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Cart 263  
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## **Final Project Proposal: “Spirit Game”**

### **Artistic Vision**

This project immerses the player in a journey through the afterlife, where they must recover fragmented aspects of their soul and personhood. Across various cultural traditions human existence is often seen as a sum of multiple interwoven parts. In our game, the player must navigate an unknown realm to reunite these aspects, gradually unlocking new abilities and understanding their place in the afterlife. Through this project's mechanics and visuals, we want to showcase feelings of loss, weightlessness, and mystery.

In Ancient Egyptian mythology, it was believed that one could not fully transition through the afterlife without gathering the different pieces of their soul. Similarly, in Zoroastrianism and Chinese philosophy, the soul is divided into multiple aspects, each with a role in maintaining harmony between the spiritual and physical realms. These ideas shape our game's mechanics, where the player will be enveloped in darkness, discovering fragments of their being through encounters with various objects and challenges.

Egyptian mythology specifically believed that through virtuous living one would access different aspects as forms in the afterlife and even use them to take revenge. This inspires our project to allow for different forms, this might be through unlocking internal abilities or external interactions. A basic outline of the separate parts of the soul will be inspired by these categories:

- **Higher & Spiritual Soul (Transcendence, Enlightenment, Higher Self)**
  - Hun (魂) in Chinese philosophy – the spiritual, yang aspect of the soul.
  - Sah in Egyptian mythology – the spiritual body.
  - Fravarti / Fravashi (Avestan) – the protective and guiding spiritual force.
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- **Physical & Lower Soul (Instincts, Material Self, Animal Nature)**
  - Po (魄) in Chinese philosophy – the physical, yin aspect of the soul.
  - Khet in Egyptian mythology – the physical body.
  - Ahu in Zoroastrianism – the animating force that sustains life.
- **Vital Essence & Breath of Life (Life Force, Energy, Vitality)**
  - Ka in Egyptian mythology – the vital essence or spiritual double.
  - Ib in Egyptian mythology – the heart, the seat of thought and emotions.
  - Vyana in Zoroastrianism – the breath of life, the force that sustains existence.

- **Identity & Mind (Selfhood, Memory, Thought)**
  - Ren in Egyptian mythology – the name, which preserves one's identity.
  - Ba in Egyptian mythology – the unique personality.
  - Manah in Zoroastrianism – the mind or spirit, the seat of consciousness.
- **Soul & Shadow (Duality, Fate, Inner Conflict, Hidden Self)**
  - Shuyet in Egyptian mythology – the shadow, a vital but often unseen part of existence.
  - Ruvan In Zoroastrianism – the soul itself, distinct from body and mind.
  - Daina in Zoroastrianism – the spiritual double, a reflection of one's deeds and inner self.
- **Strength & Power (Resilience, Determination, Inner Strength)**
  - Sekhem in Egyptian mythology – strength and spiritual power.

#### **Technical plans for challenges the project will present:**

We are inspired by the mechanics of Atari Games' [Asteroids](#) (1979) series and [Heat Signature](#) (2017). This project will contain a lot of moving parts to it, however it is kept in check with a short and linear style of progression. It's likely that things such as colliders will be hard-coded to fit the "map" of the game.



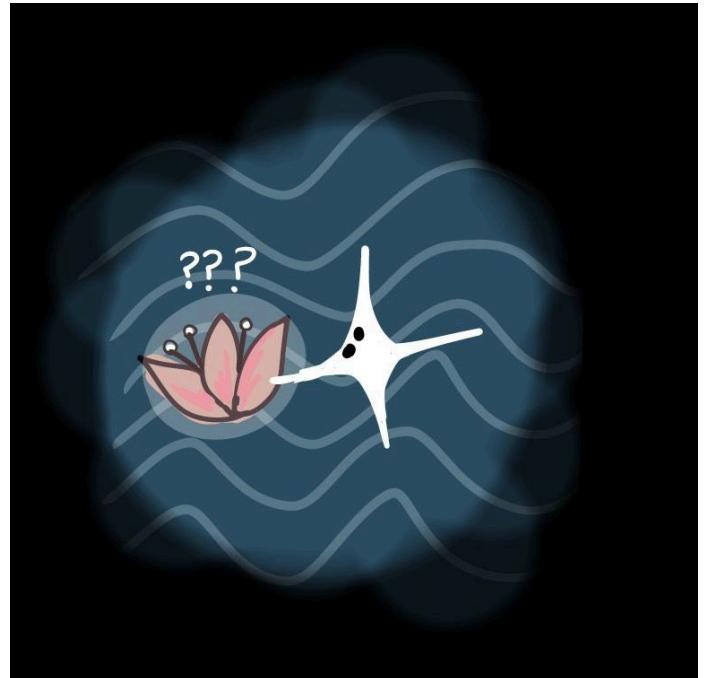
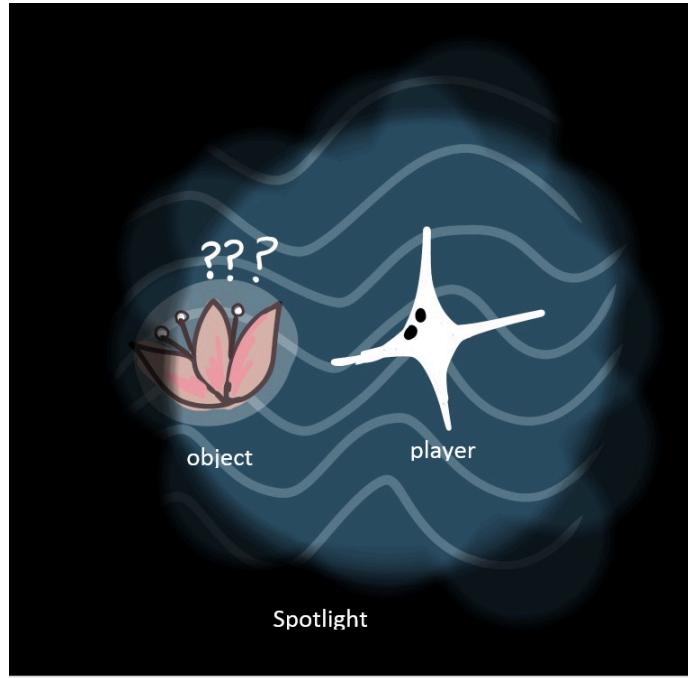
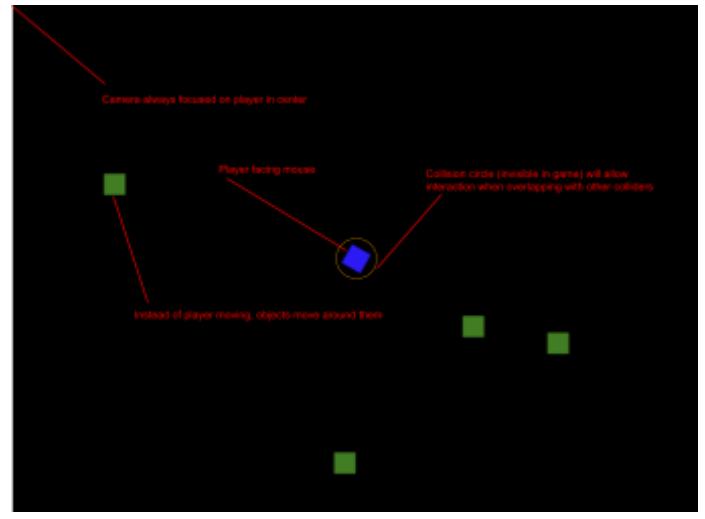
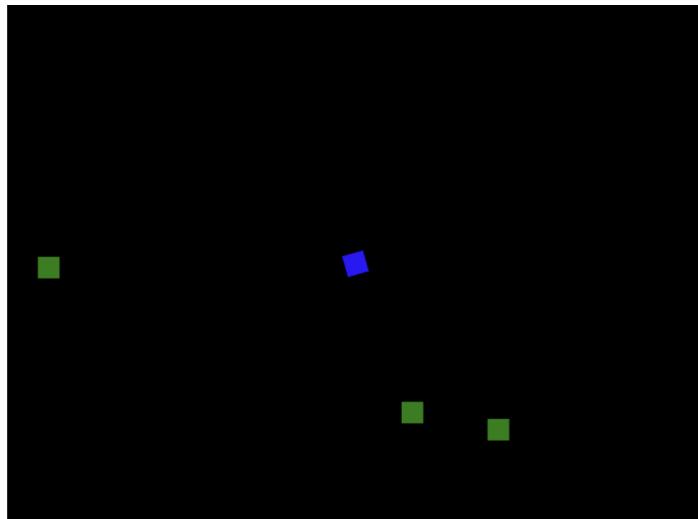
The background visuals can be created as a still png, this can be done through a similar to in this project: [https://hybrid.concordia.ca/K\\_REZAAE/final\\_proj/startpage.html](https://hybrid.concordia.ca/K_REZAAE/final_proj/startpage.html), in this project html,css and javascript were used to create this effect. The game will always be centered around the player, meaning that the player will never actually be the one moving, but instead everything will move around them, giving the illusion of movement instead. Vision will be obscured through a spotlight or flashlight lighting system, only a small area around the character will be visible at all times.

