

\*current assets are placeholders and are not necessarily indicative of the final game.



# GAME PITCH



Mukashi is a multi-player, co-op/competitive, player is only responsible for one member of the party, while other players control the others. However, not all players have the same goal in mind and victory for another player could mean a loss for the rest of the party.

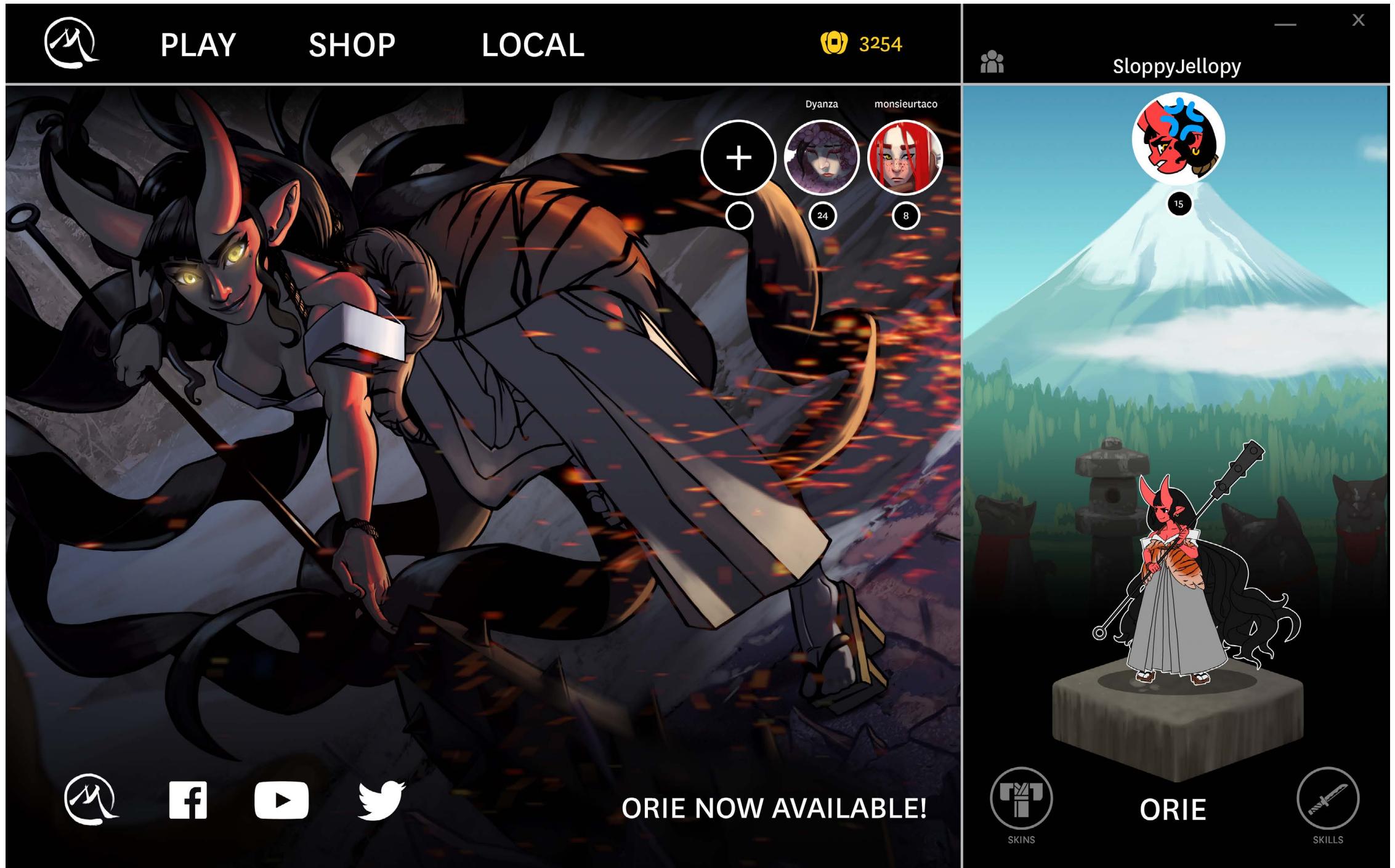
test both their individual skill as well as their ability to work as a team. Moment to moment gameplay is similar to many other JRPGs in that it is a turn-based system; unlike other JRPGs however a single

Players will be able to select from an expanding roster of heroes as well as various different mission types aiming to build out the lore of the world as well as other characters. Characters you can select

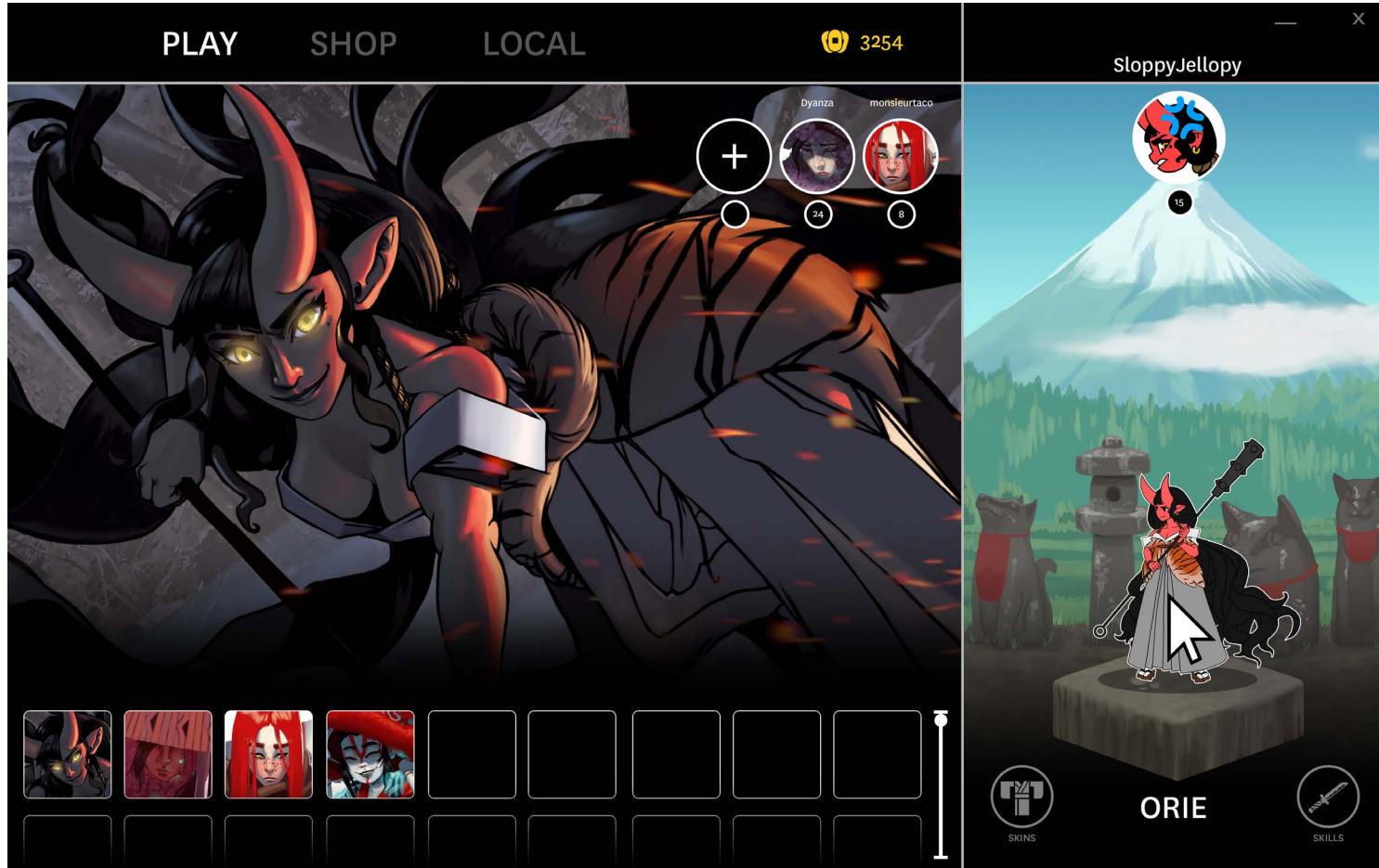
may even show up as bosses in certain missions. Mission types range from defeating a powerful boss, protecting a certain party member, or defeating as many enemies as you can.

