THE WITCH OF XANGDEBAAR

A GAME CONCEPT DOCUMENT BY DAMIEN BEL

HOW TO READ THIS DOCUMENT?

PAGE ORGANIZATION

GOLD PAGES:

RECAP THE MOST IMPORTANT INFORMATION AT A GLANCE

ONE PER WORK FIELD (e.g.: « narrative design », « character art »…)

BLACK PAGES:

GO INTO MORE DETAIL

ONE PER IDEA

INFILTRATE

2.

4. HIDE

1. OBSERVE

3.

BORROW

The Witch spying on the entrance of a building with the Observation Mechanic

1. Secrets to learn by listening and exploring.
2. Guards limiting the entrance to a new social zone,
3. NPCs outside to get information from and borrow into,
4. A dark alleyway to take them and assimilate them or hide.

GENRE:
Social Infiltration Semi-Open World RPG

PLATFORM:
PC

CAMERA:
Third Person

AUDIENCE:
16+

SETTING:
DIESEL OCCULT FANTASY

REFERENCES

SETTING

STORY

GAMEPLAY

ARCANUM
Noir Magitech
Fantasy

MATRIX
We must escape the
Dead World
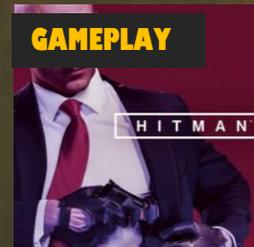
HITMAN
Open Social
Infiltration

DESIGN

GAME DESIGN – MISSION DESIGN – LEVEL DESIGN – NARRATIVE DESIGN

GAME DESIGN

TAKE CONTROL OF NPCs

The Witch borrowing into an other person's body and taking control of it

ACTIONS

DISCOVER SECRETS & PATTERNS
Observe - Listen - Deduce

BORROW INTO NPCs
Sense – Guide – Control & Use Tags

USE WITCH POWERS & AFFECT MOOD
Alchemy – Voice – Pattern Observation

ALCHEMY 7

MANAGE MULTIPLE CONSCIOUSNESS & BUILD THEM A HOME
Grow Personas – Piece together Knowledge – Build Mind Palace

GAMEPLAY LOOP

SPY → BORROW → USE TARGET SKILLS

THE WITCH

GAME FEEL

ACTIVE DETECTIVE

FREEDOM OF APPROACH

PREDATOR

REFERENCES

MGS V
Gameplay Loop

HITMAN
Social Infiltration

DISCO ELYSIUM
Thought Cabinet

ARCHITECTURE OF THE LEVIATHAN SYSTEM

GAME DESIGN

CORE

SUPPORT

ANNEX

BECOME THE LEVIATHAN
BORROW INTO PEOPLE & MAKE THEM PART OF THE MULTIPLE CONSCIOUSNESS

BORROWING SYSTEM

ASSIMILATION

MULTIPLE CONSCIOUSNESS

SOCIAL ZONES & SHADOW

TAGS

OBSERVING PATTERNS

OBJECT INTERACTION

SECRETS

MIND MAP

WITCH POWERS

ZONE OF TOLERANCE

ENERGY VISION

DIALOG

REACTION BEHAVIOURS

WINDOW OF TOLERANCE

TOWER OF DREAMS
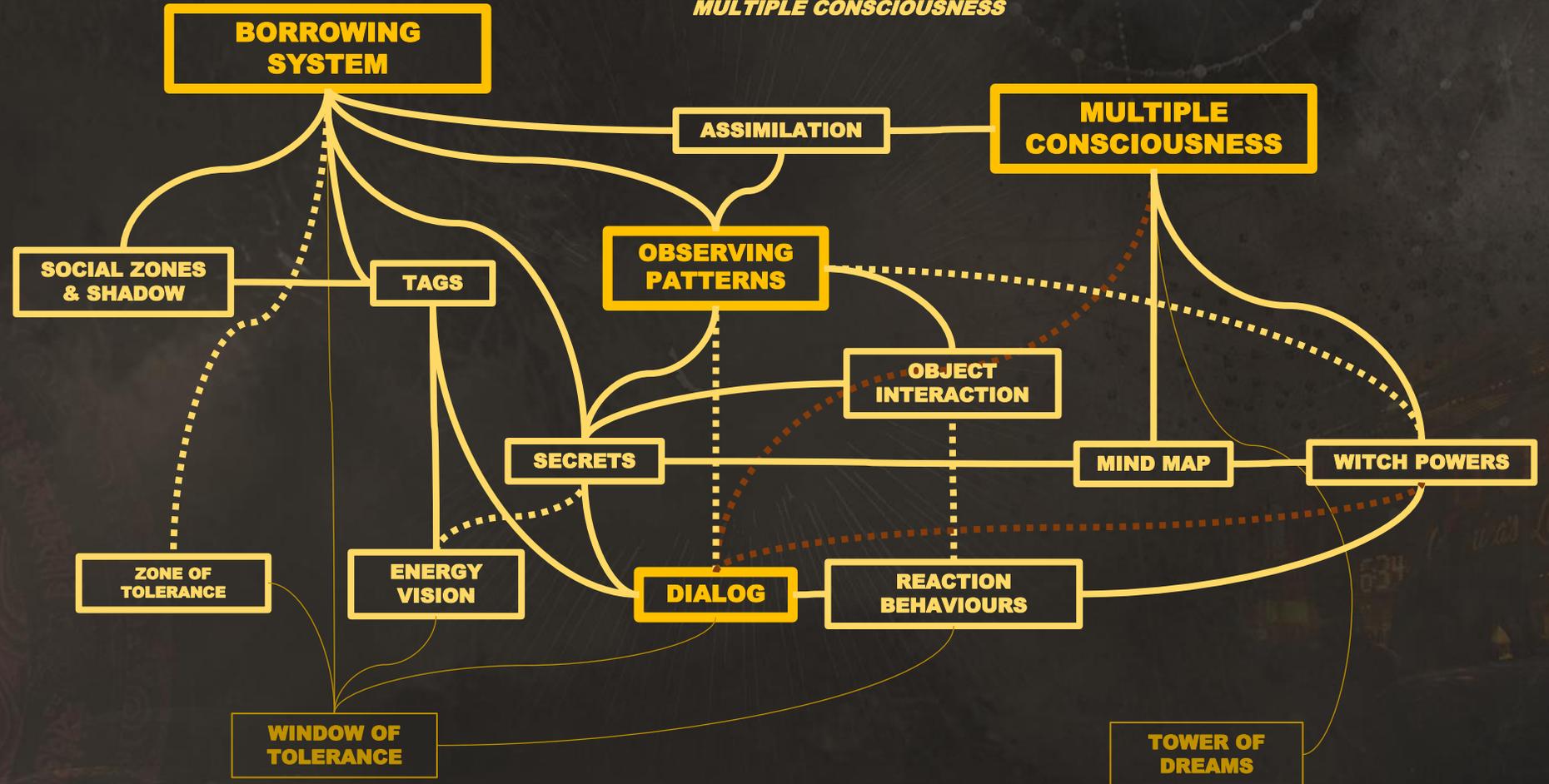
BORROWING SYSTEM

BORROWING SYSTEM

- ASSIMILATION
- OBSERVING PATTERNS
- SOCIAL ZONES & SHADOW
- TAGS
- SECRETS
- ZONE OF TOLERANCE
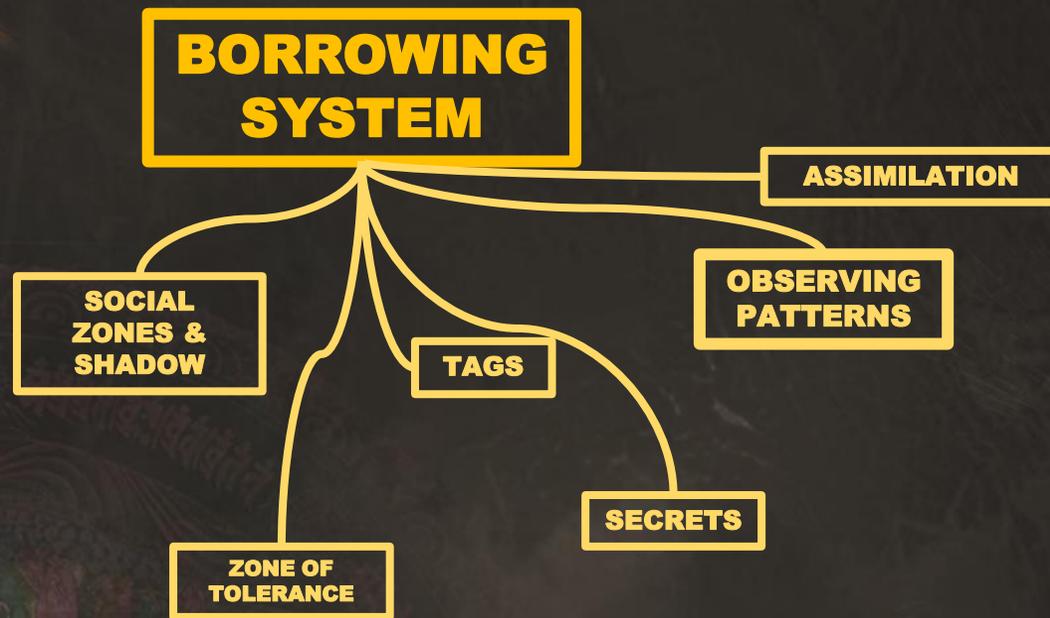
BORROWING

- Borrowing is dependant on learning NPC secrets
- Main ability of the Witch
- Possibly have layered levels of interaction depending on number of secrets known (sense -> guide -> control)
- Used for Movement & Social Infiltration (social zones & tags) (refs -> Hitman & Mario Odyssey)

HITMAN 2
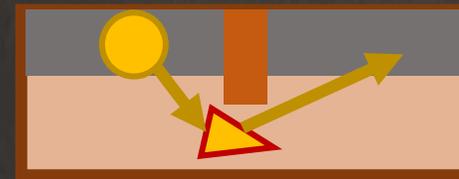
NAVIGATE BETWEEN SHADOW AREAS
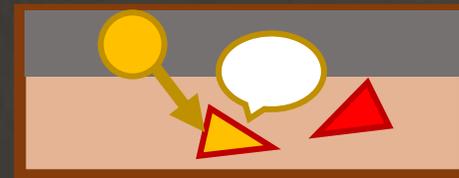
SPEAK AS OTHER NPCs

BORROW INTO ANIMALS & PLANTS

LEARN SECRETS — BORROW — USE TARGET SKILLS
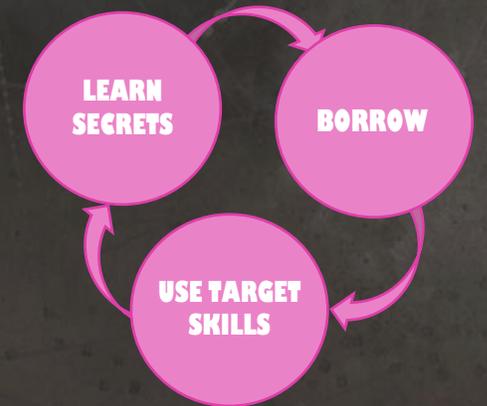
POWERS

- Take control of NPCs from a distance

CHALLENGES

- Learn their secrets
- Identify which NPCs are useful for quest completion
- Pattern challenge

REWARDS

- Social Tags
- Access to new information
- Greater range of movement & vision outside the shadows

SYSTEM OF SECRETS

BORROWING SYSTEM

OBSERVING PATTERNS

OBJECT INTERACTION

SECRETS

MIND MAP

ENERGY VISION

DIALOG
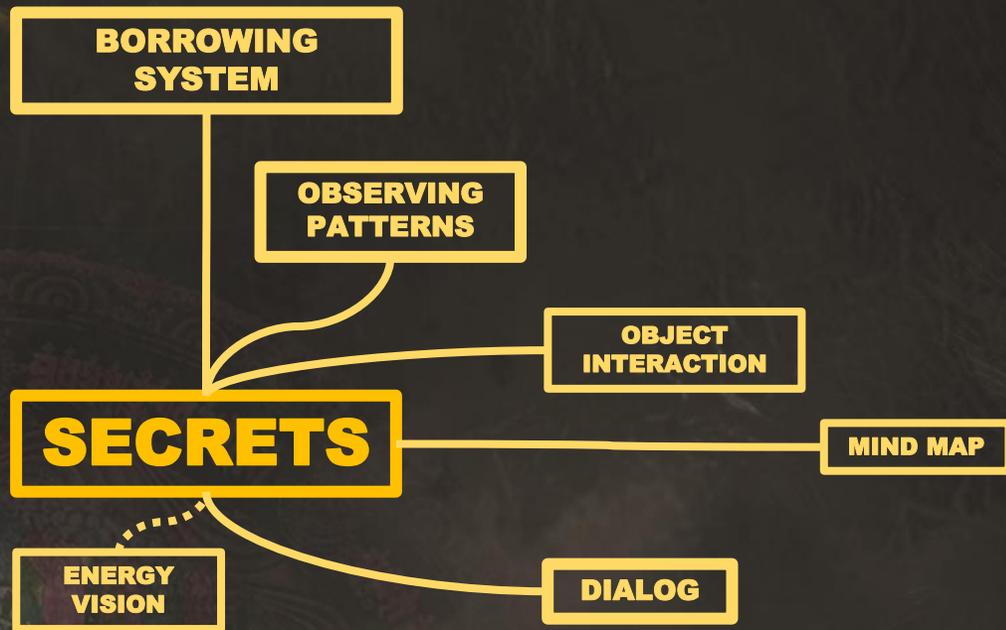
SECRETS
- Learning Secrets is the main vector of progress in missions
- Counts as progress for the Borrowing system
- Learn secrets from objects and patterns in the environment, in conversations.

LEARN SECRETS

FROM ENVIRONMENT

FROM CONVERSATIONS

LEARN SECRETS
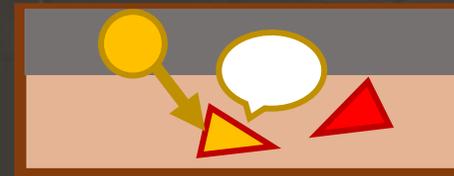
BORROW

USE TARGET SKILLS
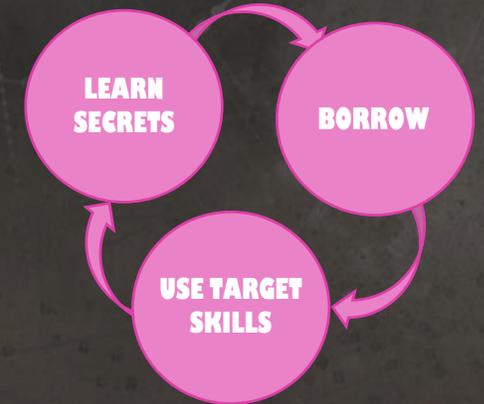
### POWERS
- *Gather secrets*

CHALLENGES
- *Find them – exploration, parcours*
- *Gain access to them with the correct social tags & interactions*
- *Pattern challenges*

REWARDS
- *Ability to borrow into NPCs of whom secrets are knownj*
- *Useful information for mission progress*

GAME DESIGN
TAGS

BORROWING SYSTEM

SOCIAL ZONES & SHADOW → **TAGS**

ENERGY VISION
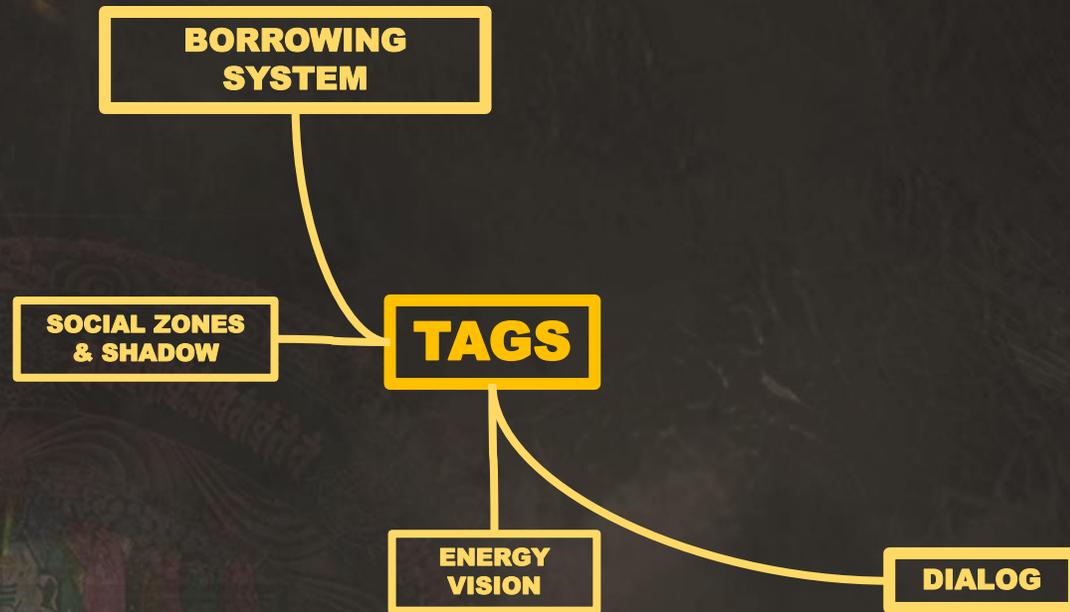
DIALOG

TAGS

- It is necessary for the Witch to use Social tags to gain access to Social zones
- Each NPC has its own Social tags, sometimes Power tags (Magic powers, exceptional physical abilities…)
- Tags are used to unlock freedom of movement, dialog options, and environmental interactions
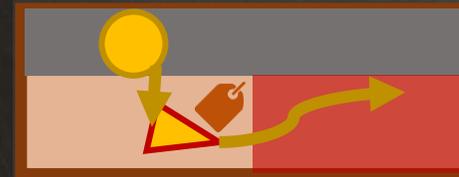
UNLOCK ACCESS TO SOCIAL ZONES

UNLOCK DIALOG OPTIONS

DESTROY WALL
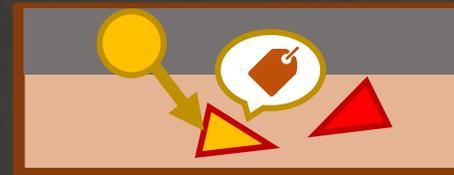
UNLOCK INTERACTIONS

LEARN SECRETS → **BORROW** → **USE TARGET SKILLS**
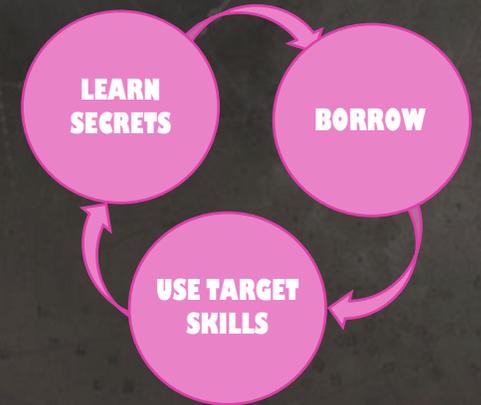
POWERS
- *Unlock dialog options & environment ionteractions, access to social zones*

