Trial of Maegi

Produced by
Jl Bataillon

Producers

Team 10: JI Bataillon
Interns:
Runze Xue
Xinyao Qiu
Heng Zhao
Jingyan Zhang

Table of Contents

Background Story

In a magical world, you are Maegi, an undergraduate student at Magic University, and you want to join a famous magician association called the Night. The President of the association assigns you a task, which is to seal some magical objects that are out of control. To find them, you have to navigate three dungeons hiding the objects.

In the dungeon, you need to battle for the Parapsychologist's Mirror, the Star Sceptre, and the Bloodstained Armor.

Background Story

If you fail to beat the objects, you become contaminated. You can beat the boss to earn coins. Or you can go to the magicfield on the ground to practice your battling skills in a dream, where you have infinite lives.

You can also spend coins on stronger skins with more lives and bombs from Merchant. They are helpful in the battles with magical objects.

When you are successful in sealing all objects, you will become a member of the Night.

Characters

Maegi

President

Merchant

Game Levels

Level 1

The Parapsychologist's Mirror

Level: Dangerous

Description: It was an ordinary mirror belonging to a parapsychologist. After the parapsychologist died, the mirror developed some strange capabilities. Everything the mirror reflects becomes strange.

Capabilities: Create mirrors to reflect on all bullets.

Seal method: Put it in a definitely dark room.

BOSS

SCORE
00000000

LIFE
♥♥♥♥

BOMB
○○○○○

Level Name

LEVEL1

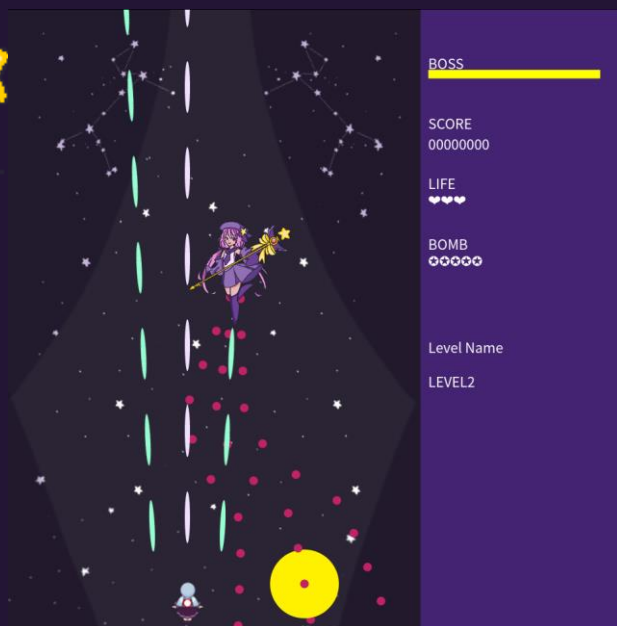# Game Levels

Level 2

The Star Sceptre

Level: Dangerous

Description: Description: It used to be a traveler's walking stick but got contaminated on a dangerous journey. Everything it touches will become any object depending on how the person who carries it thinks. But the carrying person maybe become the same object too.

Capabilities: Larger bullets.

Seal method: Do not let it touch anything!

Game Levels

Level 3

The Bloodstained Armor

Level: Dangerous

Description: A soldier died in a war wearing this armor and his talents were absorbed. It protects the person wearing it but also let the person be sick.

Capabilities: A lot of circles!

Seal method: It is afraid of heat. Put it in a pool of hot water and keep it hot.

