

Whispering Witches

Cleansing the world, one Goblin at a time

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Travelling through the Whispering Pines



About

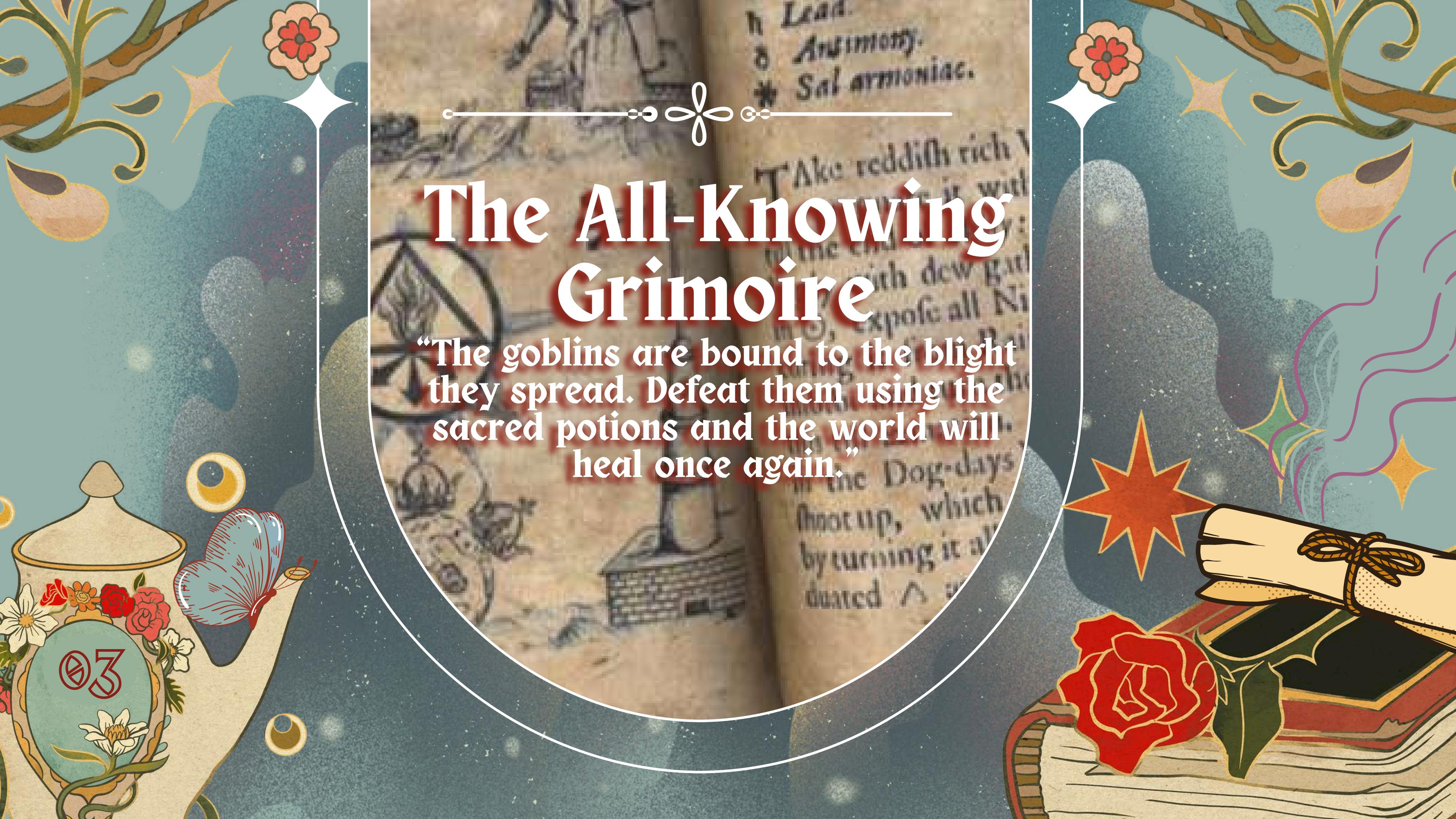
A magical battle-royale where a witch
competes to restore a destroyed world by
defeating goblins using spells from the
Grimoire.

Main Story



Seraphina was born in the once-prosperous village of Elder Heim, a sanctuary where rivers shimmered with clean magic and forests thrived in perfect harmony with its people. Peace, however, was shattered when a ruthless goblin infestation swept across the land. The goblins poisoned the air and water, drained the village of its resources, massacred the inhabitants, leaving only silence and ruin behind. As the sole survivor, Seraphina vowed to master the ancient arts of wizardry and restore balance to the magical world. Her journey brings her to Whispering Pines, a village suffering the same tragic fate, with its skies dimmed by pollution, its lands withered, and its people living in fear of the spreading goblin blight. Determined to save what remains, Seraphina seeks guidance from the village elders, who guard the last fragments of forgotten wisdom. They reveal the existence of the All-Knowing Grimoire, an ancient script that contains the solution to carry out her pledge. Within the Grimoire, Seraphina learns that by acquiring the potions of cleansing and restoration, she can defeat the goblins and finally restore the damaged world. To make the forests to bloom again, rivers to flow with clear water and light to return to the sky, she must gather sacred potions of renewal scattered across enchanted realms, each one enhancing her mana, empowering her spells to purge the goblin corruption and cleanse Whispering Pines from the same fate her family went through. So, now I encourage you all to join her in the battle to defeat the goblins and make the magical world prosper again.





