, and educational institutions can use the game as a supplementary educational tool. It can be integrated into cultural studies, geography, history, or social studies curricula to provide students with an immersive learning experience.
4. Tourists and Travel Enthusiasts: Travel enthusiasts and tourists planning to visit India can use the game as a virtual tour to familiarise themselves with the country's landmarks, traditions, and culture before their trip.
5. Indian Emigrants: The game serves as a valuable resource for the Indian emigrants, helping them reconnect with their cultural roots, especially if they are living abroad and want to maintain a connection to India's heritage.
6. Cultural Enthusiasts: People with a passion for culture and traditions, whether they have a specific interest in India or a broader fascination with diverse cultures, can find the game engaging and enriching.
7. History and Art Lovers: Individuals interested in history and art can appreciate the game's attention to historical accuracy and its portrayal of India's rich artistic traditions.
8. Casual Gamers: The non-violent and accessible gameplay makes the game suitable for casual gamers who may not have extensive experience with video games but are interested in cultural exploration.
9. Indians Seeking Deeper Understanding: The game caters to Indians who want to gain a deeper understanding of their nation's richness, heritage, and traditions. It allows them to explore aspects of India they may not have encountered in their daily lives.
10. Global Audience: The game's universal themes of adventure, exploration, and cultural discovery make it appealing to a global audience interested in exploring and learning about different cultures.

In essence, the game is designed to be an inclusive and educational experience, welcoming anyone with a curiosity about India's culture and heritage. Its accessibility and non-violent gameplay make it suitable for a wide range of players, promoting cultural understanding and appreciation in an engaging and enjoyable way.



# GAMEFLOW SUMMARY

1. Introduction: The game begins with an emotional introduction, introducing the player to Arya, the protagonist, and the tragic loss of her parents. Players are introduced to the concept of the Time Keepers, mysterious entities that her parents were researching.
2. Arrival in India: Arya arrives in India, starting her adventure in a bustling Indian city. Players get their first taste of Indian culture, exploring markets, interacting with NPCs, and experiencing the vibrant atmosphere.
3. Discovery of Her Parents' Research: Arya stumbles upon her parents' research on the Time Keepers. Players begin to understand the significance of these entities and their connection to India's heritage.
4. Quest for the Time Keepers: Arya embarks on her quest to locate and reunite the scattered Time Keepers. Players journey to various iconic Indian locations, each with its unique challenges and puzzles.
5. Cultural Exploration: Throughout the game, players immerse themselves in Indian culture. They celebrate festivals, learn about traditions, savour regional cuisines, and witness traditional arts. NPCs provide insights into India's history, art, and diverse traditions.
6. Puzzle-Solving and Progression: Players encounter a wide range of puzzles and challenges specific to each location. These puzzles are seamlessly integrated into the story and environment. Solving puzzles leads to the discovery of Time Keepers, which gradually restores balance to time.
7. Character Development: Arya's character evolves as she learns about her heritage and the importance of the Time Keepers. Players witness her personal growth and the deepening of her relationships with other people around her.
8. Reuniting the Time Keepers: As Arya reunites Time Keepers, players see the transformation of historic sites from disrepair to their former glory. The overarching goal is to restore harmony to the flow of time.
9. Conclusion and Cultural Insights: The game's conclusion ties together Arya's journey and the restoration of the Time Keepers. Players are offered optional "Cultural Insights" that provide additional information about India's culture and heritage.
10. Replayability: Players can replay the game to explore different choices and uncover additional cultural details they may have missed during their first playthrough.

12. Educational Impact: The game leaves players with a deeper understanding of India's rich culture, traditions, and history, fostering cultural appreciation and knowledge.

13. Credits and Reflection: The game concludes with credits, allowing players to reflect on their adventure and the educational aspects of their journey.

The game takes players on an enriching and immersive journey through India's cultural heritage, offering a blend of adventure, puzzle-solving, fantasy, and education in a captivating and emotionally resonant experience.

# VISUAL STYLING

In "Tales from the Subcontinent: The Heritage Trail," the visual styling is a key element that aims to create a highly immersive and authentic gaming experience. The environment is crafted to be realistic and richly detailed, while the characters have a stylized appearance. Here's a detailed breakdown of the visual styling:

## **Environment - Realistic and Detailed:**

1. **Historical Accuracy:** Each in-game location is meticulously researched and designed to accurately represent real-world Indian landmarks and settings. Architectural details, flora, fauna, and geographical features are faithfully recreated to reflect the true essence of these places.
2. **Vibrant and Colourful:** India is known for its vibrant and diverse colour palettes. The game's environments are awash with rich, bold colours that reflect the beauty and diversity of the country. The colour schemes change as players progress through different regions of India, capturing the unique aesthetics of each location.
3. **Dynamic Day-Night Cycle:** To enhance immersion, the game features a dynamic day-night cycle. Players can explore locations at various times of day, experiencing different lighting conditions and moods.
4. **Interactive Elements:** Environments are designed with interactive elements that allow players to engage with the surroundings. For example, they can interact with market stalls, light oil lamps during festivals, or observe wildlife in natural settings.
5. **Historical Artifacts and Decor:** The game's environments are filled with historical artifacts, intricate decorations, and culturally significant details. These elements provide players with opportunities to learn about India's history and traditions.

## **Characters - Stylized:**

1. **Distinctive Character Design:** While the game's environments aim for realism, the character design takes on a stylized approach. Characters have distinctive and visually appealing designs that set them apart from the real world. Stylization allows characters to be more expressive, making their emotions and interactions with players more engaging.
2. **Cultural Attire and Accessories:** Characters are dressed in culturally appropriate attire that reflects their roles and backgrounds. This includes traditional clothing, jewellery, and accessories that add authenticity to their appearances.

3. **Expressive Animation:** Character animations are carefully crafted to convey emotions and reactions realistically. Their facial expressions, body language, and gestures enhance the storytelling experience.

4. **Diverse Cast:** The game features a diverse cast of characters from different regions and walks of life in India. This diversity reflects the country's multicultural society and provides players with a well-rounded cultural experience.

5. **Character Progression:** As players progress through the game, Arya's character undergoes development. Her appearance subtly changes to reflect her growth and the challenges she faces, creating a deeper connection between the player and the protagonist.

The game employs a visual styling that combines realistic, highly detailed environments with stylized character designs. This combination enhances the immersive and educational aspects of the game, allowing players to explore the cultural richness of India while engaging with visually captivating and expressive characters in an authentic and emotionally resonant way.

# GAMEPLAY AND MECHANICS

## Gameplay:

### 1. Exploration:

The core of the gameplay involves exploration of the thoroughly designed Indian environments, each with its own unique characteristics, challenges, and cultural elements. This exploration allows them to uncover hidden secrets, engage with other people around her, and immerse themselves in the vibrant atmosphere of India.

### 2. Story-Driven Narrative:

The game's narrative is central to the gameplay. Players follow Arya's journey as she seeks to reunite the scattered Time Keepers, uncovering the mystery behind her parents' research along the way. Dialogues, cutscenes, and character interactions advance the storyline, creating an emotional and engaging experience.

### 3. Puzzle-Solving:

Puzzles are a key gameplay mechanic. Each location features a variety of puzzles, riddles, and challenges that players must solve to progress. Puzzles vary in complexity and type, ranging from logic puzzles and pattern recognition to environmental puzzles that require players to interact with objects and the environment.

### 4. Cultural Exploration:

The game encourages cultural exploration as players engage in India's traditions and customs. They participate in festivals, learn about regional cuisines, witness traditional dance forms, and practice yoga and meditation. NPCs provide insights into India's history, art, and diverse traditions through meaningful interactions.

### 5. Character Development:

As players progress, they witness Arya's personal growth and transformation, creating a deeper connection to the protagonist. Arya's character development is linked to the comprehensive theme of cultural appreciation and understanding.

## **Mechanics:**

### **1. Inventory System:**

Players have access to an inventory system where they can collect and store items relevant to solving puzzles or progressing in the story. Inventory items may include artifacts, documents, or cultural items, each with its specific use.

### **2. Dialogue Choices:**

Throughout the game, players can make dialogue choices that influence Arya's interactions and the direction of the story. Choices may impact relationships with characters and the way the narrative unfolds.

### **3. Objective Tracker:**

A clear objective tracker helps players stay on course with their quest to reunite the Time Keepers and restore balance to time. It provides hints and reminders about ongoing tasks and puzzles.

### **4. Cultural Insights:**

The game offers optional "Cultural Insights" that players can access to learn more about India's heritage. These insights provide additional information about various cultural aspects encountered in the game.

### **5. Progression System:**

Players progress through the game by solving puzzles, completing objectives, and advancing the narrative. The progression system allows for a sense of accomplishment as players witness the transformation of Arya's growth.

### **6. Save System:**

The game features a save system that allows players to save their progress at various points in the story, ensuring they can continue their adventure at their convenience.

### **7. Accessibility Features:**

The game includes accessibility options to accommodate players with different needs, ensuring that everyone can enjoy the experience.

## GAMEPLAY

In this game, you get to explore different parts of India, like cities, countryside, and old historical places. It's like going on an adventure in a colourful and vibrant world. You'll follow Arya's story. She's trying to solve a mystery about her parent's death and discovers some special entities called Time Keepers. As you play, you'll talk to other characters and learn more about the story. As you explore, you'll come across puzzles and problems that you need to figure out. These puzzles are of varying difficulties, but they make the game interesting. For example, you might need to find clues or use items you've collected. While playing, you'll learn about India's culture and traditions. You'll celebrate festivals, taste different foods, and even try out yoga and meditation. Talking to people in the game will also teach you about India's history and art. Sometimes, you'll have to make choices in the game. These choices can affect how the story goes and how Arya's relationships with other characters develop. You can collect things during your journey. These might be important items or interesting cultural objects. You'll have to use these to solve puzzles and complete tasks. As you keep playing, Arya will change and grow. You'll see her become stronger and wiser as she faces challenges and makes important decisions. Don't worry about losing your progress. You can save your game at different points so you can continue your adventure whenever you want. If you're still curious, you can also find extra information about India's culture and traditions in the game. It's like having a little encyclopaedia to help you understand things better.

# GAME PROGRESSION

As you begin your adventure with Arya, you'll find yourself exploring different places in India. You'll have the freedom to explore the location and soak in the sights and sounds. Take your time to wander around and get a feel for the place. The game will guide you along the way, so you always know what to do next.

The story unfolds bit by bit as you travel from one location to another, solving puzzles, chatting with folks you meet, and uncovering secrets. There will be puzzles as well which you'll have to figure out to make progress. They come in all sorts, some easier, some a bit trickier, but they're all meant to be solvable with a bit of thought.

Now, every time you solve a puzzle or complete a task, you move a step forward in the game. This helps Arya in her journey to find and bring together the Time Keepers. As you keep going, you'll notice that Arya changes and grows, kind of like how we all learn new things as we go along in life.

And remember, you can explore at your own pace. If you want to learn more about Indian culture and traditions, you can chat with people you meet. They'll share interesting insights with you.

So, in a nutshell, your progression in the game is all about exploring, solving puzzles, and following Arya's journey as she learns about her heritage and the mysterious Time Keepers.



# MISSION/STORY STRUCTURE

## Introduction:

The game starts with Arya, our main character, learning about the Time Keepers and her parents' research. Arya decides to embark on a journey to find and reunite the Time Keepers, starting in Ranikhet, her hometown.

## Mission 1: Return to Ranikhet:

Arya returns to Ranikhet, Uttarakhand, her place of origin. The serene hill station is the perfect setting for the beginning of her adventure. She visits her childhood home and discovers a clue left by her parents about the first Time Keeper's location.

## Mission 2: Discovering the Time Keeper:

Arya explores the scenic beauty of Ranikhet, with lush forests and stunning views of the Himalayas. Along the way, she encounters local villagers who share mythological stories about some entities and their connection to the region. She followed the path where the TimeKeeper felt powerful and ended up discovering the home of the TimeKeeper hidden in a tranquil forest grove.

## Mission 3: Unveiling the Mystery:

Arya's discovery triggers a series of visions, revealing more about the Time Keepers and their role in maintaining the flow of time. She realises that there are more Timekeepers scattered across different parts of India and that reuniting them is crucial to restoring balance.

## Mission 4: The Journey Begins:

Arya sets out on her journey across India, visiting Kumbhalgarh Fort in Rajasthan. Here, she learns about the Time Keepers' ancient history and their connection to the fort. Arya encounters puzzles and challenges that lead her closer to the next Time Keeper.

## Mission 5: Puzzle Solving in Gujarat:

The adventure continues as Arya arrives at Rani Ki Vav, an intricately designed stepwell in Gujarat. Exploring the stepwell, she uncovers clues and solves puzzles that reveal the presence of another Time Keeper.

## Mission 6: Puzzle Solving in Meghalaya:

Arya embarks on a cross-country journey, visiting Living Root Bridges in Cherrapunji, where she encounters more puzzles and mysteries. She continues to Pragpur Heritage Village in Himachal Pradesh, where she unravels the rich heritage of India and learns about the Time Keepers' influence on different cultures.

#### Mission 7: The Final Reunion:

Arya returns to Ranikhet, where her adventure began, with all the Time Keepers in her possession. In a climactic moment, she reunites the Time Keepers, restoring balance to the flow of time and uncovering the truth behind her parents' research.

#### Conclusion:

The game concludes with Arya's understanding of her heritage, the unity of the Time Keepers, and the cultural richness of India. Players are left with a sense of accomplishment and cultural appreciation for the journey they've undertaken with Arya.

# PUZZLE STRUCTURE

## **Puzzle Types:**

In "Tales from the Subcontinent: The Heritage Trail," puzzles come in different forms to keep things interesting:

1. **Logic Puzzles:** These puzzles make you think logically. You might need to arrange things in a certain order, match patterns, or figure out the right sequence of actions.
2. **Pattern Puzzles:** Pattern puzzles ask you to notice similarities and differences in things around you. You'll use this to solve mysteries and unlock new areas.
3. **Environmental Puzzles:** Sometimes, the world around you holds clues. You'll need to interact with objects or use items you've collected to solve puzzles. It's like exploring and finding hidden secrets.

