

Other Diversifier: Give NPC's a brain and a heart

WORKING TITLE: THE HOLLOWS

STORY SUMMARY

You are a child sent to the hollow so being seen as cursed/ a bad omen for being born with draconic eyes so your eyes were removed and you were sent to the hollow. The underground liminal esc space of the world. You find a key leading somewhere? So you wander the hollows meeting other unwanted people until you find what your key opens.

You meet; (the characters will be given names at some point)

- **Captain Red the pirate not so good at pirating**

A pirate captain who sailed himself into the hollow after being kicked out of his ship by his crew for not having ruthless spirit of a pirate

- **The giant carver**

Once a blacksmith for the kingdom of dawns army in its capital after suddenly refusing to smith for them he was banished to the hollow where he now spends his days carving statues

- **The witch's apprentice**

The apprentice of the witch in the hollows who was turned to stone and so her young apprentice is a consistent search for a cure

- **The lonely spirit**

The spirit can be accidentally sailed into through openings in the sea, the sea is the gateway to the spirit world. This spirit once was a part of the greater ocean living with its kin but after millions of years the water collapsed into the hollow forming a small lake where they are unable to go back into the spirit world.

- **The Dishonored Knight**

A knight who fought under the kingdom of dawn but after losing their arm but not dying in battle they saw themselves as dishonourable and sent themselves to the hollow

Audience:

- Story Focused
- rpgs

Message and Tone:

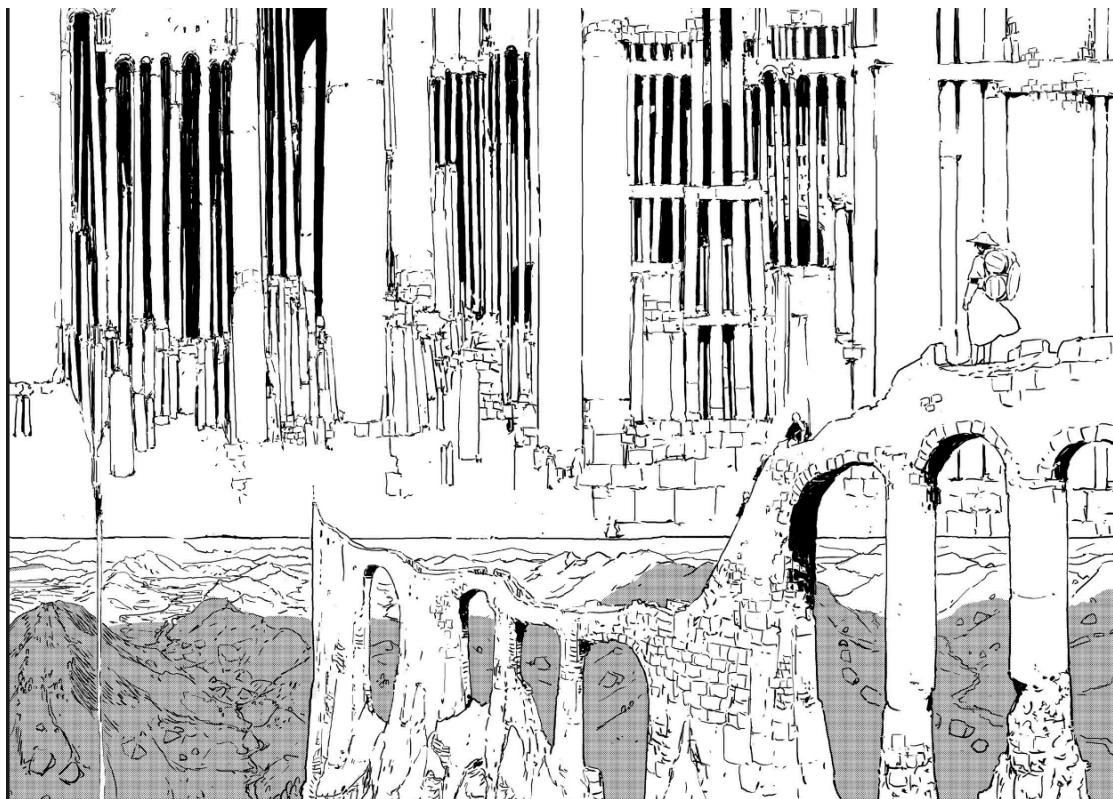
(Silly, melancholy, liminal)
The areas are a blend between forest-cave-abandoned dungeon vibes.
There's a big sense of emptiness, when

