

# **Vidya's Adventure**

*Designer: Vinayak 'Vin' Regmi*

**Gameplay Core:** Educational Farming Sim

## **Other Features:**

- Open World
- Inventory and Crafting
- Marketplace
- Character Interaction and Storylines
- Exploration and Discovery

## **Characters**

- Vidya (Player)
- Nala (Swan)
- Suresh (Father)
- Manju (Mother)
- Raju (Brother)
- Grandmother (Sita)
- Ramesh (Uncle, Drunkard)
- Uday (Shopkeeper)
- Blacksmith (Amar)
- Mechanic (Ajay Jaiswal)
- Rajeev (Restaurant Owner)
- Ayush (Nature Conservationist)
- Kiran (Historian)
- Herbalist (Priya)
- Shreya (Vet)
- Police
- Thief
- Bus driver

## **Locations**

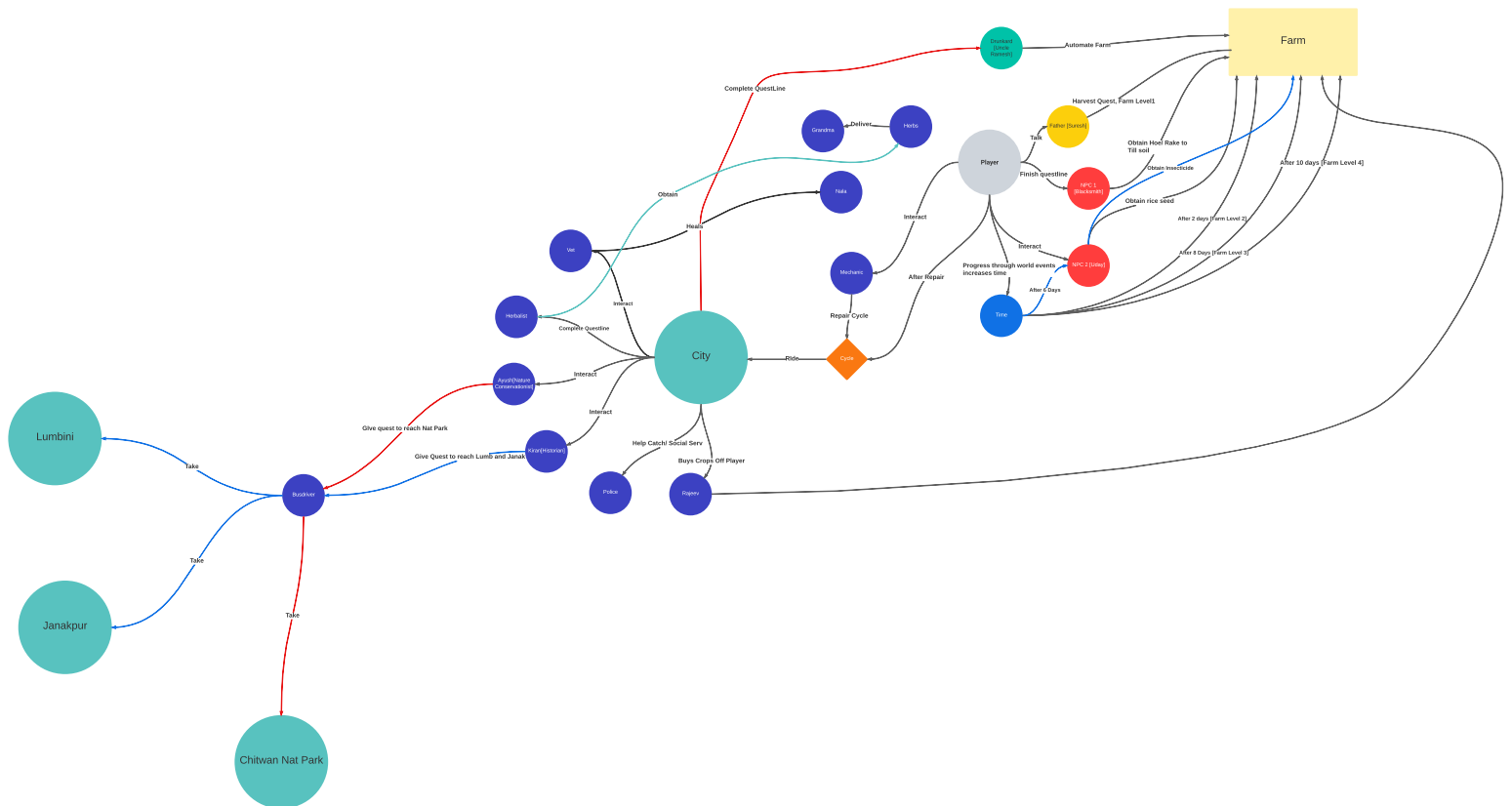
- Farm
- Village (Bishrampur)
- City (Chandranigahapur)
- Chitwan National Park
- Janaki Mandir
- Lumbini

