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Game Design Document

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# Game Overview

## Game Concept

Realm of Lost Yokai tells a story about a character who ended up in a strange predicament. While walking home from a long day at work, the character hears a strange and mysterious voice calling his/her name. Curious, the character follows the voice which led him/her into an abandoned shrine. There lies a magnificent box with such radiant and beauty. Voices become stronger as the character enters the room. Losing complete control of his/her body and temptation, he/she opened the box which sucked into the spirit realms. Confused and lost, the character must try to find her/him back home through obstacle.

## Genre

* Adventure
* Puzzle

## Target Audience & Market

* Age: 16 – 25
* Semi – Causal Gamer [3+ hrs. / week]
* Platform: Android and iOS

## Game Flow Summary

Create and Customize your own “Hero”. Your hero is stuck in the Spiritual World, help them return back home. However, is it nearly impossible. You and your hero will go on an adventure. Meeting various characters and facing difficult obstacles.

## Look and Feel

The view perspective of the game will be in 2D Top-Down Game.

#### Inspiration: Avatar the Last Air bender / Legend of Korra, Undertale, Wario Land 3, Pokémon

# Gameplay and Mechanics

## Gameplay

1. Player Movement: Left, Right, Up, Down
2. Player Interact Movement: Button

## Mechanics

1. Player Movement: Swipe Movement (Left, Right, Up, Down)
2. Player Interact Item/People: Face object + Tap Button
3. Camera Movement:

## Game Options

#### Character Selection:

* 1. 4 Male and 4 Female Character with Different Attribute – with 11[12?] attribute point
     1. Male 1: Strength – 5 Agility – 3 Vitality – 2 Luck – 1
     2. Male 2: Strength – 1 Agility – 5 Vitality – 4 Luck - 1
     3. Male 3: Strength – 2 Agility – 1 Vitality – 5 Luck - 3
     4. Male 4: Strength – 2 Agility – 2 Vitality – 2 Luck - 5
     5. Female 1: Strength – 5 Agility – 1 Vitality – 1 Luck - 4
     6. Female 2: Strength - Agility – 5 Vitality - Luck -
     7. Female 3: Strength - Agility - Vitality – 5 Luck -
     8. Female 4: Strength - Agility - Vitality - Luck – 5

## Constraints

# Story, Setting and Character

## Story and Narrative

#### Prologue:

On a gloomy day in Japan, you were walking home from work when you heard a voice calling your name. You look around to see, but no one was to be found. You decided to follow the voice which led you to an abandoned shrine. While exploring the shrine, you saw a bright light glowing from a mysterious box. You enter the room where the box lay. You suddenly notice a warning sign, wearying passing travelers to not open the box. However, you suddenly feel numb and lose control of your body. All you know is, you wanted to open the box. You opened the box and got suck into another realm, known as the Spiritual World.

#### Chapter 1: Earth

* Part 1: The Beginning
  + The Hero woke up from being unconscious. Shocked that this wasn’t a dream, however remain calm. All of a sudden, the hero hears the same voice as before calling for help.
  + Objective: Explore the Area and Find the Voice
* Part 2: Meeting Fae
  + Plot/Story: You find out where, well whether whom the voice is coming from. It is Fae, a green yousei, trapped inside a cage. You need to rescue her; however, the room is guarded by Oxen [maybe something else]. Oxen are incredibly strong and definitely 1-hit a human being.
  + Objective: Help rescue Fae without being spotted
    - Success: You rescued Fae without being spotted. Fae used her power and knocked out the Oxen. Fae explained the situation.
    - Fail: You died and started at Room 1 again.
* Part 3: Understanding the Gameplay
  + Objective:
* Part 4: Meeting Ruler of Earth
  + Plot/Story: After saving Fae and understanding the situation, you went to go see the Ruler of Earth.
  + Objective: Successfully Enter the Throne Room
    - Success: If you successfully saved Fae, you can enter the room.
    - Fail: The guard men will refuse to see the Ruler of Earth. You can either flee or fight your way through. However, slim chance of passing.
* Part 5: Save the Other 6 Faeries of Earth
  + Plot/Story: Ruler of Earth has agreed to help you, on one condition, you must return the other 6 Faeries safely back to him. Without the faeries, he is powerless against the evil spirits and doesn’t have enough strength to fight. With the little powers he has, he manages to locate them and open up 6 portals for the hero to explore.
  + Objective: Safely return 6 Faeries back to Ruler of Earth
    - Success: Ruler of Earth and the 7 Faeries used their power to regain control of the Region. However, news of the other regions is still being taken over by evil spirits. Hero unlocked Chapter 2: Water Region.
    - Fail: You’re stuck in Earth Region otherwise.

#### Chapter 2: Water

#### Chapter 3: Fire

#### Chapter 4: Wind

#### Chapter 5: Final Chapter

## Game World

There are 4 Type of World within the realm:

* Spring/East
  + 7 Land:
  + Element: water
* Summer/South
  + 7 Land:
  + Element: fire
* Autumn/West
  + 7 Land:
  + Element: earth
* Winter/North
  + 7 Land:
  + Element: wind

## Character

1. Yousei – Japanese Faeries
   1. Green Faeries:
   2. Blue Faeries:
   3. Yellow Faeries:
   4. Red Faeries:
   5. Orange Faeries:
   6. Purple Faeries:
   7. Pink Faeries:
2. Japanese Zodiac
   1. Rat
   2. Ox
   3. Tiger
   4. Rabbit
   5. Dragon
   6. Snake
   7. Horse
   8. Goat
   9. Monkey
   10. Rooster
   11. Dog
   12. Boar
3. Monsters

# Levels

## Objectives

#### Helps save all the Yousei from each Region (Total Number: 7 per region)

Plot/Story: The evil spirits have gather together and caused chaos once again. They have kidnapped all the yousei (Japanese fairies) and disperse them in different locations, guarded by their minions. Your job is to rescue them and bring to the Ruler of each domain. With the power of the 7 fairies and the Ruler, they can take control of their regime once again.

#### Helps the spirits world find peace and tranquility – Mini Side Quests?

Plot/Story: As you known, evil spirits have gain control of the Spiritual World. Their influences are rubbing on innocent and misguided spirits. Interact both bad and good spirits to join your side for peace and tranquility, whether battling or just simply talking.

Convert: Bad 🡪 Good 🡪 Join Team

Reward: Random chance of Money and Exp.

#### Helps the hero get back home

Plot/Story: The hero is trapped inside a mysterious box that took him/her to another realm, known as the Spiritual World. The spiritual world is no place for a human being to live. Rumor to be said that, with the power of the 4 Ruler of the Spiritual World, portals between the Spiritual and Real World is possible. However, what are the chances that you will convince the Rulers to help you?

#### Unlocked Hidden Passage and Treasure

Plot/Story: There are vast hidden treasures for you to find. Treasure can range from money, items, and even valuable jewels. Along with hidden treasures, you will find some passage to be locked. In order to unlocked those passage, you need a certain key, which are hidden around the region. Good luck finding them.

# Interface

## Visual System

#### Character Attribute [Suggestion]:

There are 4 Main Attribute:

1. Strength – Higher Attack Damage
2. Vitality – Higher Health Point
3. Agility – Higher chance of flee, and dodge
4. Luck - Random success of crit and dodge
5. Spiritual Animal?

Level Gains:

## Control System

## Audio, Music, Sound Effects

## Help System

# Appendix

## Maps Reference

#### http://osrtoday.com/wp-content/uploads/2015/07/Stoneholm-Dungeon-r1-PARCH.jpgThe Earth Kingdom [need a better name]: