



BEAN'S CUEST

猫 っ ぽ い 物 語

Concept for a Visual Novel

As part of the subject "Visual Novel"

Furtwangen University

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Medienkonzeption B.A.

6th Semester

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19.07.2023

Table of contents

1. Title	3
2. Exposition.....	3
3. Style and Tags	3
4. Logo	4
5. Character Sheets	5
5.1. Bean	5
5.2. Oliver	5
5.3. Stool	6
5.4. Lillypad	7
5.5. Charm and Chant.....	8
5.6. Bandit	9
5.7. Spook	10
6. Locations.....	10
6.1. Woods	10
6.2. Enchantica	12
6.3. Wistful Woods.....	12
6.4. Lilypond	14
6.5. Mystique Meadows	15
6.6. Mysterious Mansion	16
6.7. "Other World"	18
7. Items	19
7.1. Stones	20
8. Riddles	21
8.1. Clock riddle	21
8.2. Portal riddle.....	21
9. Graphic overlay	22
10. Emotions	23
11. Sound map.....	23

12. Resolution	24
13. Transitions.....	24
14. Cationary	24
15. Tools	25
16. Credits.....	25

Disclaimer

The concept, screenplay, storytree, and visual novel are all creative works developed to explore a shared narrative universe. While they are interconnected and share a common foundation, it is essential to note that they may differ from each other in various aspects. These differences could encompass small plot particulars, dialogue, and overall minor details.

It is recommended to read the concept with the story tree and the screenplay aside.

1. Title

Bean's Cuest: 猫っぽい物語

Bean takes on the role of the protagonist in this visual novel. The title, "Cuest," merges the words "Cat" and "Quest," encapsulating the essence of the game. In addition, the Japanese subtitle, "猫っぽい物語" (nekoppoi monogatari), translates to "A Cat Tale," emphasizing the feline-centric nature of the story. This subtitle also pays homage to the art style inspired by Japanese kawaii culture.

2. Exposition

The little cat Bean is playing hide and seek with her friend Oliver in the woods. She discovers a magical portal flashing through the bushes. She investigates it curiously and is suddenly drawn in by a strong suction. When Bean wakes up, she finds herself in a magical world. The portal through which she came into the world was deactivated upon her arrival. To get back home, she needs to find three magical stones to reactivate the portal. She gets help from a strange mushroom called "Stool" and together they embark on an adventurous quest to locate the three magical stones - the Starstone, the Sunstone, and the Moonstone. Along their journey, they encounter a variety of quirky and enchanting characters, each with their own unique abilities and stories.

3. Style and Tags

Style: "Bean's Cuest: 猫っぽい物語" adopts a pixel-art style characterized by cartoonish and kawaii proportions. It is presented in a 2D format with a front/oblique point of view, allowing players to explore the fantastic world of Enchantica. The game draws inspiration from Japanese kawaii culture, incorporating adorable characters, magical landscapes, and enchanting scenarios that create a charming and captivating experience for players.

Tags: Kawaii, Fantasy, Soothing, Riddles, Cats, Pixel art, 2D

Description: "Embark on a charming and soothing pixel art adventure in a kawaii fantasy world filled with adorable cats. Solve enchanting riddles and explore the magical 2D realm of Enchantica, where whimsical characters and captivating landscapes await you."

4. Logo

Full Logo



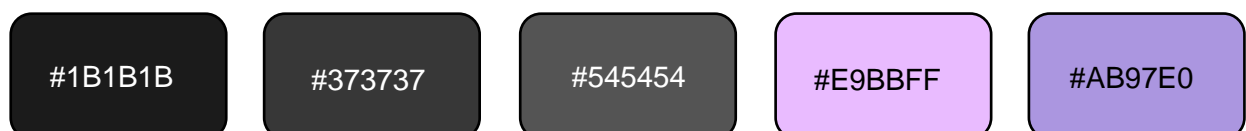
Title and Subtitle



Pictorial mark



Colors



5. Character Sheets

5.1. Bean

(she/her)

Bean is a 1-year-old domestic cat and the playable main character of the visual novel. Curious and adventurous, she possesses a childlike wonder and a belief in the existence of magic. Throughout the game, players will guide Bean on a captivating journey in the magical world of Enchantica.

Bean embodies the archetype of “**The Explorer**” and “**The Hero**”. Her adventurous spirit and fearlessness in taking risks make her a perfect fit for “The Explorer” archetype, as she is always on the lookout for new and unknown territories to explore. Her strong sense of curiosity aligns with this archetype as well, as she is constantly seeking to learn and discover new things, driving her to take on new adventures and seek answers to her questions.

Additionally, Bean's determination and persistence in the face of challenges make her a great fit for “The Hero” archetype. She is not easily dissuaded and has a strong sense of purpose, which allows her to overcome obstacles and achieve her goals, such as finding the magical stones to reactivate the portal and return home. Her heroic nature shines through as she takes on the responsibility of fulfilling her mission and making the world a better place through her actions.



First concept art



Final art

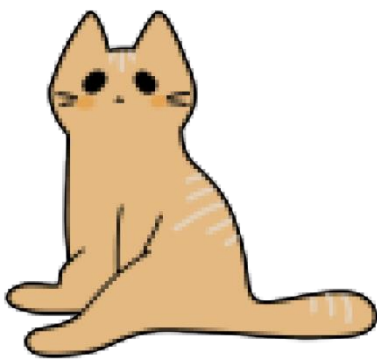
5.2. Oliver

(he/him)

Oliver is a 2-year-old domestic cat in Bean's world. He is best friends with Bean, and the two often meet in the woods to play hide and seek together. Oliver's friendly and playful nature makes him a fun companion. He enjoys spending time with Bean, and their shared games

create a sense of joy and companionship between the two characters. Oliver's role as Bean's best friend creates a desire for Bean to search her way back home as soon as possible.