BOSS

SCORE
00000000

LIFE
♥♥♥♥♥

BOMB
○○○○○

Level Name

LEVEL3
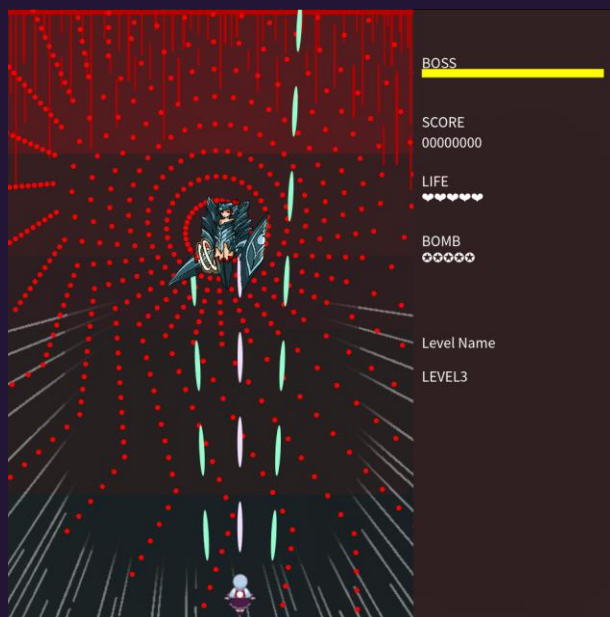
Game Control

Esc: close shop page or quit STG part(then click)

C: interact with NPCs and objects

S: get into STG part

Z: shoot bullets

X: use bomb to clear the bullets on screen

B: open the shop page directly(then click)

Shift: slow down self's speed in STG part

Direction: control character's movement

Enter: continue conversation

07

User Experience

◆ Combination of RPG+STG is interesting and new to players.

◆ Coin system with different skins triggers player's interest and makes them eager to play more.

◆ Half-pixel artistic style fits the game well.

◆ Magical story happened on undergraduate is close to the daily life of players like us.

RPG part

Door1:
Inside sealed The Parapsychologist's Mirror. Capability: Shoot a lot of magical bullets. Create mirrors to reflect on all bullets. Press 's' to get in!

STG part

BOSS
SCORE
00000000
LIFE
❤❤❤❤
BOMB
⚬⚬⚬⚬⚬
Level Name
LEVEL1

Features

RPG part:

