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| “Title”  By  Untitled Game Company |
| Street Address  City, ST ZIP Code  Phone  Email |

GamePlay Mechanics

Turn-Base Battles

Crafting/Spells

Game Clock/Day Night/ Resting for New Day

Vendor/NPC/On a Schedule

Choice Based Mechanics

Major Char. List

Main Char – Lia

Batin Reed – Lia’s Grandpa

Lia’s Grandma

Lia’s Mother – A ex witch

Mysterious Knight – Lia’s Father

Major Plot Points

The idea of this game is that the Main Character is supposed to find herself through her journey of trying to understand what happen to her family, and come to conclusions that they are enough, regardless of their struggles, or their identities.

Act 1:

Lia discovers that her grand pa has been keeping a secret about her mom and finds a tarot card with a spell written on it and signed by her mother -- label THE Fool

Lia Discovers that her mom used to be apart of a group of vigilantes called the three witches and after meeting one of your mom’s ex co worker you receive – THE Magician spell Card.

Lia finally discovers that her mother died protecting the people and that all is not what it seems in her small town she discover that there is a large network of illegal activities that is going on in the town. However the main character learns that her mom will eventually leave the town. The character then decides to leave town – The Justice Card

Side Plot:

Lia discovers that her grandpa (The underground leader) and the town runs a illegal animal trade/magic. You learn that your mom left the town because she found out about her father true identity. You must decide what to be done with your grandfather. now you leave the town. – The High Priestess Card

Character Stats

LIA REed: Anxiety PlayThrough

Base Stats:

Energy/Emotional State

Energy: 100 🡪 As the player finished certain task this number decreases. If the energy goes below zero it turns into fatigue. The higher your fatigue the harder it is to restore energy

Anxiety: Loses double the energy when completing tasks interacting with npc

Depression: Start with only 75 energy

Bipolar: Bar will the stats starts from for three day 150 to 50 for three days.

PTSD: Start with 100. Loses Normal amount from tasks. However, sleeping due to nightmares causes PTSD lose total energy. Every time she has a nightmare. Once in the fatigue state the more nightmares she has.

Example: PTSD loses energy from completing task her energy level is at 95. She sleeps to replenish but her total energy is at 99. She lost a point from her total energy.

Insomniac: -100 🡪 If you player hits negative hundred they will gain the status Insomniac. Once this status is gained the player. (Depression, Anxiety, Bipolar Disorder negative stats increases)

PTSD: Gains energy back when in this state. As nightmares are not apparent, but a very small amount.

Health

Health: Player loses health when attacked

Relationship

Relationship: Is a numerical value that is assigned to an interactable/NPC character.

NPC are more willing to give you information, the points can also play a part in the success of the quest.

Anxiety: Loses double energy when speaking to NPC

Depression: If fatigue loses double energy.

Bipolar: If in a Happy state gain energy, If in a sad state loses energy

PTSD: If a NPC says something to trigger the loses energy, other than that no energy is lost.

Magic/Mana: Throughout the game the player can gain more knowledge of the magical arts to unlock portion of the story.

Animal Divinity

Elemental Divinity

Fire Divinity

Water Divinity

Other Stats

Passive Stats

FAde In:

Chapter 0: the Fool – Anxiety Playthrough

INTRO

Lia wakes up under a tree to the sound of the farm animals. The day halfway finished, and her chores not even started. She gets up quickly.

Lia Reed

Ehhh… Holy pig truffles!!

Batin Reed

Lia! Lia! The animals are going crazy. Have you not fed them yet?

Lia Reed

Sorry gran gran, I just set down for a minute..

Batin Reed

If you didn’t stay at that dam bookstore all night, you might have some energy to keep this farm running. I wont be her….

Lia cuts of her grandpa

Lia Reed

Yes I know, You won’t be here forever. \*signs\*

Batin Reed Lia’s grandpa walks out and now Lia can choose where to go first. She can go to town first and pick up some more mulch or Feed the animals

Batin Reed

Don’t forget to head to town today…

Lia Reed

Ah Okay where should I head too.. The animals are starving, but it already a couple of hours past noon. I might not be able to make the stores if I feed the animal first. I don’t want the animals to hate me…

FADE OUT:

FADE IN:

Chapter 0: the Fool – Anxiety Playthrough (Animal First)

Lia decides to feed the animal first. Her relationship with her animals increases and she gains + 1 in animal divinity. However, loses a relationship point with her grandpa. As the day is now over. Player can decide to explore or go to sleep. (risk insomnia/fatigue)

Next day… Lia Heads to town and able to complete the chores. Lia head goes to the feed store and see Felix, a overweight but seeming always joyous store owner, in a fit of panic.

Lia Reed

…

Felix Furskins

Lia! My god I didn’t hear you come in.

(Parenthetical information)

Lia Reed

Is everything ok?

Felix Furskins

Ah a young’un wouldn’t have seen my prized pig running around wouja. He seemed to harv a good ole time escaping and eating all my merchandise. \*Ha \*Ha

Lia reed

(That doesn’t seem like something he should fine funny)

Lia Reed

Ey! You don’t have anything?

Felix Furskins

Not a single thing dear, but if you help me find my pig I give you your feed for the month on me..

Lia Reed

…

Felix Furskins

Sounds Like a good deal ey dear.

Lia reed

Yea. Sure

\*\*\*\*\*\*\*\*\*\*

Felix Furskins

I look in the forest if you can look in the town.

Scene description

FADE OUT:

FADE IN:

Chapter 0: the Fool – Anxiety Playthrough (Town First)

Lia decides to go to the town first as help her gran. +1 relationship with him.

Character Name 3

Character Name 3

Character Name 4

Character Name 4

(Parenthetical information)

Character Name 5

Character Name 5

Character Name 6

Character Name 6

Character Name 7

Character Name 7

Character Name 8

Character Name 8

Scene description

FAde Out:

the end