CHALLENGES
- *Borrow into NPCs*

REWARDS
- *Earn secrets*
- *Trigger NPC behaviours*
- *Trigger mechanisms*

SOCIAL ZONES & SHADOWS

BORROWING SYSTEM

SOCIAL ZONES & SHADOW

TAGS
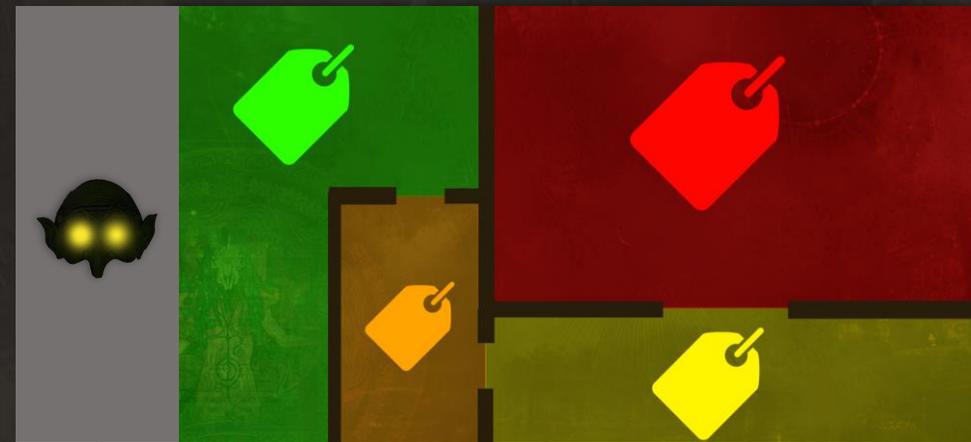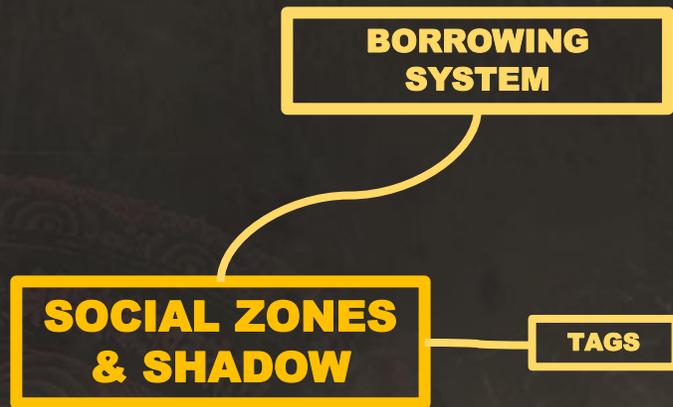
LAYERS OF SECURITY

SAFE ZONES

GATEKEEPRS

SOCIAL ZONES & SHADOW

- Social Zones are only accessible to NPCs with the correct tag
- The Witch, without borrowing into other NPCs, can only move within shadows inside buildings, or roofs in the open world.
- Tag checks are operated by security NPCs through dialog

WITCH POWERS

MULTIPLE CONSCIOUSNESS

OBSERVING PATTERNS

MIND MAP

WITCH POWERS

DIALOG

REACTION BEHAVIOURS

LEARN INFORMATION

TRIGGER BEHAVIOURS

DESTROY WALL

UNLOCK INTERACTIONS

GROW MULTIPLE CONSCIOUSNESS

INCREASE WITCH POWER LEVELS

AFFECT PEOPLE & THE ENVIRONMENT

POWERS

Unlock Witch Powers (Observation, Voice & Alchemy) interactions

CHALLENGES

- *Grow multiple consciousness to increase Witch Power levels*
- *Pattern challenges*

REWARDS

- *Trigger NPC behaviours and mechanisms*
- *Unlock alternative mission paths*
- *Learn information*

WITCH POWERS

- The Witch gains knowledge from the Multiple Consciousness to better use Witch Powers
  - **Observation** - Understanding patterns in the environment, people's behaviours, speech…
  - **Voice** – Command NPCs & influence their mood
  - **Alchemy** – Modify liquids, plants and metals to act on people or the environment
- Player can oversee Witch Power progress in the Mind Map
- Using Witch Powers could require completing a Pattern Challenge Minigame for challenge & gameflow – otherwise simple interaction check

ASSIMILATION

BORROWING SYSTEM

ASSIMILATION

MULTIPLE CONSCIOUSNESS

OBSERVING PATTERNS

BORROW INTO PEOPLE

ASSIMILATE THEM

GROW MULTIPLE CONSCIOUSNESS

POWERS

- Absorb people into the multiple cosciousness

CHALLENGES

- Borrow into people

## REWARDS

- Increase Witch Power levels
- Get information from absorbed personas

ASSIMILATION

- As a result of borrowing into people, the Witch will absorb them into the multiple consciousness by assimilation
- Still unclear system
- Could either be a byproduct of borrowing, or an action which requires learning all secrets of a character, borrowing into them, isolating them in the shadows, and absorbing them.
- Narratively tied to the Witch's ability to enter dreams and confront Demons.

GAME DESIGN
MULTIPLE CONSCIOUSNESS

ASSIMILATION

MULTIPLE CONSCIOUSNESS

DIALOG

MIND MAP

WITCH POWERS

TOWER OF DREAMS
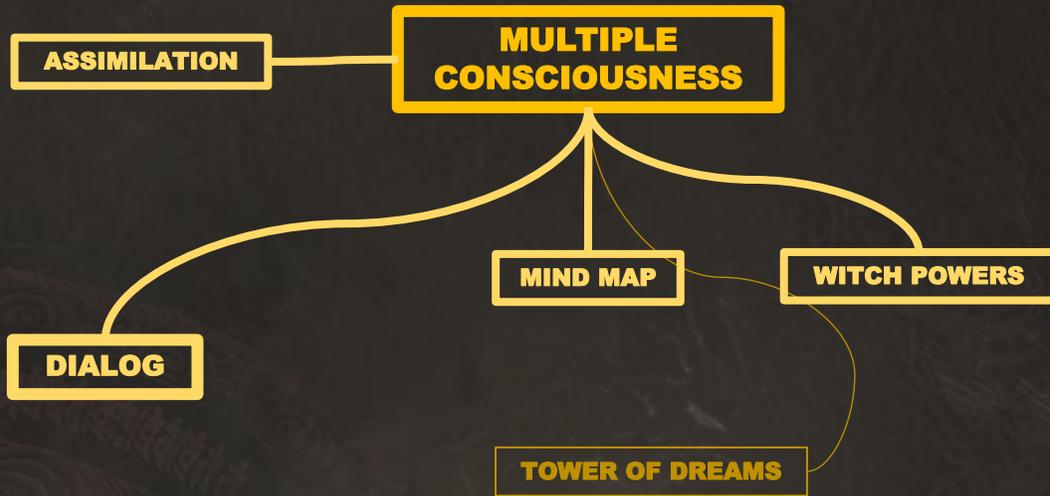
LEARN INFORMATION
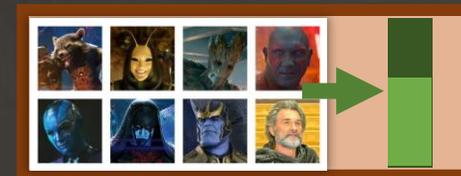
INCREASE WITCH POWERS

MANAGE GROWTH & PERSONAS

BORROW INTO PEOPLE

ASSIMILATE THEM
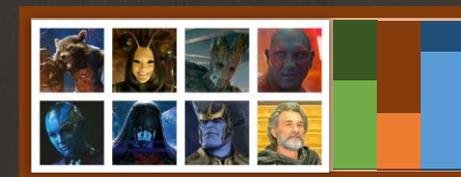
GROW MULTIPLE CONSCIOUSNESS
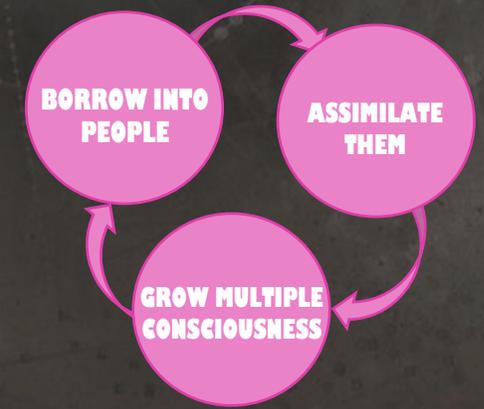
POWERS
Use knowledge of absorbed NPCs

CHALLENGES
Manage Progress of Witch Powers and Personas

REWARDS
- *Unlock Observation Patterns*
- *Increase Witch Powers*
- *Unlock dialog options*

MULTIPLE CONSCIOUNESS

- Absorbing NPCs grow the Multiple Consciousness
- The Multiple Consciousness provides the Witch with increased knowledge and powers, influencing dialog options and mission approaches
- Managing the Multiple Consciousness is a way to personalize the Witch and their playstyle between players
- Resource could be maximum head space
- Persona meters could be subjects like: Nature, Science, Body… Could implement aspects of mental health (*ref -> DISCO ELYSIUM thought cabinet & skills*)

