

Worldbuilding Assignment

As the “world” of Ficta Dimensions technically takes place across different realities there isn’t an exact way to describe a singular world. As such, a couple worlds are actually going to be described here.

The Atropolis:

History: A citadel set outside all existing realities which first came into existence once other world’s begun to connect with each other.

Landscape: The citadel itself is mostly closed off as beyond its walls is the endless amount of void that would erase physical matter were it not for the citadel being made of the same material as the borders of a reality.

Culture: Following its creation, the denizens of the Atropolis continue to monitor the stability of every reality, universe, and multiverse to ensure they maintain a stable existence, with investigators sent out when an anomaly is detected that could put the reality in danger.

Language: Typically, as the Atropolis also provides safe haven to those who may have lost their reality, it is not uncommon for many languages to be spoken within its halls. As such a universal translator known at the Fatelyn is used for communication, this same translator is also given to investigators when heading out to other realities.

Current Context: By the time of the game, the Atropolis serves as the base of operations while Tsuku is investigating the force that is triggering Complete Unravels in multiple realities.

Politics: Most actions committed in the Atropolis are handled by the Administation Department, who observe the anomalies that are occurring, and then hand out cases to the investigators who apply perfectly for the job, with Tsuku in particular being their ace in the hole.

Citizens: The citizenry of the Atropolis varies as everyone within comes from a different reality. Some are sentient foods, some are not quite human, and some are entirely made of a singular material.

Player: As the player, Tsuku is one of the highest ranking investigators in the Atropolis, with most of the reality changing anomalies he has investigated having been successfully dealt with.

Powered Steam:

History: A world not unlike Earth, the citizens of Powered Steam made the advancement of Steam Powered technology far earlier than in Earth's Industrial Revolution, leading to the world creating clockwork marvels like no other. This inevitably clashed with the surrounding nature, which grew sentient, creating "countermeasures" to fight off the advancements.

Landscape: In the story, Powered Steam is divided between a few regions, the clockwork city of Medallium, a fantastical city where adventuring and invention reign supreme, the Overgrowth, Medallium's neighboring forest which has grown out of control to the point where it is trying to reclaim Medallium by force, and the Exchange, the crossroads through the Overgrowth and the only known safe path through the forest to Medallium.

Cultures: As time went on and Medallium continued to advance and innovate, the nearby forest became sentient in response to the growing expansion, creating the Overgrowth and its hundreds, if not thousands, of "woodlands" to combat the growing innovation.

Language: While the citizens of Medallium speak in Clikalian, which is translated by the Fatelyn, the Overgrowth doesn't necessarily have a voice, using the wind to speak through the trees.

Current Context: Around the time Tsuku is sent in to investigate, an anomaly has occurred, resulting in the entire period of time when the concept of steam-powered was invented to be shifted forward by an entire 25 years, leading to Medallium losing some ground and the Overgrowth constantly attacking the Exchange in order to isolate the city.

Politics: As stated by the previous sections, the citizens of Medallium are constantly in conflict with the Overgrowth, as it sends the woodlands to attack both the Exchange and the city walls.

Citizens: Typically, the citizens of Medallium are the adventurous type, using any opportunity to innovate or explore.

Player: While Tsuku is sent here to investigate the anomaly, he has typically visited this place during his off time in order to relax, something which became harder after the anomaly altered its timeline.