

Pitch 3 - Moksha

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Genre:

Story Genre:

- Musical, Spiritual
- Fantasy, Adventure
- Fitness
- Mythological
- Whimsy

Game Genre:

- Augmented reality
- Exergaming, Fitness Adventure

One-Line Description:

- The journey of a person to cure his curse - travelling through a musical, spiritual and whimsical world, learning of other cultures, wondering through the wonders of the ancient world, discovering details about life not known before - on the way to the highest peak of the world, where resides the oldest temple shrine.

Game Story Summary:

- The narrative takes place in a musical and spiritual world where our Player Character (PC) is a member of an ascetic travelling commune, which believes in the idea that there is only one goal in life: to return to the entity that gave birth to them, through Moksha. The commune members lead simple lives; they spend their days meditating, praying, ascribing scriptures and playing music for their gods to gain their favor and hopefully attain moksha one day.
- Our story begins on the sacred night of Samsara Sangam - a festival where different communes gather to celebrate the cycle of death and the subsequent birth of their god. Here, amidst the celebrations, the PC encounters a mysterious musician, their music is unlike any other, with almost a godly quality to it, and this greatly enchants the PC. However, the PC remarks on the decadent lifestyle the musician leads and comments on the lack of respect they show for religious beliefs and practices. The slight angers the musician who then puts a curse on the PC and vanishes.

- The curse blackens their chest, spreading out in tendrils; It causes pain and makes the PC weak. But it so happens that the Musician before vanishing had left a golden tablet behind. This tablet ancient and mysterious in its ways reveals a path to the PC to find a cure for his curse. The only way to cure such a curse is to embark on a journey to the highest of the mountains, where the oldest of the temple shrines stands. And so, the PC sets out, along the way, they meet different individuals, understand other cultures, get involved in various quests and visit five temples that were built in an ode to a pantheon of deities. Visiting each temple and performing a ritual relieves the PC of pain in a certain part of their body and stops the further creep of the curse. The last part is the brain; it is associated with the temple shrine located at the highest height. In the end, the player character has managed to get rid of the curse, and is faced with the musician yet again, who talks to him in mysterious verses, leaving clues to who he could be, but more importantly questions the PC about his experiences and what he has learnt over the course of his journey to the old temple shrine.

Player Character:

- The story revolves around the idea of learning the difference between leading a strict stoic life and being able to enjoy the beauty the world has to offer. The Player Character (PC) travels through different types of biomes, meeting people of other cultures, and learning more about the world and the wonders of nature. As they continue the journey it becomes evident to the PC that the cure for the curse was the journey itself.
- They already knew that their body was but a mortal shell for their soul and that one day everyone would return to the centre of where the essence of creation lies, however, they now learn the value in cherishing what they already have, rather than being trapped in rote ascetic devotion.
- The player character learns to tolerate others' beliefs and learns to become one with nature by enjoying the beauty it has to offer them.

Intrigue:

- Ancient wonders of the world.
- The mysterious and mystical musician.

Narrative Theory for Camera:

- It's a tablet of spells that guides your way to the temple. Since this is more oriented towards yoga, each asana/yoga exercise is a way to appease the gods and help you pass to the next point in the story.

Themes:

Traditional emotional Themes:

- Self-improvement
- Role of spiritualism in the world
- Religion for religion's sake
- The physiology of mind and body, and how it has evolved.

World Themes:

- Strange world,
- Fantasy creatures
- Wonders of the world
- Mysterious origins
- Ancient ruins
- Hindu Mythology

Broader Themes:

- Colorful
- Elegant
- Deep greens, gold and purples.
- Old and Wise
- Mystical
- Incense
- Music
- Instruments

Mood Board:

