

THE WONDERFUL WORLD OF WITCH DOG AND WIZARD CAT

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The game is a role-playing game in which the player or players take on the roles of a dog and a cat who can cast spells and explore a fantasy world in transition to industrialisation.

Game world

The epoch is the beginning of industrialisation (see Victorian Age), which confronts the traditionally magical world, leading to lots of problems. The two main characters, however, do not notice this at first. They are 2 animals who are suddenly disproportionately intelligent, can use magic and are connected to the other main character via telepathy. The two animals are quite playful and numerous entertaining dialogues arise as they explore the world together. It should be noted that the world seems wonderful only for the two main characters.

For ordinary people, the world is supposed to be anything but wonderful and most hardly get to see anything of the magical world. Life in the big cities is hard work and thankless. These are guarded well from the surrounding countryside: getting in as well as out is difficult. The aim is to keep the "dangers of the outside world" (magic) out of the city. The surrounding countryside is optimised for agriculture so that the cities can largely support themselves. The outside world is wild and inhabited by all kinds of animals, some of which can use magic.

A core game concept are opposites that are often played with and also sometimes merge into each other: Magic/industry, proletariat/bourgeoisie, untouched nature/industrial cities, hope/despair, tradition/future, dog/cat, cute animal/dangerous mage...

Magic in the game world

Since it is important for the story, I would like to briefly discuss the concept of magic in the world: Magic in the game is by no means meant to be overpowering and has formidable limitations. In general, mana or magic energy is the life force of living beings that is redistributed. Using spells with one's own energy exhausts the user extremely quickly, as a single body cannot be drained of much without restricting basic body functions. Mages can therefore only use more complex spells at the expense of other creatures by learning to expend their life force. This drain only works on direct contact, which makes mages especially dangerous in close combat. It is also important to note that the life energy of creatures cannot be stored and must be immediately converted into a spell or energy. Explosions or fireballs should also be practically impossible this way.

There is also a simple basis for learning the spells: the first spell that every mage must master is the basic energy drain. Learning this is said to be extremely complex and arduous, requiring years of study. Afterwards, however, a mage can learn new spells relatively quickly by touching another mage when he casts a spell. However, developing new spells is extremely difficult. That is why mages are very reluctant to share or show their spells to others.

Story

The main element of the story is the conflict between industry and magic. The most important groups in this are the leaders of the city states and the Order of Magic. Advances in technology and especially weaponry (firearms) are increasingly undermining the superiority of the mages. Numerous emerging city states try to open up new resources and trade routes in order to ensure the constant growth of their cities. The mages are slowly realising that they are losing control and power, and the expansion of the cities into the territories claimed by the Order is leading to more and more conflicts.



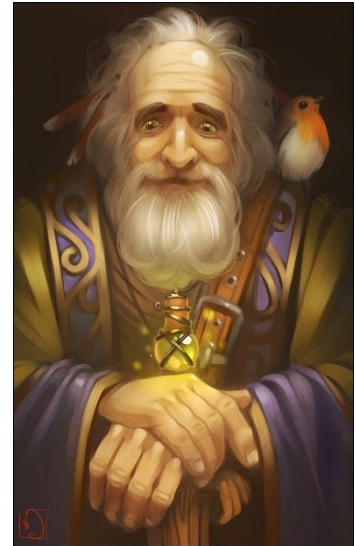
The two main characters of the game

At the beginning of the game, the two main characters (dog and cat) are in a prison where each of them is being stroked through the bars by prisoners. As the two suddenly hear voices in their heads, they run away and are led to each other. In the following conversation they become friends and realise that they both have a thought in their head: To take the train to a coastal town in the south and meet up with one to person there. While crossing the city to the south, the two come across a marketplace where they listen to the surrounding and gather a bit of knowledge about the world from snippets of conversation. The two prisoners from the jail are later led to the marketplace there and executed, but the two don't really care. Later they arrive at the station where a train is about to leave. As the two animals don't manage to get in, they decide to simply follow the tracks.

An important point is the discovery and exploration of the magical world. While following the tracks, they pass through an ancient forest where they find all kinds of life and come into contact with magical creatures every now and then. They don't know at this point that they can use magic, but notice that the animals they grab quickly become weak. Through the sounds of the railways, the two of them always find their way back to the tracks when they briefly go into the forest to explore. When they reach the town, they meet a lively old man in search of the person they are looking for, who recognises that something is wrong with the two of them and takes on a bit of a mentoring role



He is a skilled mage who has gone into hiding and is largely indifferent to world events. He finds the idea of a magic dog and a cat messing with humans funny and therefore helps them. He explains to them at his home that they for some odd reason can do magic, how to learn spells through contact and how they can read people's minds or what is on their mind (how players get quests) or even communicate with people through contact. They also learn that the two people in prison who were executed at the beginning must have tried to transfer their minds into the animals via a spell even most mages don't know. However, the magician considers the takeover of a thinking being to be crazy and probably impossible. In addition, the two animals learn that the one they are supposed to meet in the coastal town is a powerful order mage and that they can certainly seek him out, but it is probably better not to reveal themselves. After they have left the old mage's house, the world can be freely explored, and quests completed.



Player characters

The two characters are a young watchdog and a relatively large tomcat. (The strength difference shouldn't be too big.) Both have their own abilities that are helpful for completing puzzles and quests. During gameplay, in single-player mode, the player can quickly switch between characters while the other remains more passive, while in co-op mode, both players must communicate with each other to combine their abilities.

The dog should naturally recognise scent marks and can dig, while the tomcat should be able to see and climb well.

Game mechanics

An important change to the classic RPG is that there is neither a level system nor an equipment system. This means that there is no direct reward for killing or defeating creatures as is usual in other games. It should be possible and also fun, but it should be just as effective to avoid fights and bypass them, for example, by sneaking. The characters do not become stronger directly in the game, but can become more dangerous in combat by learning and combining spells. Rewards for quests include learning new spells, advancing the story or collecting memory fragments of the two executed wizards. The two animals are supposed to be able to recognise people who played a role in their old lives and receive video sequences through them that contain more information about the two wizards. The two were two aspiring young magicians who worked as agents for the Order of Magicians and were relatively nefarious and indoctrinated.

Combat mechanics

In combat, one of the easiest ways is to grab an enemy and drain their energy until they are incapacitated. The grabbed enemies can certainly fight back in combat. Learning a stun spell in the course of the game will make the two main characters much more effective in combat. Then the stunned target can be used as a simple energy source for further spells when contact is made with it. For example, telekinesis can be used to hurl objects or enemies blinded by

creating a flash. Larger battles against bosses such as magical creatures are also part of the game, in which an important aspect is how to get close enough to drain their energy.

Market position and target group

While the game has certain similarities to typical role-playing games, it is intended to set itself apart from the competition by changing some parts of the classic RPG formula. By using small popular animals instead of classic humanoid characters, it should also attract players who find the concept interesting and normally don't like to play role-playing games.

The game has 2 important target groups that it wants to reach. On the one hand, role-players who expect a mature story and, on the other hand, couples or good friends who want to play together and have fun. The target age restriction is 12-16, so that also topics can be dealt with that are too cruel or early for young children.

In order for casual players to enjoy the game, the main story should not be too difficult and an exciting story should be told with lots of fun puzzles.

For players who like to explore, there will be all kinds of hidden areas, magical places and powerful spells to find.

For hardcore gamers looking for challenges, there should also be powerful creatures to be found, most of which are completely optional to defeat. Killing such ancient and majestic creatures for sport will also have consequences which aren't always positive for the players.

