

Concept & Storyboard Presentation: Baba Yaga

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01

Inscribed Narrative

The four Components



Premise

Help Baba Yaga create her house so she may continue on her adventures as a young witch by collecting suspicious critters in the forest.



Setting

You find yourself in a forest that looks as though it used to be a small village, where did everyone go? What happened here?



Characters

Baba Yaga is a young witch who is in need of a house. Maybe all of these monsters who look suspiciously like aspects of a house have the answer. Each critter is designed with a piece of her new house in mind. There is a roof monster, a chimney monster, etc.



Plot

find all critters to build your house, there may be some not so helpful critters on your journey so beware!



Story Arc

Exposition: Baba Yaga discovers the abandoned forest.

Inciting Incident: She learns about these magical creatures and that collecting them all will allow her to make her fantastical house and gain true power.

Rising Action: She begins collecting all the critters she needs to make her magical house.

Climax: She has one last critter to face, the most powerful one of them all.

Falling Action: She defeats the last magical critter she needed and makes her way to her new home.

Resolution: Baba Yaga enters her home and becomes the witch she is known in folklore.



Interactive or Linear Narratives

Our game presents both linear and interactive narratives, the main story line will be presented in a linear format as the player progresses through the building of the house. Along the way, certain objects will be interactive adding to the story in whatever order the player finds said objects. Should a player miss these interactive objects, they will not miss any of the main plot points. They are for the very interested and in depth players to learn interesting things about the world in which they've found themselves.



Inscribed Dramatics



Evoking Emotion

Finding each monster or interactive object will create a sense of excitement and joy within the player as they continue through the forest scape. Some players may feel a little on edge due to the slightly spooky environment. Most players will find this environment to be more on the cozy mysterious side rather than spooky however. We want the players to feel connected to Baba Yaga and feel like they are really this character trying to build their new home and start whatever chapter may come next.



Inscribed Dramatics



Motivation & Justification

With each critter obtained, the player will feel more motivated to find the next one as the progress bar increases and the house gradually gets built with each element at the centre of the map. Since the critters are scattered throughout the forest, players will feel motivated to find each and every one of them and will feel justified when they do. After they complete catching all the critters and the progress bar is complete, their new home will be built in the middle of the map!



Inscribed Dramatics



Progression & Reward

There is constant silhouette of the house on the players screen that will fill up with each house piece they successfully obtain. That way players will know what critters they still need to look for. There is also the physical house in the middle of the map that has a part built onto it with each critter they capture. Both act as progression bars. Players are rewarded at the end with the Baba Yaga having a magical home and becoming the most powerful witch of the land.



Inscribed Dramatics



Mechanics Reinforcement

Baba Yaga is a Single Player vs. Game, as the player must only overcome ingame obstacles. The player's goals will mostly align with the player character's goals because Baba Yaga does not offer much in sidequests, but instead offers the player a mystery. Baba Yaga in folklore can either be a bad or good character. What happens if you help her? What will the house look like when you collected all the critters? What happens if you get help from a non-essential critter? Baba Yaga also offers short, mid and long term goals to players. Short: What potions do I need to use to capture a critter, Mid: Where are the next critters hiding, Long: Building the magical house.