Oliver embodies the archetype of “**The Caregiver**” and “**The Everyman**”. With his caring and loving nature, he always looks out for his friends and is ready to offer a helping paw when needed. Despite dealing with anxiety and struggling with his own insecurities, he makes an effort to be a great listener and provides support to those around him. Oliver's active and energetic demeanor, despite being a bit overweight, adds a touch of “The Everyman” archetype, as he seeks connections and belonging with his friends and engages in playful activities like hide and seek in the woods.



First concept art



Final art

5.3. Stool

(he/him)

Stool is a mushroom-like creature in the world of Enchantica. Although he serves as the Guardian of the Magic Portal, he has forgotten his true identity due to some mysterious circumstances. Despite this memory loss, Stool possesses a remarkable gift of intuition, often sensing things beyond the ordinary. He may not remember his purpose, but he instinctively guides and aids others on their journeys.

Despite his important role, Stool is easily frightened, and his cheeky nature sometimes gets the better of him. He can be anxious, especially when confronted with unknown or spooky situations. However, beneath his fearful exterior lies a kind and caring friend who will go to great lengths to support those around him. As Bean's trusted companion, Stool's intuition and willingness to help prove invaluable throughout their adventures in Enchantica.

Stool resembles “**The Sage**” archetype. Despite his anxious nature, he possesses great intuition and knowledge as the guardian of the Magic Portal of Enchantica. His talkative and

expressive demeanor allows him to share his wisdom and experiences with others, serving as a thoughtful mentor and advisor to Bean during their journey.



First concept art



Final art

5.4. Lillypad

(she/her)

Lillypad is a mix of cat and frog. Her special ability to swim and dive sets her apart from regular cats, making her a natural water enthusiast. This is complemented by her shy and introverted nature. Despite possessing extraordinary abilities, she often feels uncomfortable in the spotlight. In the past, she faced rejection from her friends, who failed to appreciate her unique qualities, deeming her aquatic abilities as strange. Feeling misunderstood and out of place, Lillypad made the difficult decision to leave her old life behind and seek solace in the peaceful pond atop lily pads. With her timid and reserved disposition, she prefers to observe from the sidelines rather than seeking attention. Lillypad may be quiet, but her actions speak volumes as she proves herself to be a loyal and devoted friend. Her past experiences have taught her the value of empathy and compassion, making her an understanding confidante for those who take the time to get to know her.

Lillypad would most likely resemble “**The Explorer**” archetype. Despite her quiet and reserved nature, she exhibits a sense of adventure and exploration through her unique ability as an excellent swimmer and diver. Her comfort in the water and fascination with lily pads demonstrate her desire for discovery and thrill of new experiences.

*First concept art**Final art*

5.5. Charm and Chant

(they/them)

Charm and Chant are sibling fairy cats with contrasting personalities. Charm, with her vibrant purple fur, and Chant, with his cheerful yellow coat, possess the ability to fly gracefully through the air using their pixie dust. While they share a close bond as siblings, they also have a tendency to annoy each other, often engaging in playful banter and lighthearted arguments.

Charm and Chant resemble “***The Jester***” archetype. They embody a playful and energetic nature, constantly engaging in banter and teasing each other like true siblings. Their quick-witted humor and clever remarks add a mischievous yet lighthearted touch to their interactions. Despite their penchant for pranks and playful chaos, their intentions are never hurtful, and they always have each other's backs. With their fun-loving and quirky personalities, Charm and Chant bring joy and laughter to the world of Enchantica, making their presence an amusing and delightful experience for those around them.

*First concept art*

*Final art*

5.6. Bandit

(he/him)

Bandit is a raccoon, known for his rough language and action-driven approach to solving conflicts. He's always tired, which only seems to fuel his impulsive nature. Communication isn't his strong suit, and he prefers to let his actions speak louder than words. His direct and sometimes confrontational approach to conflicts can also put him at odds with the creatures of Enchantica.

Bandit could be categorized as “***The Rebel***” archetype. He is mischievous and has a self-centered nature, often acting without regard for others and using rough language to express himself. His tendency to solve conflicts with actions rather than words aligns with the rebellious and defiant traits of The Rebel archetype. While he may not be very likable due to his self-centered and direct behavior, his unpredictable actions make him an intriguing character.

*Final art*

5.7. Spook

(he/him)

Spook the ghost, embodies a haunting sense of melancholy and grief. He roams the desolate halls of an abandoned house, haunted by memories of a past life and a beloved friend. Solitude has been his constant companion, as he has lived alone for a long time, longing for the comforting presence of others. Despite his sorrowful existence, he finds solace in the company of others. He cherishes the rare moments when someone, like Bean, enters his desolate domain and brings a glimmer of light into his spectral world. While he carries the weight of his sorrow, his presence offers a unique perspective on the beauty of memories and the value of newfound friendship.

Spook resembles “**The Sage**” archetype. He is a wise and introspective character, burdened by the weight of his past and filled with melancholy. His haunting memories and longing for his lost friend add depth to his character, making him a thoughtful mentor to Bean. Despite his spectral existence, he exudes a sense of loneliness that draws others in, seeking companionship and cherishing the moments of connection with others like Bean. Spook's ability to reflect on the past and find meaning in his experiences aligns with the archetype of The Sage, making him a compelling and intriguing character in the world of Enchantica.



