

# <<Jonah The Prophet>> Design Document

**Name:**

Jonah The Prophet

**Logline:** This game allows the player to learn one educational story from the Bible. The prophet Jonah, who is assigned the task of preaching to the Gentiles in Nineveh. But the main character does not understand why he should warn sinners about their punishment, and tries to escape from the mission. But God's Power does not allow him to do this, creating obstacles in the form of rough seas, strong winds, huge fish, etc.

**Genre:** adventure role-playing game, simulation of prophet life, with historical and religious background.

**Graphics:** 3D voxel models with isometric projection.

**Audience:** [PEGI-12] This game could be for religious people 18+ who like to look for wisdom OR like an educational concept for school children (gameplay is primitive even for 10+ y. o. kids that know how to read and press buttons =)

**Platform:** multi-platform (main dev version for PC, secondary: Android, IOS).

**Distribution by:** Steam | GOG | Itch.io | PlayMarket | AppleStore.

**Development Engine:** Unity 3D

**Monetization:** Free-To-Play with advertisements (only for mobile versions).

**Characters:** Jonah, God, whale, sailors, pagans of Nineveh, king of Nineveh.

**Synopsis:** Based on the Bible's Book of Jonah. At the beginning of the story, we learn that the prophet Jonah received a wish from God to go to Nineveh, the capital of the Assyrian kingdom, and warn its inhabitants that if they do not repent of their sins, they will be punished. Jonah, sharing the hatred of his countrymen for the oppressors, refuses to comply with this order. He sets sail on a ship, hoping in this way to evade God's mandate. But God sent a strong storm and the sailors, having learned about the reason for God's anger and on the advice of Jonah himself, threw him into the sea. The fish (whale) that

swallowed Jonah, threw him onto the coast and Jonah again came face to face with God's message. This time, the prophet fulfilled God's command, called the inhabitants of Nineveh to repent, and they converted and escaped God's punishment. However, Jonah continued to feel dislike for Nineveh and, dissatisfied with this turn of events, expressed a claim to God about his mercy. With the gentleness and condescension of the Creator, God allows Jonah to experience how uncharacteristic his position is. God very delicately reminds Jonah - "Would I not feel sorry for Nineveh, a great city, in which live more than one hundred and twenty thousand souls who do not know how to distinguish right from left - and livestock in abundance?"

**Sounds:** primitive electro instrument sounds, kinda songs of C418, that were realized as background music in Minecraft. Also add 8-bit sounds for walking, dropping, avoiding, other moves. For creation use software - BFXR. Adding some religious hymns from the Old Testament's Book of Psalms - will make a mysterious atmosphere for gameplay.

**User Controls: UI Buttons** - for changing | skipping text panels

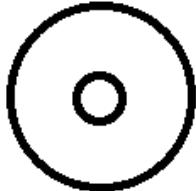
Keys [W] [A] [S] [D] or **Joystick** - for moving ([↑] [←] [↓] [→] - alternative)

Key **[Space]** or **UI Button**- for Take | Use | Skip actions.

Keys [E] [Q] or **UI Button** - for additional actions during missions.

