Demon Parasol

(Game Title)

Team:

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**Visions:**

In the following space, I would like each person to describe in one sentence what their vision for this game is in white text. Example visions: awesome car stunts with crazy physics, a heartfelt journey, blow all the shit up, etc. Please don’t look at what others have written until you have written your own vision. A brief overview of what we discussed on 9/5:

**A Japanese folklore inspired adventure game similar to the “Legend of Zelda” with dual worlds, waking vs dreaming, where your actions in one affect the other.**

Garrett: Every action has a consequence

Jason C:

Erik:

Travis:

Jason G:

**Top of Head Concepts:**

All concepts following are just stuff I have come up with since our first meeting and are not meant to be set in stone, only ideas to be bounced around, changed, left alone, or scrapped.

Garrett:

**Waking World Gameplay:**

Peaceful adventuring with context based actions and scenarios a la *Dyscourse* (by Owlchemy Labs) within a small open world with free exploration.

Player starts each day in bedroom, acts as hub, and has free reign to explore the world around their house picking up items and interacting with objects and npcs. Player can only hold a single item at a time, and must drop one item to pick up another.

A day cycle takes X amount of time (~5 min). At the end of a day the player must return home and reach their bed to sleep and enter the dream world.

Objects decorating player room denote actions taken during the day and night. New objects appear when the player wakes up from the dream world.

**Dream World Gameplay:**

Open world in similar scope to the waking world but objects in the dream world are not required to be 1:1 with objects in the waking world. Thus the player’s bedroom could be replaced by a quiet glen with a bed of leaves, but a tree outside the house does not necessarily have to be present in the dream world.

Primarily combat focused with the player wielding a Kasa-obake. Night cycle takes X amount of time (~5min). At the end of the dream the player will awaken in their bed regardless of where they were within the dream world.

There are primary objectives in the dream world which will always be there and will be easier or harder to achieve based on how the player has acted in the waking world. Ex: Boss monster is always in the top left of the map but may be inaccessible until the player has fulfilled certain requirements or reached a certain day.

**Global Gameplay:**

The game is limited to X number of days (~3-5). The player must attempt to complete the game within this time limit or the game will end on a sour note.

**Story Setup**:

Player has done something bad to an animal/entity in their neighborhood and has been cursed by having their life goal/dream taken from them. They have X number of days and nights to appease/defeat the animal/entity before it leaves and their McGuffin is taken away forever.

**Example Action-Consequence scenarios:**

Legend:

* Positive Action
* Neutral Action
* Negative Action

|  |  |
| --- | --- |
| Action: | Consequence: |
| Player comes across a birds nest laying on the ground:   * Place nest in tree * Ignore it * Steal an egg | * Birds help you in some way in dream world * Birds are ambivalent in dream world * Birds will dive at you and attack in dream world |
| Players leaves house to find a street cat purring at him:   * Feed cat with held item (bird egg?) * Pet it * Ignore it * Kick it away | * Cat will provide you with an item in the dream world each subsequent day * Cat will ignore you in dream world * Cats will curse you during next dream world |
| Player meets a fox at a shrine:   * Give money to the shrine * Pray at the shrine * Ignore shrine * Steal from/ deface shrine | If donated:   * Fox follows player during next dream world and attacks enemies within a range   If Prayed:   * Fox blesses player with a buff during next dream world * Fox pays player no mind * Fox hinders player during next dream world |

Other inspirations:

## Source: http://www.pitt.edu/~dash/japan.html

## Encounter with Visu (*Visu the Woodsman and the Old Priest*)

## *Little Peachling*

## The Tongue-Cut Sparrow

## Source: http://www.kg-group.com/webContent/kg-group/fairytale/j4.html

Hanasakajisan

Source: http://japanfolklore.blogspot.com/2008/08/tsuru-no-ongaeshi.html

Tsuru no ongaeshi

http://www.e-hon.jp/kobuto/kobe0.htm

Kobutori Jiisan