PATTERN SYSTEM

BORROWING SYSTEM

ASSIMILATION

OBSERVING PATTERNS

OBJECT INTERACTION

SECRETS

WITCH POWERS
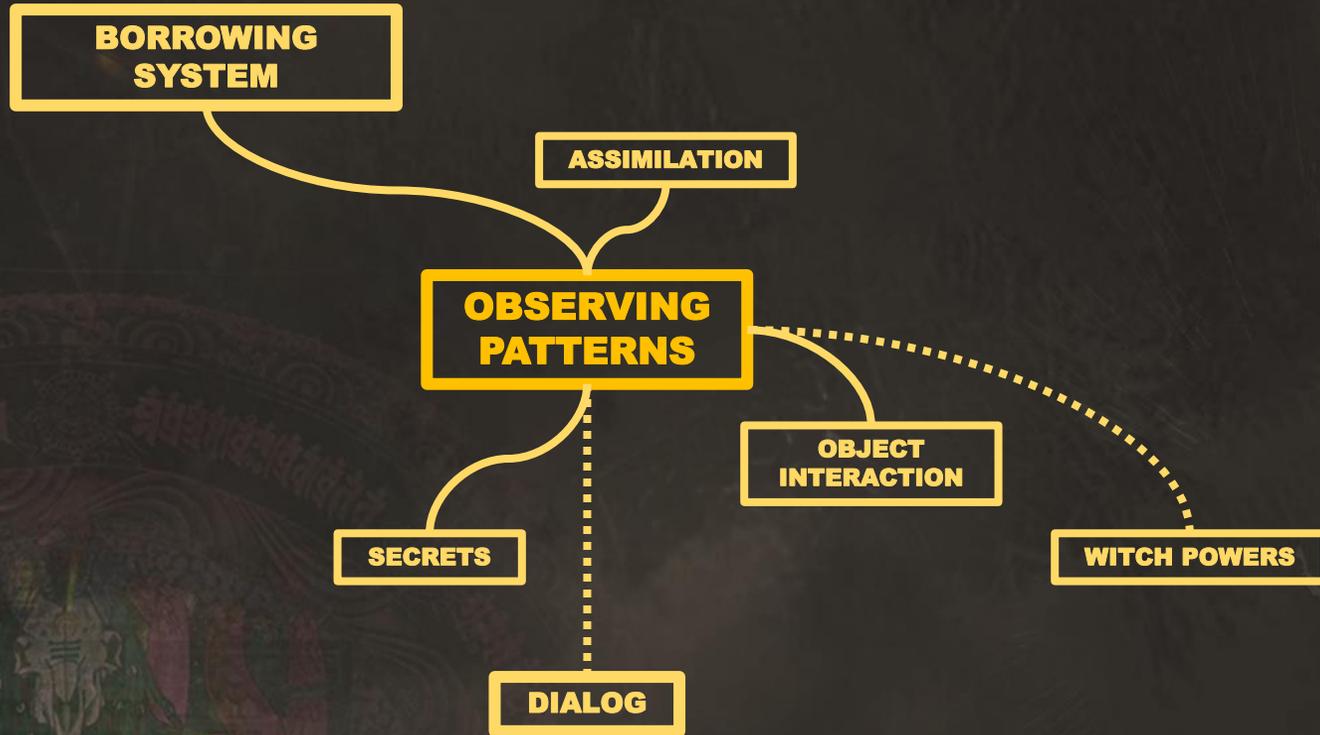
DIALOG

PATTERN SYSTEM

- The pattern system is the main vector of challenge to provide gameflow during interactions (objects, observing secrets in dialog / objects / environment, using witch powers, assimilating, borrowing…
- Small rhythm challenge (precision – speed/timing) (Ref -> Osu!)
- *Uses kinetic controls (mouse, joystick, touch pad…)*
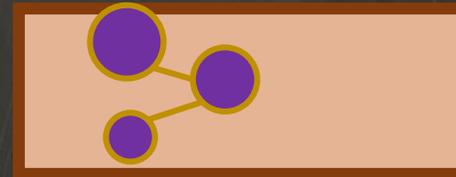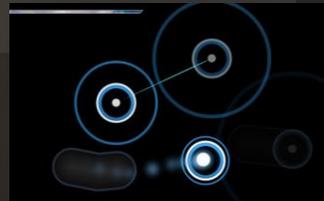
REGULATE GAMEFLOW

PROVIDE KINETIC SENSATION
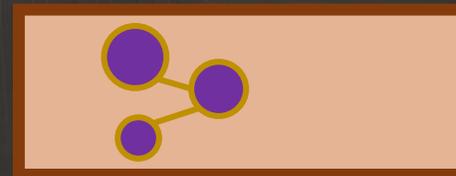
SENSATION OF OBSERVATION & CONNECTING THINGS TOGETHER

MIND MAP

```
        ┌──────────────────┐
        │    MULTIPLE      │
        │  CONSCIOUSNESS   │
        └──────────────────┘
                 │
                 │
┌──────────┐  ┌──────────┐  ┌──────────────┐
│ SECRETS  │──│   MIND   │──│ WITCH POWERS │
└──────────┘  │   MAP    │  └──────────────┘
              └──────────┘
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COLLECT & ORGANIZE MISSION CLUES

PIECE CLUES TOGETHER WITH HELP OF M.C.
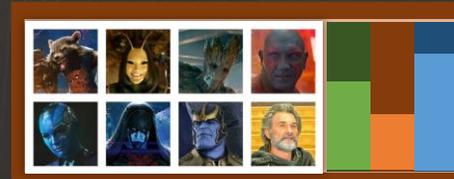
MANAGE PERSONAS & WITCH POWER GROWTH

MIND MAP
- The mind map is the menu acting as a bridge between the multiple consciousness, the witch power interface and secrets.
- All critical mission information is found there (map of level, objectives, investigations, clues, secrets, critical NPCs…)
- Helps to piece together clues to progress within investigations with the help of the multiple consciousness

ZONE OF TOLERANCE

BORROWING SYSTEM

ZONE OF TOLERANCE

WINDOW OF TOLERANCE

I don't want to go there

ZONE OF TOLERANCE

- NPCs borrowed into can only be taken so far. Each one has its own zone within which to navigate before they notice the Witch and Expell it from their mind.
- When expelled, the Witch needs to borrow into something near, or be expelled to the last visited shadow.

WINDOW OF TOLERANCE

BORROWING SYSTEM

ZONE OF TOLERANCE

ENERGY VISION

DIALOG

REACTION BEHAVIOURS

WINDOW OF TOLERANCE
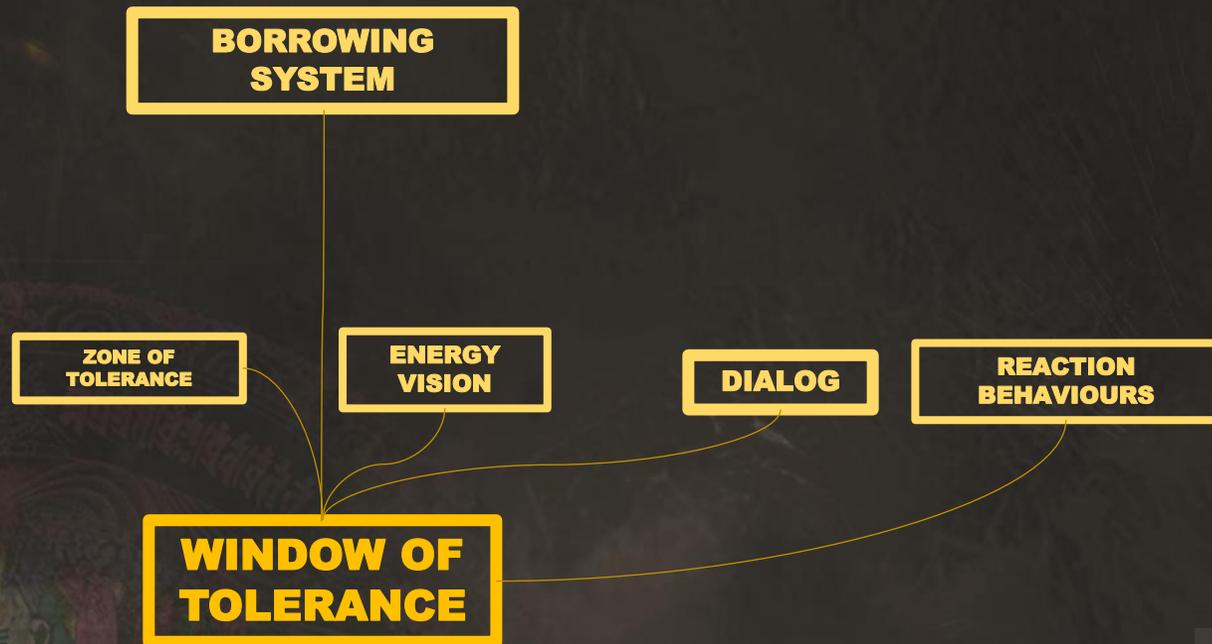
WINDOW OF TOLERANCE

- While borrowed into, NPCs can notice the presence of the Witch if there Window of tolerance reaches too low, they get in a bad mood.
- NPC behaviour can change depending on their mood: good – neutral – bad
- NPC moods can be seen through the energy vision
- Things which affect the window of tolerance are: default state, dialog options (spoken as or to), mechanisms & other events

I'M LEAVING!
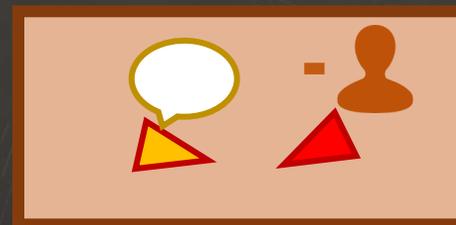
DIALOG OPTIONS & MECHANISMS WHICH AFFECT MOOD

BEHAVIOUR REACTIONS TO CHANGING MOOD

REACTION BEHAVIOURS

OBJECT INTERACTION

WITCH POWERS

DIALOG

REACTION BEHAVIOURS

WINDOW OF TOLERANCE
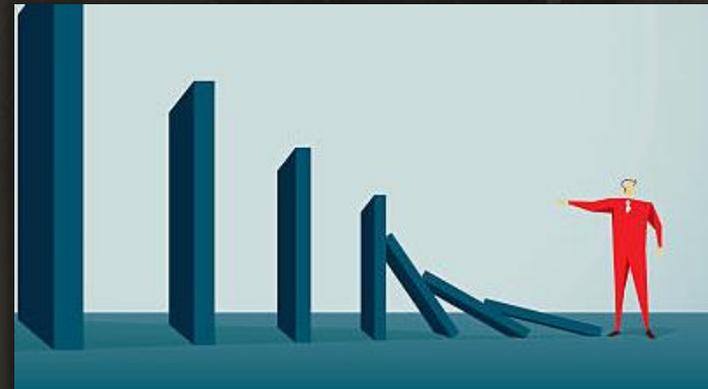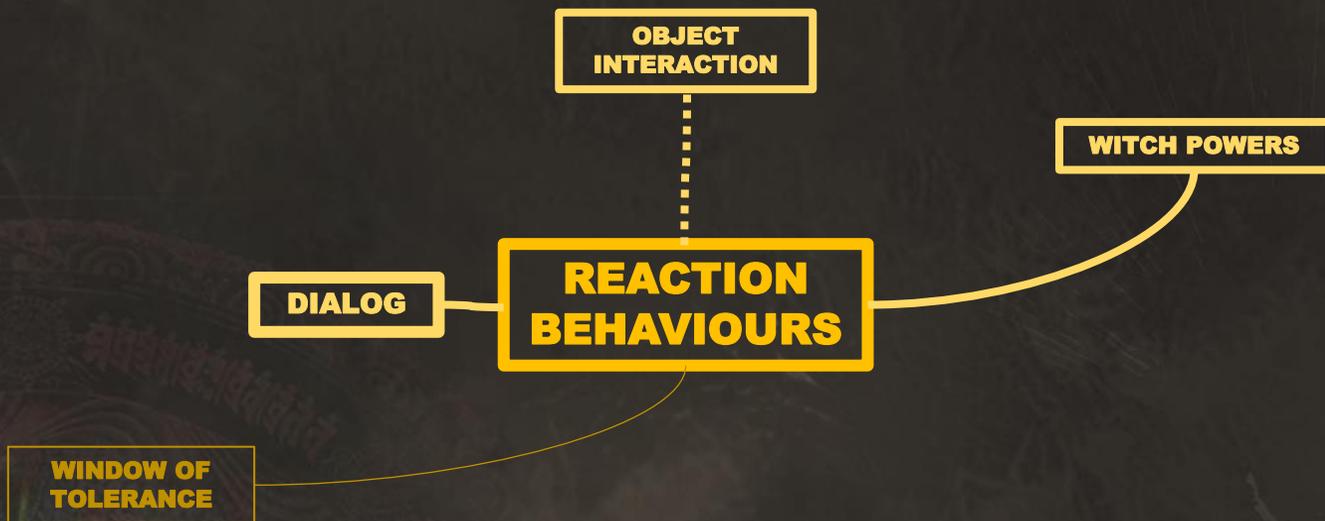
REACTION BEHAVIOURS
- NPCs can change their routines or dialog options depending on: mood, mechanisms, being affected by Witch Powers

OBJECT INTERACTION

- OBSERVING PATTERNS
- OBJECT INTERACTION
- SECRETS
- REACTION BEHAVIOURS

CLUES & SECRETS IN THE ENVIRONMENT
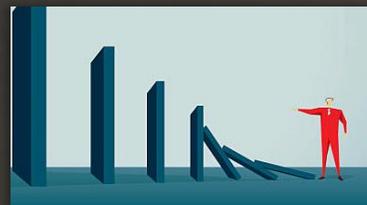
MECHANISMS

OBJECTS TO TAKE

OBJECT INTERACTION

- All interactions are done through the pattern system (interact with, look at, take…)
- Interacting with objects can link to: getting clues, secrets, activating mechanisms, taking an item

ENERGY VISION

TAGS

SECRETS

ENERGY VISION

WINDOW OF TOLERANCE
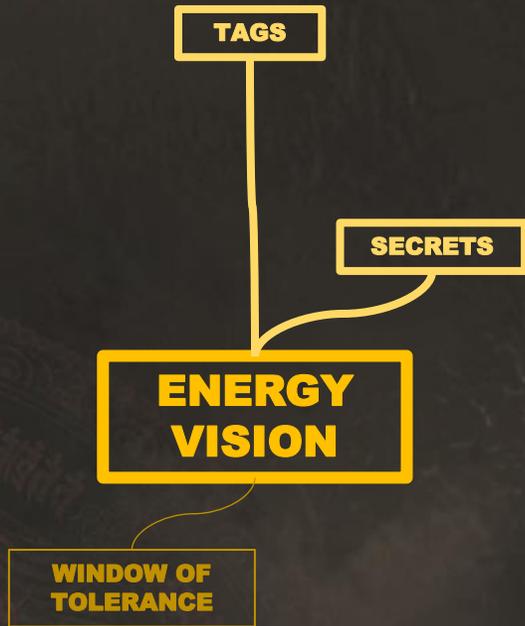
NORMAL VISION

ENERGY VISION
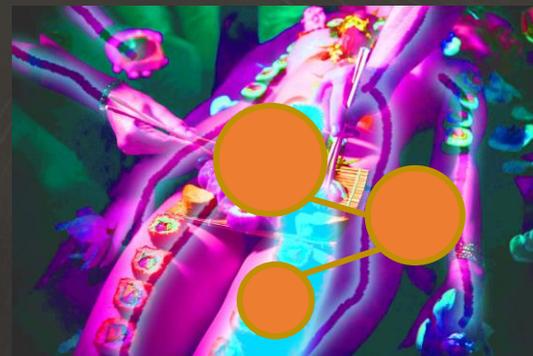
PATTERNS IN ENERGY VISION

INFORMATION ON NPCs

ENERGY VISION

- The Witch can pass from normal vision to energy vision at will
- While in energy vision, the player can observe NPC's moods, and known information about them (tags, secrets…)
- Later in the game, the Witch can see patterns within the energy vision (traumas, memories, relationships, places of power…)

DIALOG & SIMULFLOW

TAGS

OBSERVING PATTERNS

MULTIPLE CONSCIOUSNESS

SECRETS

DIALOG

REACTION BEHAVIOURS

WINDOW OF TOLERANCE

DIALOG CHOICES

NPC: "BLABLABLA"

Meaning of BLA:
Lorem Ipsum

BLA

UNDERSTANDING MEANING & PATTERNS

PROJECTION A

ORIGIN A   ORIGIN B

CHOICE A

PIECE CLUES TOGETHER & HYPOTHESIZE WHILE IN SIMULFLOW
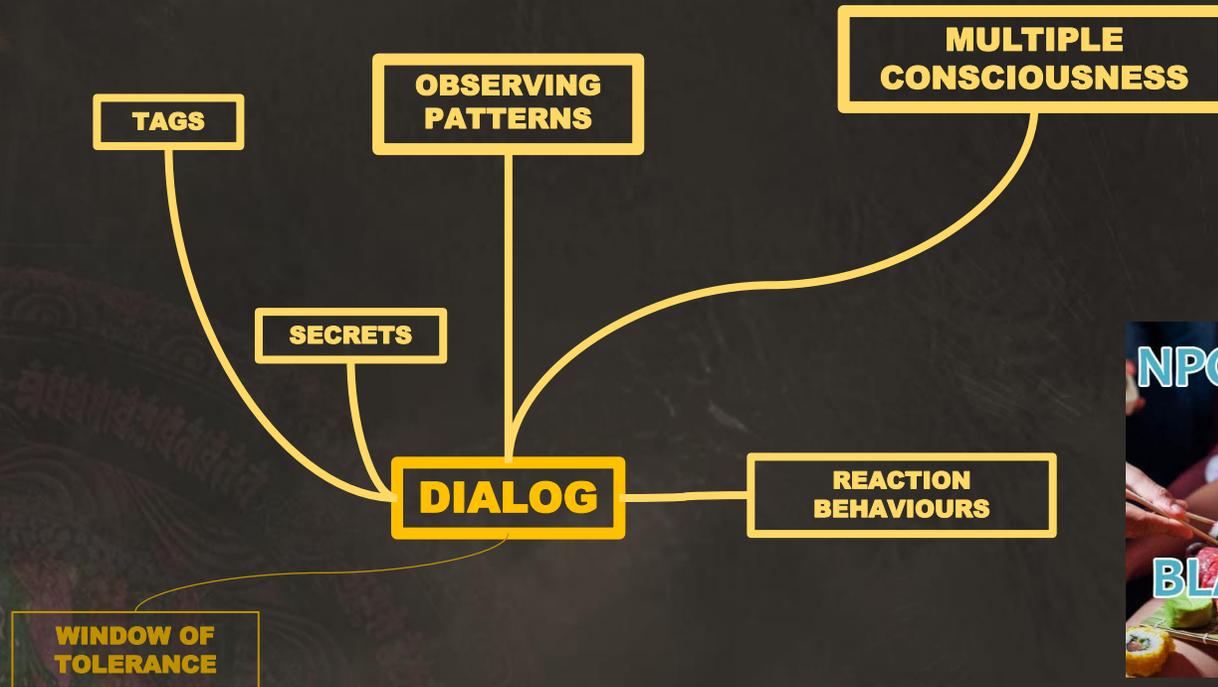
DIALOG & SIMULFLOW

- The Witch can borrow into NPCs and then talk to others as that NPC. Within dialogs, the player can learn clues and secrets (dialog choices or pattern observation from gestures, accents, tone of voice, word choice…) and influence NPCs' mood and behaviours.
- While in dialog, the Witch may access the Multiple Consciousness for help (simulflow) -> interruption of the dialog while the Multiple Consciousness is thinking, hypothesizing, piecing clues together.

TOWER OF DREAMS

MULTIPLE CONSCIOUSNESS

TOWER OF DREAMS

Reference: Dark Chronicle's Georama

TOWER OF DREAMS

- Late in the game, The Witch has to build a town within its own mind for the multiple consciousness
- Central to the town is the tower of dreams
- Completing the tower of dreams unlocks critical story missions and grows the multiple consciousness' powers
- To complete the tower, the player must collect blueprints in the world and satisfy the community's demands

COLLECT BLUEPRINTS

BUILD & GROW THE TOWER OF DREAMS

SATISFY COMMUNITY DEMANDS

HEAL SOCIETAL TRAUMA

NARRATIVE DESIGN

TONE

WEIRD	REALISTIC
ABSURD	SERIOUS
MENTAL	ACTION
GOOD	NEUROTIC
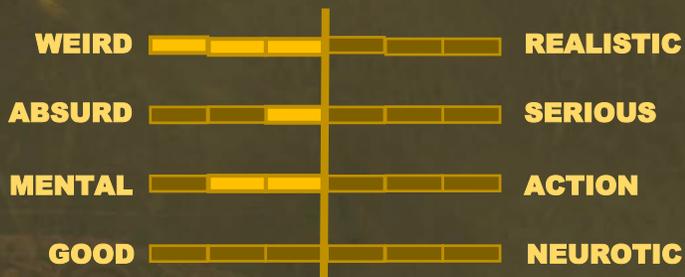
Lots of WEIRD, Some MENTAL, A little ABSURD, Balanced Good & Neurotic

- High-Fantasy World in unfamiliar setting
- Wise monologues to teach the audience
- Situations often have an absurd twist about them.
- Conflict between Neurotic and Good characters

STORY

« We live in a Dead World – The Witch must Learn the Secrets of Life »

THEMES

Mental Health, Sexuality, Stories & Beliefs, Relationship with Nature.

CHARACTERS

Storyteliiers, Healers, The mentally sick, People with sexuality/relationship problems, Government

REFERENCES

MATRIX
« Few of us know – We live in a dead world »
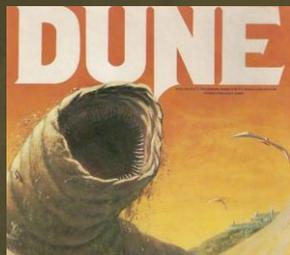
DUNE
Engaged and impactful dialogs on themes
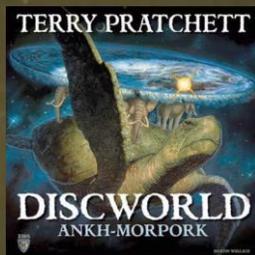
DISCWORLD
Light Fantasy Absurd and weird cosmology

THE PROBLEMS OF THE DEAD WORLD

SEXUALITY

MENTAL HEALTH

STORIES & BELIEFS

RELATIONSHIP WITH NATURE

Explore the themes through missions, gameplay and cinematics to learn the Secrets of Life

STORYTELLING

Unaware NPCs in **intimate settings**

Reactive NPC behaviours to player's actions

Environmental storytelling & **scattered secrets**

NARRATIVE TOOLS

- Branching Dialogs
- Cinematics
- Barks
- Missions & Systems

NARRATIVE DESIGN
THEMES EXPRESSED THROUGH CHARACTERS

THE LEVIATHAN – EMBODIMENT OF CORRUPT REALITY FIELD

THE DEMONS – EMBODIMENTS OF NEUROTICISM

SECONDARY CHARACTERS – CASE STUDIES ON SMALLER SUBJECTS

THE WISE TEACHERS – INTELLIGENCE OF LIFE

THE WITCH – DESTROYS OLD WORLD AND CREATES A NEW ONE

THESIS | **PROBLEMS** | **SYMPTOMS** | **SOLUTIONS** | **HOPES** | **COUNTER-THESIS**

WE LIVE IN A DEAD WORLD

BAD STORIES
- Belief in Monsters & Evil
- Messiahs & Patriarchy
- War & Nation States
- Admiration of Neuroticism

Symptoms → Solutions:
- Belief in Healing
- Self-determination
- Decentralization & Democracy
- Intelligence of Life

BAD SEX
- Neurotic Perversion
- Repression
- Jealousy
- War between the sexes

Solutions:
- Sensitivity & Healthy kink
- Expressing Desire & Consent
- Sexual Freedom
- Masculine-Feminine Harmony

ABUSE OF NATURE
- Synthetic World & Cities
- Animal abuse
- Desertification
- Complicity

Solutions:
- Patterns of Life in Cities
- Plant medicine
- Healing Biotopes
- Positive Reality fields

BAD MENTAL HEALTH
- Bureaucracy
- Ignoring the body
- Wrong education
- Neuclear families

Solutions:
- Permissionless freedom
- Sexological bodywork
- Guidance
- Communal Families

GOOD STORIES

GOOD SEX

HARMONY WITH NATURE

GOOD MENTAL HEALTH

CREATION OF A NEW ALIVE WORLD

LEARNING

DIETER DUHM & SABINE LICHTENFELS

The Sacred Matrix, Terra Nova ….
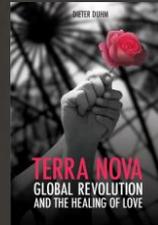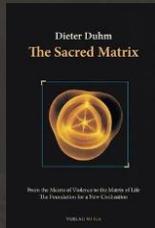
- Living in Community
- Relationship with Nature
- Healing Biotopes
- Reality fields & Devas
- Healing of Love & Free sexuality

WILHELM REICH

The Function of the Orgasm, The Mass Psychology of Fascism…
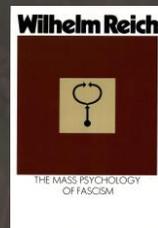
- Effects of sexual repression
- Origins of psycho-somatic illness and fascist attitudes
- Body-armoring & Sexological bodywork
- Orgone energy

CHRISTOPHER ALEXANDER

The Timeless Way of Building, A Pattern Language…
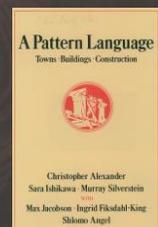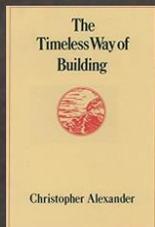
- How the cities & homes we build are dead & how to build ones which are alive
- Effects of dead cities on mental health, work, families, government, nature

FRANK HERBERT

The Dune Saga

- The damage of Messiahs, Church and Bureaucracy & value of self-determination
- Relationship between environments, cultures & religions

SECONDARY REFERENCES

- **Gabor Maté** – *When the Body says No* (Trauma, addiction & psycho-somatic illness)
- **Lisa Feldmann Barrett** – *How Emotions are Made*
- **Chris Voss** – *Never Split the Difference* (Negociating with Empathy)
- **Yuval Noah Harari** – *Sapiens / Homo Deus / 21 lessons for the 21st century* (dangers of technology in the hands of businesses & nation-states)
- **Zan Perrion** – *The Alabaster Girl* (Masculine-Feminine Harmony)
- **Taoism & Tantra** (Intelligence of Life)
- **Mike Maloney** – *Hidden Secrets of Money* (History of the Rise & Fall of monetary systems, how the current financial system works and the mechanisms of its imminent collapse)
- **Donald Kagan** – *On the Origins of War* (History of major conflicts & the mechanisms of how they started)

SETTING
NARRATIVE DESIGN

DIESEL SPACE FANTASY

- 1930 Magitech
- Inter-planetary travel through the Astral Sea
- Reality-bending technology
- People trapped in a dead society (see story themes)

DEMONS IN DREAMSPACE

- Demons are representations of the psyche, corrupted by mental illness & living a dead life
- Reside in dreams
- Infect reality through resonating mental fields
- Psychology = Demonology

REFERENCES

DOROHEDORO
Weird City of Mages

ARCANUM
Diesel Magitech

DND PLANESCAPE
Astral Sea, Sigil…

MADOKA MAGICA
Abstract Dream Realms

XANGDEBAAR
City of Doors

- Weird advanced technology
- Hub city built inside a Moon
- Administrative Government vs. Revivalist Mages vs. Revolutionary Fascists

JUNGLES OF FANMANGDHU
Refufe of the Wise Teachers

- Alternative community in hiding
- Harmony with magic and Nature

KRIMBABA
Dream Festival City

- City in the Astral Sea
- Always a festival
- About to host once-in-7 years inter-planetary Sumpok Tournament
- Religious hub, high tensions
- Monk Police & Gated areas

COLD WAR
About to be hot

- Revolutionary factions ready to take power
- Betrayal and Death of a Messiah
- Nation-States wanting war
- Proxy-wars and refugees
- Ordinary people in crisis, looking for an extreme solution

THE DEMONS

THE DEMONS – ARCHETYPES OF THE DEAD WORLD

1. 2. 3. 4.
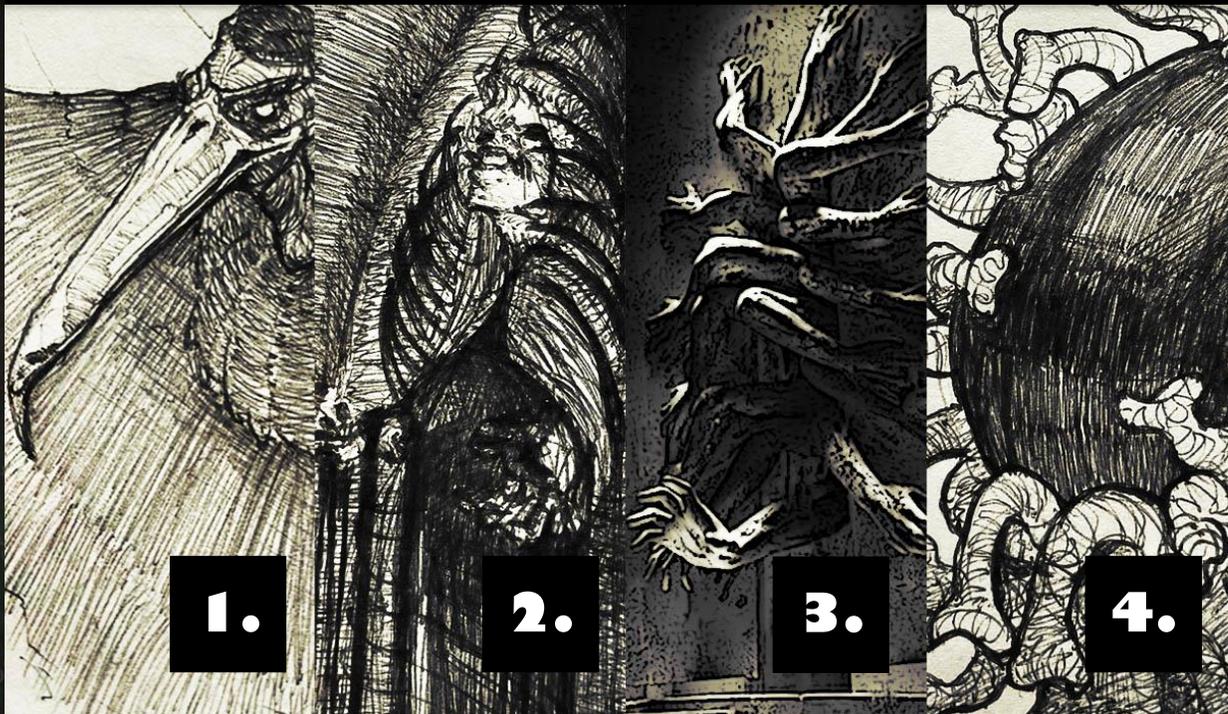
DEMONS IN DREAMSPACE

- Demons are representations of the psyche, corrupted by mental illness & living a dead life
- Reside in dreams
- Infect reality through resonating mental fields
- Psychology = Demonology

THEMATIC RESONANCE

- Each of the 4 major Demons is a main character in the story and represents an aspect of the 4 major themes.
- **1: The Golden Beacked Vulture** – Bad Stories
- **2: The Toothy Maw** – Bad Sex
- **3: The Portal of Hands** – Abuse of Nature
- **4: The Gazing Poet** – Bad Mental Health

MISSIONS & TERRITORIES

- Through resonating mental fields, Demons have an effect on the NPCs in their territories (thematic resonance. e.g.: NPCs in the Toothy Maw's territory will have sexual problems).
- To heal Demons, The Witch needs to identify which NPC is the host of the Demon, learn their secrets and find them to access their dreams.
- Dreamscapes are surreal representations of the NPC's traumas & personality, the domain of the Demon.

THE WISE TEACHERS

1. **2.** **3.** **4.**
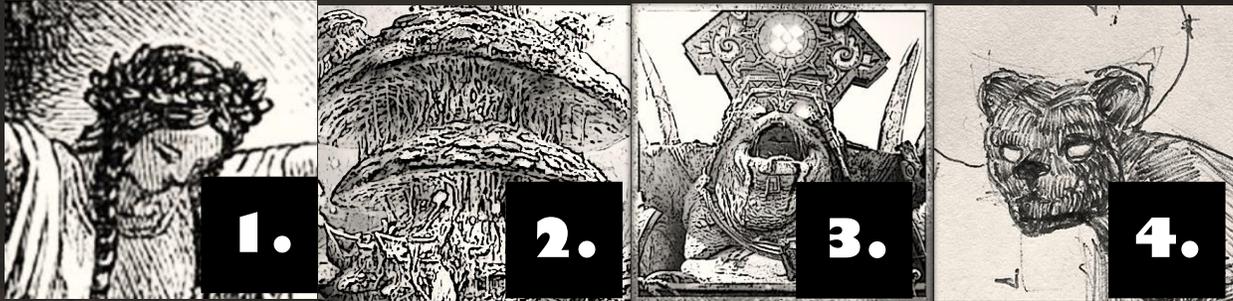
« We are all that's left alive. Without us, the intelligence of life is lost forever. Save us. »

TEACHING THE INTELLIGENCE OF LIFE

- The Wise Teachers represent the good aspects of the themes (mental health, sexuality, stories, nature)
- They are hunted by the forces of the Dead World (Governments, Fascists, Demons…)
- The Witch's main Mission at the beginning of the game is to Find and Rescue the Wise Teachers by absorbing them into the Multiple Consciousness
- Speaking with the Wise Teachers often results in thematic dialogs to educate the player on the themes (see Frank Herbert's Dune)

STORY GUIDES & HEALERS

- Each of the 4 major Wise teachers progressively reveals to the Witch the presence of the Leviathan and guides them on their quest.
- **1: The Oracle –** Reveals The Witch and Moriem's fates as bringers of great change
- **2: The World Mushroom –** Reveals the mechanisms of the Dead World and complete the Witch's initiation as a healer
- **3: The Archon of Dreams –** Reveals the presence of the Leviathan and has the Witch give up its body to the community of Wise Teachers & Refugees
- **4: The Black Panther, God of Death & Rebirth –** Saves the Witch from Death by becoming the God of Death, gives it power to become the new Leviathan
- **Other minor wise teachers are secondary characters, help the Witch to heal from the Dead World, develop its powers, and guide it to the main Wise Teachers**

STORY

1. The world is not alive. We have knowledge of Life. You must save us.
2. All of people's bad thoughts are caused by the Leviathan. You must fight it.
3. You have died. I am Death. Absorb me and replace the Leviathan
4. Together we desroy the world and create a new one.

- Be shown all the patterns of unlife during act 1.
- Be taught patterns of Life through game. Life = intelligence = language. Teach the language of Life to the player.
- Be healed from dead world in act 2. Become an apprentice healer, then healer.

- See the problem clearly in chapter 3 (learn of the Leviathan – global demon)
- Master the patterns of Life & gather strength in act 4.
- Use all your strength and come short (die against Golden-Beacked vulture)
- Absorb the god of death with help of community to replace the Leviathan.

THE GOLDEN-BEACKED VULTURE

ARCHETYPE OF BAD STORIES

- Real-life Editor, most powerful man in Xangdebaar, controls all the stories that are being told in the news, in plays, in politics…
  - Megalomaniac, diminishes others to agrandize himself
  - Materialistic
  - Requires constant stimulation, loud, showman, consumes drugs, has extreme fetishes
  - Powerful mage
  - Tells and promotes stories of violence with neurotic characters « DRAMA ! STIMULATION ! »
  - Can make or undo anyone by telling stories
  - Probably Daddy issues

HEALING PROCESS

- Loses the beack
- Removed from stimulation, be bored
- Learns to become sensitive; receives infinite pleasure from the touch of a feather which leads to full body orgasm.

STORY

1. I'm the most powerful guy in town. I control all the stories
2. I'm gonna make Moriem a into Messiah
3. Moriem is dead !
4. No matter ! I'll turn him into a martyr !

- In act 1 and beyond, controls the news about the Witch & Moriem. (have the player read the news)
- Is Moriem's main sponsor and doesn't want the Witch to steal the show.
- First see him at the Casino, enemy too powerful to beat.

- Chases the Witch out of Xangdebaar.
- Reminders of him through Act 2 & 3 (Moriem & Elites at Sumpok Tournament)
- Framed as main enemy of Act 4. Final enemy before epilogue (leviathan)
- In next game, becomes a Schindler figure. (Schindler's list)

THE TOOTHY MAW

ARCHETYPE OF BAD SEX

- (Man in vagina with teeth, bleeding hands comig out of the vulva, face = clitoris)
- Real-life secret police
- Mysoginist, wife-beater
- Obediant, blind, strict
- Turns to fascism
- Probably mother or sister issues

HEALING PROCESS

- Relaxing the body, breathing
- Making love through the wheel of consent (giving – taking – receiving – allowing) – gaining respect for the feminine and learning to use his masculine power

- Arrests the Witch at end of prologue and throws them in jail.
- Is actively chasing Wise Teachers
- Is followed by the Witch during Act 1
- Part of fascist group, introduces us to shadow politics of Xangdebaar

- Leads the player both to refugees in Xangdebaar and then the elite, who both support Moriem for different reasons.

THE PORTAL OF HANDS

ARCHETYPE OF ABUSE OF NATURE

- Real-life couple.
- Husband: architect working for the living-planet project, international project for the future of cities controled by police nation-states
- Wife: Manufacturer of cosmetics, synthetic drugs and food, built on the back of animal abuse and desertification
- Wanabe-aristocrats, inferiority complex, ultra-consumers
- Slaves of the rat-race, wanting to please the ones above and abuse the ones below, with complete disregard for Life.

HEALING PROCESS

- Receive plant medicine. See & feel the cycle of actions.
- Vomit that which is unecessary. Be cleansed

- Foreshadowed in Act 2 by rival architect living at the Healing Biotope (wise teacher)
- First seen in Act 3 where they are the main villain.
- Initially only husband framed as Demon, that Demon resides in both is surprise.

- Tied to The Golden-Beacked Vulture (frustrated sycophants)
- The living-planet project is finally realised in later games to create a dystopian society.
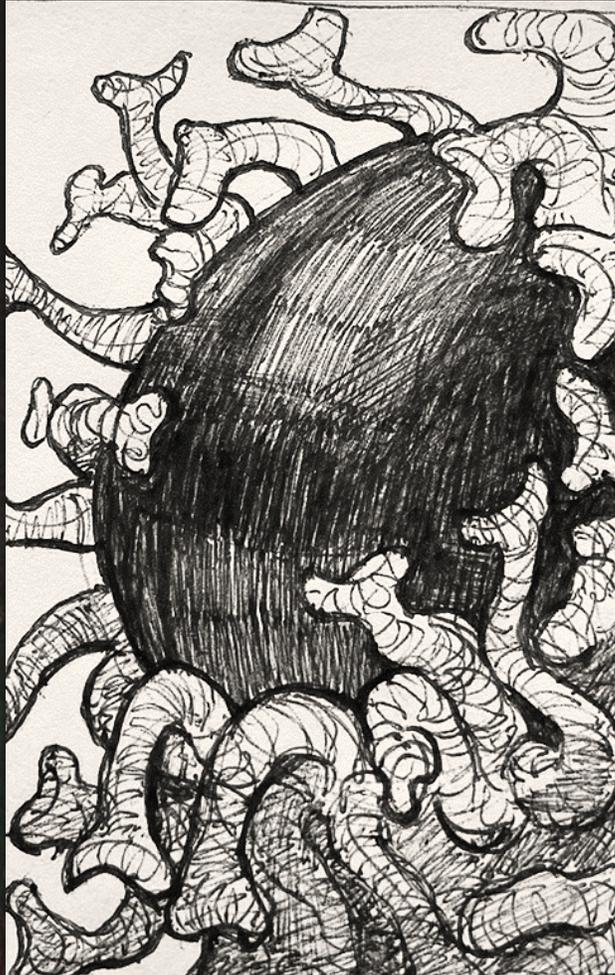
ARCHETYPE OF BAD MENTAL HEALTH

- Real-life student, frustrated by the educational system
- Rejects the way the world is, cannot see anyway to use his talents
- Passive observer, wasted talent, judging others /judging self
- Self-isolated, bad relationship with family
- Unable to feel and express full range of emotions (particularly sadness and sexuality repressed)
- All events in life go to shit at the same time (death of mother, unrequited love, not enough money to sustain studies, professional rejections…)
- Develops psycho-somatic illness (paralysis, pain…) & suicidal depression
- Frustrated by lack of proper mental health care in the system

HEALING PROCESS

- Tentacles break own shell
- Be seen
- Cry

STORY

1. I can't feel anything, the world is dull & wrong
2. I learned to cope by taking refuge in isolation, in my own thoughts and creations
3. I fell in love for the first time ! The world is so incredible !
4. I got rejected. I'm going to kill myself.

- Somehow tied to the Witch's arrest by the Police (police looking for the demon)
- First encounter him when getting out of prison. Get sucked into the Poet's dreamscape = STORY HOOK
- First demon of the game. Must find him and heal him in act 1
- Tied to the University of Demonology (student) & the hospital where the Witch works as a nurse (sought mental health care)

SAINT MORIEM

ARCHETYPE OF THE MESSIAH

- Anti-system reactionary Prince of Xangdebaar
- Exiled from Xangdebaar
- Goes on adventure, gathers followers, makes deals with foreign powers
- Becomes a Saint, hailed as Messiah
- Is framed as the saviour, while the Witch is a character in the background of his story.
- Used, betrayed and murdered to start a war
- Legacy sullied by followers who create a religion to deify him and agrandize themselves.
- Serves as the example of the traditional hero (bad stories) and a foil for the Witch

STORY
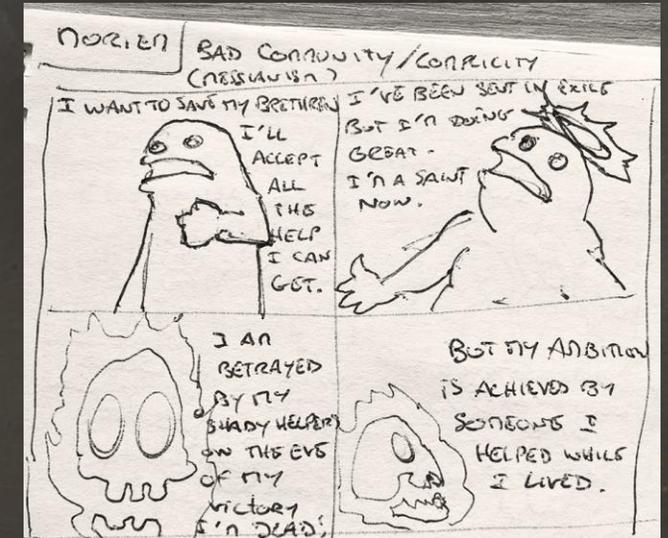
1. I want to save my brethren, I'll accept all the help I can get.
2. I've sent in exile, but I'm doing great. I'm a saint now.
3. I am betrayed on the eve of my victory !
4. But my ambition is acheived by another (the witch)

- Introduce Moriem during Prison interview. Wants to help the Witch but doesn't have authority. [He and the Witch went to school together – past tie]
- Characterized as hope for populace and headache for government in Act 1
- Visits the oracle before exile. Shares a prophecy with the Witch (bond)

- Helps the Witch escape.
- Works together with the Witch during Act2 – different methods. Unresolved debate. Cooperate for mutual goal.
- Reunion in Krimbaba and death at his apogee.

THE WITCH

ARCHETYPE OF COMMUNITY

- A male nurse trapped in the dead world who joins a magic club to make friends.