Missions are differentiated by the simple narrative each one tells. Whether the party is setting out to find a legendary treasure or trying to return royalty to their throne each mission is made up of smaller encounters so the players can level up their charac-

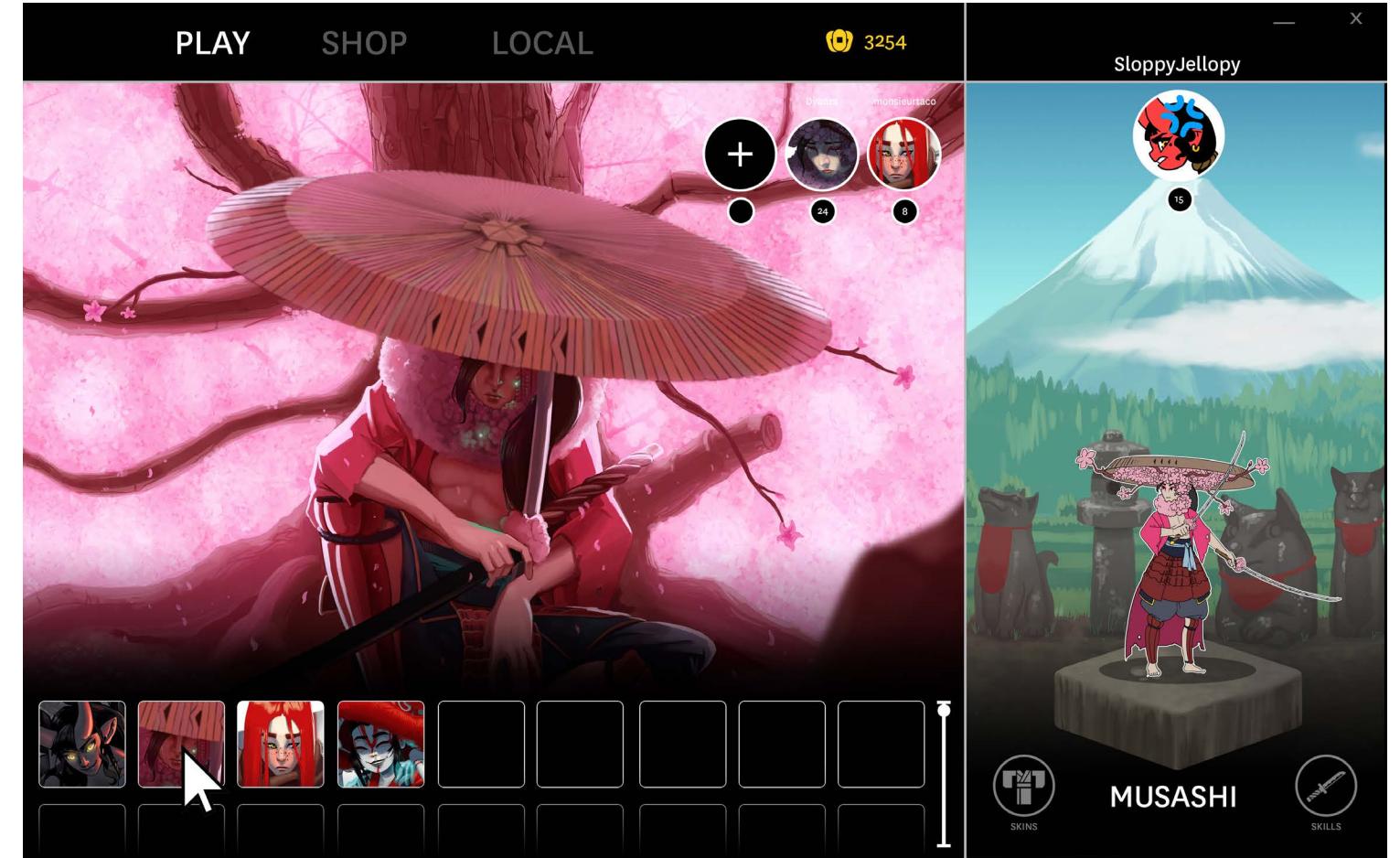
ters, accumulate money, or collect items. However the group decides to play the mission, players will have to defeat a boss at the end; whether they have adequately prepared or not. Defeating the boss may not be as easy as the players expect as one of their own may betray them before they can even reach



