

## **Mizu-kata**

Jump into the Deepseize as Ghost, a maze-like wormhole subway system as you scavenge around to collect the shattered pieces of the Reverie Star in order to help your friend Myst to defeat the Bell Reaper once and for all. Make due with some strange friends to tear apart beings that have the nerve to proclaim themselves as god. And remember, never to leave no stone unturned.

The central metaphor of the project is fate, and how to alter it. The story constantly treats acceptance as an evil thing to experience, and encourages the characters that you follow to dictate their own path. The core drive that we will follow is the most unaltering fate, which is death, via a recurring entity known as the Bell Reaper.

While difficulty is not a new concept as a way to tell a story, having the main character, Ghost, constantly go off script to fight ever stronger creatures might make up for that shortcoming.

This Side-Scrolling, Action Adventure game, I like to call a “semi-metroidvania” experiment with a roulette of playable characters and a limited copy-ability system. Players will build up power across a stage to , fight or survive encounters. Along the way, you can find a Soul-Ring that is hidden in a bonus section of most stages called a Dark Zone.