Possible Narrative

Game begins with short introductory cutscene or dialog boxes – player is told that the Gemini twins are corrupting the other star signs and causing general mayhem. Player is given a companion to accompany theme in restoring the star signs to the way they once they were – this companion will be in the form of a ‘cute’ animal and will be made to appeal to our target demographic. The companion will accompany the player as they go through each level – when each player accesses a new star sign, the companion will give them some information about that star sign and help explain the new mechanic for that star sign to the player. The companion could be on the level screen at all times – when the player has a large amount of moves left, the companion can look happy etc, but as the player runs out of moves, the companion can look sad/tired which may evoke an emotional response – more motivation to complete the level is in less moves. This could also apply to the stamina system in game – as the player runs out of stamina, the companion could gradually lose its shine to signify it running out of power – the player could then feed the companion the relevant currency to restore its power and stamina. Depending on the amount of powers up we implement, the player could potentially choose (as an example) 2 power ups to equip to the companion and these powers up would be taken into the next level they play and this the players more choice and possibly adds a more strategic element to the game. Different power ups could potentially be unlocked through progression – after a player completes a new star signs levels, they unlock a power up. As the player progresses through the game, they will be clearing the ‘corruption’ from each star sign. The ‘final’ level will be for the gemini star sign where the player will win and purify them. After this, it is revealed that the corruption is coming from another source and has spread further than initially thought – this will then unlock extra levels separate from the initial star signs – this will mean that there is no clear end point to the game and players will have the option to continue playing and it also means that we could potentially keep implementing new levels as updates and hopefully keep the players interested as new content will be added over time.