The All-Knowing Grimoire

“The goblins are bound to the blight they spread. Defeat them using the sacred potions and the world will heal once again.”

GRIMOIRE POTIONS

(coming up in the next version..)

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- 01. Bane of Blight Concoction
 - 02. Breath of Clear Skies
 - 03. Spiritwell Essence
 - 04. Heartseed Elixir
 - 05. Emberheart Concoction



Gameplay



Talking to the villagers

Learn about their stories and how you can save them using the knowledge from the All-Knowing Grimoire.

Collecting Potions

Explore different potions to weaken the Goblins, restore energy and cleanse the world

Defeating Goblins

Fight for the plight of innocent citizens and defeat the evil Goblin forces to restore peace and tranquility

Leaf Spirit Liora



Liora was born from the first spring that ever touched the roots of Whispering Pines, a gentle spirit shaped from sunlight falling on the morning dew and the quiet breath of the forest itself. For centuries, she served as a silent guardian, guiding seedlings toward the sun, to make them bloom into big, beautiful trees that encompassed the village of Whispering Pines. However, when the evil goblins invaded the village, they severed the forests living harmony. The trees fell in ruthless waves, rivers darkened with poison, and the sky burned an unnatural red that choked the sunlight Liora depended upon. With the roots dying beneath her and the light fading above, her power withered. She could no longer awaken seeds or mend broken bark, and the forest she loved began to forget wither away. Surviving on the fragile hope of encountering a traveling mage that can save the Whispering Pines of this misery, she survives every day, trapped in the echo of a once blooming past.



Blue Sprite Brumrik



Brumrik was once a happy inhabitant of Whispering Pines. He spent his days deep in the village mines, where crystal shimmered like frozen stars and the steady rhythm of tools against stone felt like a magical heartbeat. The mines were more than just work for him as he enjoyed the company of his colleagues while singing and mining with them. When the goblins invaded, they tore through the mines with ruthless fire and iron. Precious ore were stripped away, wooden supports shattered, and choking smoke filled passages that had once carried laughter. Brumrik still remembers the cracking roar of collapsing stone and the cries of friends trapped in darkness before silence swallowed them whole. He survived only because he had wandered into a hidden chamber, where a strange glowing mineral pulsed with warmth. From that forgotten seam, Brumrik uncovered the secret of a rare fire-bound potion, a flame meant not for ruin but for driving out this evil. Now the mines stand as hollow graves, and he walks their ruined entrance alone. When Seraphina arrives, he shares the truth spoken in the Grimoire, that if she can wield this sacred fire, the fallen miners' sacrifice may yet bring light back to Whispering Pines.

