

# LEONCITOZE

A N D      T H E  
S T A N D I N G W A R R I O R S

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## 1. HOOK

Uswaria is under siege. Once a peaceful land of animal humanoids, it now faces the relentless advance of the Standing Warriors, whose agenda brings only fear and destruction in their wake. In these troubled times, Leoncitoze, a lovable young lion, glimpses a chance to bring hope and prove his worth.

In this innovative point-and-click adventure, players will solve puzzles, forge friendships, and guide Leoncitoze to the heart of Uswaria's struggle. The adventure culminates in a final showdown with the ruthless leader, Dollarus II—not through brute force but in a high-stakes verbal clash where wits and words will determine Uswaria's fate.

Through charming characters and strategic challenges, this game explores themes of colonialism and resistance while maintaining a playful, lighthearted tone.

## 2. GENERAL CONCEPT

### Introduction:

Welcome to Uswaria, a country inhabited by different animal humanoids on the verge of destruction. Since the Standing Warriors arrived on Uswaria's coasts, its people have been hunted down and exterminated. The Standing Warriors' motive is unclear, but Leoncitoze, a young lion humanoid, has decided to save his people and restore peace in the country – even though his friends and family don't believe in him. See, Leoncitoze is cute. Extremely cute, probably the cutest thing ever created. But in the face of darkness, cuteness alone may not be enough.

The adventure starts in Dushhaven, a small village in northern Uswaria. Alone, Leoncitoze decides to leave his childhood home to reach Diocity, the capital. Along the way, he gathers new friends to keep him company and fight the Standing Warriors before the whole country reduced to flames and dust.

### Objectives:

Reach Diocity; Find new friends; Solve puzzles in each level to progress to the next; Save Uswaria by convincing the final boss to leave.

### Factions:

**The Little Heroes:** The little heroes are a group of brave young people who want to fight alongside Leoncitoze to repel the invader. They are all Uswarians, each with their own animal-humanoid form. Courage and perseverance are two of their values, along with the will of freedom for their people and a taste for adventure.

**The Standing Warriors:** Invaders who come from across the sea. They are humans, taller than the Uswarians and more violent. They were sent by their king, *Dollarus II*, a mean lord from the continent of Vortex Enterprises, renamed after *Dollarus I* claimed the territory as a part of his company. Driven by money, murder and colonization, their goal is to destroy Uswaria, so they can export their factories to this soon to be ravaged country. They are accompanied by androids soldiers which the players meets in Diocity.

## Characters:



**Leoncitoze, the cutest of the little heroes:** A lion-like humanoid with the cutest face. Far from threatening, he can still use his cuteness to fight against the Standing Warriors. Indeed, his smile can trigger some heartwarming childhood memories even in the fiercest soldiers, making them as soft as crying little lambs.

**Ability:** Mignonitude



**Preciosita, the power of laughter:** Preciosita, an otter-like Uswarian, has never learned how to fight, but her heart is purer than gold. Her good mood and positivity make her more powerful than any army of hardened soldiers. Her most powerful ability is humor. She can transform a blood-thirsty warrior into a laughing child.

**Ability:** Rigolum



**Poupouze, the sleeping beauty:** Poupouze, a bear-like Uswarian and opera singer, may seem out of place in battle, but his dramatic flair proves surprisingly useful. A lover of drama and exaggeration, his talents allow him to convey almost any emotion. He can even deafen foes with a piercing high note.

**Ability:** Dramaspertise

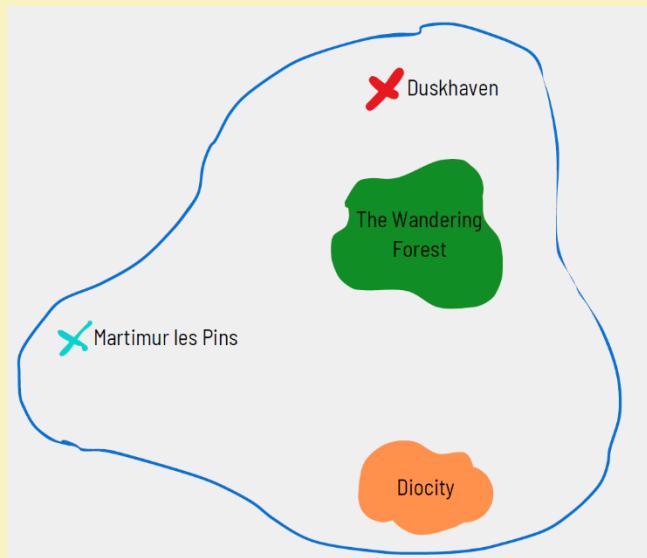
## Places:

**Duskhaven:** A village in northern Uswaria, this is where the adventure begins. This hamlet is typical of the region, with half-timbered houses and the pleasant smell of fresh bread.

**The Wandering Forest:** A forest between Duskhaven and Diocity. This is where Leoncitoze meets Preciosita. It's a dense, glowing wood where mischievous fairies and other magic creatures hide among the thickets.

**Diocity:** The capital of Uswaria; this is where Leoncitoze encounters Poupouze. Diocity is a large city characterized by its industrial architecture and charming shops. Once known as the capital with the most *joie de vivre* in the world, the Standing Warriors are determined to destroy that spirit.

**Martimur les Pins:** A small coastal village that is home to French speakers. Now, everyone speaks the Uswarian, but with a strong accent. This is where the last battle will take place, in which the destiny of Uswaria will be sealed.



## Obstacles:

In each level, the player must solve puzzles to progress. Once all the puzzles have been solved, the player can go to the next level and may get a new friend (so a new character). Preciosita joins Leoncitoze at the end of the Wandering Forest, and Poupouze will join the group after Diocity.

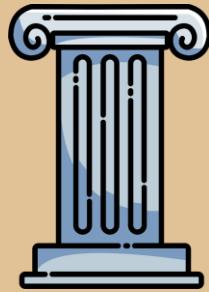
**Mini-Games Examples:** Untie the vines, Diamond reflects, Repair a robot, Solve the poem...

**Environmental Puzzles Examples:** Place characters at strategic points, Unlock new abilities to access certain areas (jump higher, climb a plant...)

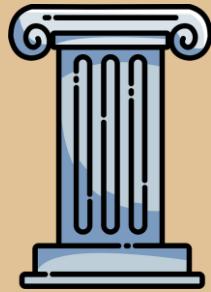
**Interactional puzzles:** Talk to NPCs for hints about what they need. They may request a specific object or piece of information.

### 3. Design Pillars

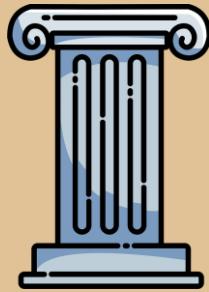
EXPLORATION



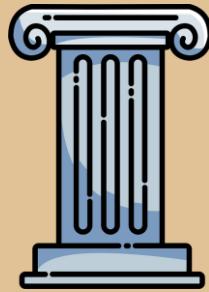
STORY



ITEM MANAGEMENT



PUZZLES



### 4. MDA Structure

The character navigates a 2D environment, with a side-view camera following them automatically throughout.

#### Mechanics:

**Character movements:** Walk, explore, change areas.

**Character interaction:** Interact with an object (take, use, select, inspect, combine, start a mini game), Interact with a personal development book (provides lore or grants a new ability).

**Character management:** Change character, Use the ability.

**Socialisation:** Talk to NPCs and other playable characters, Choose dialogue options to convince NPCs.

**Ability:** Use an ability depending on your character to affect the environment and the other characters.

**UI:** Open or close the inventory, Open or close the menu.

#### Dynamics:

**Thorough Exploration:** Manage to explore all the zones and secret passages to find all objects necessary for the progression.

**Observation:** Don't miss out on something important. Examine your environment for hints.

**Puzzles Solution:** Manipulation of objects, mini games, reflection.

**Social Interactions:** NPCs are important. Talk to them for hints or quests. They also carry the story of Usvaria.

**Choice of characters:** Alternating between characters to use their abilities, new type of puzzle.

## Aesthetics:

**Challenge:** The player needs to solve the puzzles to continue the game. The puzzles become more and more difficult.

**Discovery:** The player must thoroughly explore each area to unlock all the possible interactions.

**Narration:** The player follows a story about colonialism, war, and destruction. Through the books and the discussions with the NPCs, the player discovers the story of Usvaria and Vortex Enterprises.

## 5. Oral Clash Mechanic & the Final Boss Dollarus II

The **Oral Clash Mechanic** is brought as early as the first level in the game. Throughout the game, the clashes are divided in 3 rounds. For the final boss, the clash is divided in 5 rounds. For each round, the NPCs the player must convince will “attack” with a challenge, such as a logical argument, a personal insult, an assertion of dominance, an enigma or a philosophical question. For each round, the player must answer with a combination of dialogue options, linked to each character’s personality or ability.

Throughout the game, the player uses their characters’ abilities and selects dialogue options to defeat soldiers or interact with the NPCs and solve their problems. By experimenting with these abilities in a risk-free, sandbox-like environment, the player can master the skill of interactions before facing Dollarus II.

The game explores themes of colonisation, and these kinds of stories don’t usually have a happy ending. So, to achieve the best ending, the player must skillfully use characters’ abilities and dialogue options.

## Winning a challenge:

Each NPCs has three mood bars when the challenge starts. There is the Logic bar, the Emotion bar and the Aggression bar. To win the challenge, the player needs to reduce Aggression while maximizing the Emotion (to make them empathetic and cooperative) or/and the Logic (to raise their awareness about the colonization’s impacts), depending on the NPC involved.

The three bars are shown on the screen, and the optimized alignment is displayed.

## Characters' abilities during the challenges:

To be effective, the choice of the player must be a good one. In every round and for every character, there is an optimate option, a medium option and a bad option.

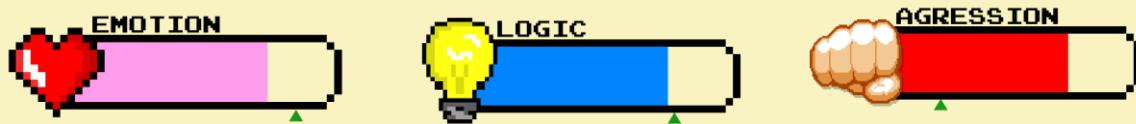
**Leoncitoze's Mignonitude:** Reduces Aggression, increases Emotion.

**Preciosita's Rigulum:** Reduces Agression, slightly increases Emotion and Logic.

**Poupouze's Dramaspertise:** Shuffles mood bars unpredictably, increases the Emotion and Logic depending on the choice made.

Success is determined by the player's choices. In the regulars' clashes, the player can start again after a failure. Each ability has a cooldown, encouraging the players to strategize.

During the final boss challenge, some combinations result in failure. However, many combinations lead to a win. Depending on the quality of the choices, different outcomes occur.



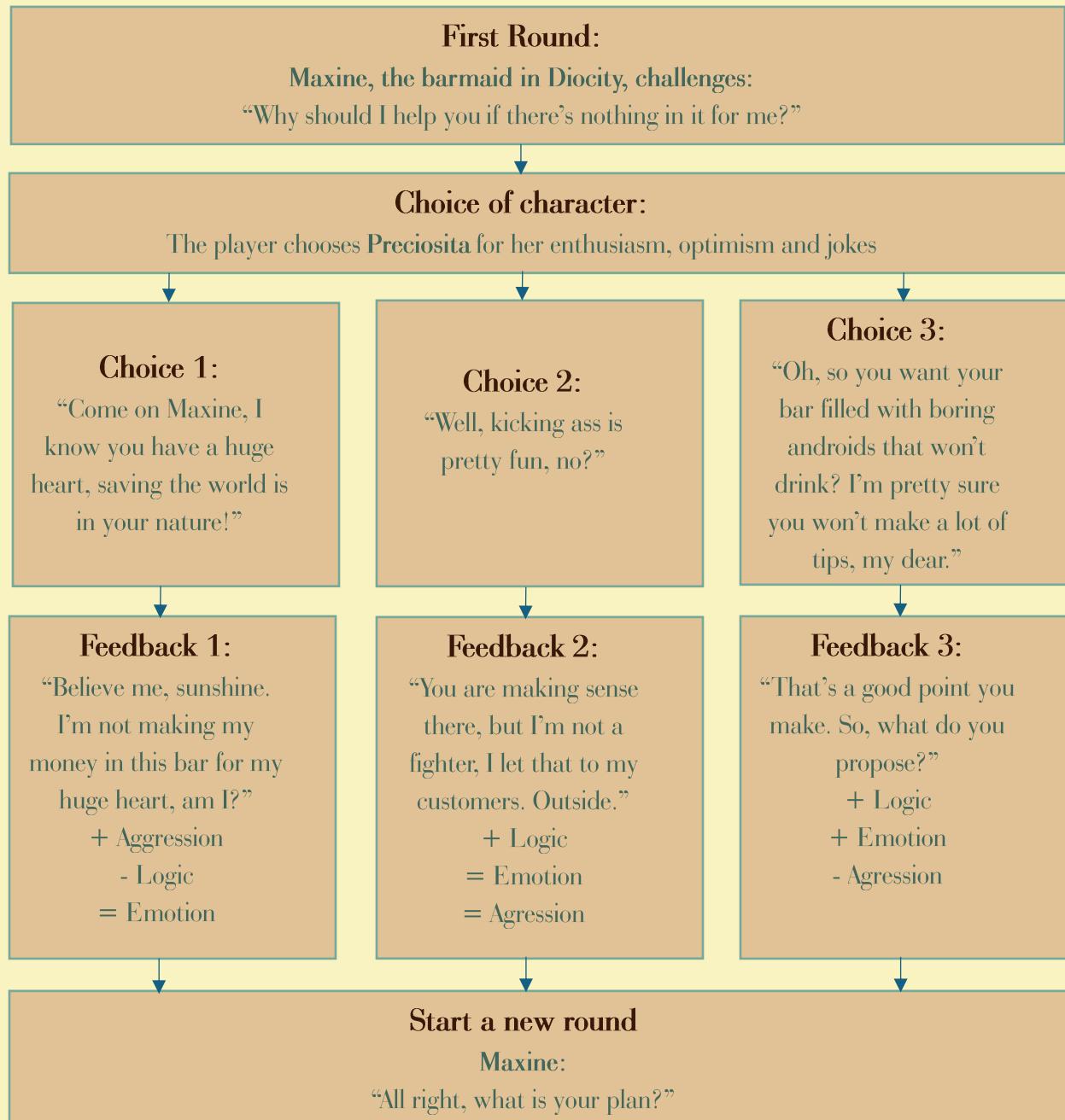
**Total victory (all bars aligned):** Dollarus II and his troops leave Uswaria entirely.

**Partial victory (Two bars aligned):** Dollarus II negotiates for a portion of the island and gains control of the cliffs, where few Uswarians live.

**Partial defeat (One bar aligned):** Dollarus II gains control of half of the island, especially the North, forcing Leoncitoze's family to relocate.

**Defeat (No bar aligned):** The island is destroyed for the benefit of Vortex Enterprises.

Example of a regular clash:



## 6. Positioning

### Similar games:



**The Inner World:** Robert is a musician who becomes the only one who can save the world of Asposia when the wind disappears. Laura, a thief that will become his friend, helps him to discover what happened.

**Common Features:** Fantasist world, Saving the world, Epic Adventure, Friendship.

**Lost in Play:** Enter the mind of two children having a play session. Their adventure places them in a variety of comical situations where they must fight tyrants or help communities to survive.

**Common Features:** Several playable characters (but no control over which one the player wants to play), Several levels.



**Oxenfree:** A group of teenagers go to spend the night on an island. But while the night starts normally, more and more superficial events occur. A Walk and Talk type of game.

**Common Features:** Important interactions with NPCs and choices of answers.

**Type:** 2D Point & Click Adventure – Side View – Game with an agenda (critique of colonialism, capitalism, and hyper-industrialization) – Play with a mouse or on a cellphone.

**Originality:** Several playable characters, each with unique abilities. Final boss, which is not usual in the Point & Click genre.

## 7. Target Audience

Player's types:



Explorers: Discovery of an island through four areas/levels. Thorough exploration of each zone to manage to continue the game.

Participant: Narrative and progress, the player must help others Usvaria.



interactions with NPCs are central. To and learn more about the history of

Achievers: Solve puzzles, find all development books, unlock all the possible interactions, win all the trophies.



## Persona:

### Amina Belbahri, Marketing Representant



**Age:** 27 years old

**Background:** Born in Toronto, just moved to Longueuil

**Hobbies:** Boxing, Binge watching TV shows, Painting

**Motivations:** Challenge, Story, Escaping

**Player type:** Achiever (Wants to challenge herself)

**Player Habit:** She commutes by metro daily for a long time. She uses mobile games during commutes to break from routine. She likes games that allow her to challenge herself, but she needs to be able to pause the game at any moment to return to reality.

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### Sabine Mesnil, Cook in a restaurant

**Age:** 23 years old

**Background:** Have always lived in Montreal, big family

**Hobbies:** Spending time with her sisters and her dog Popeye,  
Reading

**Motivations:** Discovery, Interactions, Story

**Player type:** Socializer (Loves to talk to NPCs)

**Player Habit:** She likes to dive into a game and finish it in one shot. She loves a good story and enjoys unlocking all the possible interactions with NPCs. She usually plays in the evening, after her work.



## 8. Universe



Uswaria Island



Example of graphism style

## World:

Uswaria is a beautiful island, blessed with pleasant weather all year round. The Uswarians lived in peace until the Standing Warriors' arrival. The island is divided into four main areas. First, the North, with a lot of little traditional villages. The weather is a bit colder up there, but not enough to see snow every year. The people of the North are known for their warmth and simple lifestyle. Then, there is the center, where you can find the Wandering Forest, but also the Atropical Jungle and other dense vegetation areas. Not a lot of Uswarians live there, it requires a high tolerance for humidity. In the South lies Diocity, a surprisingly large capital for such a small island. The city used to be in a classic Uswarian architectural style, but the different waves of tourism and immigration during the last centuries changed its aspect. The capital is now an unusual blend of various cultures, juxtaposing over-industrialized neighborhoods with peaceful suburbs, historic centers and homes with a modern, artistic architectural style. Lastly, you have the coasts areas. If the East coast is dominated by cliffs, the West coast offers beautiful beaches, and rustic fishing villages, inhabited by descendants of French settlers.

Except in Diocity, the island is mostly rural. The Uswarians live from their work on the land and in the sea, in harmony with nature and their environment. The religion doesn't really exist here, but the majority of the Uswarians strongly believe in their sacred connection to nature. In addition to the extreme violence used by the Standing Warriors against the Uswarians, the destruction of the island deeply impacts its inhabitants, who take these attacks personally.

## Story:

The invaders arrived in Uswaria a few months ago. In the beginning, Uswarians were curious and happy to meet new people. Indeed, Uswarian culture values acceptance and openness. But soon, the Standing Warriors revealed their true color: they came to this island to destroy it and build industries, forcing the remaining Uswarians into slavery. The Standing Warriors are the infamous army from the continent of Vortex Enterprises, a continent ruled by the bloodthirsty tyrant Dollarus II.

Dollarus II, son of Dollarus I, honors his father. Just like his father, he is driven solely by money, but he has managed to do even worse, because whereas his parent was content with money and power, Dollarus II wants more: colonization, murder, destruction of the planet, nothing seems immoral enough to stop him.

Nothing, really? Well let's see. Perhaps Leoncito's adorable smile, Precosita's irresistible jokes, and Poupouze's many talents, along with their determination to save their people, will plant seeds of doubt in this violent man's heart.

## 9. The 3C



**Characters:** The player controls Leoncitoze only in the first and the second level. Starting the third level, they can also select Preciosita and play her. Then, in the fourth level, they have access to the three characters to solve the puzzles. Each character has a specific moving style. The player can then reach specific areas depending on which character they are playing. When they are bored, they all have a different animation. Player activates abilities by double-clicking on their current character.

**Leoncitoze** moves faster than the two others. When he is bored, he practices his roar. His ability, Mignonnitude, allows him to pass in front of fierceful soldiers without waking their suspicion.

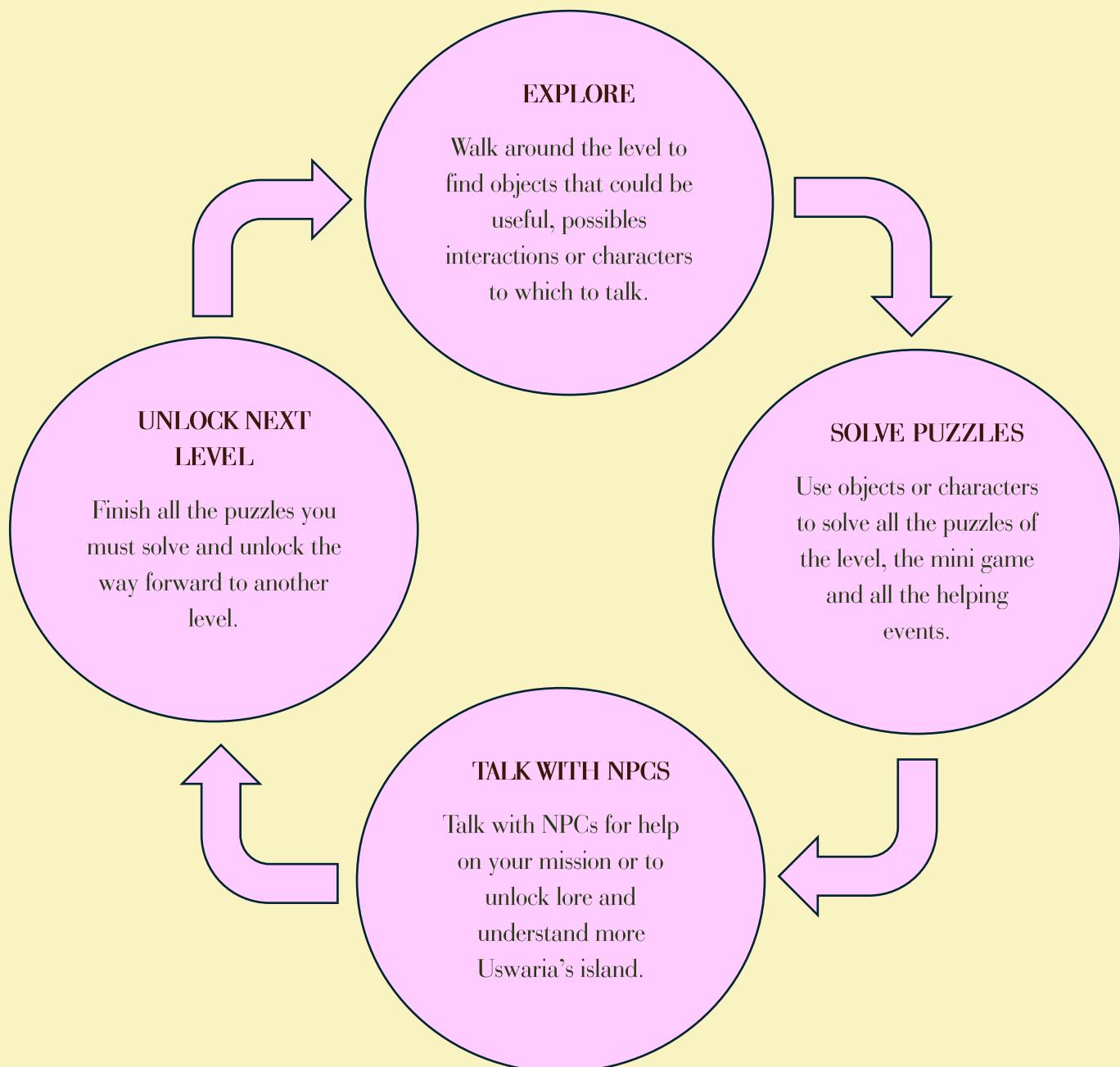
**Preciosita** can swim. When she is bored, she dances in place. Her ability, Rigolum, allows her to make soldiers and other characters laugh so hard they can faint. Practical to then move around the sleeping bodies and place them in strategic area. On a pressure plate, for example.

**Poupouze** can climb trees. When he is bored, he starts singing opera. His ability, Dramaspertise, allows him to imitate any character. The player can steal the clothes of a sleeping guard, for example, and Poupouze can then pass for one of the Standing Warriors.

**Camera:** Third person side view that tracks the player through the level. No control on the camera, except for one thing: the player can zoom if they want to, to see better all the environmental elements that could help them.

**Controls:** Point and click on a computer or on mobile. The player can move around by clicking on the area they want to reach. The player only moves or click on objects they want to interact with. They can get objects, open their inventory, start a mini game, talk to NPCs, all simply by clicking on the screen. In the mini game, he can move objects around, slide them or draw a pattern.

## 10. Game Loops



## 11. Progression System

LEVEL	NEW MECHANICS	NEW BOOKS
Level 1: Duskhaven	<b>Unlock Leoncitoze &amp; Mignonitude</b> Solve simple puzzles to introduce core mechanics Interact with NPCs without oral challenges	<b>Book 1: Roger Rabbit</b> Unlocks <i>Double Jump</i> <b>Book 2 (missable): The Big Boom</b> Discover Uswaria's creation story <b>Book 3 (missable): Uswarian culture 1</b> Discover Uswarian art history
Level 2: Wandering Forest	Tackle moderately difficult puzzles with new mechanics Engage in easy oral challenges while interacting with NPCs <b>End of level: Unlock Preciosita &amp; Rigolum</b>	<b>Book 1: Plant-based diet</b> Unlocks <i>Tree Climbing</i> <b>Book 2 (missable): The Grotto Myth</b> Discover Uswaria's first inhabitants' story <b>Book 3 (missable): Uswarian culture 2</b> Discover Uswarian gastronomy
Level 3: Diocity:	Solve advanced puzzles combining all previously learned mechanics and the combination of Preciosita's and Leoncitoze's abilities Engage with reluctant NPCs and tackle more challenging oral clashes <b>End of level: Unlock Poupouze &amp; Dramaspertise</b>	<b>Book 1: In Robots we trust</b> Unlocks <i>Technological Interactions</i> (with Robots, Androids, Computers...) <b>Book 2 (missable): The Seagulls' Migrations</b> Discover Uswaria's immigration history <b>Book 3 (missable): Uswarian culture 3</b> Discover Uswarian literature
Level 4 : Martimur-les-Pins	Complete complex spatial puzzles requiring strategic placement of all three characters and their abilities  Face challenging oral clashes featuring nuanced dialects, culminating in the final boss confrontation  <b>Outcome depending on the final clash</b>	<b>Book 1 (missable): The Word</b> Enhances the effects of oral clash abilities <b>Book 2 (missable): The Curse</b> Uncover the Standing Warriors' colonization motives <b>Book 3 (missable): Uswarian culture 4</b> Discover Uswarian animist religion <b>Book 4 (Unlocks if all culture books are found): Uswarian Community</b> Explore the impacts of the colonization on Uswarian culture

## Reward System:

Exploring and mastering the different mechanics of the game allow the player to feel progression through the rewards they get. To minimize frustration, hints are available on demand or through specific NPC interactions.



## 12. Level Proposal

**Core purpose:** Exploring Diocity, filled with androids' soldiers from Vortex Enterprises and some human soldiers. The level focuses on exploration, puzzle-solving and interactions with Uswarian NPCs, android soldiers (notably the robotic guard of the mechanic door) and Standing Warriors.

**Player Goal:** Find Dollarus II in the technological branch of Vortex Enterprises, which specializes in creating android soldiers. By the end of the level, the player discovers that Dollarus II has already departed for Martimur-les-Pins. Nevertheless, the player must deactivate the androids by taking control of the company's main computer, as Poupouze asks them.

### Clash Challenges:



#### Maxine the barmaid:

After completing *The Confused Dancers* mini game, the player must convince Maxine to grant access to the back room where Zoomie, the small robot, is hiding.



#### Android's Guard:

After giving him back his pet, Zoomie, convince him to let you pass through the mechanical door.



#### Standing Warriors:

In the Vortex Enterprises' offices, convince the two human guards to grant you access to the computer.

## Mini Games:



**(Optional) Save the Carousel:** Help the Usvarian in need by collecting 8 gears from the Main Square. Return to the carousel to complete a mini game: place the gears correctly to restart it. Receive a personal development book as a reward.



**Catch Zoomie the small robot:** After Maxine's challenge. On a grid, using both Preciosita and Leoncitoze, trap the robot by confining it to one square.

Image source: Vanishing Act – Haiku Games



**In the Matrix:** Put the USB key in the computer to start. The player enters the screen and must goes from point A to B without being hit by the viruses.

Image source: Pacman - Namco

**The confused dancers (Longer Quest):** Given by Maxine, who requires help before offering any.

1. Find the three lost items for the dancers: the necklace, the hat and the brooch (see layout in the next section for more details).



### 1.1.

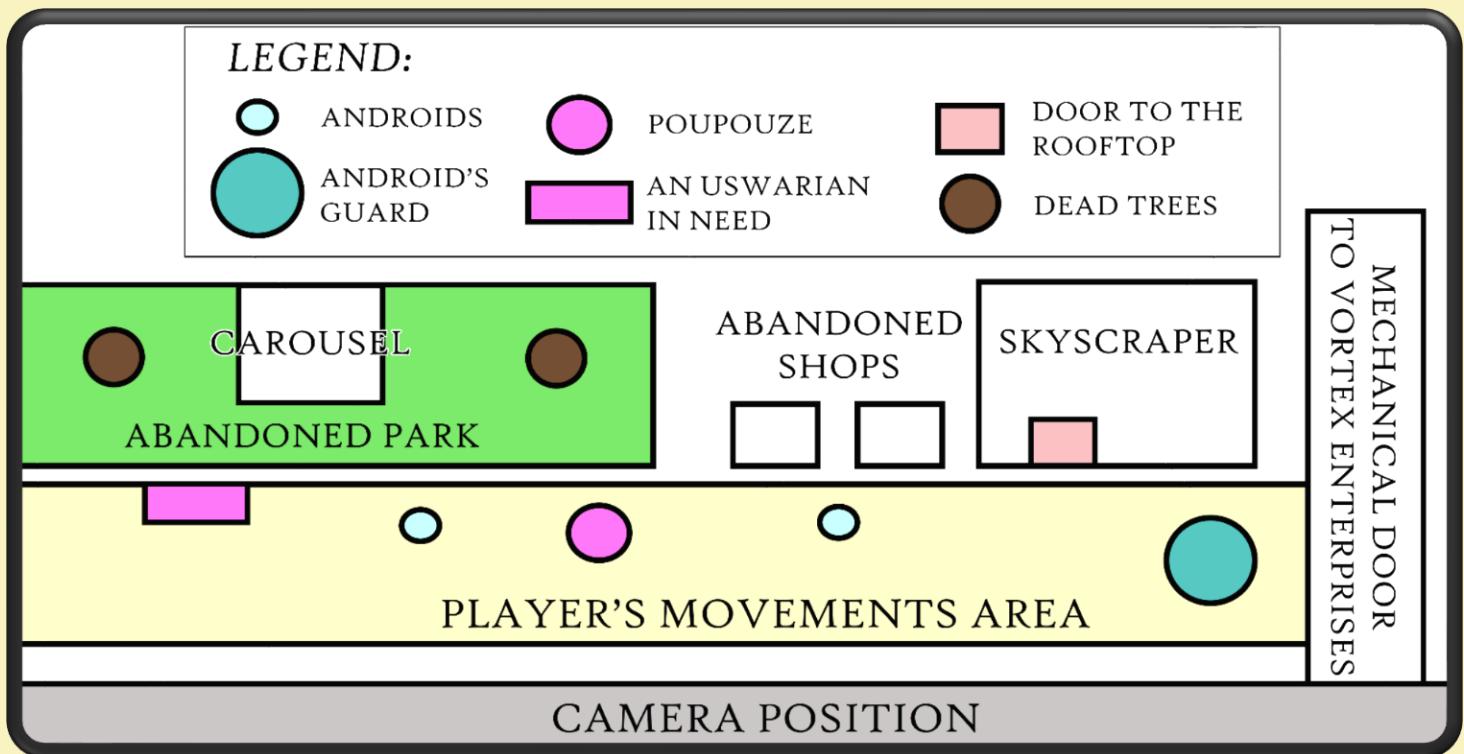
**Open the Jewelry Box.** Tangram Puzzle: Arrange the wooden pieces according to the butterfly shape on the wooden box. Retrieve the lost brooch.

2. Bring the items back to the dancers on the stage. Start a mini game.
3. Help dancers get dressed: Which accessory belongs to whom? Based on visual clues, the player must correctly assign a hat, a necklace, a brooch and a carnival mask to each dancer.
4. Receive a personal development book as a reward that unlocks the ability to interact with electronic elements such as androids, robots, mechanical doors and computers.
5. Go back to Maxine to unlock her oral challenge.

## The three areas of the level:

**Main Square:** The player starts there. The area is dull and lifeless, the streets of Diocity have been abandoned by all signs of life. An old carousel rusts in the background, the shops are empty, and the few remaining inhabitants seem depressed. Only one figure still shines in the town square: Poupoze, performing a dazzling one-bear anti-capitalist show.

