Game Concepts

Goryn Baying for Blood

- **Genre**: 2.5D Horror Game
- **Difficulty Modes**:
- **Easy/Chicken Mode** – "I need my mommy for this"
- **Medium** – "Getting ready"
- **Hard Mode** – "Baying for Blood"
- **Expert Mode** – Features sequel introduction, resolution mode, and decision-bound sequel continuation
- **Related Titles**: *Bloodborne* (inspiration/reference)

VTuber & Digital Avatar Concepts

Uche Nnamdi

- Puppet character for OBINexus YouTube channel
- VTuber puppet representation of Nnamdi
- Used for lectures on YouTube
- Partnership concept: *Me and Uche Nnamdi*

Comic Projects (R&D Oriented)

All comic projects are designed as R&D media, where the **medium is polarized**, similar to **moiré** or layered depth. Selected panels should allow for subtle **motion or UI/UX interactions**—blending visual storytelling with dynamic user interfaces (2-in-1 experience).

Xia Regrets: Devil Deal

- Short comic series
- Themes: Horror, supernatural, Japanese cultural elements
- R&D focus: Moiré overlay in transformation scenes, minimal UI button overlays for reader interaction in select panels

Horn of Africa

- Concept: African short story/novella comic series
- **Key Elements**:
- Horn reference to rhino horn in Africa
- Rhinos portrayed as passive but aggressive when defending:
    - Their land/territory
    - Their children/family

- Storytelling approach includes Polaroid lens photos after development
- Focus on African narratives
- R&D focus: Photo-polaroid animation and UI-triggered panel shifts to simulate memory flashback layers

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Novella Projects

The Legends of Kai and Sora

- **Format**: Novella with 3½ settings
- **Setting Structure**: 45-1 road structure (nonlinear alternative to traditional beginning-middle-end)
- **Target Markets**: Japanese comics, African comics
- **Main Characters**:
- **Kai** – Means "sea" or "ocean"
- **Sora** – Means "sun" or "heaven"
- **Plot Summary**:
- Set during the Mongol invasion period of Japan
- Hani (pregnant character) writes love letters to Riku (warrior and leader)
- Kai and Sora are separated by the divide of Japan
- Represents the yin and yang of Japan
- Sora: Located in the northeast, far from China, destined to reclaim heritage
- Kai: Southwest Japan, both eventually return to seize the thrones
- R&D focus: Multi-panel dynamic environment using UX markers for reader-controlled scene transitions

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Short Film Concepts

Breath

- **Genre**: Medical Horror/Drama
- **Setting**: Battlefield medical scenario
- **Opening Scene**:
- Medium shot with siren screaming "Breath! Breath!"
- Injection sequence
- Non-mouth breathing technique, face down
- Battlefield visible in mid-far ground, partial cover
- **Concept**:
- Dark horror world
- Chromatic hue appears when medical equipment is activated
- Follows a medical team's journey
- Use of AI to increase life-saving capability
- Contrast with a reckless opposing team that leaves victims with "no breath"

Notes

- All projects interconnected through themes of cultural identity, survival, and transformation
- Integration of African, Japanese, and modern digital culture
- Focus on narrative concept art and multimedia storytelling
- Comics now serve as R&D tools blending static storytelling with dynamic UX: motion layers, polarized panels, and reader interaction