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The Game of Saṃsāra

I am adapting the concept of Saṃsāra for this game, which is essentially the cycle of life and the theory of rebirth. Saṃsāra is the foundation belief of many religions, specifically Shramanic religions like Buddhism, Jainism and other schools of Hindu philosophy. In Sanskrit Saṃsāra means “wandering” and “world” and essentially it is tied to the idea of karma (the sum of a person's actions in this and previous states of existence, viewed as deciding their fate in future existences.) , and how karma affects one’s rebirth into different forms.

I want this game to have a very simple design, It is a game about the cycle of life and the perspective will be through the eyes of a soul who changes forms. I want the characters to cycle through the realms of existence as believed in Buddhism (Human, Animal, God, Titan, Hungry Ghosts, Hell) For each realm I want their to be a large amount of characters who are selected depending on the characters’ actions (so it can include the concept of karma). The game will be seen through the perspective of a character (whose form changes each time it dies) walking through a simple environment, encountering other characters and objects with the option to kill, fight, help, make friends, or steal (this will be the rough list of options of interacting, but will vary depending on the object/being). Based on the characters choices, different levels of karma will be determined and there will be benefits (gaining good karma, dying and reaching a higher realm) and costs (gaining bad karma, dying and being reborn into a lower realm, etc.) I want the main occurrence to be death in the game, and I want the death to be random and the rebirth to be determined by the level of karma a character has. There will be a karma amount indicator on the screen.