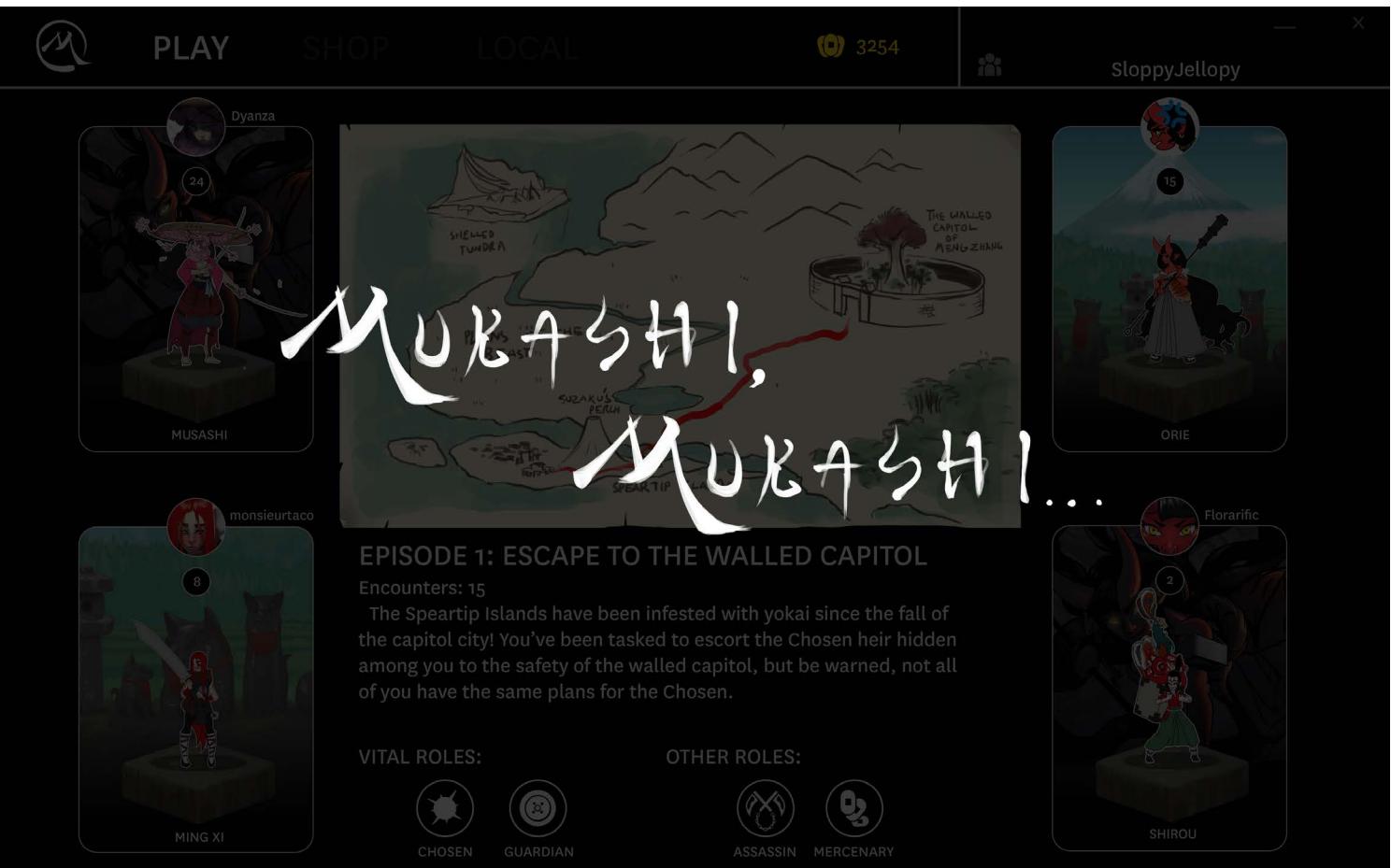
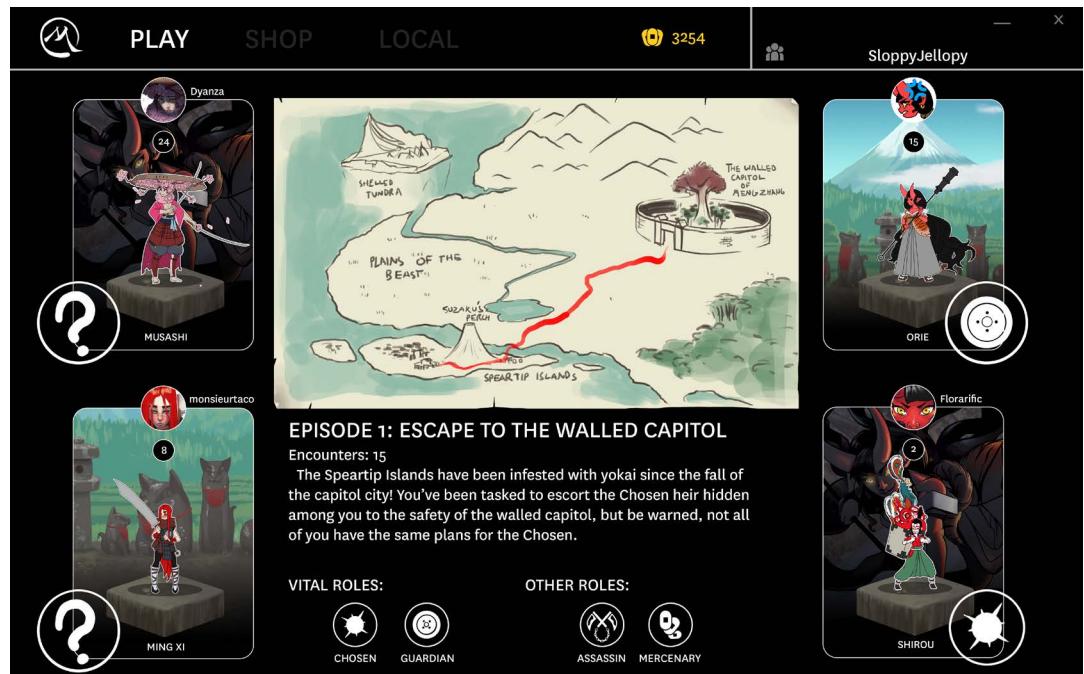
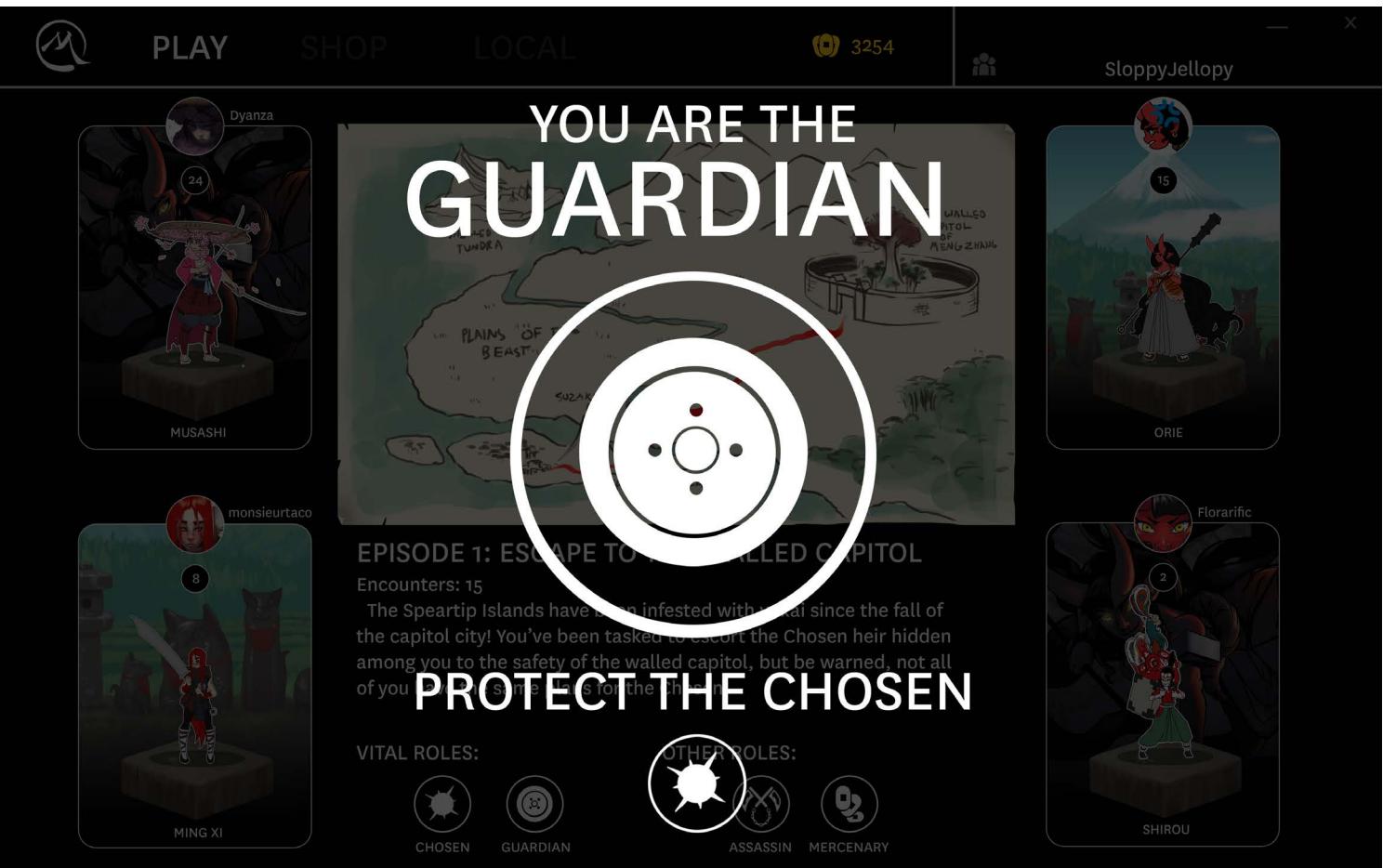
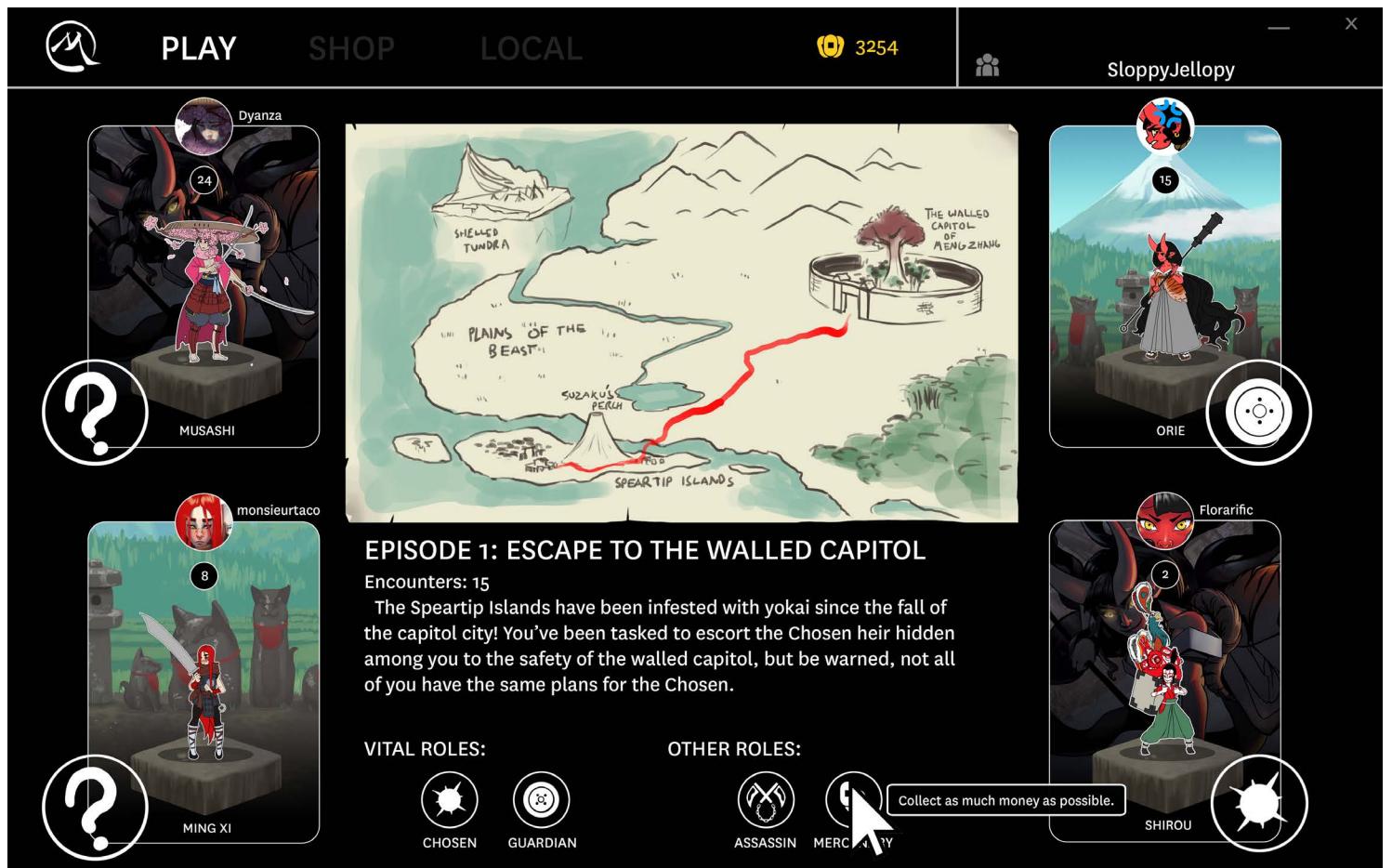
Mukashi will run from a client in which players can start a game locally or join an online matchmade game. From here players will have access to information on their characters, tutorials, and a store where they can purchase characters, cosmetics or other things for their account. The example above is for the PC client but the goal is for players to be able to play on mobile as well.



