

# GAM200 - Concept Document



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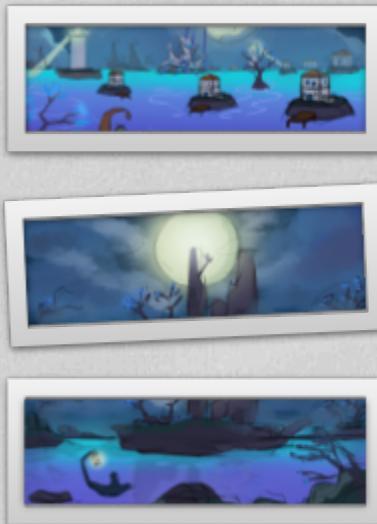
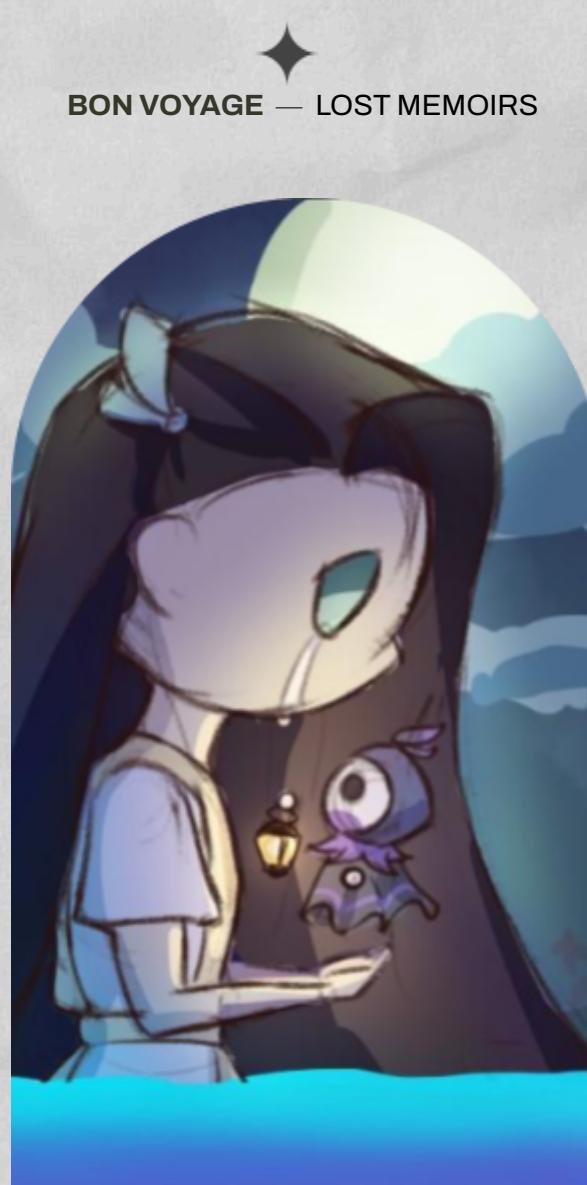
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## BON VOYAGE - CONCEPT DOCUMENT

AWAKENING —**GENRE** — Narrative-based**TARGET AUDIENCE** —

Casual Gamers

**THEME** — The theme of the game centers around an underworld setting where players have to ferry passengers back to their respective locations.**BON VOYAGE — LOST MEMOIRS****LOST MEMORIES****CORE GAME MECHANIC**

The core game mechanic of Bon Voyage is fetching passengers from one location to another (using left - click). Players will gain clues via dialogues to guide them into knowing where they should drop the passengers off. Bon Voyage consists of an open world space wherein players can navigate around the underworld to fulfill their objectives. Each time a player drops a passenger off at the correct location, the story progresses in the form of "Memory Fragments".

**MEMORY FRAGMENTS**

As players ferry one passenger from one location to the next, they will earn a special type of currency - Memory Fragments. Collect as many Memory Fragments to reveal the entire story.

*Set out on a journey together with Eldoris  
to recover his past.*



[AWAKENING](#) —

CHARACTERS &amp; FEATURES

LOST MEMORIES

**BON VOYAGE — LOST MEMOIRS****PLAYER (ELDORIS)**

A fisherman back in the days when people were still living in peace. What exactly happened?