First concept art



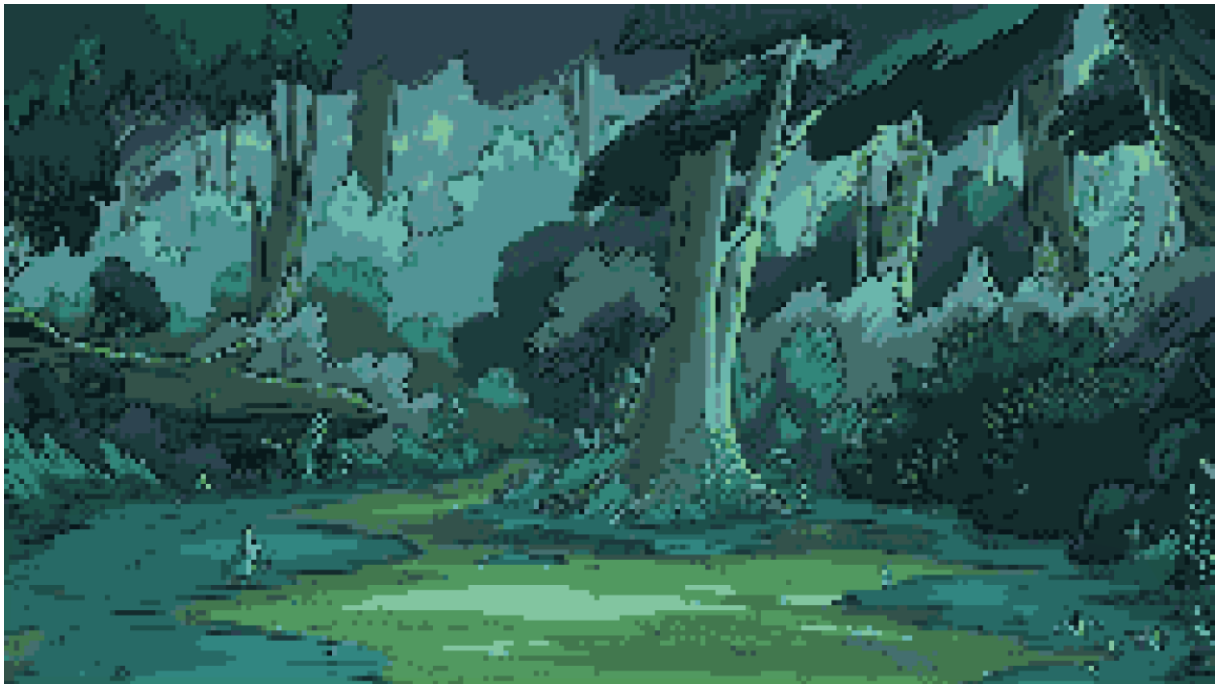
Final art

6. Locations

6.1. Woods

The Woods in the real world is a serene and enchanting forest area, located just outside the town where Bean and Oliver live. Towering trees with lush foliage create a natural canopy and the air is crisp and filled with the earthy scent of pine and damp soil. Sunbeams filter through the leaves, casting shadows and illuminating patches of grass and fallen leaves.

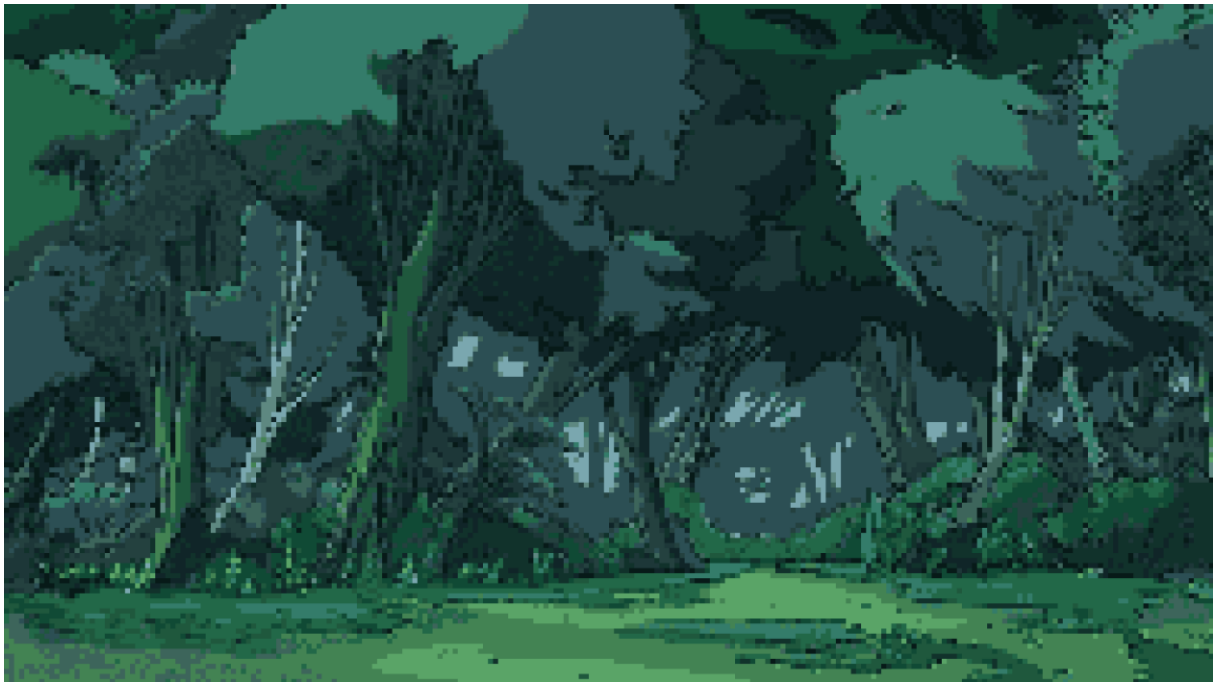
It is in this setting that Bean and Oliver often find themselves immersed in playful adventures, such as their favorite game of hide and seek. The forest provides the perfect backdrop for their youthful explorations, fueling their imaginations.



First Woods location



Second Woods location



Third Woods location

6.2. Enchantica

Enchantica is a wondrous and magical realm, brimming with enchantment and mystery. The landscape is an ever-changing kaleidoscope of colors, with magical places that seem to defy the laws of the physical world. It is a place of dreams and fantastical wonders, where reality intertwines with the extraordinary.

Enchantica's inhabitants are warm-hearted and welcoming, embracing visitors with open arms. Despite the mystical nature of the realm, it exudes a sense of comfort and tranquility, inviting travelers to stay and explore its hidden wonders.

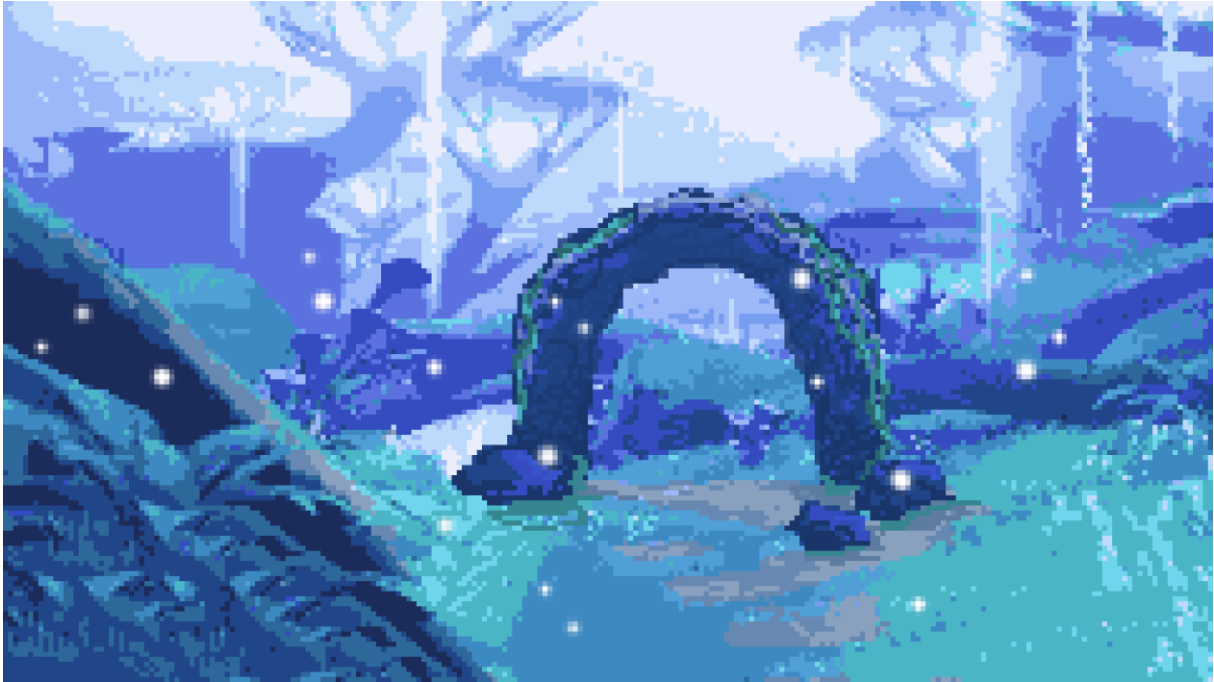
Time seems to dance differently, and every moment is alive with possibilities. It is a place where the impossible becomes possible, where dreams are realized, and where the power of belief can shape reality. It is a world of both light and shadow, with secrets waiting to be unraveled and challenges to be overcome.

6.3. Wistful Woods

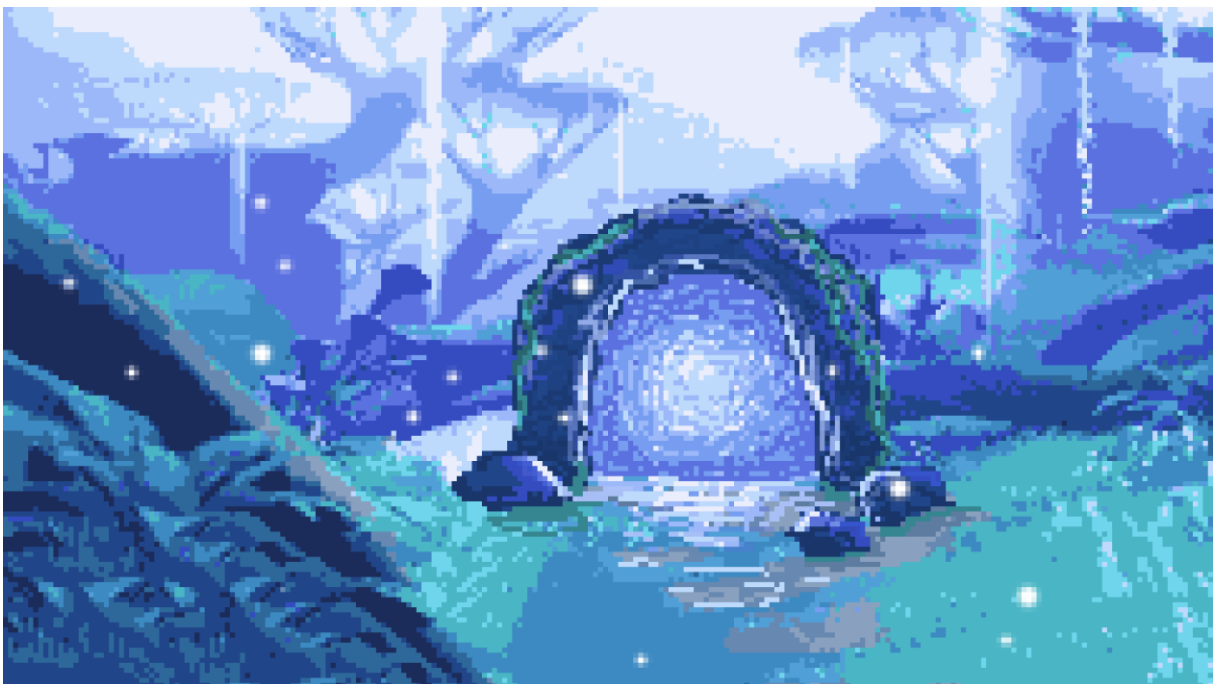
The Wistful Woods is a magical and enchanted forest located in the heart of Enchantica, the world that Bean discovers after traveling through the magic portal. In this forest, the laws of nature seem to be different, and the surroundings are marked with sparkles of magic light.

The atmosphere in the Wistful Woods is filled with wonder and mystery. It is a place where time seems to stand still, and the air is imbued with an aura of enchantment.

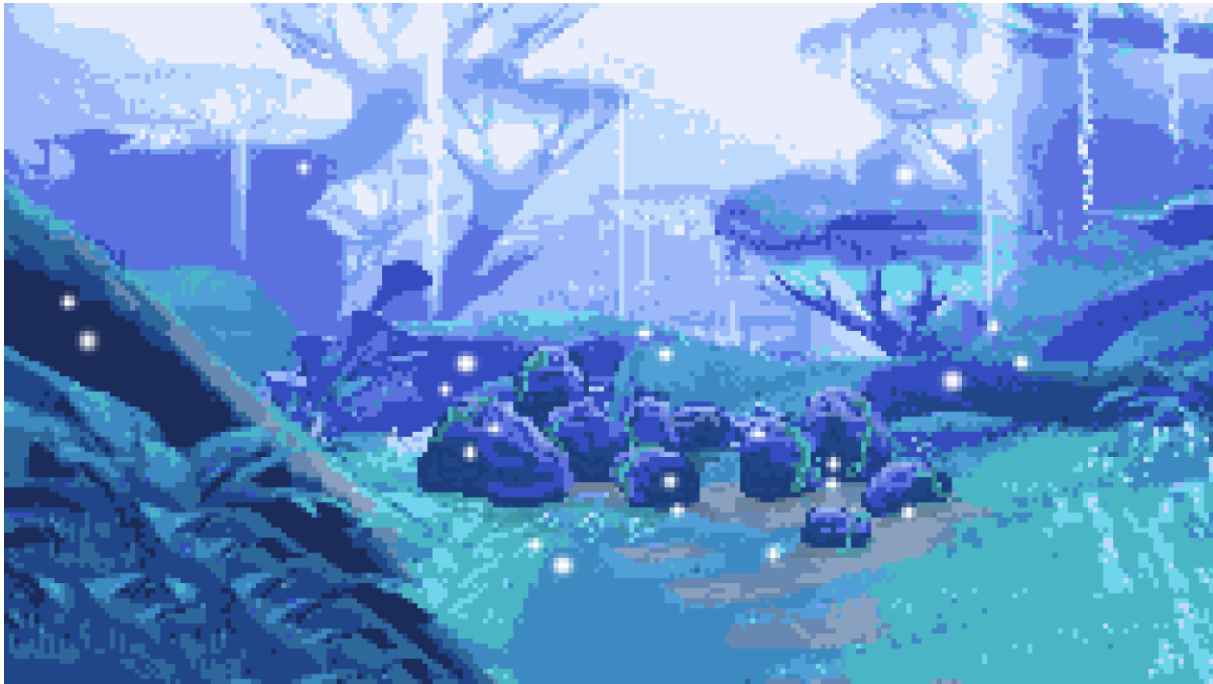
At the heart of the forest stands the mystical portal, a shimmering gateway between worlds. When active, it emits a soft, ethereal glow, inviting travelers to embark on adventures.



First Wistful Woods Location



Second Wistful Woods Location



Third Wistful Woods Location

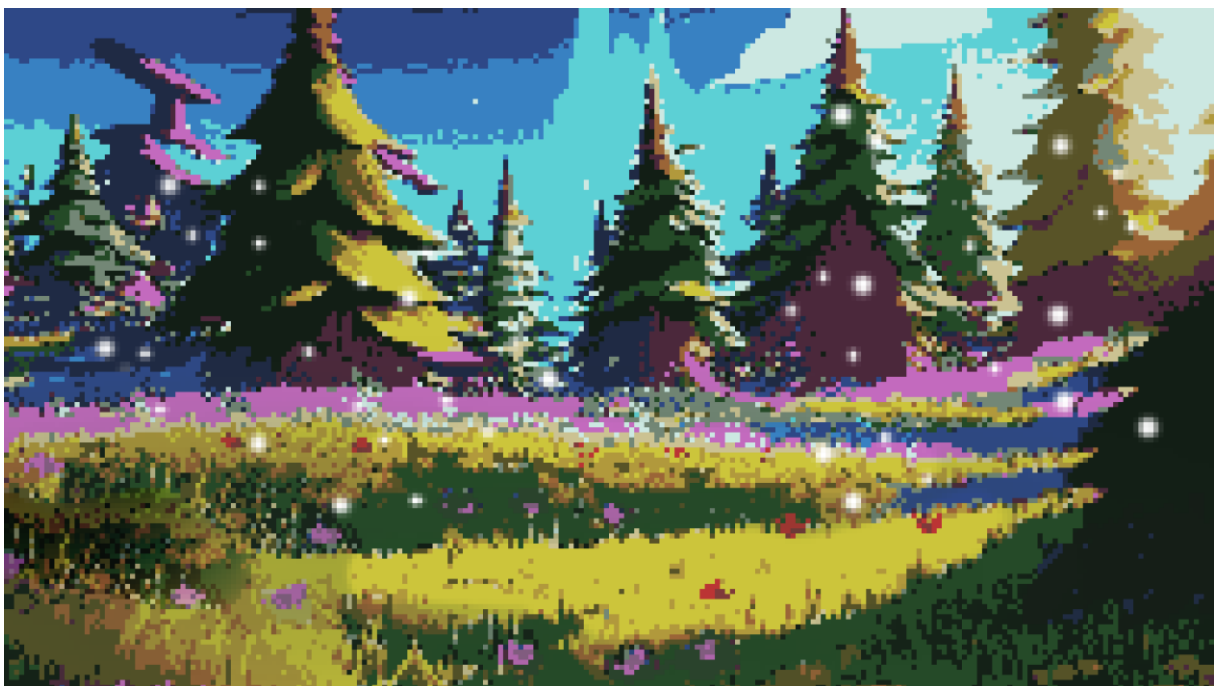
6.4. Lilypond

Lilypond, situated in the realm of Enchantica, serves as the home of the character Lillypad. The location is characterized by its serene and natural beauty, featuring a tranquil pond adorned with a variety of elements such as reeds, mossy stones, and floating lily pads. The most distinctive feature of Lilypond is the collection of lilypads that dot the water's surface, creating a lovely sight of vibrant green leaves.