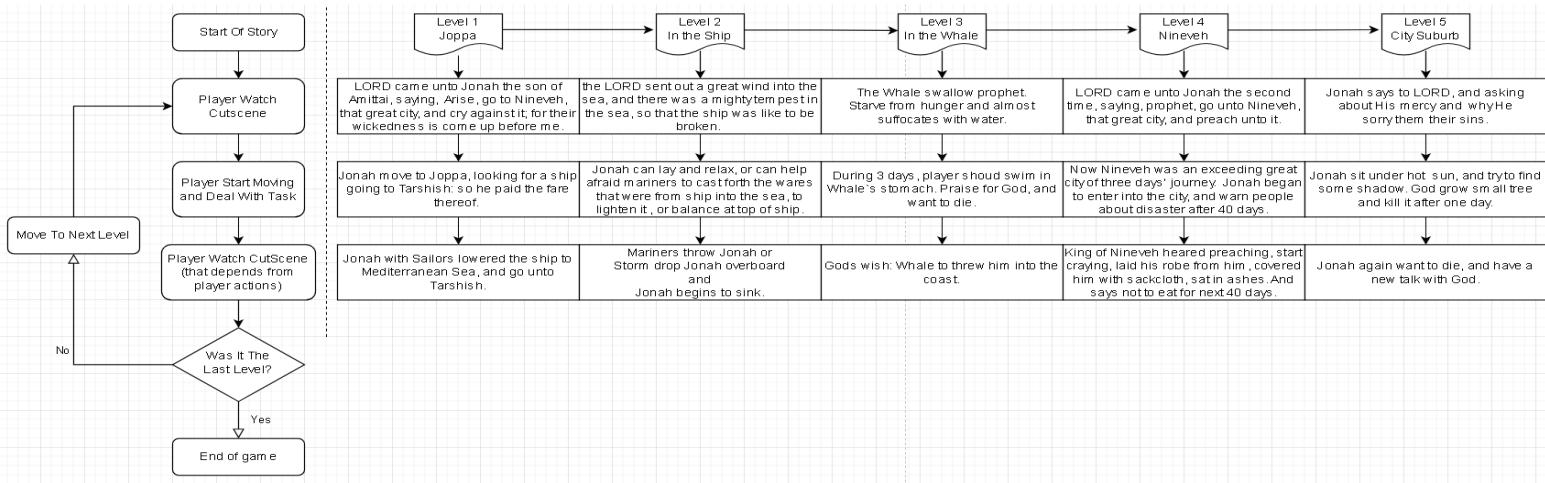
**User Interface:**

**Joystick**

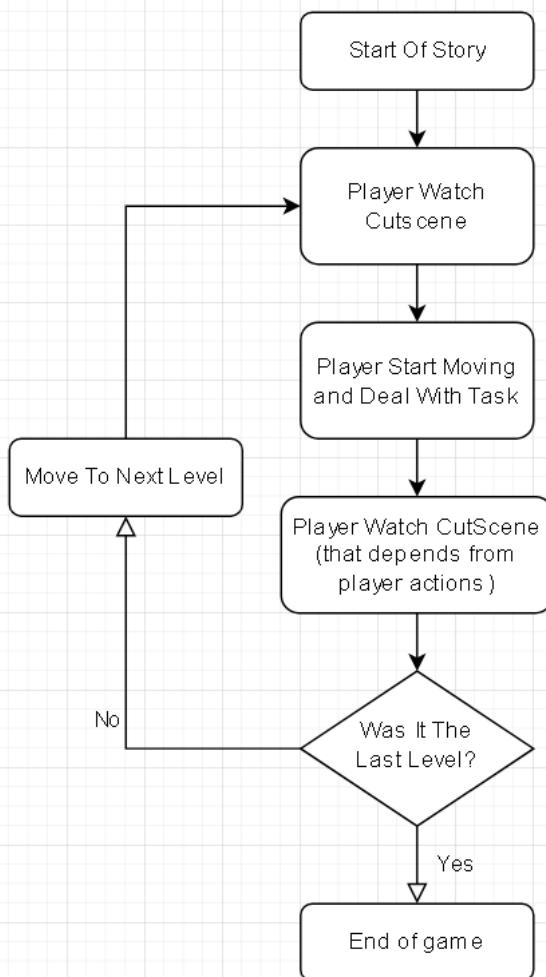


**TEXT FOR STORY**

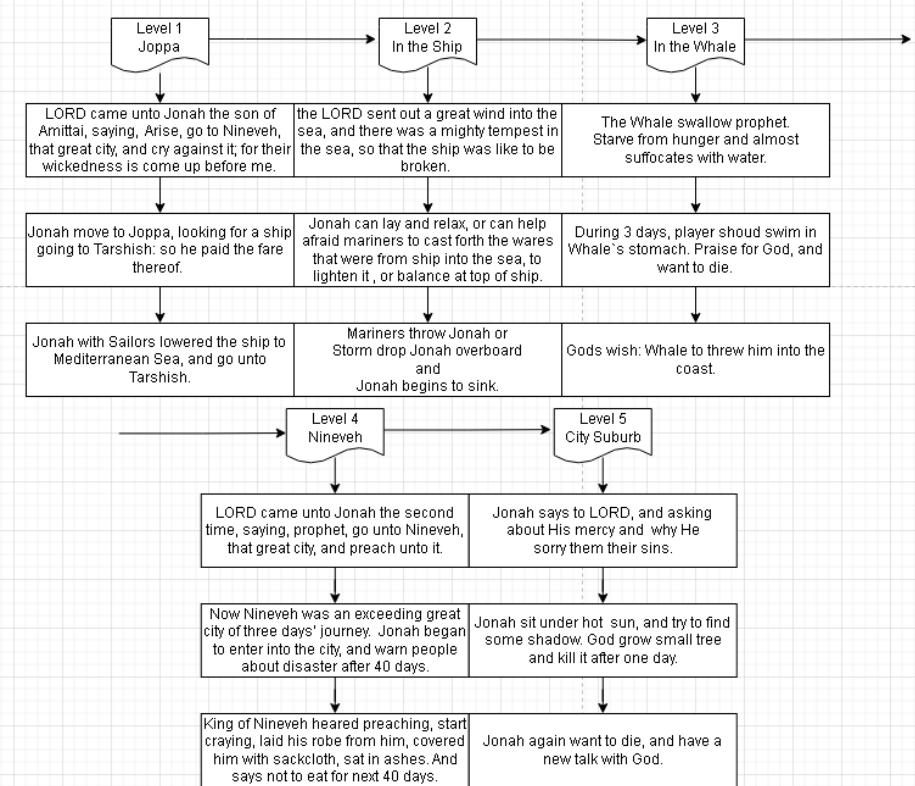
## Prototype Block-Scheme:



## Game States Cycle



## Levels Description



## References:



*Jonah and Whale* Engraving by Gustave Doré



*Jonah Preaching to the Ninevites* by Gustave Doré



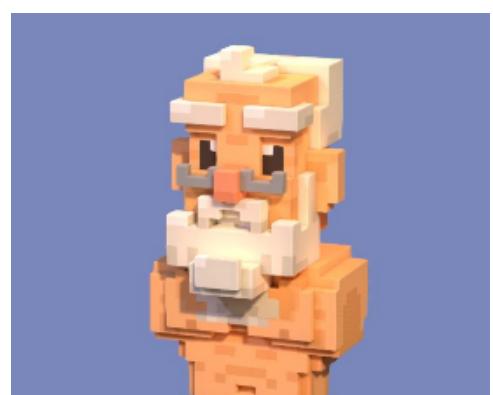
"*Jonah being swallowed by the fish*". Kennicott Bible (1476).



Ancient Israel  
Desert Mood



Ancient Sailing Ships

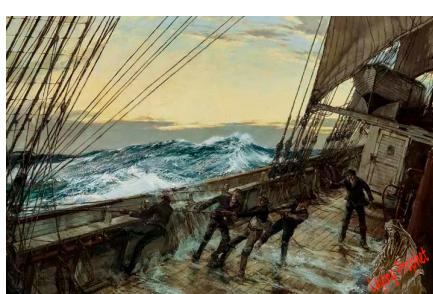


Voxel Prophet

## Levels Visualization:



Level1



Level2



Level3



Level4



Level15