Pouch Critters

Character Design Brief

Game Details

Overview, Narrative and Setting

In *Pouch Critters* the player takes on the role of a 'Critter Trainer'. They travel the region of *Mandurah*, capturing adorable creatures known as *Critters*. They train them to become stronger and take on fellow Critter Trainers in exciting battles!

The player character, *Rookie Trainer*, is a newcomer to *Mandurah*. Their goal is to become the number one *Critter Trainer* in the *Mandurah Region* – to do so they will need to defeat 11 *Critter Club Bosses*.

The region of *Mandurah* is a semi-rural coastal area in a hot, sunbaked part of the world. The region features a series of cosy villages dotted throughout the landscape. These include settlements next to the golden beaches, communities tucked away in the forests further inland and hill/mountainside towns even further in. Between these villages are open fields surrounding farmsteads.

Mandurah may be rural but it is far from backwards. Homes are modest but modern, with features which are sci-fi in nature – holographic projectors instead of TVs, service robots tending to the gardens and performing household chores, hover cars and trucks.

Gameplay - Exploration

The gameplay consists of 3rd person exploration of a colorful open world. The player character is seen walking, running, riding a skateboard, climbing ladders and using a surfboard. The environment ranges from sleepy villages with a modern/futuristic vibe, open grassy fields, gloomy forests, dark caves, beaches and small bodies of open water.

This world is also populated with various NPCs – merchants who can be traded with, villagers who might offer a bit of wisdom and rival *Trainers* who will initiate a combat encounter if the player draws close enough.

Gameplay – Combat (Wild *Critters*)

Combat encounters with wild *Critters* occur randomly while the player is exploring tall grass, caves or bodies of water. The combat consists of a turn based system in which one of the player's (up to) six *Critters* trades blows with the wild *Critter*. During these fights the camera will show the currently deployed *Critter* and the player character facing off with the wild *Critter*. Once a wild *Critter* has low enough health the player can attempt to capture them and add them to their party!

When *Critters* perform an attack they will undertake a small animation while *Critters* receiving damage with have a flinch animation. *Critters* reduced to zero health will have a death animation. Due to the wide variety of attacks which can potentially be given to a *Critter* there is no need for detailed animations. Instead, a *Critter* would need the following:

- A 'lunge' or 'swipe'

- A 'throw'
- A 'spin'
- A 'feint & swipe' or 'feint & swipe'

Gameplay – Combat (*Rival Trainers*)

Combat with *Rival Trainers* is mostly the same as combat with wild *Critters* – the player and their *Critter* are shown facing off against the hostile *Critter*. The main difference here is that the *Rival Trainer* is also shown in a similar fashion to the *Rookie Trainer*, cheering their *Critter* on and gesturing as they give them commands or react to their *Critter* taking damage.

Visual Style, tone & target audience

Pouch Critters will be rendered in a very cartoon-like visual style. Heavy use of minimalism.

- Bright colours with strong contrasts
- Simple, clean models (not necessarily low-poly; more like 'medium-poly')
- Large, flat surfaces with some details to 'fill in' blanks
    - Denim/jeans would be a single blue colour with the seams and the suggestion of stitches rather than a detailed denim pattern (see below)
    - Brick wall would be the primary 'shade' of the bricks with small 'clusters' of bricks to fill in the blanks (see below)

The game is targeted towards a younger audience as well as fans of more child-friendly games. The visual style of the game should also appeal to fans of Japanese animation.

As such the tone is quite light-hearted.

- NPCs in general are happy and outgoing, with a positive outlook on life.
- *Rival Trainers* are just looking for a good challenge rather than being overtly antagonist, and when defeated provide encouragement, support and congratulations to the player.
- It's made apparent that the *Critters* enjoy battling each other & love being captured and raised by humans
- The only reason they need to be beaten into submission before capture is because they are proud, and want to be sure that the *Trainer* who captures them is deserving of their companionship.
- *Critters* who are reduced to zero hp 'pass out' rather than being injured or dying.
- If the player loses all their *Critters* in a fight, the NPC who defeats them is the one who takes them and their *Critters* to the nearest healing station (narratively), and will offer them advice/encouragement for next time.

Similar titles

Pokemon

Animal Crossing

Dinkum

Player Character/s

In this section list the characters which will be controlled by the player.

Character Name/Role	Description
Rookie Trainer (Type A)	- Masculine human child - Between 10 and 12 years old - A 'rough and tumble' type kid - Backpack resembling a mix between a hiking pack and radio-backpack - Belt with *Critter Capsule* slots & a fanny pack for even more storage!
Rookie Trainer (Type B)	- Feminine human child - Between 10 and 12 years old - A kid prepared for adventure - Backpack resembles a mix between a hiking pack and radio-backpack - Belt with *Critter Capsule* slots & multiple useful pouches

NPC Character/s

In this section list the characters which the player will interact with

Character Name/Role	Description
Hover Skateboard Mechanic Town 1	- Mid-twenties feminine human - Prefers to work with their hands - Hair short or tied back to stay out of the way - Practical work clothing which they expect will be covered in grease by the end of the day - Gruff but friendly
Healing Wares Merchant Town 1	- Mid-twenties masculine human - Has the soul of a poet and detests manual labour - Hair long or heavily styled - Very fashion conscious - Arrogant but charming

Monster/Enemy Character/s

In this section list the characters which will be hostile to the player

Character Name/Role	Description
Water Dog Critter	- Happy and energetic - Resembles some kind of canine - About the size of a chihuahua - Aquatic looking - Strong blue themes - Utilizes water-type attacks
Fire Bird Critter	- Brash and aggressive - Resembles some kind of bird - About the size of a crow or magpie - Some part of it is actively on fire - Strong red and orange themes - Utilizes fire based attacks
Grass Mouse Critter	- Timid and cunning - Resembles some kind of mouse or marsupial - About the size of a chihuahua - Strong green themes - Utilizes grass based attacks
Rock Monkey Critter	- Friendly and stoic - Resembles some kind of chimp or monkey - About the size of a chimpanzee - Stony or pebbly looking features - Grey and brown theme, with some contrasting colour to spice it up - Utilizes rock/dirt based attacks
Ghost Cat Critter	- Very sad - Resembles a cat - About the size of a cat - Ghostly looking - Strong… ghost themes - Utilizes ghost attacks