Touhou Sunset Kaleidoscope

Initial Analysis Document

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# Introduction

In the following document I will analyse the current Mechanics, Dynamics and Aesthetics of the game using the MDA framework. I will cover our choices, why we made them and analyse why we believe they will work to create an enjoyable experience for the player.

# Mechanics:

The gameplay rules of our game follows two main foundations: “Dodging Bullets” and “Shooting Bullets” both form the core of the game. On top of that we have additional layers that take inspiration either from other games of a similar genre or of our own ideation. Below I will list the other game mechanics that are in the game and where they come from / why they were added:

### Score: (Can be found in every Touhou inspired game)

Score is a general measurement system that gives the player the ability to make their own “Hi-Scores” and compete against each other for the best result. A player could gain score from the following sources:

1. Collecting Score Bubbles
2. Defeating / Shooting Enemies
3. Clearing Boss Bonus Stages
4. Being at Max Power Level
5. Bombing
6. Graze

### Faith: (Comes from Touhou 10 - Mountain of Faith)

Faith is a mechanic that multiplies score depending on a sub score called Faith. The score is always decreasing rapidly unless the player is actively increasing their faith by:

1. Collecting Score Points
2. Shooting Enemies
3. Bombing
4. Being in light

If faith hits 0 then the player will die and respawn with a certain amount of faith. If the player hits an extraordinary amount of faith then a light bubble will spawn and follow their character giving them a boost.

### Items: (Comes in every Touhou Game)

As the player progresses the game, defeated enemies will drop items, whether it would be a “Power Item”, “Score Item”, “Faith Item” or a “1-Up”. Each item has a different function, but they all increase their respective categories in a specified amount.

### Power: (Comes from Touhou 10)

The player has a “power score” that increases through collecting power items. Power score goes up to 5, with each item increasing power in intervals of 0.05. Each integer increase in power will increase the damage output of the player and allow the player to cast more “bombs”. Each Bomb costs 1 power point, thus decreasing player damage output in exchange for a single bomb.

### Bombs: (Comes from every Touhou game)

The amount of bombs the player can cast is determined by the amount of power said player has. The more power the player has the more bombs they can cast. Each bomb will clear the screen of all bullets, granting the player temporary immortality as well as causing a lot of damage to enemies & bosses.

### Light: (Our own Mechanic)

The game screen will have areas of “light” and areas of “darkness” that will shift around the screen following other bullets. When the player is in “light” their damage output is increased, their faith levels will stop dropping and their score increases.

When in darkness the player's faith will decrease and their damage output will be reduced.

### Graze: (Comes from Touhou 8 - Imperishable Night)

The player gains extra score from grazing bullets, which means they have to dodge bullets by the closest possible margin in order to min-max their score output.

# Dynamics:

The game mechanics are designed around encouraging the player to take risks and play the game on a knife's edge. The game, much like many other Touhou games, are high intensity skill based games that are easy to learn and hard to master. With a sort of competitiveness and difficulty baked in it encourages replayability as it incentivises players to try, try and try again to complete the game. Its difficulty and mechanics are designed less so to obstruct and frustrate the players but more so to make them want to beat the game as a personal challenge.

That being said the players have additional incentive with the story. Points of the story are planned to be locked behind certain score and/or completion goals that progress things based on how far the player has travelled down the story path. Unlike in the traditional Touhou games where you’d unlock the story by just winning. We wish to add our own competitive flare to the game and add extra content.

Aesthetic:

The game's story & character aesthetic is mostly based on inspirations from Touhou 8 & 9 but is completely unique to us with our own custom music, art, characters & story line. We wish to drive home a moral behind the general facade of the game, we push the player forwards with the urge to master the game and each story beat coincides with that encouraging the player to go further and further willing them onwards until they unlock all the story beats of the game with each stage increasing in its stakes and momentum.

# Conclusion:

In conclusion the game is a challenging bullet hell shoot ‘em up with a story driven narrative. The focus will be on the players' will to achieve and master. We hope to give the player the euphoria of victory once they finally master the game through a complete narrative, fight for mastery and story morale.