**LITTLE GIRL**

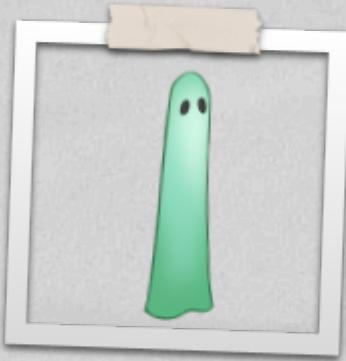
"My final wish? My final wish is to..." — A mysterious little girl appeared before the player. It seems that she wants something back.

**SEA MONSTER**

An ominous manifestation born from the tormented memories of the player.

**PET (PHEDORA)**

A loyal companion to the player. It seems that its appearance has altered over time.

**LOST SOULS**

Also known as passengers, they are wandering souls, just waiting to fulfill their final wish.

**CRYSTAL BALL**

Cordelia is no easy world to travel around. Use the crystal ball granted to you in order to navigate your way better.

**RELICS**

Sea conches record memories. The relics seem to glow as if a wish is still looking to be fulfilled.

**MEMORY FRAGMENTS**

Accumulate these currencies to recover the player's memories throughout the game.

Bon Voyage centers around a world known as "Cordelia". Cordelia is home to many wandering souls, each with a purpose in mind. It is said that memories create illusions and such illusions have the capability to form worlds of their own.

The origins of Cordelia started from a particular memory, one that was lost and is looking to be rekindled once more. As to whose memories these belong to...

**"WHAT'S THIS PLACE? IT LOOKS  
NOTHING LIKE WHAT I'VE  
SEEN BEFORE."**

[AWAKENING](#)[GENERAL NARRATIVE](#)[LOST MEMORIES](#)

*"I OFTEN FEEL LIKE MY LIFE  
IS BEING REFLECTED BY THESE WAVES."*



Swaying gently through the ebb and flow of the waves, illusions form on the surface of the water, known as "memories". Just like a mirror, waves are a reflection of a person's memory of the past.

When memories overflow, the once still and calm water cascades into a giant wave, washing away everything that once existed.

There once lived a fisherman who worked for the sake of his family, bringing his little sister out to sea to admire the waves for the first time.

"Aren't these waves just like a mirror? I often feel like my life is being reflected through it."

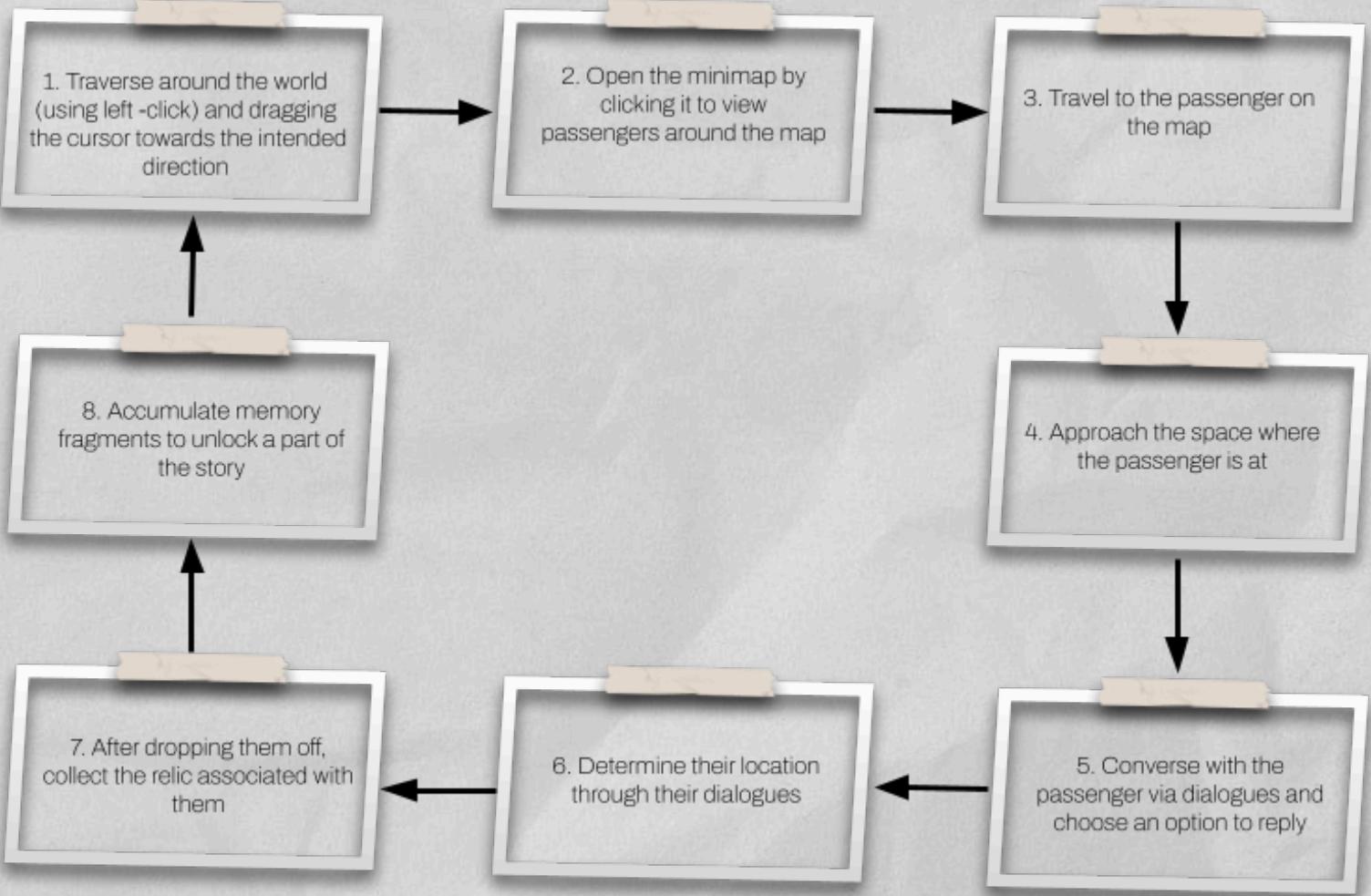
A decade passed and the fisherman's memories were swept away together with the great Tsunami that occurred.