Players click their character on the profile panel located on the right side to change their selected character. Players select characters before they enter queue. Character portraits appear with a scroll bar, to accomodate future characters. For now the scrolling isn't necessary.



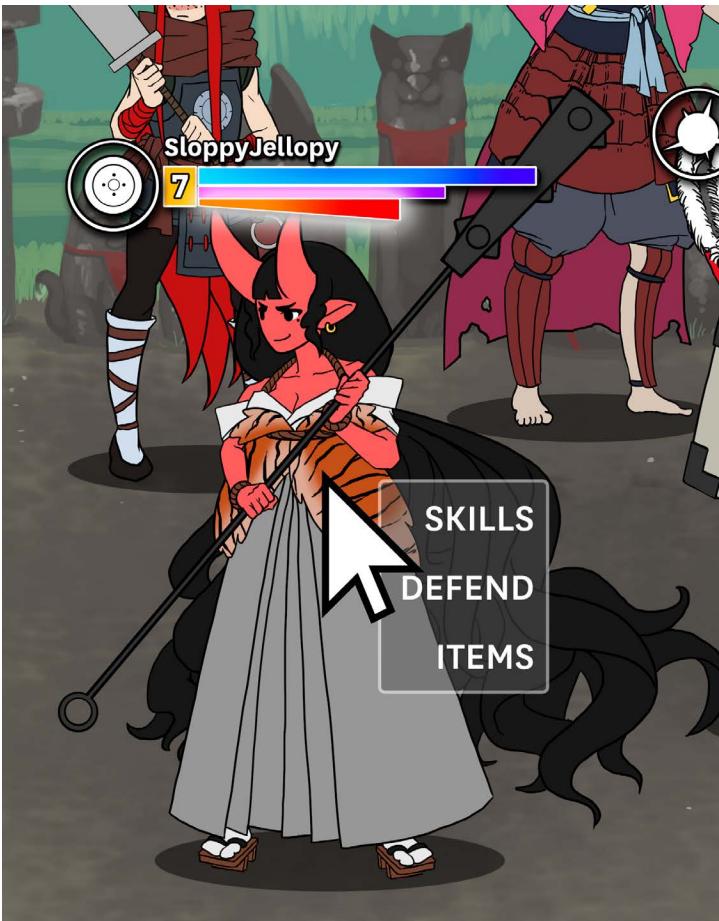
After clicking on a character portrait, display the splash art in the above space. Switch out the sprite and name as well when this occurs. Character selection occurs when the player clicks on the sprite again, after which, the portraits go back to being hidden. After selected, the sprite plays the support animation with an accompanying voice line.



After players are matched with other players they are put into a lobby where they can pick the mission they will play. This is done on a vote system, if all players pick a different mission then the mission will be picked randomly from the ones selected.

Once the mission has been selected, the roles are randomly given out and all information is given out to roles that need them. When this is completed, the game begins! In the lobby, players can hover over the roles on the bottom to get info on them.

## Battles

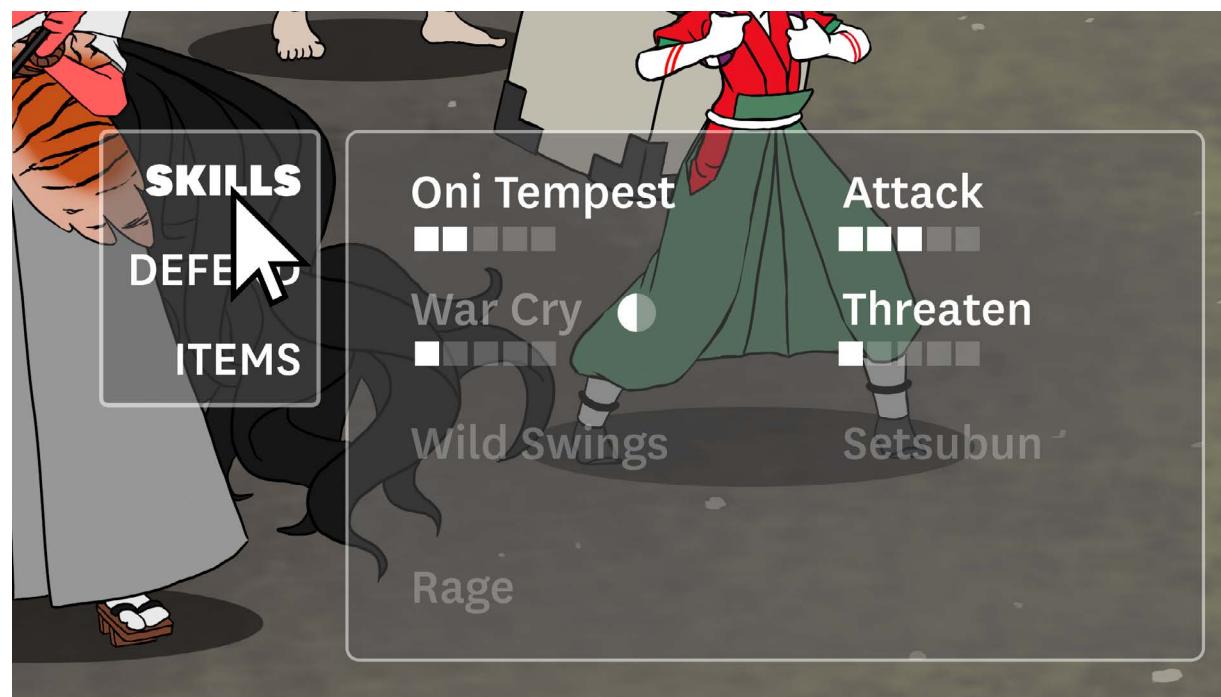


Player clicks on their character to bring up the menu.

Skills: Brings up the skill menu. (see next image)

Defend: Select a target to take damage for.

Items: Brings up item menu.

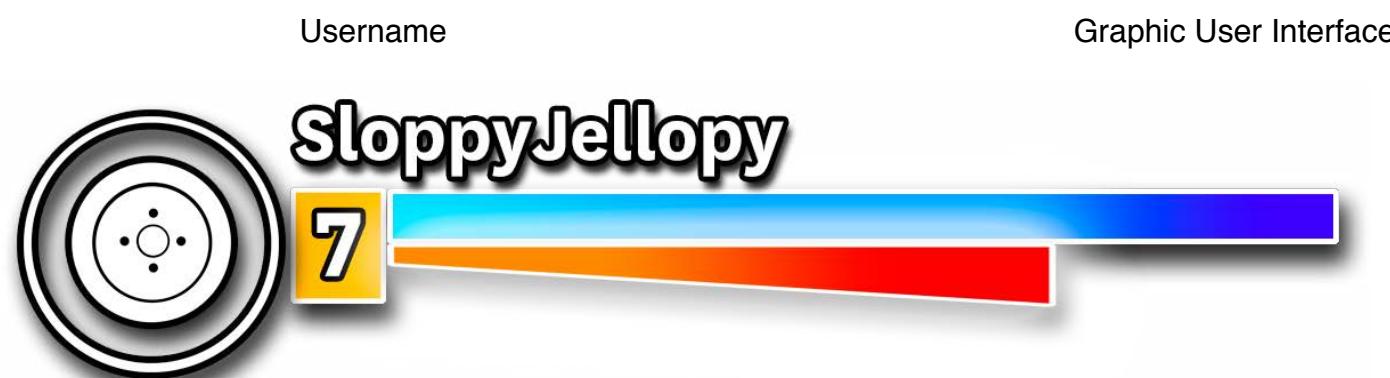


### Skill Menu

Player selects the attack they wish to perform. Hover over the skill to reveal a short description.

The boxes underneath show how many level points the player has invested in the skill.

The circle to the right of the skill represents a skill's cooldown time.



Role: allies' role icon can be clicked and marked with what role the player thinks they are.  
Level

Health  
Secret Move Bar

Skill being performed is displayed above.



Attack order is determined by a character's speed stat. There is purposely no indication.

Player may click in time with hits to slightly increase damage.



The amount of damage taken while defending can be reduced by clicking in time with the enemy's attack animation. This can be performed whether a player is defending themselves or another player.



Players can only communicate via emotes that can be sent at any time to any player. Only the two players involved can see the emotes. Every character has a different set of emotes that may or may not contain ones that communicate the same message.

Players earn gold after every successful encounter to spend on merchant encounters or to pay other players. The amount of gold earned factors into a player's final score. The Mercenary role is solely judged on the amount of gold earned.



After completing a battle, gold and experience points are distributed evenly, with a bonus for the player that delivers the final blow. After leveling up, a player can invest their points into their skills by learning a new one or by powering up one they already have. Stats such as attack, defense, and speed are determined by the character's growth rate.



PLAY

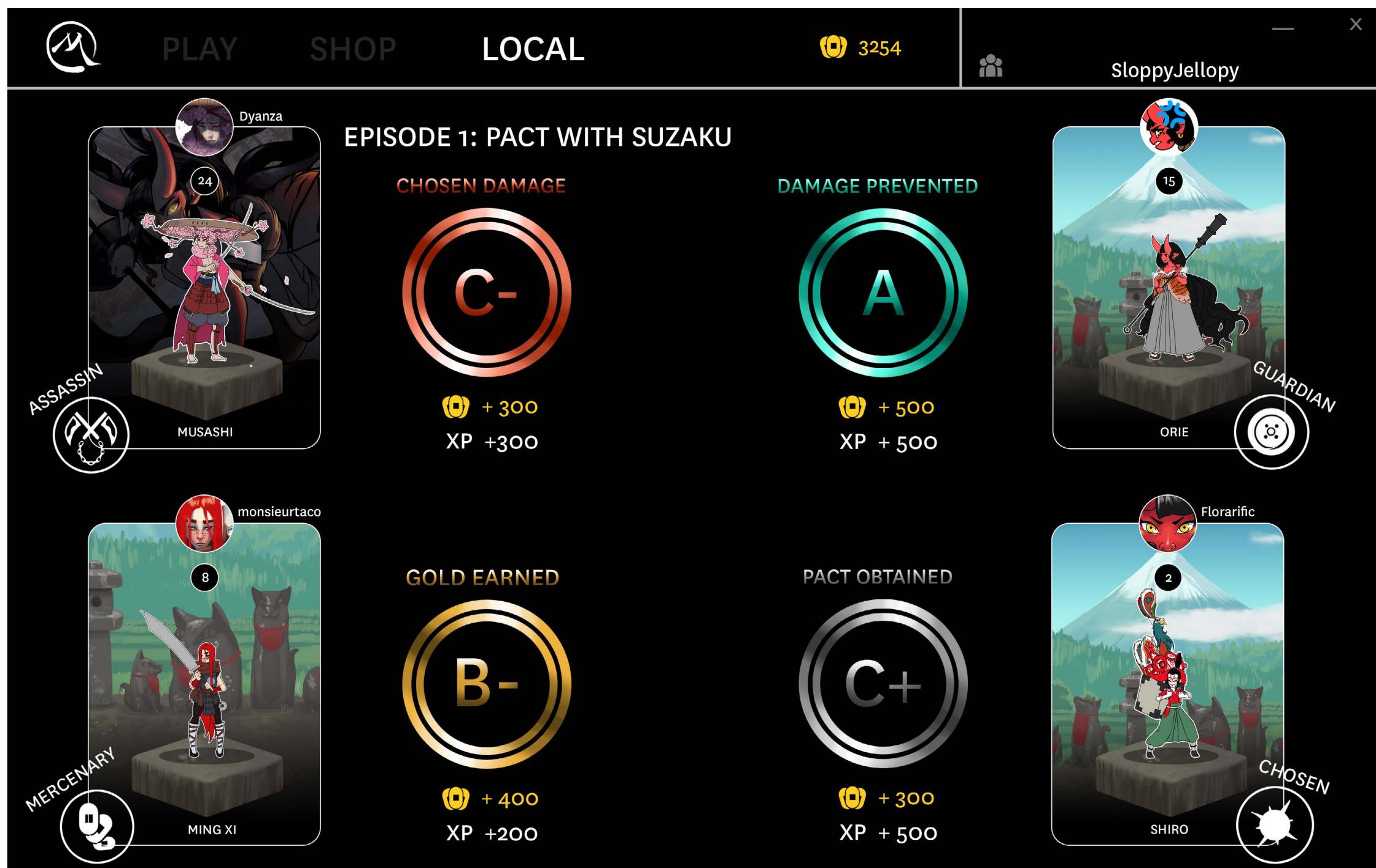
SHOP

LOCAL

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SloppyJellopy



After the game is over, each player is compared on how well they completed their role and are awarded experience points for leveling up their account and currency to spend on cosmetics.

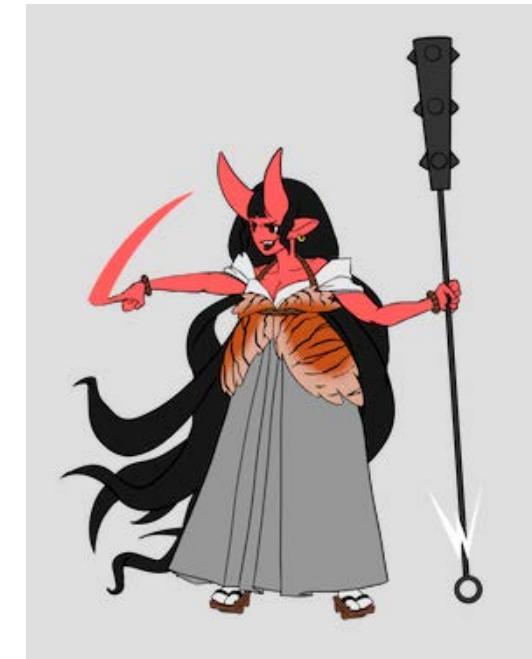
## Animation



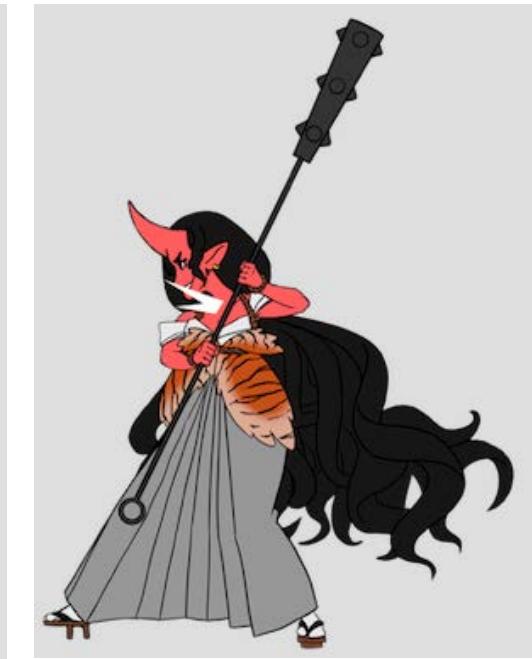
Idle (Above 30% HP)



Item



Support (Used when any skill that isn't an offensive one is used)



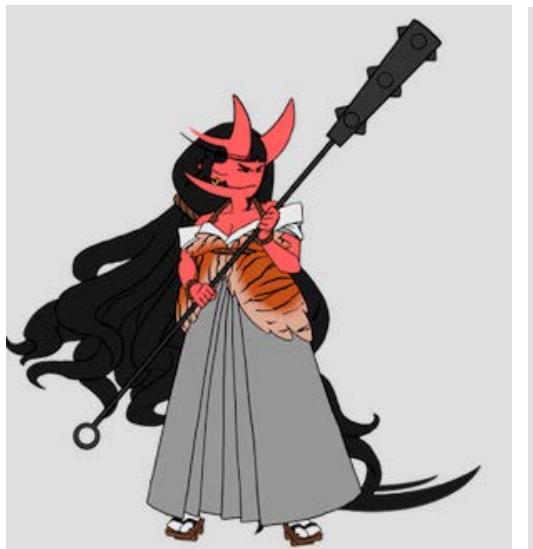
Blocking (Used when player performs a successfully timed block)