### TOP-DOWN LAYOUT OF THE MAIN SQUARE:



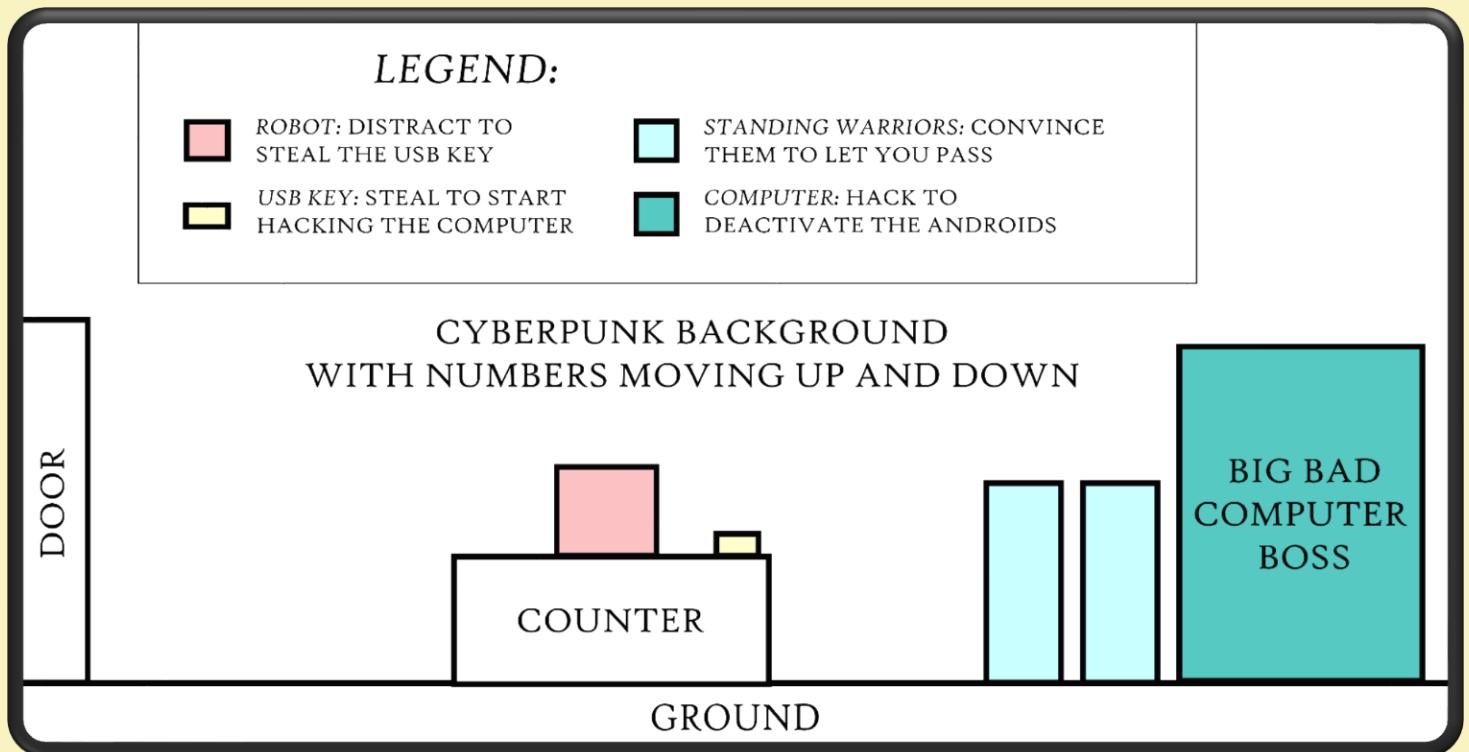
**Roof-top bar:** It can be accessed through a door in a skyscraper. Up there, the player finds themselves in Maxine's bar, a former burlesque cabaret that has lost its charm. A few cancan dancers from Martimur-les-Pins move sluggishly in the background, their smiles painfully forced. Scattered Uswarians customers nurse the last of their pints, surrounded by looming security androids.

#### SIDE-VIEW MOCK-UP OF THE ROOF-TOP BAR:



**Vortex Enterprises offices:** The player can't access this area until they get the small robot, bring it to the huge android guard of the mechanical door blocking the way and beating him in a clash challenge. Inside, the player can find a counter with a robot receptionist and, past this counter, the big computer that controls the production of androids.

**SIDE-VIEW LAYOUT OF THE VORTEX ENTERPRISES OFFICES:**



## 13. Risks

		Problem	Solutions
		<span style="font-size: 2em;">💻 + 📱</span> <b>Cross-Platform Optimization:</b> Adapting gameplay for both platforms may cause issues.	1. Consistent and intuitive controls 2. Thorough interface testing
		<span style="font-size: 2em;">✍️ + ⏳</span> <b>NPCs and Oral Clash Complexities:</b> Writing and linking natural dialogue is time intensive.	1. Focus on quality rather than quantity 2. Branching templates 3. AI assistance
		<span style="font-size: 2em;">💀 + ⚖️</span> <b>Balancing Difficulty:</b> Ensuring a smooth progression across puzzles and clashes is difficult.	1. Iterative testing 2. Optional hints: avoiding frustration without breaking the better players' flow
		<span style="font-size: 2em;">🎮 + 🚪</span> <b>Target Audience and Accessibility:</b> Themes may not resonate for everyone. Limits on the market potential.	1. Embrace the niche and focus on art 2. Accessibility features
		<span style="font-size: 2em;">✖️ + 🎮</span> <b>Genre Expectations:</b> Original mechanics may alienate traditional point-and-click players.	1. Engaging Tutorial 2. Market the mechanic as innovative
		<span style="font-size: 2em;">📝 + ⏲️</span> <b>Game Length:</b> Balancing a concise yet rich narrative to keep the player in the flow.	1. Focus on narrative design 2. Self-contained levels
		<span style="font-size: 2em;">🎭 + 💣</span> <b>Narrative Sensibility:</b> Balancing humor and serious critique of colonialism.	1. Incorporate trigger warnings 2. Extensive research 3. Humor as emotional relief

