Game Design Concepting

Touhou Sunset Kaleidoscope

**東方－夕暮れの万華鏡**

**Touhou - Yūgure no mangekyō**

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# Overview

### **Working Title**

Touhou Sunset Kaleidoscope(ENG);

東方－夕暮れの万華鏡 **[**Tōhō　Yūgure no mangekyō**]**(JP);

The name is inspired by the titles of other games within the Touhou Series, such as “Mountain of Faith”, “Phantasmagoria of Flower View”, “Embodiment of Scarlet Devil”, etc.   
  
Each title is simple and gives the player a general sense of what the game is about without giving away too much. Thus using the story scope we had already created and the overall Touhou naming scheme we created several prototype names before we settled on the current name. “Sunset” is in reference to the fading light and “Kaleidoscope” is in reference to the God of Light and her many colours.

### **Genre**

Bullet Hell / Shoot ‘em up / Danmaku Shooter. The game will closely resemble mainline titles from Studio Shanghai Alice but will have its own unique twist on the genre by adding unique mechanics that separate it from Mainline and Fan Touhou games.

### **Target Platforms**

Our target platform will be on PC by using both [Steam](https://store.steampowered.com/) & [Itch.io](http://itch.io) to publish our games. We’re using both Itch and Steam so we may be able to pursue game outreach. We expect to have a finished product by the end of the semester and thus have the confidence to publish it on both platforms.   
  
The game will be PC only with no planned support for Linux or Mac. System requirements will be incredibly low, if it can run Doom it can probably also run our game.

### **Target Demographic**

People interested in the Bullet Hell Genre and / or the Touhou Game Series. The Target Demographic is a small one and not catered towards a wider audience but instead a niche gaming community. We are aware that this won’t make it commercially successful, however it’ll be our first venture into creating fully fledged passion projects.   
  
We’re generally looking for people in their mid-teens to middle aged people, who are generally interested in the lore & difficulty scope of the Touhou Project. However, we will attempt to add some mechanical uniqueness to the game that deviates from the norm of Touhou in order to appeal to a somewhat wider audience.

### **Monetisation**

Due to the effort required to create such a game and the expectation of completion. We plan to publish it for 1€ on both Itch.io & Steam. That does require a licensing agreement from Team Shanghai Alice, the team responsible for creating the Official Touhou Series.

### **Current Status**

The game is currently in the early stage of development. The core mechanics of Touhou games have been mostly implemented. The team is currently working on asset creation, animation, mechanics & level design. We are on schedule to release an early access version of the game by the end of December 2025.

### **Premise**

**Touhou Sunset Kaleidoscope** is a fan-made Touhou style danmaku shooter, with a unique premise, an original soundtrack and new game mechanics tied to the concept of fading light.

#### **Story Concept**

Gensokyo is a land filled with many mystical beings, from Fairies to the Gods themselves. Yet among their countless throngs stands one, her presence felt by all, but seen by none: The Patron of Light. Like all other Gods in Gensokyo, she derived her powers from the faith given to her by the humans. However, the humans’ understanding of the world has changed and they no longer believe in The Patron of Light, and as such, light is slowly fading away from the world. Seeing this as a particularly severe incident, the Maiden of the Hakurei Shrine goes out to investigate what is happening.

### **Unique Selling Points**

The game has several main appeals:  
  
> Single Stage Fangame that is short and sweet.  
> Unique Mechanics such as the “Shadow” Mechanic and the “Dash” Mechanic which sets it apart from all other Touhou titles.   
> Fully Unique Thematic music composed to the same level of quality as the official games, to the point where it could fit in it.

> A Unique final boss character which adds our own addition to the Touhou Universe. With its own art design and theme that hasn’t been seen before in any of the 900 published Touhou games.

### **Key Moments:**

The following key moments are selected as targets for the player to achieve in order to unlock progressing story beats and encourage the player to replay the game.

> Defeating the Midstage Boss  
> Defeating the Final Boss  
> Doing a perfect no hit Victory

### **Player Experience:**

The player's experience generally follows a souls like experience, where the player is confronted with an extremely steep learning curve that forces them to play over and over and over again in order to learn the patterns of the game and eventually beat it.