### CORE & PURPOSE

At its core, Bon Voyage consists of a series of backstories to drive its narrative. The main purpose of this game is to let players have a feeling of being in an unfamiliar world (due to the loss of memory) as they immerse themselves in the stories of other passengers. As players traverse the world, they would come across passengers in the form of "Lost Souls". Upon interacting with these "Lost Souls", players will have to infer the correct location to drop them off based on the clues they get through the dialogues. Once a passenger has been dropped at the right location, a relic will be given to them. These are not to be confused with "Memory Fragments". Relics contain stories regarding the passengers while "Memory Fragments" are currencies needed to restore the player's memories.

The gameplay requires players to strategize their routes as there will be obstacles such as weather conditions and enemies. Fetch every passenger and deliver them to safety in order to accumulate "Memory Fragments" and complete the whole story.

*"I'M SORRY, I SHOULDN'T  
HAVE BROUGHT YOU  
HERE AFTER ALL."*

[AWAKENING](#) —[CORE GAME LOOP](#)[LOST MEMORIES](#)**BON VOYAGE — LOST MEMOIRS****Start**

Players will first start off by picking up their first passenger. However, as the map is quite big, players will have to navigate the world through the aid of a mini-map located at the bottom right of their screen. Upon clicking the mini-map, they can open it on a bigger screen in order to see where the passengers are located around the map. Upon picking up a passenger, the player will go through a series of dialogues. Depending on the player's choice, the clues given to them will vary in clarity.

As players traverse around the map to pick up and drop off passengers to and fro, they will come across basic enemies along their way. These enemies will attempt to damage their boat, thus players will be advised to maneuver carefully. Once a passenger has been dropped at the correct location, a relic will be obtained and memory fragments will be collected along with the relic. Every relic contains a story of its own and it would also link to the past story of these passengers. This entire process will loop once more for the next consecutive passengers.

[AWAKENING](#) —[REFERENCES](#)[LOST MEMORIES](#)**BON VOYAGE — LOST MEMOIRS****SOUND DIRECTION**

Currently, the game does not include any soundtrack as of now. However, the directions of the soundtracks we plan to have for the game have already been considered as a team.

As the world of Cordelia is set in a fantasy underworld theme, the background music of the world would lean more towards a gentle yet solemn tune so as to encompass both the feelings of nostalgia and tranquility within the atmosphere.

Other sound effects would include the sound of waves crashing as Cordelia is made up of mostly water. UI button clicks should sound a little more fantasy-like to accommodate the theme rather than just the usual button click sounds.

**GAME REFERENCES**

Game Title	Link	Referenced element(s)
SpiritFarer	<a href="https://thunderlotusgames.com/spiritfarer/">https://thunderlotusgames.com/spiritfarer/</a>	Concept of a ferryman
Maple Story	<a href="https://maplestory.nexon.net/landing">https://maplestory.nexon.net/landing</a>	Environment

