# Pitch 2 – Ashvattha

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## Contents

# Genre:

*Story Genre:*

- Dark Fantasy, Technopunk
- mystery, adventure
- Fitness
- mythological

*Game Genre:*

- Augmented reality
- Exergaming, Fitness Adventure

# One-Line Description:

- When a mysterious series of catastrophes takes the city of Amarvat by surprise, a man haunted by his mental illness must accept a gilded stranger's offer of godlike power to uncover the secrets behind the wilting world tree.

# Game Story Summary:

- The narrative takes place in a bustling metropolis called Amaravat, built around an ancient and mysterious Banyan tree called Ashvattha. The city functions as the administrative capital for a small nation-state but also serves as an important pilgrimage site for a major religion that is prevalent in the world. The city is carefully built around the large world tree, often incorporating its lesser branches and roots into the infrastructure of the city. The city is diverse with different kinds of folks, those with economic ambitions and even those there to pay their respects to the ancient Ent. However, the major factions are divided into two: the global guild administrators that look to the daily running of the city and the Gilded priests that are the caretakers of the world tree as well as the faith-keepers of the major religion.
- Our Story begins with a series of catastrophic events—a large explosion at the dock, the reddening of the soil, and the first signs of the wilting of the world tree. This sows chaos among the people of the city, for some it being a portent of a dark time to come.
- You play as one of the inhabitants who finds themselves out of a job and at loss of a house due to the catastrophic events. The character struggles with a mental illness; its effects on him are compounded by the catastrophic events. One night, the player character is visited by someone. A stranger in a cloak and a gilded mask and a belled cloak. The strange visitor offers the player character an easy solution to their problem—to empower their mind and body.

- The player character accepts the offer and, in turn, is given a device—an intricate gold tablet inlaid with runic designs and the bells. The stranger tells the player character that it's a powerful yet experimental machine that can help anyone become a "god among men, nay, god among kings" by imbuing them with some of the ambient power of the tree. Using the machine gives the player character not only physical strength but a gainly mental coherence they had never known before. In the covenant formed between the player character and the stranger, all the stranger asks of the player character is to help solve the problem of the city and the mystery at hand—why the world tree is wilting.

## Extra Lore:

- Magic in the world is weak at this point, and there are only a few who can manipulate it and fewer still who can use it appropriately. Most of the users belong to the clergy, which is responsible for the running of the major religion, and even among the priests, magic is contained only by those that have a close connection with the world tree. The form of magic they use isn't explicit and is usually a form of mantra/poem recited. Dedicated devotion and prayers form a larger part of the lives of those living around the tree, so the religion holds a strong ground within the city. Because of this, more often than not, there is a power struggle between the elected members of the city and the high clergy. A member of the clergy takes seat in the cabinet of the leader elected to lead the city, regardless of politics. This seat is usually given to the second highest ranking member of the clergy, as the highest member is usually preoccupied by his connection to the sacred tree.

## Player Character:

- The MC is weak and demure, and they've been long suffering from a mental illness that forces long bouts of depression on them. Such episodes can last for months or even years, and it affects them both mentally and physically. So, when offered an opportunity to become "a god among kings," they must either realize that dream.
- The MC is a skeptic; they believe in the scientific methodology but keep faith in the religion surrounding the world tree as well. In the course of the story, as they are faced with fantastic things both surreal and otherworldly, that makes them question their beliefs and adopt a new philosophy accommodating for the different realities of their world.

# Intrigue:

- Why is the world tree wilting?
- Who is mysterious stranger?
- Who are the gilded priests?
- Why are the catastrophic events taking place?

# Narrative Theory for Camera:

An experimental system designed by the stranger to empower non-powered beings. It works by tracking every chakra/chi point in your body and muscle group, suggesting the best way to improve them. The resulting effect gives you enhanced strength, agility, dexterity, and intelligence and makes you over all happier.

# Themes:

## Traditional emotional Themes:

- What do you do when society throws you away after not caring about you?
- Self-improvement
- Religion's role in the world
- Tech vs religion
- The physiology of mind and body, and how it has evolved.

## World Themes:

- Strange world,
- Techno-magic,
- Blockchain tech,
- Fantasy creatures,
- Underground world
- Mysterious origins
- Ancient technology
- Hindu Mythology

## Broader Themes:

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

- enhanced strength, agility, dexterity, and intelligence and makes you overall happier.

# Mood Board: