

# *Project Stargame*

## *Intended Platform:*

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- Pc

## *Genre:*

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- RPG

## *Target Demographic:*

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- People who enjoy RPG games like “Undertale”, “To The Moon” or “Octopath Traveler”

## *Target ESRB Rating:*

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- Ages 10+



## *Terms:*

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- Soul / Spirit – the nonphysical part of a human which usually gives them their emotions or personality, the stronger their soul, the brighter their Star Form will shine (sometimes the star will shine brighter only for specific people, those are loved ones that the Star holds dearly and it shows them that the star is there for them, sort of as a guardian, in the past people saw this as a god looking down upon them)
- Star Form – when a spirit is released from the Spirit World it then becomes its “Star Form” which means that it transforms into a physical star overlooking the Earth and it’s people.

- Soul / Spirit World – a dimension between Dreaming and Death sort of like purgatory where souls that are not able to, or have not found peace yet will reside, if a Soul finds peace then it will then move over into Death and become its Star Form. A star can always cross back over into the Spirit World if its peace gets disturbed or its peace has been broken.
- Death – when a Soul finds peace in the Spirit World it will finally cross over and become a Star seen in the sky from the Earth and its many people, this process is called “Death”
- Connection Bar – instead of a typical health bar the game will have a connection bar that indicates how strong of a connection the Main Character has to the world, if their connection bar reaches zero then the game’s “Game Over” screen will be a “Connection Lost” screen instead.
- Connection Lost screen – if the player ends up dying in the game then they will not be given a “Game Over” screen, instead a black screen with the words “Connection Lost” will appear with 2 buttons underneath that say “Reconnect” which would bring you back to your last save point (as a continue button would do in other games) or “End Connection” / “Exit World” which would then either bring you back to the main menu or just exit the game fully.
- Main Character – I’m just using this as a placeholder since I don’t know what to call him yet.
- Lover – Placeholder name for the Main Character’s lost loved one, she will accompany him throughout the game.
- Best Friend – Another placeholder name, this will be the Main Character’s best friend in the real world and will at one point enter the Soul World as well.

### *Quotes:*

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- “Whenever you are feeling alone, just look up to the stars and I will be smiling down at you” - Lover

### *Types of enemies:*

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- Soul Officers – the police that roam the Soul World.

- Souls – a human’s conscience that was once a human being that needs to cross over into their Star Form. Beating a Soul will show you their most treasured memory before they fade away in the Spirit world and go to the skies of Earth.
- Bush with legs –I have a joke in mind for it where the character interacts with bushes and just keeps saying “this is a bush” but changed in the smallest ways each time “surprisingly, this is also a bush” and then one bush will be a different color and grow legs and then you go into a fight.
- Tapdancing spider – because it was in my text-based RPG game so why no? They’d make great tap dancers with all those legs anyways.
- Final Boss – Has to be supernatural as they pull the Main Character’s soul through from the Real World into the Soul World.

### *Plot:*

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The stars each represent a human soul lost from Earth, one day they start to disappear from the sky so our protagonist decides to go into the “Spirit Realm”, a dimension stuck between sleep and death where the souls of fallen stars reside. The protagonist’s job is to figure out what happened to those fallen stars and to put them back into the sky, along the way you will meet new characters that you will (should) grow to love, but eventually you’ll have to set spirits free, and lay their souls to rest

### *Intended Gameplay:*

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The Gameplay would have you running around interacting with characters among the world, there would be a sort of “soul police” that patrol the dimension that you would have to avoid detection from seeing as how the protagonist (you) are not from that dimension and are thus trespassing. If you are caught by the Soul Police then you are sent into a battle codenamed “Nightmares” where you have to do a battle sort of like what Undertale’s got for a battle system

### *Locations:*

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- Crimson Forest – a land where it is always fall, this beautiful forest is filled with red maple trees and is constantly emitting a rich red shine as the sun hangs overhead, be sure to visit this location at sunset for its full beauty of colors.
- Moonlit / Sunlit Meadows – depending on the time of day this land will either be a vibrant green or it will be a deep shade of blue, witnesses have also been heard to say that a woman wearing a white dress (which emits light) roams these meadows at night, though nobody has ever come in contact with her.
- Waterfalls – located underground, these waterfalls emit a strong light blue across all parts of the cavern, so strong in fact that it is said that you can see its light coming from the cave at night.

### *How the game would play out:*

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The game starts out with the main character realizing that there are stars missing from the sky, which he recognized to mean that their souls have been disturbed and the only way to put them back in the sky is to go into the soul world and help them find peace. At this point we will introduce the Main Character's Best Friend who will be a silly and all around sweet person (that also has a crush on the Main Character, but it wouldn't be the most obvious since we intend on getting the player to really like the lost Lover).

When the character enters the soul world the player will be hit by the tutorial (it'll probably act as if the Main Character is recalibrating or I can make it so that there's an actual guide character and when it comes time to introduce the player to combat they would be surprise attacked by a Soul Officer) instead of a health bar the game will show the Main Character's connection to the world, if the connection bar hits zero then the player will be hit by a screen that says either "Connection Lost" or "Connection Interrupted" and the options that the Player can choose would be "Reconnect" or "End Connection / Exit World" that will act as continue or exit buttons that games would usually have for "Game Over" screens (The final boss would actually pull the Main Character's Spirit through into the Spirit World and thus the "Connection Bar" will turn into a typical Health Bar as seen in many other games)

After the tutorial you will release the first soul from the Soul World and back to their star form then after that the Main Character will run into a lost loved one, she will tag along with the Main Character for the whole journey. During your

journey you will encounter many different enemies that will throw you into a battle (also known as Nightmares) and these enemies will sort of act like Soul Police (since you are technically trespassing in the Soul World)

At one point Lover will stop walking along to stare at a sunset (they will be standing on top of a cliff which overlooks an ocean) where a cutscene will then play where the Main Character walks up to Lover and asks her something like “what are you doing?” or “why did you stop walking?” to which she would respond with “just watching the sunset, its beautiful isn’t it?” the two will share a moment of silence just staring out into the horizon. Main Character will then admit to Lover that he’s missed her so much since she left, and she will respond with “but I’ve never really been gone, even in your moments of loneliness I am always with you, up here” (she will point to the Main Character’s head meaning that she will always be in his memories) “and most of all, down here.” (she will then point to the Main Character’s heart meaning that she will always be loved) “Remember, I will always be with you, if you are missing me just look up to the stars and I will be there smiling down at you”

Around this point in the story the Best Friend will enter the Spirit World as well, when asked what she is doing in the real world she will respond with “I’m giving you a protection hug! From the monsters!” or something like that.

The end credits to the game will have the Main Character and Best Friend hugging in the real world and the camera will start rising through the roof of the house and then the credits will start playing, as it is rising you (the player) will see all of the characters that they have interacted with along the way, and at the very top of the credit sequence would be the title card, but right above the title would be Lover staring down smiling at Main Character and Best Friend, it will then fade to black and bring you to the title screen.

### *Target Dates:*

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- Prototype:
  - 8 to 16 days after start of development
- Vertical Slice:
  - 5 to 10 months after start of development
- Release:
  - 17 to 34 months after start of development