## Story Setting

Suresh(58) and Manju(48) have two children, Raju(26) and Vidya(18). They live in the village of Bishrampur, Rautahat. Suresh and his son Raju work hard on their farm to provide for their family. But recently the financial conditions have not been in their favor. Recently Suresh's mother(78) has been very sick and bedridden and Suresh's Young brother Ramesh(53) has left the family and has gone to the city and has been unreachable. And now that Vidya has finished her +2 and needs to go to college, in the current financial conditions of the family it is hard to afford.

Now Raju has decided to go to Qatar to relieve the financial burden for the family. Now that Raju has gone abroad, Suresh himself is also unable to work the land due to his old age. Now it is up to Vidya to take care of the farm and bring happiness back to the family.

## Mind map



## Game Progression

Vidya starts the game off in her own house where she talks to Suresh, who instructs her to harvest the corn in the fields. Raju had planted corn in the fields before he went abroad, and it was now time to harvest the fully grown crops.

Vidya harvests the crops and informs Suresh.

Suresh then instructs Vidya to sell the corn to Uday and fetch the hoe from the blacksmith and till the soil.

After she is done with that Suresh instructs her to dig the irrigation channel and irrigate the field. After she is done with that, Suresh tells her to get the rice seeds from Uday's shop and plant the seeds on the irrigated soil.

After that some time passes and Nala falls sick.

Vidya then attempts to take nala to the closest city, but is stopped by a person on the way, saying she will need to get the bicycle working in order to cross the forest to reach the city.

Vidya then finds the mechanic and asks him to repair her cycle.

After that Vidya goes to the city and takes Nala to Shreya, the vet who heals her.

After Vidya returns from the vet, another part of the farm is unlocked and Vidya can plant any crop there by purchasing the seeds from Uday's shop.

Vidya then talks to Suresh who informs her that her uncle is in the city and tasks her with finding him.

Vidya goes to the city and meets Rajeev, the owner of the restaurant who is willing to buy crops from her, if she can bring what he wants.

*After a few crop requests have been fulfilled.*

Vidya may return to the farm when Vidya learns that insect swarms are ravaging her farm and talks to Suresh about it.

Suresh tells her to get the insecticide from Udays shop and use it on the farm.

*After a few crop requests have been fulfilled.*

Vidya also learns from Rajeev that there is a drunkard who is disrupting his business and tells vidya to look into it.

*Start of the Drunkard's Questline*

Once Vidya again returns to the city she runs to a thief, and a cop asks her soon after for the thieves whereabouts, Vidya points the cop towards the thief and earns a favor with the police.

*The cop is willing to pay vidya for performing any acts of good deeds.*

**Vidya then continues to explore the city, where she meets Ayush.**

*Meeting Ayush: Start of the Nature Conservationist Questline.*

Once the *Nature Conservationist* Questline is completed, Vidya is called over to the police station to confirm the Owner of the **Lost Purse**, Which then Continues the *Drunkards* Questline.

**Vidya then continues to explore the city, where she meets Ayush.**

*Meeting Kiran: Start of the Historian Questline.*

After some time in the city the other part of the farm is unlocked.

After some time in the city Vidya Meets the carpenter who helps her construct a bridge at her farm, which unlocks the fourth and final part of her farm across the river.

After the majority of the questlines in the city are completed [Ayush and Kiran], Vidya is then introduced to the Herbalist by Ayush. *Start of the 'Herbal Solution Questline'*

After all the quests are completed, Vidya is able to cure her grandmother.

After the *Drunkard's Questline* is Completed Vidya then brings her uncle back to the farm, who helps to automate the farm, so vidya won't have to harvest, irrigate or use insecticide herself.

*Complete of the Game*

## **Drunkard's Questline**

Once Vidya has done some tasks for Rajeev, he will task her to get rid of the Drunkard bothering him.

- Vidya meets the drunkard in the back alley.
- Vidya tries to convince the drunkard to leave the place which does not work.
- Vidya then talks to Rajeev again about the situation, who tells her he will reward her if she can get rid of the drunkard anyhow.
- Vidya then pours water on the sleeping drunkard, who is startled and runs away dropping his coin purse[Batuwa].
- Vidya picks up the purse and feels bad for doing what she did to the drunkard, and decides to return the purse to him.
- Vidya is unable to find the Drunkard and she decides to leave the purse to the police and tells them to find the drunkard and deliver it to him.

***The Questline is available for continuation after the farm has reached Level 3***

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## **Nature Conservationist Questline**

Once Vidya meets Ayush in the city park he tells her about the beauties of nature and how we should help conserve nature.

- Ayush asks Vidya to help him clean the park by picking up trash.
- After that has been completed he then tells Vidya that he is going on an expedition to the Chitwan National Park to learn about and research about the native species and the environment of the area. He then invites Vidya to join him on the expedition.
- After Vidya takes him up on the offer he tells her that he will meet her at the national park, gives her a ticket to the national park and he sets off.
- Vidya can then go to the bus stand and ask the Bus Driver to take her to the Chitwan National Park.
- After she reaches the national park, she meets up with Ayush and then the *Beauty of the Nature* Quest Line Starts.
- After completing the questline Vidya then talks to Ayush again and then returns back to Chandranigahapur with him, which completes the questline.

## Historian Questline

Once Vidya meets Kiran at the library where Kiran teaches her about the different Cultural heritages of Nepal and also about the different traditions and Cultures of Nepal.

- Kiran then tells Vidya that the only way to experience the different places, cultures and traditions is to be present in the moment rather than reading books about them.
- Kiran then Offers Vidya tickets to go to Janaki Mandir with her to learn about the Cultures.
- Vidya can then go to the bus stand and ask the Bus Driver to take her to the Janaki Mandir..
- Once Vidya is there she can meet Kiran and start the *Janakpur Dham* Questline.
- After completing the questline Vidya then talks to Kiran again and then returns back to Chandranigahapur with her.
- After returning Vidya can again go meet Kiran at the library where she offers Vidya to accompany her to a trip to Lumbini to learn about Buddhism.
- After Vidya takes her up on the offer she tells her that she will meet her at Lumbini.
- Vidya can then go to the bus stand and ask the Bus Driver to take her to the Lumbini.
- Once Vidya is there she can meet Kiran and start the *Enlightenment* Questline.
- After completing the questline Vidya then talks to Kiran again and then returns back to Chandranigahapur with her, which completes the questline.
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## The Herbal Solution Questline

After all the quests have been completed for the Drunkard, Ayush and Kiran, Ayush will introduce Vidya to the herbalist, who tells her in order to cure grandma they will need certain ingredients that can only be found in Chitwan Nat Park, Janakpur and Lumbini.

After which Vidya returns to the farm, where she meets uncle who tells her that he will accompany her to get the ingredients, which starts the Fetch quest, where the player has to visit each place and gather the 3 ingredients and bring them back to the herbalist.

The herbalist then prepares a medicine for grandma which Vidya takes to her, completing the questline.

## Beauty of the Nature Questline

Once in the national park Vidya Meets Ayush, who then takes her on the tour of the park.

*Start the animal finder minigame.*

In the minigame the player has to spot different animals in a picture of a jungle.