02

Dynamic Narrative

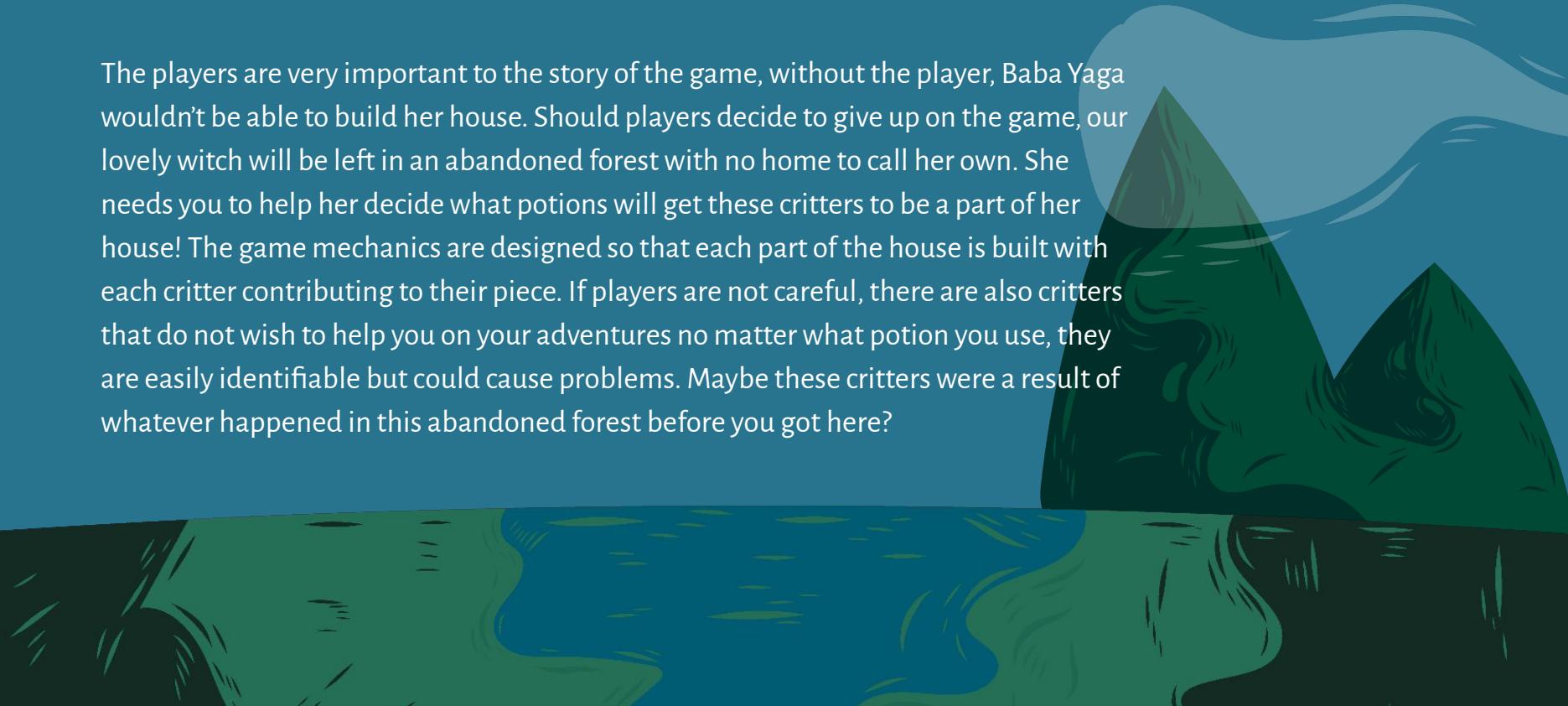
Interactive Fiction

Should a player decide to not catch one of the critters scattered around the map, the house will remain unbuilt and the story cannot progress. Each critter plays an important role within the story (including the mean critters) and are meant to be caught. The story will follow one path but it is up to the player to find each critter and in whatever order they would like. The more looking they do as well, will also enhance the story and give you insider clues/details. The story is built to be found, not told. Therefore creating a little bit of an experience for each player with the same story line and objectives.



Emergent Narrative

The players are very important to the story of the game, without the player, Baba Yaga wouldn't be able to build her house. Should players decide to give up on the game, our lovely witch will be left in an abandoned forest with no home to call her own. She needs you to help her decide what potions will get these critters to be a part of her house! The game mechanics are designed so that each part of the house is built with each critter contributing to their piece. If players are not careful, there are also critters that do not wish to help you on your adventures no matter what potion you use, they are easily identifiable but could cause problems. Maybe these critters were a result of whatever happened in this abandoned forest before you got here?



03

Cultural Layer Narrative

Fan Storytelling



Fanfiction

The game narrative of what happened in this forest prior to your arrival is something we will leave up to fans as well as what adventures Baba Yaga goes on to do after you build her house.



Fan take over

Fans could replace the Baba Yaga with another character in folklore. For example, Dracula and the house critters you have to collect are in the style of gothic architecture.

Mods and News



Narrative Game mods

Baba Yaga mechanics are similar to Pokemon mechanics. Someone could potentially make a game where the Baba Yaga has to battle other witches using her critters in order to obtain items for her house.



Machinima

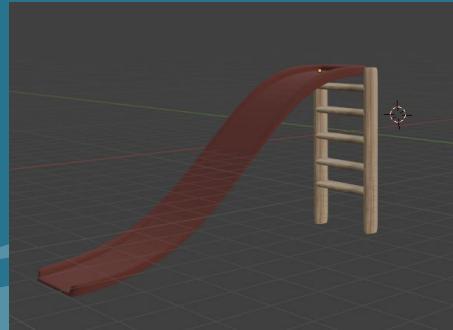
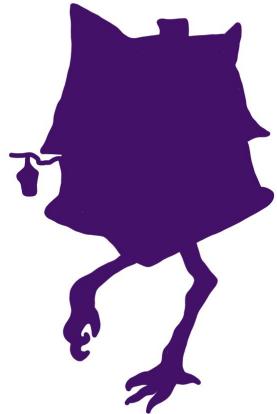
Baba Yaga is a versatile concept and likely could be created in any other game engine. Gadot for example for a more 2D experience or Twine where players will be put in a more linear experience.



News Media

Some people dislike the idea of witches/magic/female protagonists so that could be controversial topics. Others may find it a cozy game to play as the narrative of witches has been becoming more popular.

Models in progress



Thanks!

Do you have any questions?

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