

Spirit Conductor

Mini Pitch Bible

by Christian “ChrisChris” Diewald

due 02/05/2024

Version 1.0 (02/05/2024)

SPIRIT CONDUCTOR

Every Ticket a Story



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1. Synopsis

1.1. Story Synopsis



In a world where the everyday collides with the extraordinary, the player inherits a small yet promising train transport company and steps into the shoes of a novice train conductor. Set against a backdrop of vivid urban and suburban landscapes, the game invites players into a life filled with the anticipation of adventure, the thrill of meeting new faces, and the mysterious charm of untold stories.

The player stands out with a unique ability to communicate with spirits, turning routine ticket checks and train maintenance into an otherworldly experience. These daily encounters are more than mere tasks; they're opportunities to resolve the unresolved, manage mischief, and bridge the gap between the living and the spectral passengers, each journey shaping the conductor's skillset and the company's fortunes.

As the player navigates the challenges of time management and engages with a diverse cast of NPCs—each shaped by their past and roots—they'll face moral decisions that ripple through their lives. The story explores love, loss, humor, and humanity, asking the player to ponder the bonds of friendship, the essence of family, and the mysteries of life and death.

The ultimate goal? To harmonize the mundane with the magical, turning an underdog transport service into a thriving conduit for both the living and the spirits. Will the player stick strictly to the timetables, or will they dive into the rich tapestry of NPCs' lives, unraveling each story? The choice is theirs, in a game where the journey is just as important as the destination, appealing to cozy gamers, escapist, and those who cherish the little things that make us human.

1.2 Game Synopsis



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In "Spirit Conductor" the player inherits the role of a train conductor navigating a route where the natural and the supernatural coexist. The game blends day-to-day operational tasks with unique interactions involving spirits that appear as night falls over the train's carriages. Set in a lively, pixel-art environment, the game tasks the player with managing schedules, satisfying a variety of passenger needs, and dealing with the unexpected encounters of the night.

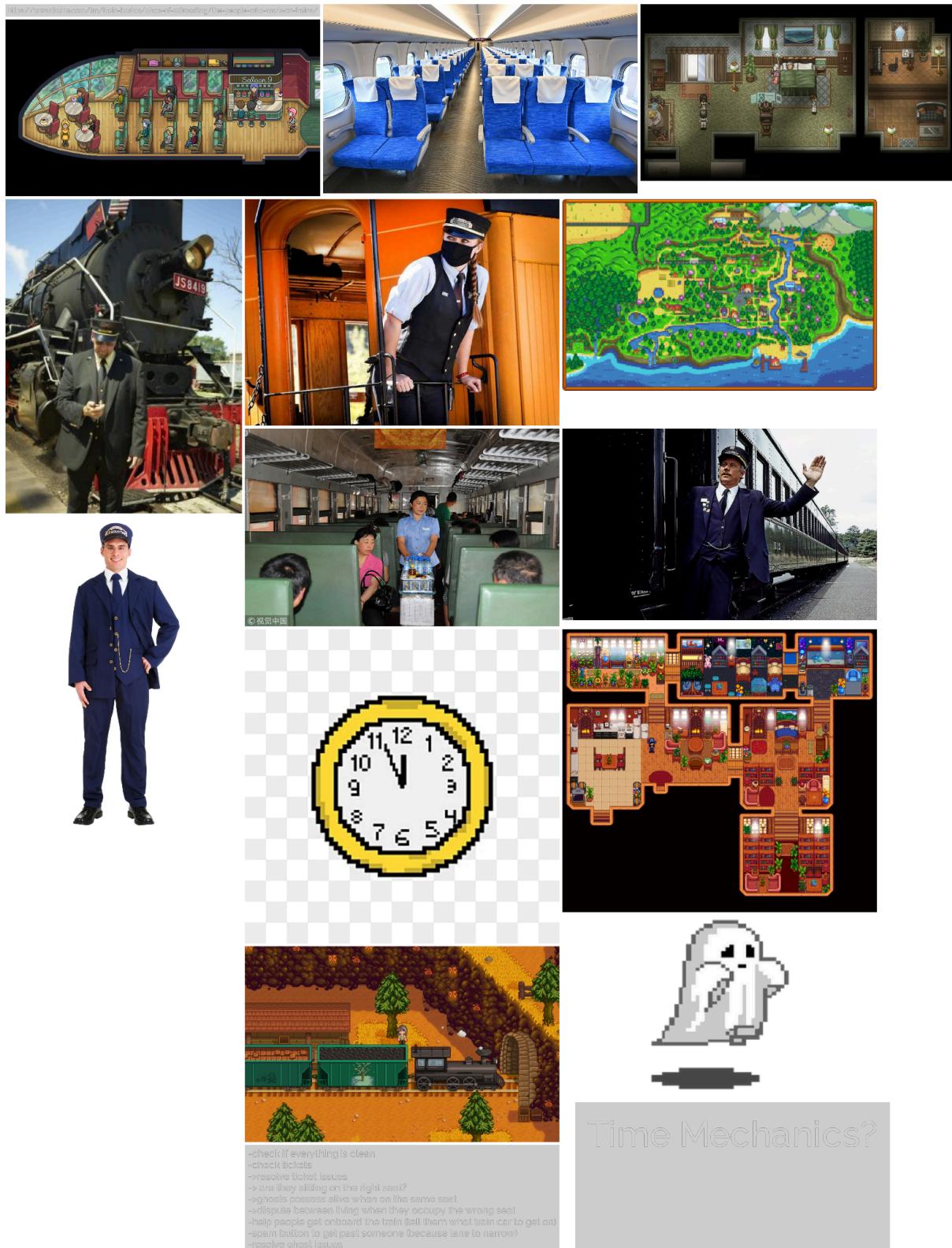
Players are at the heart of the narrative, with their decisions directly influencing the game's direction. Each choice affects the train's efficiency, passenger relationships, and opens up new storylines that intertwine the lives of the living with the tales of the spirits.

Progression is achieved through mastering new skills, expanding the train network, and upgrading the train's facilities, each milestone unlocking new characters and quests. The player's journey is punctuated by the challenge of balancing time-sensitive tasks with in-depth management of resources and personnel.

The game's unique day-and-night cycle dynamically alters the gameplay, presenting different scenarios and challenges that require the player to adapt their strategy. With new NPCs and quests tied to specific milestones and times of day, the player's experience is both rich and varied.

Targeted at those who enjoy cozy gaming sessions, "Spirit Conductor" offers an inviting blend of adventure and management set against a narrative-driven backdrop. It's a game where the player's actions are meaningful, crafting a personalized story of harmony between the mundane and the magical.

2. Moodboard



3. Hero Action Pose



4. Turnaround



5. Concept Art



6. Animation Frames / Spritesheet





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