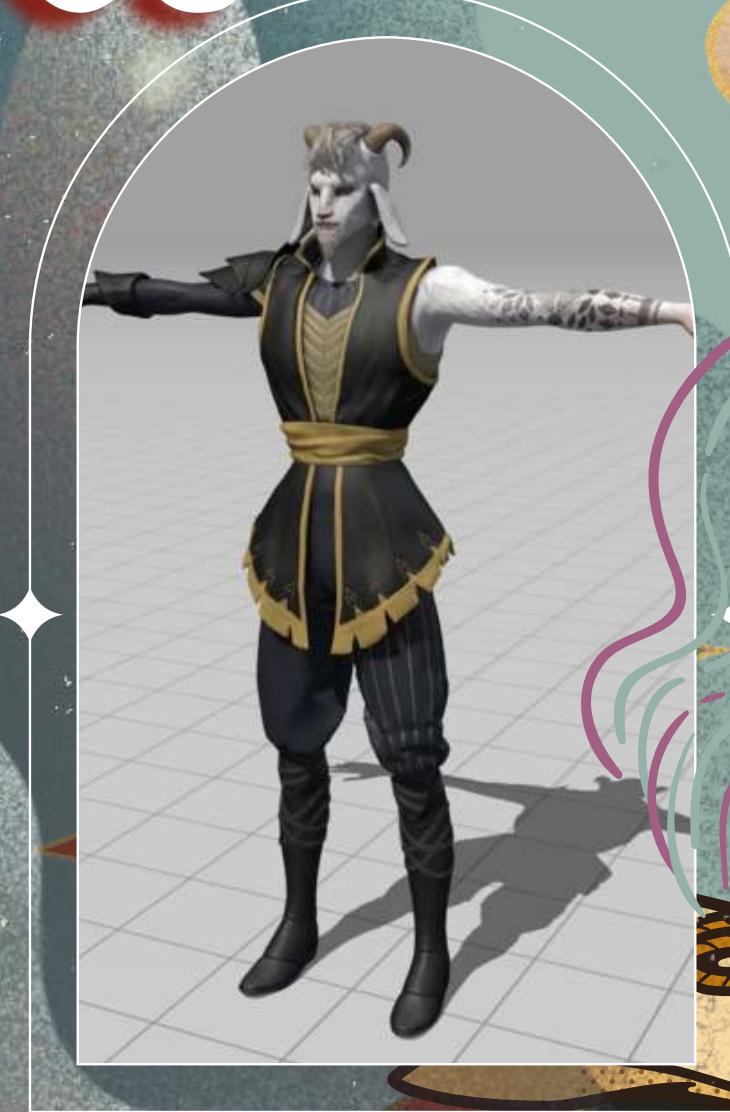


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Goat Guardian Tharos



Tharos, the Goat Guardian of Whispering Pines, was once the village's strongest shield, a towering warrior with the body of a man and the steadfast horned head of a mountain ram. Clad in weathered armor and carrying a spear carved from ancient oak, he stood watch at the forest's edge, sworn to protect everyone. When the goblins descended, the sky burned red and the earth trembled beneath their numbers. Tharos charged to meet them with a heart full of courage and a sense of duty, yet the enemy which lay before him was unlike anything he saw before. One by one, his fellow soldiers fell, he saw friends struck down, heard families crying for help, and felt his heart shake with fear. Frozen by horror, he turned and ran towards the safe place, leaving the others he swore to protect behind. Now he wanders the ruined paths burdened by silence and shame. Still, he clings to one purpose. He had heard from other village elders that the Grimoire spoke of a potion said to weaken the goblins' strength. Now, he lives to offer this knowledge to a wise mage who can fight with the courage he couldn't muster.



Game Objectives

Objective 1

Raise awareness about the risks for environmental pollution among the young players and encourage them to participate in restoration through the interactive gameplay of saving destroyed villages.

Objective 2

Induce pathos among the users as it bridges fantastical storytelling to actively promote real-world sustainability themes. By incorporating AI models, we try to create a more visually engaging and magical experience for the users.

Tools Utilized

AI Systems

Gemini API to make dynamic NPC dialogue and AI Pathfinding to implement Goblin's navigation and tracking

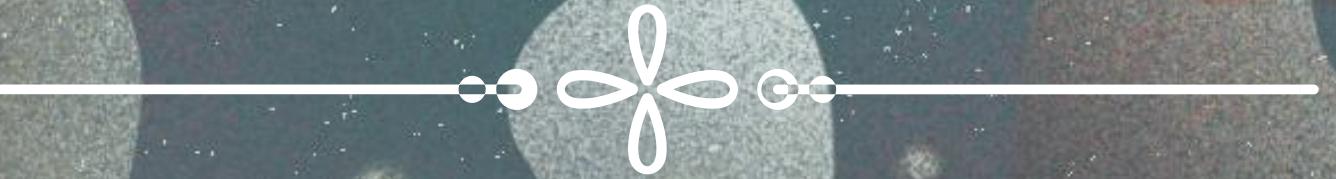
Blender, Unity Engine

For 3D game object modeling and gaming layout

C#, Python, Design Tools

Coding our game using them and Mixamo for Characters and Voice Chat API for NPC voice synthesis

Methodology



We built Whispering Witches using the Unity game engine as our primary development platform, combining C# for core gameplay mechanics and system logic with Python to support AI driven solutions. To create more immersive and intelligent interactions, we integrated the Gemini API to generate NPC dialogue based on the user's quest questions, which allows the characters to respond contextually to the player rather than relying solely on prewritten text. We also used AI to enable goblins to navigate the environment properly to track the mage and react intelligently through AI-based pathfinding and decision-making systems.

ups & Downs

Working with Unity Engine to incorporate our AI models. We initially faced trouble assembling the appropriate assets using Blender and displaying the walls in the game environment using brute force. Moreover, incorporating the API with AI was also one of the things we had issues working with for a long time.

Downs

ups

Integrating the Gemini API for dynamic NPC dialogue and using AI for goblin navigation and tracking to create a more immersive and responsive gameplay experience. We also made original 3D assets like swords and potions with Blender and carefully shaped the story and features to meet the UGA Hacks 11 judging criteria. Beyond the technical work, we are especially proud of crafting a meaningful narrative that links a magical world to the urgent real-world issue of climate restoration. This encourages younger players to think about sustainability through gameplay.

Future Versions



For the future of Whispering Witches, we plan to expand the game with multiple levels, tougher goblin enemies, and more villagers to rescue across diverse regions. Seraphina would level up by discovering new potions and increasing health and survival abilities. Already goblin cleansed areas like Whispering Pines will show restored environments and grateful villagers, reinforcing the impact of the player's actions. Due to hackathon time constraints, we could not fully implement our initial advanced potion system and deeper Grimoire based progression, which we plan to include in future versions. The story will continue into a new region, the Fiery Alcove, bringing new magical threats, environments, and restoration challenges tied to environmental sustainability.



Thank you

Glad to be a part of
UGAHacks 11 2026