◆ Free character motion

◆ Conversation with NPCs and observation of objects

◆ Shop page and exchange of skins

◆ Free selection of STG part
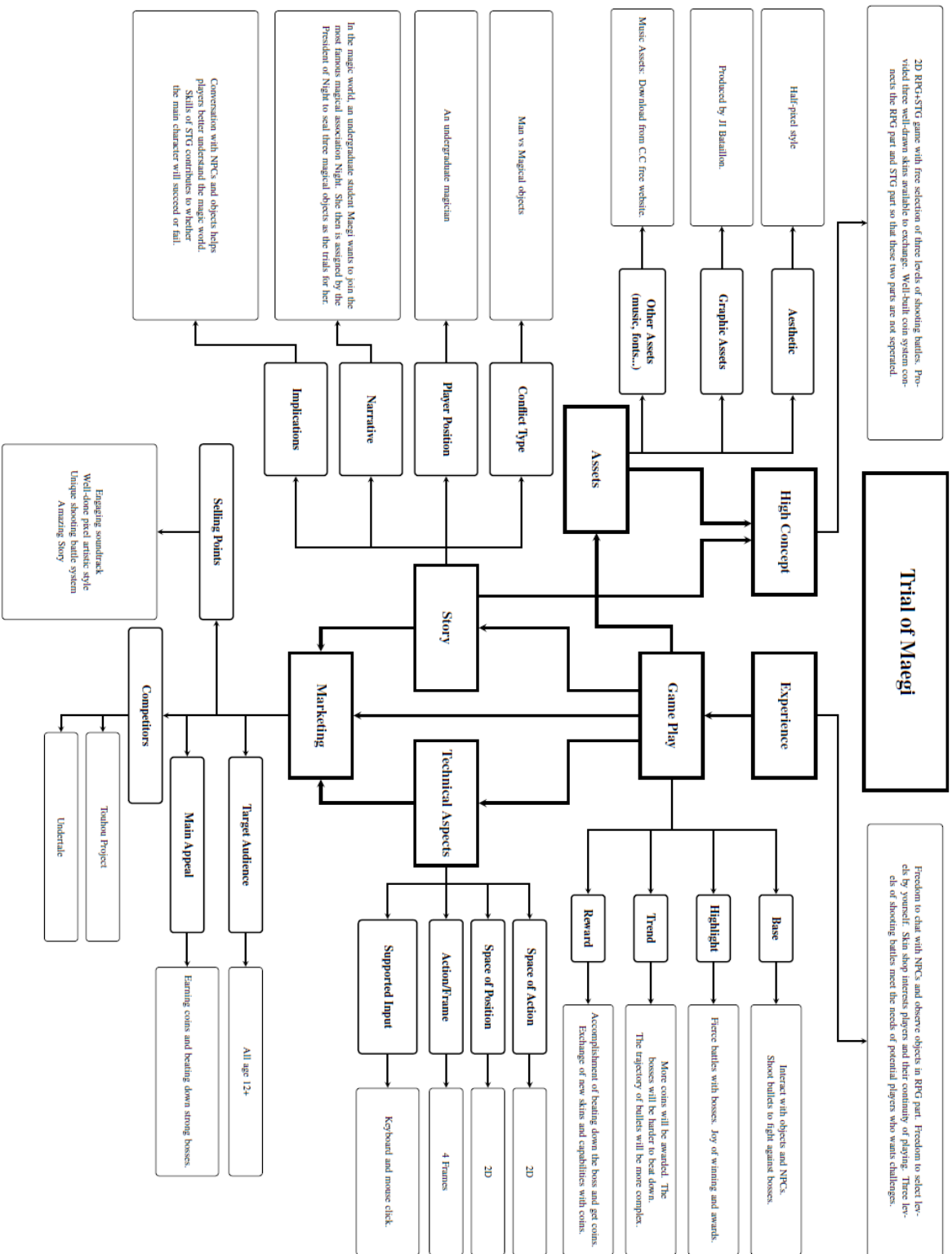

STG part:

◆ Beautiful and well-designed bullet trajectories from bosses

◆ Lives and bombs system and scoring system

◆ Different shape and power of different skins

◆ Each level has unique background music

Whole game:

◆ Coin system translating score to coins from STG to RPG

◆ "±" key to control the volume of background music

◆ Pixel artistic style of characters and scenes

Pitch Diagram

Trial of Maegi

2D RPG+STG game with free selection of three levels of shooting battles. Provided three well-drawn skins available to exchange. Well-built coin system connects the RPG part and STG part so that these two parts are not seperated.

High Concept

Assets

Aesthetic
Half-pixel style

Graphic Assets
Produced by JI Bataillon.

Other Assets (music, fonts...)
Music Assets: Download from C.C free website.

Story

Conflict Type
Man vs Magical objects

Player Position
An undergraduate magician

Narrative
In the magic world, an undergraduate student Maegi wants to join the most famous magical association Night. She then is assigned by the President of Night to seal three magical objects as the trials for her.

Implications
Conversation with NPCs and objects helps players better understand the magic world.
Skills of STG contributes to whether the main character will succeed or fail.

Experience

Game Play

Base
Interact with objects and NPCs.
Shoot bullets to fight against bosses.

Highlight
Fierce battles with bosses. Joy of winning and awards.

Trend
More coins will be awarded. The bosses will be harder to beat down. The trajectory of bullets will be more complex.

Reward
Accomplishment of beating down the boss and get coins. Exchange of new skins and capabilities with coins.

Freedom to chat with NPCS and observe objects in RPG part. Freedom to select levels by yourself. Skin shop interests players and their continuity of playing. Three levels of shooting battles meet the needs of potential players who wants challenges.

Marketing

Technical Aspects

Space of Action
2D

Space of Position
2D

Action/Frame
4 Frames

Supported Input
Keyboard and mouse click.

Target Audience
All age 12+

Main Appeal
Earning coins and beating down strong bosses.

Competitors
Touhou Project
Undertale

Selling Points
Engaging soundtrack
Well-done pixel artistic style
Unique shooting battle system
Amazing Story

Acknowledgement