## **Progression through Puzzles:**

As you explore different locations, you'll come across these puzzles. Solving them is the key to making progress in the game:

1. **Unlocking New Areas:** Completing puzzles often opens up new parts of the game world. So, solving one puzzle can lead you to a whole new adventure.
2. **Finding Time Keepers:** Many puzzles are connected to discovering the Time Keepers. Each Time Keeper you find brings you closer to restoring balance to time.
3. **Unveiling the Story:** Puzzles also help reveal the game's story. As you solve them, you learn more about Arya's journey and her parents' research.

## **Difficulty Level:**

The game's puzzles are designed to be challenging but not too hard. They're meant to make you think and explore, adding to the fun of the game.

## **Hints and Clues:**

Don't worry if you get stuck on a puzzle. You'll find hints and clues in the game world, from NPCs you talk to or items you pick up. These hints will nudge you in the right direction.

## **Trial and Error:**

Sometimes, it's okay to try different things until you find the solution. Don't be afraid to experiment with your surroundings and the items you collect.

## **Cultural and Historical Clues:**

The game's puzzles often connect with India's rich culture and history. Paying attention to details about festivals, traditions, and local stories can be really helpful in solving them.

# OBJECTIVES

1. Reuniting the Time Keepers: The main goal of the game is to find and bring together all the Time Keepers. These are special entities connected to the flow of time. By reuniting them, you help fix a problem with time and uncover the secrets behind their existence.
2. Exploring India: As you search for the Time Keepers, you'll travel to different places in India. Your objective is to explore these locations, learning about their culture, history, and traditions.
3. Solving Puzzles: To move forward in the game, you need to solve puzzles. These puzzles can be tricky, but they're there to challenge you and make the adventure more exciting.
4. Learning About India's Heritage: Another important objective is to learn about India's rich heritage. You'll experience festivals, try different foods, and discover the stories and traditions that make India special.
5. Helping Arya's Journey: Arya, the main character, has her own journey too. Along the way, your objective is to help her grow as a person and understand her parents' research.
6. Making Choices: Throughout the game, you'll face choices that impact the story. Your objective is to make decisions that fit with your vision of Arya's character and her journey.
7. Uncovering the Story: As you play, you'll piece together the story of Arya's parents, the Time Keepers, and their connection to India. Your objective is to uncover this intriguing tale.
8. Restoring Balance: Ultimately, your main objective is to restore balance to time itself. By reuniting the Time Keepers and learning about India's heritage, you contribute to this bigger goal.
9. Enjoying the Adventure: Above all, the objective of the game is to have fun and enjoy the adventure. Take your time, explore, and immerse yourself in the world of India's culture and history.

# PLAYFLOW

When you start the game, you'll be introduced to Arya, our main character. You'll learn about her parents' research and the mysterious Time Keepers. The adventure begins in Arya's hometown, Ranikhet. It's a peaceful place with lovely hills and forests. Your journey here is like a warm-up. You'll visit Arya's home and find clues about the first Time Keeper. As you explore Ranikhet, you'll chat with villagers who tell you stories about the Time Keepers. By piecing together these stories and solving puzzles, you'll find the first Time Keeper hidden in a serene forest. Finding the Time Keeper triggers some mysterious visions that give you more information about the Time Keepers and their importance. Now, you'll embark on a bigger journey across India. Your first stop is Kumbhalgarh Fort in Rajasthan. At each location, you'll learn about the Time Keepers' history and gather clues to find them. You'll continue your adventure, visiting places like Rani Ki Vav in Gujarat and Living Root Bridges in Cherrapunji. Each location has its own unique challenges and puzzles that you need to solve. As you go from place to place, you'll gather more Time Keepers. The world around you starts to change, showing that time is getting back to normal. Eventually, you'll return to Ranikhet, where it all started, with all the Time Keepers in your possession. Here, you'll witness a big moment as you reunite the Time Keepers. The game concludes with Arya understanding her heritage and the cultural richness of India. You'll have a sense of accomplishment, having helped Arya on her journey and discovered the secrets of the Time Keepers. After completing the game, you can go back and explore different choices and cultural details you might have missed on your first playthrough.

## CONCEPT ART



**Fig: 1 Arya with Backpack**



**Fig: 2 Arya T-Pose**



**Fig: 3 Arya Sideview 1**





**Fig: 4 Arya Sideview 2**



**Fig: 5 Face Sketches of Arya**



**Fig: 6 TimeKeeper 1**