*Lilypond*

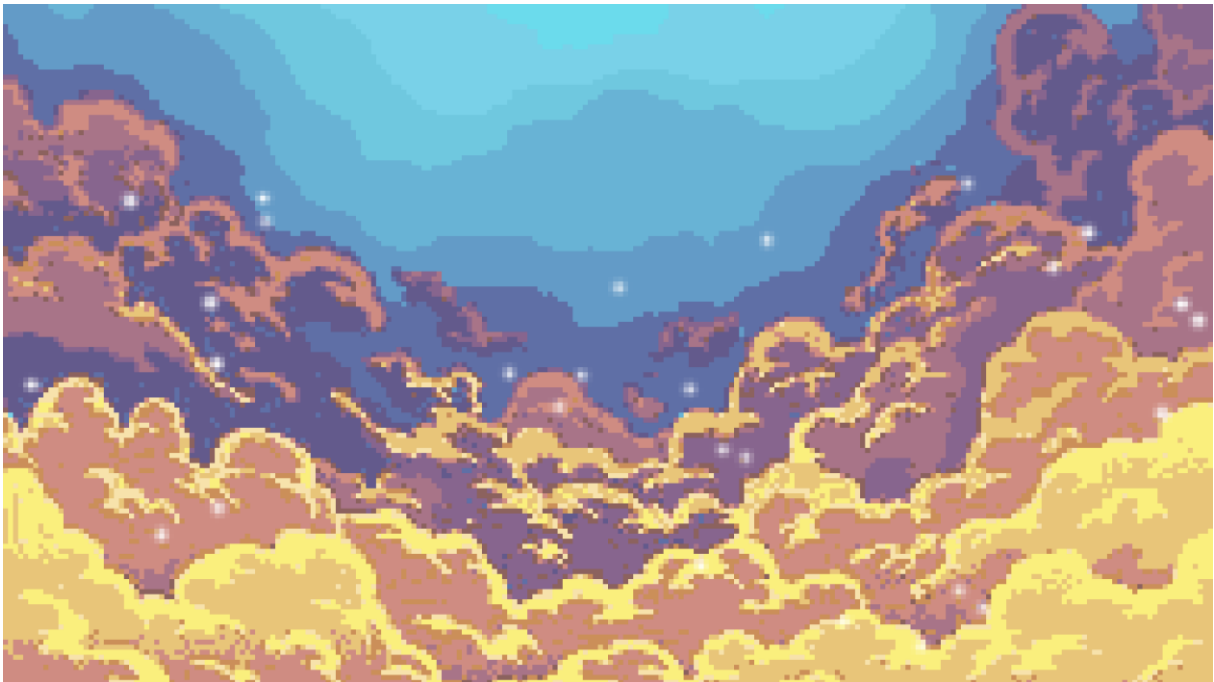
6.5. Mystique Meadows

Mystique Meadows, located in Enchantica, is a captivating place where the whimsical creatures Charm, Chant, and Bandit call home. The meadows are adorned with an array of vibrant and ever-changing colors, creating a and bright and colorful landscape.

*First Mystique Meadow location*



Second Mystique Meadow location



Third Mystique Meadow location

6.6. Mysterious Mansion

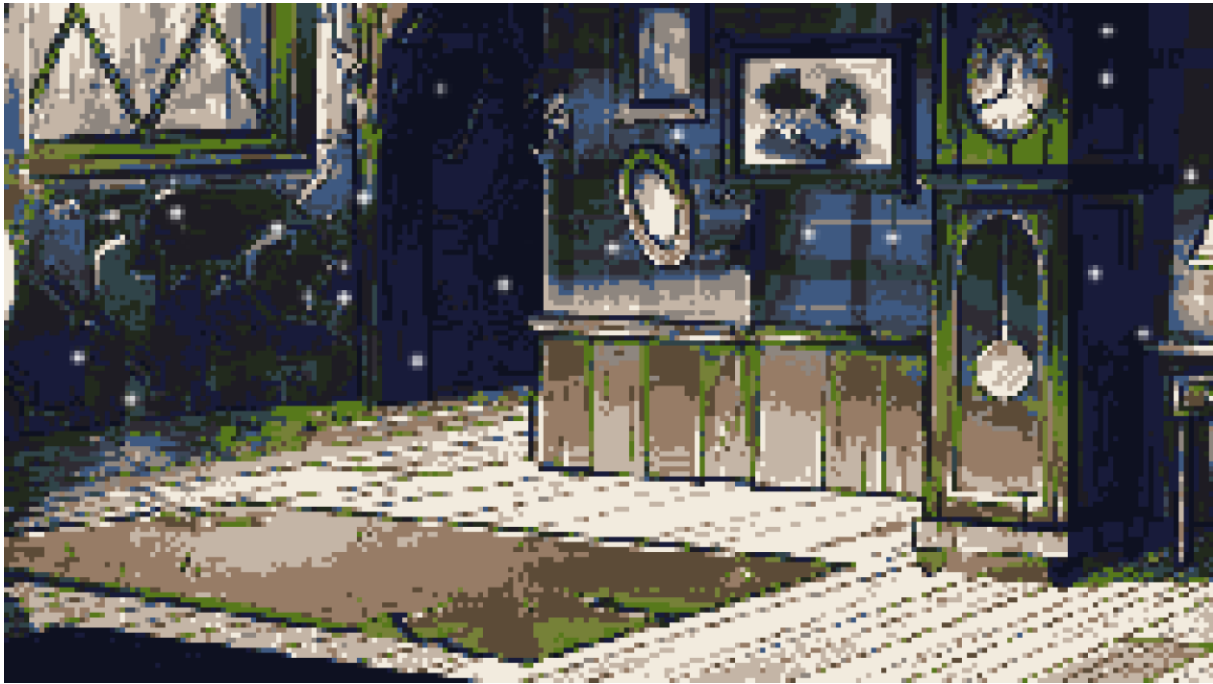
The Mysterious Mansion is a haunting and enigmatic location situated within a swampy forest region in Enchantica. This eerie mansion serves as the home of the enigmatic ghost Spook. The mansion carries an air of abandonment, with its decaying structure and overgrown

vegetation adding to its mysterious atmosphere. As visitors approach the Mysterious Mansion, they are greeted by a sight of faded grandeur. The mansion's exterior is shrouded in tangled vines and moss, giving it an aura of age and neglect.

Inside the mansion, remnants of its former glory can be seen, but it is evident that the passage of time has taken its toll. The once lavish furniture now sits covered in dust, with only a few pieces, like an old clock, left as a reminder of its past.



First Mysterious Mansion location

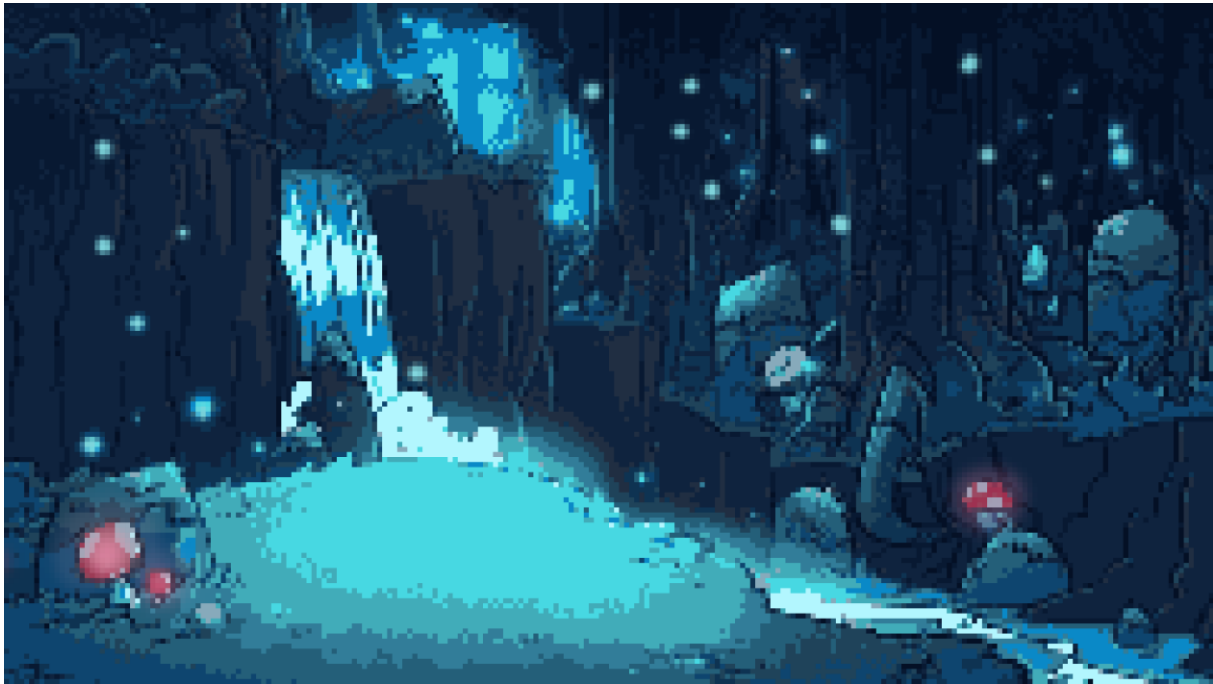


Second Mysterious Mansion location

6.7. “Other World”








“Other World” is one of the possible endings, where Bean steps through the defect portal and accidentally ends up in another world, not her own. This alternate realm appears as a dark forest, with tall and imposing trees that cast long shadows on the forest floor. The overall atmosphere is one of intrigue and uncertainty, as Bean finds herself in an entirely different world than her own.

Amidst the darkness of the forest floor, small glowing toadstools can be spotted. These luminescent fungi emit a soft and ethereal light, creating an otherworldly ambiance that enhances the enchantment and magic of the location.



"Other World"

7. Items

Scene	Item	Picture	Description	Use
3.1	Rod		Old but sturdy	Get the starstone
4.3	Pixie dust		Feels light	For Charm and Chant to fly
4.3	Ladder		Creaks when used	To reach the cloud
5.2	Note		<i>"I rhyme on mittens, yet I am nothing to wear"</i>	Clue for the riddle
3.1	Starstone		Sparkles	First stone to repair the portal
4.4	Sunstone		Emits a warm glow	Second stone to repair the portal
5.2	Moonstone		Gives off a cool light	Third stone to repair the portal

7.1. Stones

The Starstone, Sunstone, and Moonstone are three magical relics with distinct properties. Bean needs to collect each one in order to repair the portal. The stones must be placed in the portal in a precise order to unlock to reactivate it. Should the stones be arranged incorrectly, unforeseen consequences occur. To repair the portal and decipher the correct sequence, a riddle in the form of a poem serves as a guide (see 8.2. Portal riddle).

Starstone



The Starstone, a radiant and celestial gem, can be found hidden within the depths of the Lilypond. It can be obtained with the help of Lillypad or a fishing rod. It is referred to through the poem by the line *“I am the guide through the dark, sparkling high”*.

Sunstone



The Sunstone, the second relic, can be found on a cloud above the Mystique Meadows. The cloud can be reached with the help of Charm and Chant or with a ladder. It is referred by the line *“I am the midst of the cosmic, giving live”*.

Moonstone



The Moonstone is the last relic and can be found after solving a riddle with Spook in the clock in the Mysterious Mansion. It is referred to by the line *“I am the light in the night, shining bright”*.

8. Riddles

Throughout the game the player has to solve two word riddles. The first one in order to gain the Moonstone (scene 5.2), the second one to repair the portal (scene 6.1).