Attacking (Used for any offensive skill except for the secret move)



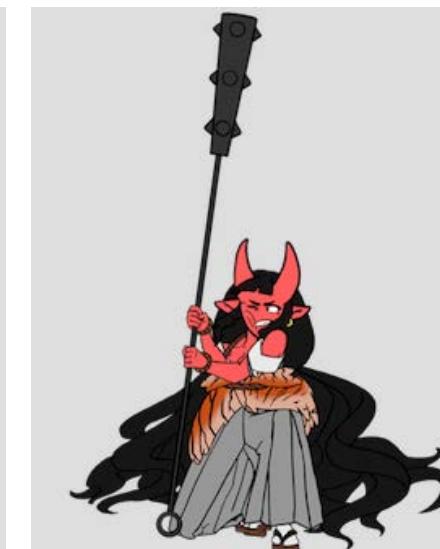
Damage (Used for taking damage above 30% HP)



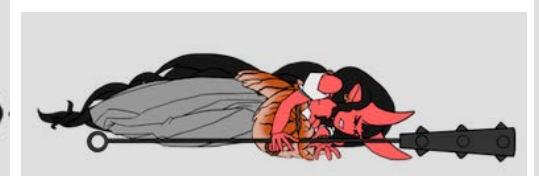
Rebound (After taking damage, if health does not drop below 30%)



Critical State (After taking damage, if health drops below 30%, new idle)



Critical Damage (Used when taking damage in the critical state)



Death (When HP reaches 0)



Secret Move

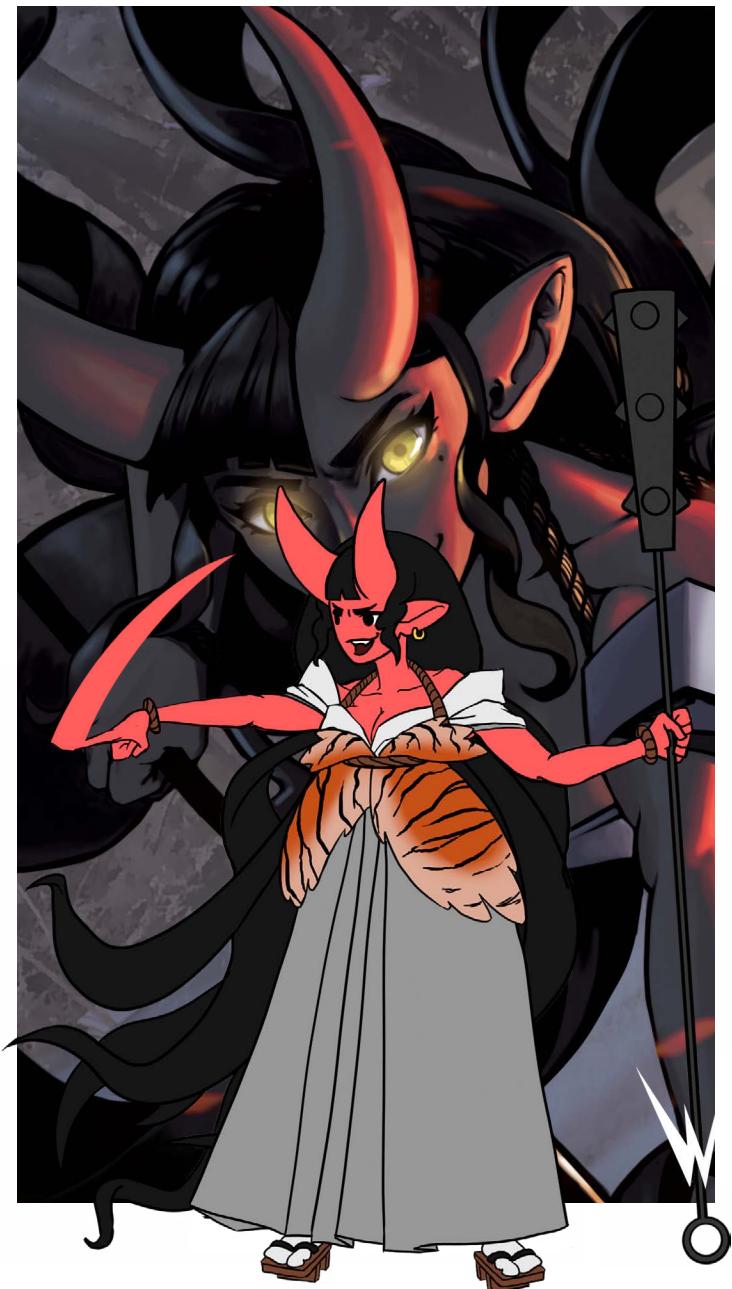


Mukashi is an exploration of isolation both culturally and personally. The world of Mukashi illustrates this by the four major kingdoms. They have had four centuries of cultural development without any major influences with any of the other kingdoms. All aspects of their culture have been dictated by their patron spirit: Suzaku, spirit of fire for the Southern Speartip Islands, Byakko, spirit of Earth for the Western Nomadic Plains Tribe, Genbu, spirit of Ice for the Northern Tundra Villages, and Seiryu, spirit of the forest for the Eastern Walled Capitol.

The first season of missions will focus on the changing relationship between the Speartip Islands and The Walled Capitol. After nine mysterious warriors called the Heads of Orochi invade the Islands and kill the emperor, many are forced to relocate to The Walled Capitol for protection.

Characters in Mukashi have a very loose canon story, due to the nature of the gameplay, players fill in the details of a character's story in relationship to the mission they're playing and the role they were given. However, it's important to have a story in mind when designing a character to ensure players have an interesting character to create a story for. Characters all have something that isolates them from others.

# STORY



Orie

The half-oni girl with mysterious origins. Brash, confident, and unafraid of anything.

Simple character with forgiving survivability, can do a little bit of everything. Low to moderate damage output.

HP	ATK	DEF	SPD
Base			
25	5	8	3
Growth			
90%	50%	80%	45%



Musashi

The former samurai who challenges all of the greatest warriors as if he were preparing for an insurmountable challenge.

High damage character with difficult action commands.