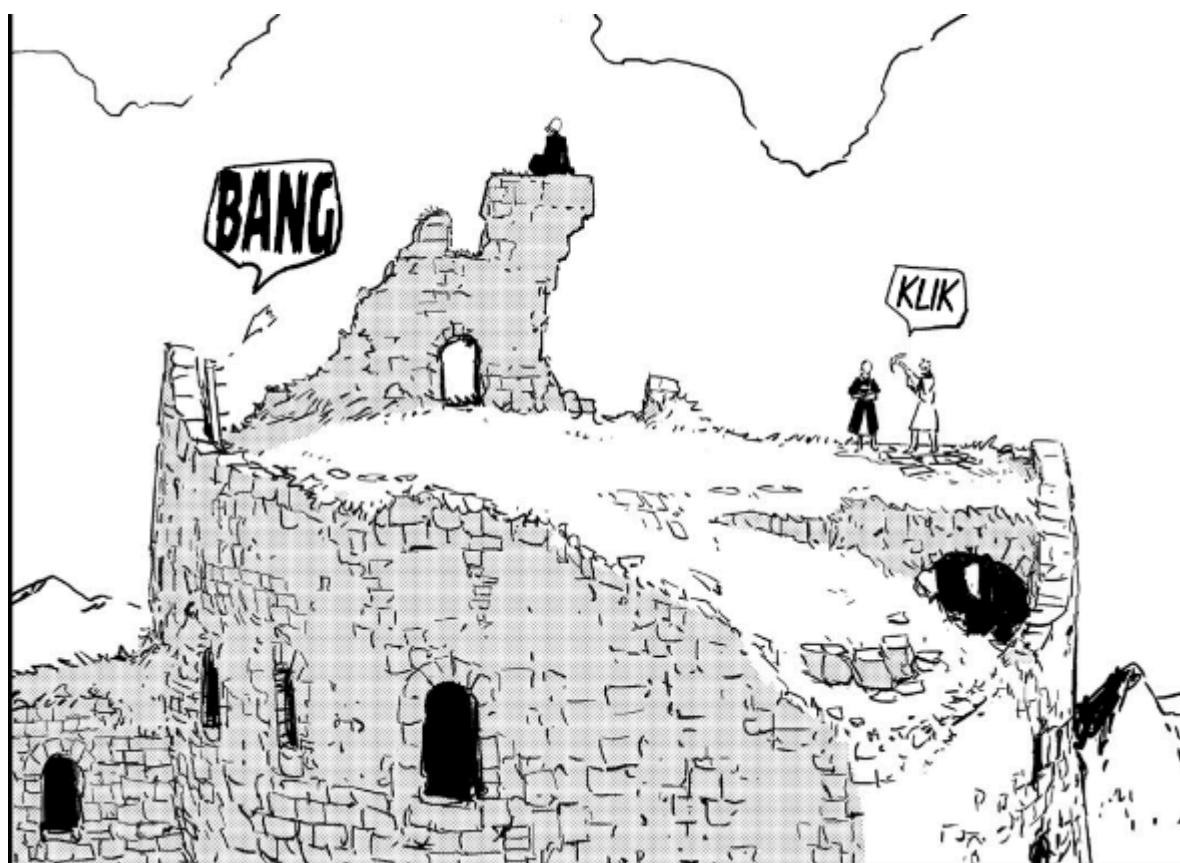
you are exploring you feel like you are in only a small part of a larger web of liminal spaces.

Characters for the most part are gloomy, many just waiting as the hours go by but there's a layer of goofiness to it all; it's not too serious a healthy amount of silliness.

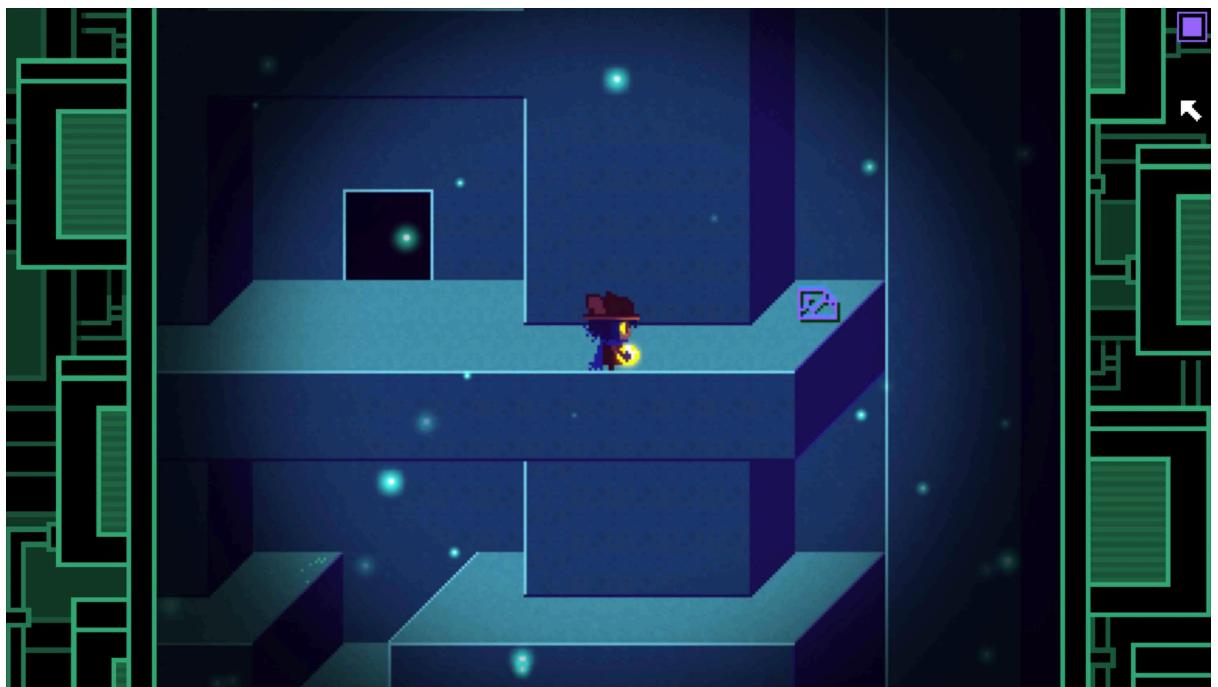
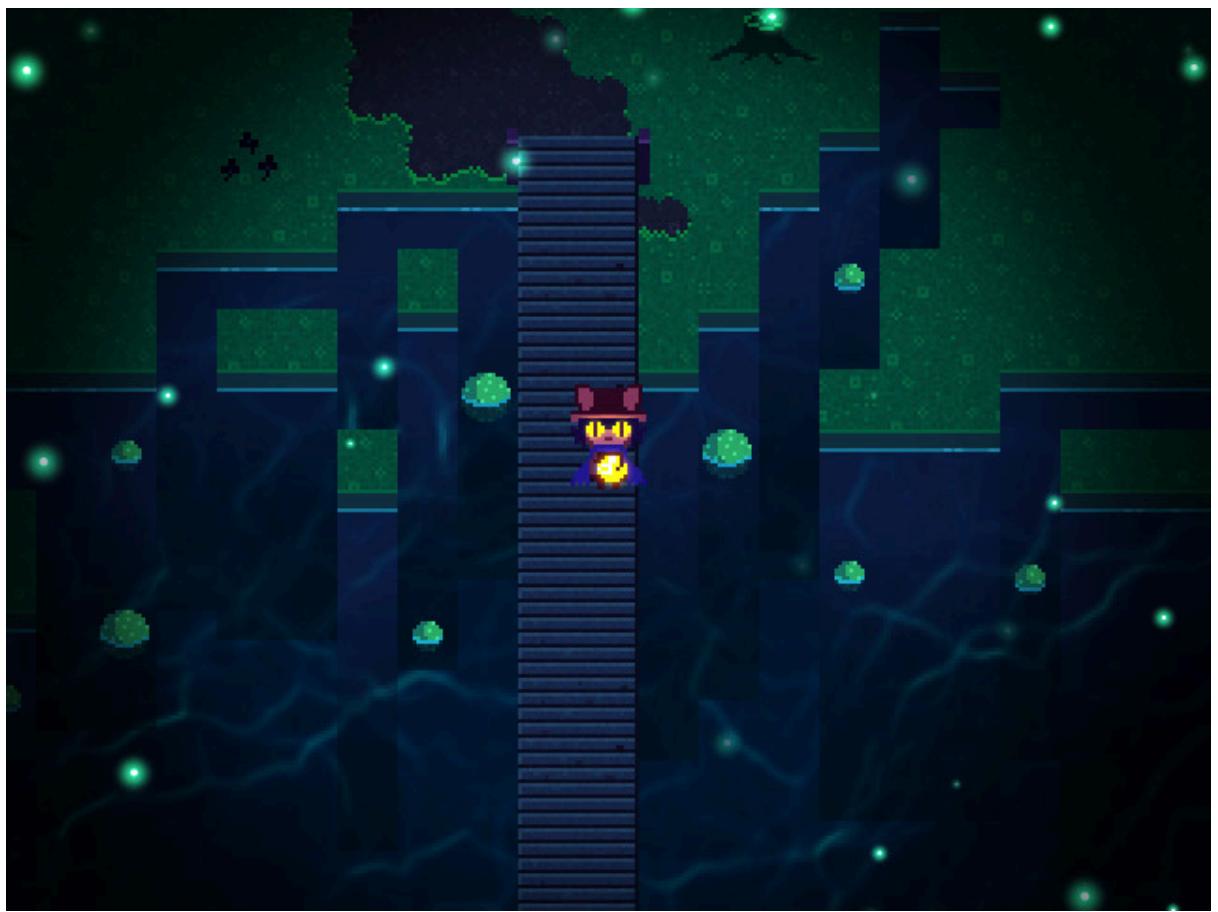
INSPO LIST:

Tower Dungeon;

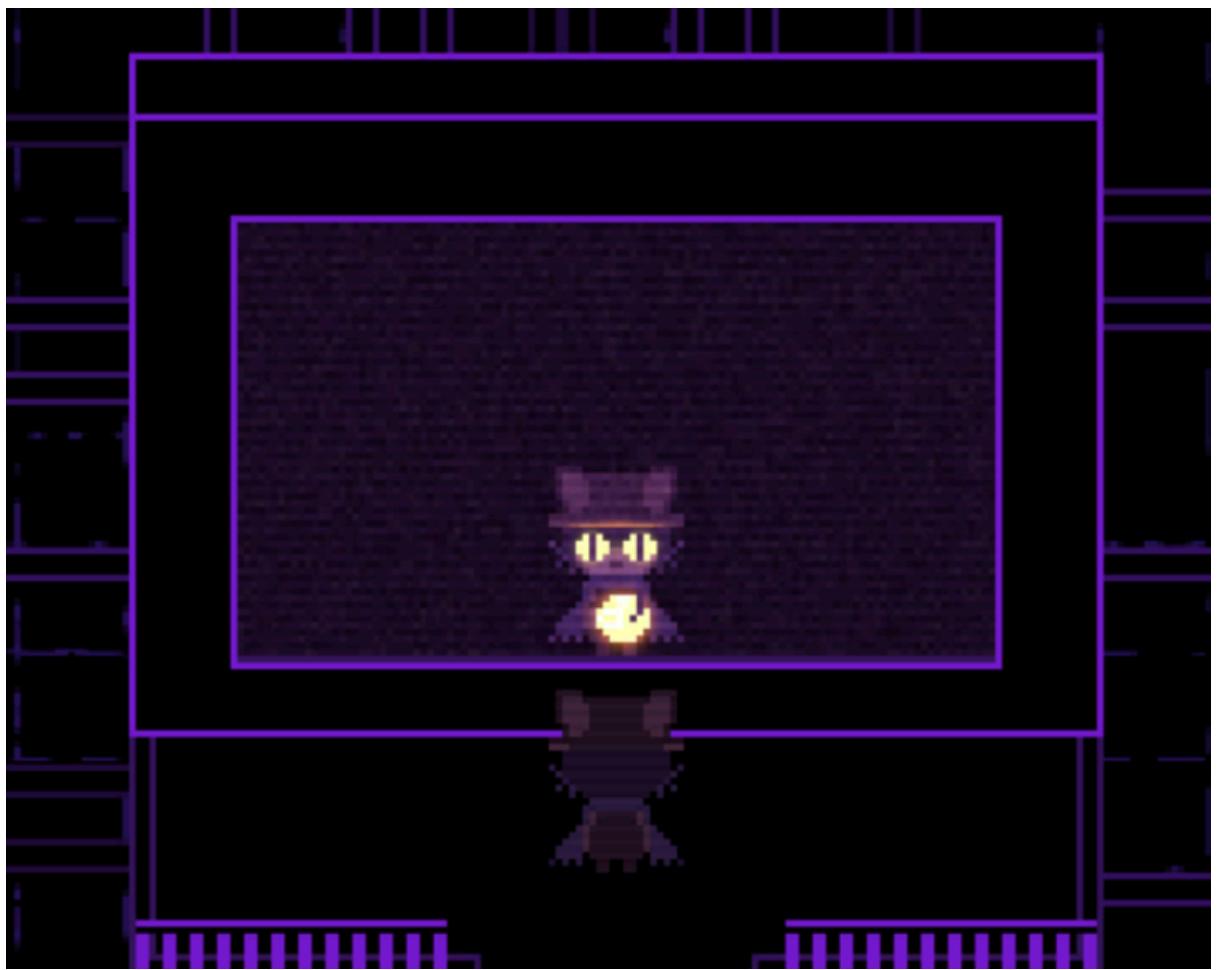




ONESHOT (primary inspiration)







(if you haven't played oneshot it's a
must play indie game)

Lunacide





OTHER INSPIRATIONS:

- Dungeon meshi
- Fear and Hunger
- Made in Abyss
- Chrono Trigger

Music:

<https://open.spotify.com/playlist/0pHtC8k0BcvL8uLXeibit7?si=8f9ff7e612f84c7a>

Basic Game mechanics

- Walking & guess what yes the sprinting update is here
- Inventory with items and item descriptions
- Dialogue system with branching paths
- Interacting with environment

Assets

Player sprites,
Environment tiles,
NPC sprites,
Item sprites,
menus (main, pause, options, inventory)