8.1. Clock riddle

The Moonstone is locked in an old clock in the Mysterious Mansion. To unlock it, Bean must solve following riddle:

"I act like a cat, I look like a cat, Yet I am not cat. What am I?"

If the information is not sufficient, an additional clue can be requested from Spook:

Spook's Clue: *"I am a small version of the creature the riddle is stating."*

A clue can also be found on an old note:

Note's Clue: *"I rhyme on mittens yet I am nothing to wear."*

Answer: Kitten or Kittens

Other valid options: Baby cat, Baby cats, Kitty, Kittycat, Babycat, Babycats

8.2. Portal riddle

After obtaining all portal stones, they have to be inserted in the portal in the correct order. The order can be found out with the following riddle. It describes the properties of each stone and how they contribute to the creation of the magic portal:

***"I am the light in the night, shining bright,
I am the midst of the cosmic, giving live.
I am the guide through the dark, sparkling high.
Together we make the way, for you to pass through the fray."***

If the information is not sufficient, an additional clue can be requested from Stool:

Stool's clue: *"Think about the natural phenomenon each stone represents."*

Answer for the right order: 1. Moonstone, 2. Sunstone, 3. Starstone

9. Graphic overlay



The graphic overlay is a white rectangular box with a black border. It contains a text field at the top, followed by a table with 4 columns and 3 rows. The table has a header row and two data rows. The text field is empty.

Text field



Mockup

Font: VT323 by Peter Hull

10. Emotions

Bean		Stool		Lillypad		Charm		Chant		Spook		Bandit		Oliver	
Worried		Explanatory	x	Shy	x	Angry	x	Angry	x	Thinking	x	Grumpy	x	Happy	x
Sad	x	Serious	x	Blushing	x	Snapped	x	Snapped	x	Smiling	x	Sleeping	x	Worried	x
Scared	x	Charmed	x	Sad	x	Thinking	x	Crying	x	Sad	x			Proud	x
Happy	x	Happy	x			Crying	x	Happy	x	Grief	x				
Smiling		Worried	x			Happy	x								
Laughing		Hysterical	x												
Charmed	x	Sad	x												
Confused	x	Crying	x												
Curious	x	Anxious	x												
Focused		Shivering	x												
Thinking		Fainting	x												
		Offended	x												
		Confused	x												

11. Sound map

Scene	Description	FX/Music	
FX			
1.2	Bean falls through portal	Portal	x
3.1	Lillypad vanishes	Splash	x
4.3	Bandit is sleeping	Snoring	x
4.3	Pixie dust sprinkle	Sparkle	x
5.1	Spook noises	Howling	x
5.2	Spook appears	Boo	x
5.2	Clock opens	Creak	x
6.1	Portal activates	Woosh	x
6.1	Portal collapses	Collapse	x
6.1	Bean goes through portal	Portal	x
Novel Page	Novel Page unlocked	Novel Page	x
Item	Item unlocked	Item	x
Music and atmo			
1.1	Woods	Calm, Happy	x
1.2	Woods Portal	Mysterious, Magic	x
2.1	Wistful Woods	Mysterious, Magic, Happy	x
3.1	Lilypond	Beatiful, Watery	x
4.1/4.2/4.3	Mystique Meadows	Summer, Light, Happy	x
4.4	Cloud	Airy, Light, Echo	x
5.1/5.2	Mysterious Mansion	Mysterious, Dark	x
6	Wistful Woods	Mysterious, Magic, Happy	x
6	Other World	Mysterious, Fairylike	x
0	End	Dramatic, Light	x

12. Resolution

Background resolution:	1920x1080px (pixelated 240x135, factor 8)
Items:	512x512px (pixelated 32x32px, factor 16)
Characters:	640x640px (pixelated 64x64px, factor 10)

13. Transitions

Scene change transition:	pix2
In-scene transition:	pix4
Portal:	pix1
Other transitions:	fade
Novel pages:	bites (pixelated)

14. Cationary

Dictionary of occasionally used cat puns to lighten the mood and emphasize the cat universe.

- Muscles – Meowscles
- Biscuit – Biscat
- Watermelon – Watermeowlon
- Awful – Claw-ful
- Athletic – Catlethic
- Awesome – Pawsome
- Formidable – Fur-midable
- For real – Fur real
- Perfect – purr-fect
- Fortunate – fur-tunate
- Perhaps – Purr-haps
- Possibility – paw-sibility
- Party – paw-ty/purr-ty
- Unfortunate – Un-fur-tunate
- Catastrophe – Catastrophe

- Fantastic – Catastic
- Hysterical – Hiss-terical
- Yes – Nyes
- No – Nyo
- Kidding me - Kitten me
- Pause – Pawse
- Pardon me – Paw-don me
- Forget – Fur-get
- Attitude – Cat-titude
- Forever – Fur-ever
- Appalling – A-paw-ling
- Inferior – In-fur-ior
- Misery – Mew-sery

15. Tools

Resources	Tools
Script/Concept	Word
Art	Photoshop
Brainstorming and dialogues	ChatGPT
Development	VSCode, Fudge Core, GitHub
Logo	Canva, Photoshop
Music and ambient	Pixabay
Sound FX	Pixabay, ProSoundEffectsLibrary
Background FX (Splashscreen)	Wallpaper Engine
Others	Audition, OBS, Premiere

16. Credits

Resources	Credits
Story and Screenplay	Mona Kabelka
Concept	Mona Kabelka
Background Artworks	Mona Kabelka
Character Design and Artworks	Mona Kabelka
Animations	Mona Kabelka
Novel Pages	Mona Kabelka

GUI Design	Mona Kabelka
Item Artworks	Mona Kabelka
Development and Styling	Mona Kabelka
Sound Design	Mona Kabelka
Logo Design	Mona Kabelka
Music	Geoff Harvey (Pixabay)
Lecturer	Riem Yasin
Fudge Core	Jirka Dell'Oro-Friedl