After the completion there will be some dialogue interactions with Ayush and the quest is completed.

## Janakpur Dham Questline

Once in the national park Vidya Meets Kiran, who then takes her on the tour of the Janaki Mandir.

*Start the Artifact finder minigame.*

In the minigame the player has to spot different cultural artifacts in a picture of the temple.

After the completion there will be some dialogue interactions with Kiran and the quest is completed.

### **Enlightenment Questline**

Once in the national park Vidya Meets Kiran, who then takes her on the tour of Lumbini.

*Start the Artifact finder minigame.*

In the minigame the player has to spot different cultural artifacts in a picture of the temple.

After the completion there will be some dialogue interactions with Kiran and the quest is completed.

# **The whole story [The Hero's Journey]**

## **1. The Ordinary World**

Vidya lives with her family in the village of Bishrampur. Her family is struggling financially, with her father Suresh too old to work, her brother Raju leaving for Qatar, and her grandmother Sita falling ill. Vidya has just completed her schooling but faces challenges as her family needs her to manage the farm.

## **2. The Call to Adventure**

The financial pressure and the well-being of her family compel Vidya to take on responsibilities she hadn't anticipated. She is tasked with harvesting crops, managing the farm, and helping her ailing grandmother. This marks the beginning of her journey into a larger world beyond the farm.

## **3. Refusal of the Call**

Vidya initially faces doubts about her abilities to handle the farm and the family's responsibilities. With limited resources and the challenges of keeping the farm running, she feels overwhelmed, especially as her brother leaves for Qatar.

## **4. Meeting the Mentor**

Vidya receives guidance and advice from her father, Suresh, and her community, including Uday the shopkeeper, Amar the blacksmith, and Ajay the mechanic. They each offer assistance and wisdom, helping Vidya on her journey as she learns to take on more significant responsibilities.

## **5. Crossing the Threshold**

Vidya's journey takes her from the familiar village life to the city of Chandranigahapur, marking her first significant step into the larger world. She repairs her bicycle, travels to the vet for her sick swan Nala, and discovers the complexities of the city and its people.

## **6. Tests, Allies, and Enemies**

Vidya faces a series of trials that test her determination and abilities:

- She must maintain the farm, protect it from insect infestations, and plant new crops.
- Vidya meets various characters who assist her, like Ayush, the nature conservationist, and Kiran, the historian.
- She also confronts challenges, like dealing with her estranged uncle Ramesh and helping the police with a thief.

## **7. Approach to the Inmost Cave**

As Vidya completes tasks in the city and assists her community, she delves deeper into her family's problems, seeking a way to heal her grandmother. She embarks on various questlines, such as Ayush's conservation efforts and Kiran's cultural explorations, to gain new insights and resources.

## **8. The Ordeal**

Vidya faces her greatest challenge: finding the herbal ingredients to cure her grandmother. This requires traveling to distant locations, including Chitwan National Park, Janakpur, and Lumbini. She is accompanied by her uncle, who now seeks redemption by helping Vidya.

## **9. The Reward**

After gathering the necessary ingredients, Vidya returns to the herbalist, who prepares the cure for her grandmother. The successful completion of this quest symbolizes Vidya's growth and her ability to care for her family.

## **10. The Road Back**

With her grandmother cured, Vidya returns home, but the work is not over. Her uncle helps automate the farm, easing her burden and ensuring the farm can prosper without constant manual labor.

## **11. The Resurrection**

Vidya has transformed from a young girl overwhelmed by family responsibilities into a capable and self-sufficient woman who has saved her farm and family. She has learned to manage the land, navigate city life, and help others along the way.

## **12. Return with the Elixir**

Vidya returns to her ordinary life, but she brings back the "elixir" of knowledge, skills, and community bonds she has strengthened throughout her journey. Her efforts restore stability to her family and farm, bringing happiness and hope for the future.



## **Assets List**

- Character Sprites: [For each character | Front closeup sprite for Interactable characters]
- Music: Calm background music for each area
- Background Sprites: For each area including the sky and landmarks
- Tile maps: to paint the terrain