A lot of the game's functionality will come from our use of Phaser.js to simplify our jobs here, so we don't have to spend all of our time creating every basic function we will need from scratch. Whatever physics the game may have will also be done through Phaser's "Arcade

Physics" system, which is meant for more simple games and works primarily with circles and rectangles.

## Visual sketches

Small demo: <https://seanhub-13.github.io/CART-263/game-test/>



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## Notes

- a written discussion of your artistic vision for the project
- a discussion of your plans for the technical challenges the project will present
- one or more annotated visual sketches (drawn, collage, or other approaches) of how the final project will look and behave according to your current vision

### **Meeting : Feb 19th, 11:45 AM EV 6.705**

#### **Base Game Idea:**

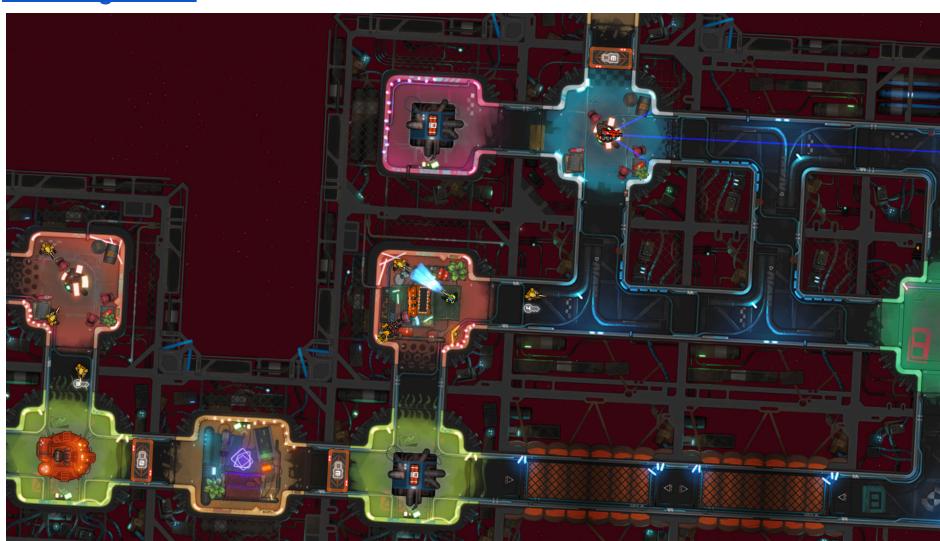
- Player centered on screen
- Player can rotate using mouse
- Player can interact with select parts of environment
- Things and map move around the character
- Exploration / Mystery game
- “Spotlight Effect” on player for lighting
- Unlockable actions and interactions
- Linear short game

#### **Inspirations:**

Atari game [Asteroids](#)



Heat Signature



**Plans:**

Using phaser.js

<https://phaser.io/news/2021/04/spotlight-effect-tutorial>