HP	ATK	DEF	SPD
Base			
15	7	4	8
Growth			
70%	80%	45%	75%

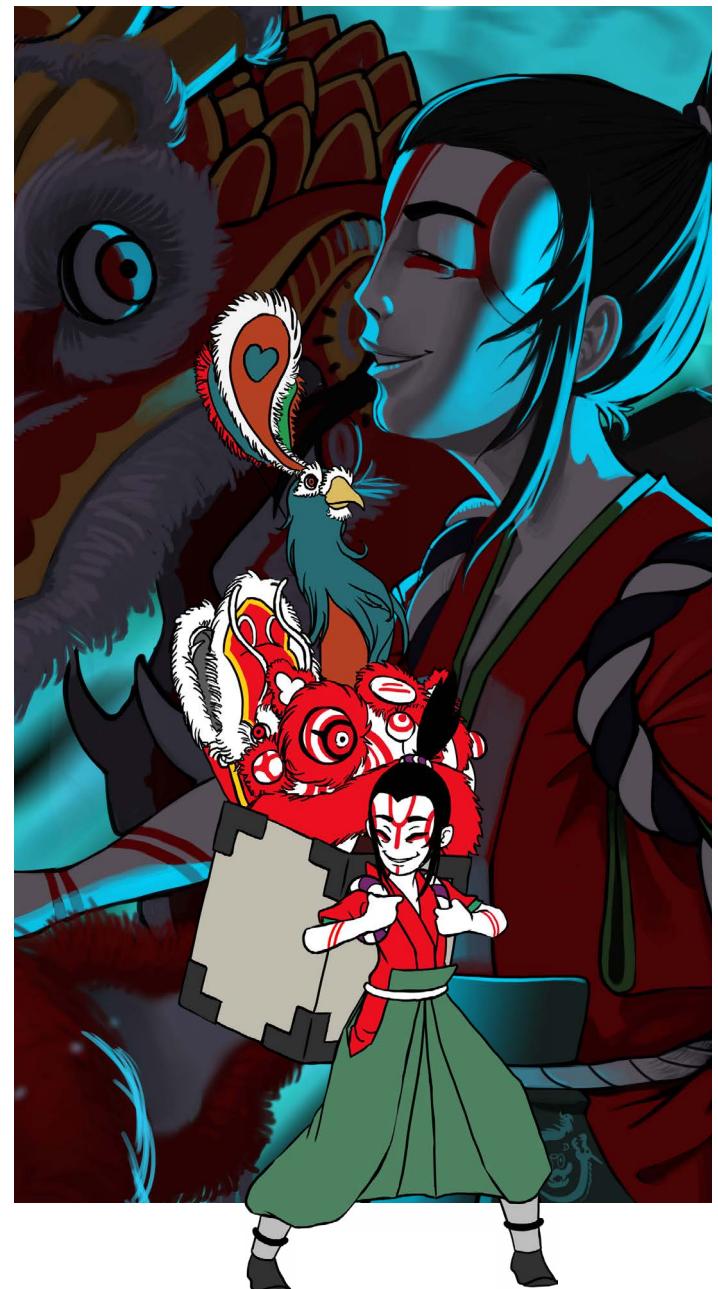


Ming Xi

She is the only woman to ever become a warrior in the Walled Capitol much less rise to such an esteemed position.

Information gathering character, views target's health and skills.

HP	ATK	DEF	SPD
Base			
20	5	6	5
Growth			
80%	70%	60%	55%

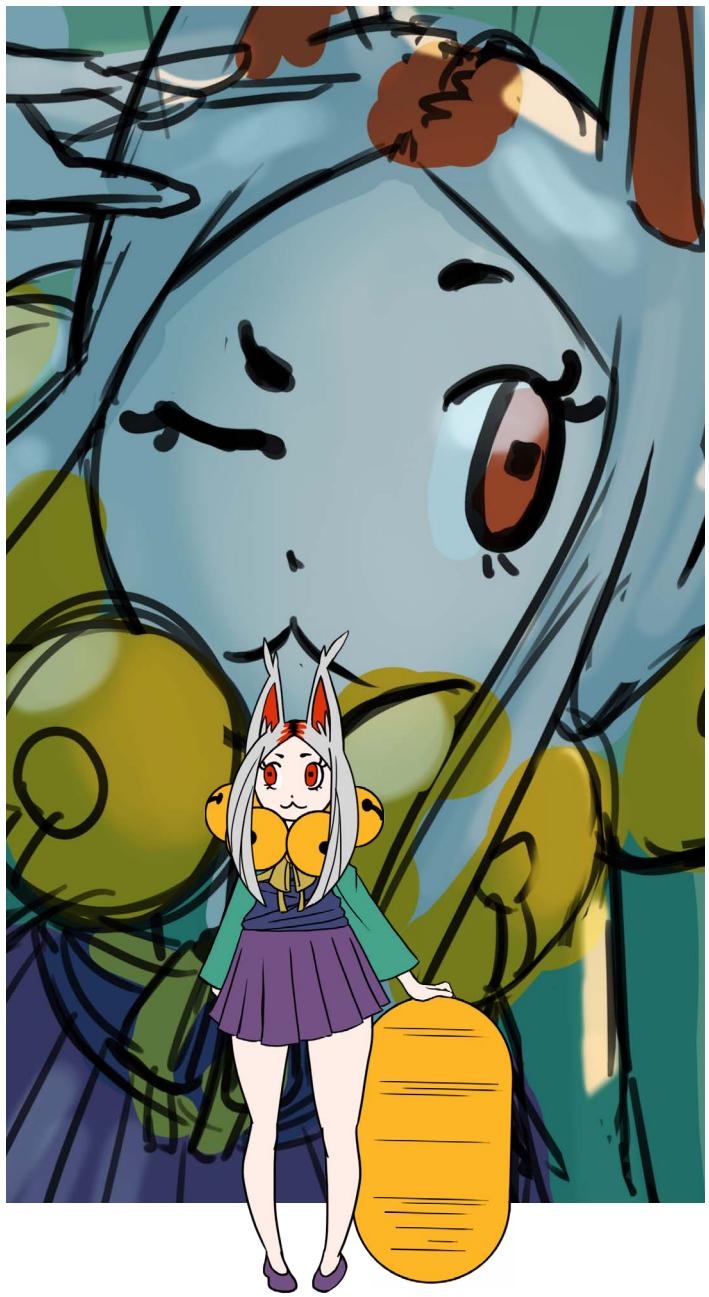


Shirou

The youngest of a traveling band of sibling performers; the puppets once used for his siblings' shows now protect the boy.

Support character, can selectively heal targets as well as buff them.

HP	ATK	DEF	SPD
Base			
17	2	5	6
Growth			
85%	45%	50%	75%



Amaneki

The young spirit of coinage still trying to find her place in the world.

Defensive character with easy defensive action commands, but difficult attack commands.

HP	ATK	DEF	SPD
Base			
15	4	10	7
Growth			
70%	50%	90%	60%



Sayaka

Host to the Demi-Spirit Raijin, the emperor's disgraced bodyguard was once the fastest swordsman in all four kingdoms.

Extremely fast attack action commands but has extremely high single target damage.

HP	ATK	DEF	SPD
Base			
16	6	3	10
Growth			
65%	75%	45%	85%

Lon

The charismatic host to Seiryu. Years of using Seiryu's power has left his arm covered in bark. Even so, he is still a capable fighter.

Buff and debuff character.

HP	ATK	DEF	SPD
Base			
23	5	7	4
Growth			
80%	60%	65%	50%

Goemon

The famous androgynous courtesan originally from the Spear Point Islands. He hosts the spirit of Lady Kayo, the nine tailed fox.

Crowd control character. Able to pass turns to other characters.

HP	ATK	DEF	SPD
Base			
14	2	7	7
Growth			
70%	45%	60%	80%