- Gains the powers of the Witch
- Is asked to save the Wise Teachers while being educated in the intelligence of Life
- Grows in powers by assimilating others into the multiple consciousness, is healed from the dead world
- Becomes responsible for saving the world in the darkest hour
- Refuses to be a messiah and instead gives up his body to the multiple consciousness and becomes a Community.
- Saves the world by using the power of community instead of a single individual.

STORY

1. I joined a magic club because I feel like I don't belong
2. I found a nice community. I got cool powers now. I can help.
3. They want me to save everyone by myself?!
4. My body is not my own anymore, but I feel happy in community with my friends.

- Eyes permanently turn to golden color after gaining the Witch's powers
- Get glimpse of the Witch's life before gaining powers – magic club and arrest.
- Gains power in Prison and uses them to evade.
- Abuses powers in act 1. Healed by community at beginning of act 2.

- Feels betrayed by community at end of act 3 when asked to be a saviour.
- Gives up body to the community, becomes an equal part of the multiple consciousness. No longer in control, but doing his part.
- Change in appearance. Change to 'we'

REFUGEES

ARCHETYPE OF DEAD PEOPLE

- People living in dead cities or people displaced by war
- Stuck in the rat race of the stories told to them, working for others, not owning their work, not participating directly in politics and electing leaders instead
- Unsatisfied with the world, want someone to save them
- Absorbed by the Witch, become part of the multiple consciousness, become the Witch, save themselves with their own power and knowledge as a community.

STORY
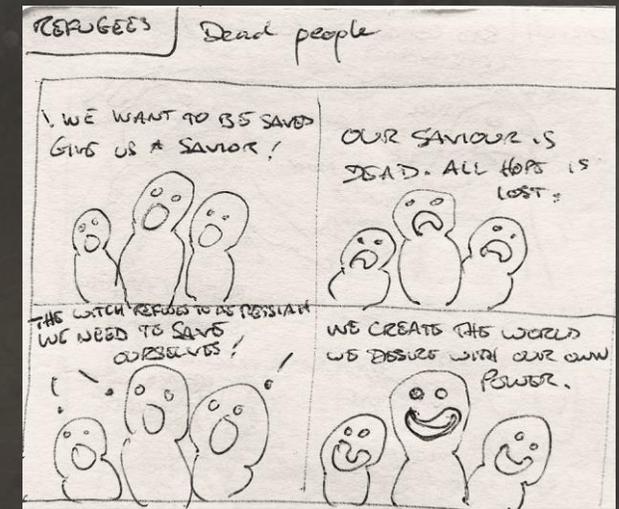
1. We want to be saved. Give us a saviour !
2. Our saviour is dead. All hope is lost.
3. The Witch refuses to be the Messiah, we need to save ourselves !
4. We create the world we desire with our own power.

- Introduced as background characters through chapter 1, mindless, reliant on others, unsharing.
- Framed as baggage we accept to rescue at end of chapter 3.

- Grow to be strong and self-reliant, helpful, sharing, after being given a place to thrive and be alive (inside tower of dreams)
- Becomes the Witch's greatest power in its most dire hour.

THE LEVIATHAN

ARCHETYPE OF DEAD WORLD

- The Leviathan is the embodiment of dead world reality field
- Essentially a world Demon (mental illness)
- People are unaware of it
- The Leviathan is a cosmic entity, like a zodiac constellation, represents a cycle.
- The current Leviathan is the Leviathan of Hunger. Its age is at its end and getting corrupted into becoming the Leviathan of Greed as it decays.
- The Witch becomes aware of it and replaces it as the new Leviathan, a new age for the world, heals the world reality field.

XANGDEBAARE

LORE

- Built inside a moon (crystal dome over the city)
- Interior of the moon is organic (not stone)
- High population density & diversity – hub metropolis
- Experimental magitech
  - Early Car / TV equivalents
  - Fast travel portals (city of doors)
  - Universal material: Ultra-processed magic goo (can be turned into food, clothes, building materials…)
  - Fragment dimensions (used for parties, hotels, artificial beachside…)
- Current conflict between bureaucratic government, revivalist mages (Moriem's faction, supported both by the elites & refugees), and fascist revolutionaries (lots of support in military & police & the poor, infiltrate branches of government to spy)
- Magical contracts
- Refugees coming from everywhere. Extremists from Zaan (hardest place to live)

KEY LOCATIONS VISITED

- Prison
- Territory of the Gazing Poet
  - University of Demonology (Psychology)
  - Hospital
- Territory of the Toothy Maw
  - Refugee slums
  - Secret Fascist meeting
  - Popular Night Club
  - Ministry of the Interior
- Casino
  - Old temple

THEMATIC PATTERNS

- High bureaucracy. Everything needs to be done with a magical contract. Lots of corruption and crookery.
- Extravagant rich mages abuse new technology to show-off
- Urban planning is giving away more and more living space to vehicles (exxagerate their cumbersomeness)
- Unproductive work (traders, bankers, bureaucracy…) taking advantage of working population
- High neurosis & perversion, high rate of suicide
- Incompetant & expensive healers
- Active night life, no rest
- Few plants & animals
- High-rise buildings, long dark corridors, open spaces, dead buildings
- Lack of elders, young population
- Prostitution, gambling, bad food affecting poor population
- Constant stimulation / sensationalism / manipulation through the news
- Detached corrupt politicians and economists hidden behind smoke and mirrors
- Conflict between incoming refugees and rising xenophobia
- Social protests
- People living stressful routine lives, complaining about money, little patience in transports, lack of public compassion, consuming more stuff they don't need, being manipulated into hostile tribalism…

FANMANGDHU JUNGLE

LORE

- Refuge of the Wise Teachers, alternative community where they experiment with free sexuality, sexological bodywork for healing, shamanism, communicating with nature spirits, positive reality fields, transforming deserts back into lush nature by working with water.
- Community coming from everywhere, but mainly Fanmangdhu empire.
- Presence of Bashalari (Djinn-like spirits)
- Magical weather
- Mysterious pre-historic sites
- Traditional shamans & indigenous mythology

KEY LOCATIONS VISITED

- Healing Biotope
- Nearby villages
- Long river jungle valley
- Hidden jungle paths and small indigenous communities
- Animal dwellings & untouched savannah
- Pre-historic sites
- Valley of the World Mushroom

THEMATIC PATTERNS

In villages:
- Lack of youth (leave to work in cities)
- Unfinished & unrepaired houses
- Addiction & PTSD
- Aggressive pet animals
- Nature spoiled by waste (industry + taking other countries' trash + lack of care and recycling on a local level)
- No healers
- Nature sold & destroyed by industry (roads, rare earth, tass (magical crude oil equivalent), clothes, pharmaceutics, agriculture…)
- Isolated bored women at home
- People and buildings scarred by former war (amputees, bullet holes in walls, raised buildings)
- Conflict between traditional local religious leaders (community leaders) and new foreign business & land owners.
- Local shops (alive businesses) closing down to be replaced by franchises (dead businesses)
- Old houses = alive, new houses = dead
- Corruption of water, animals and nature (magical reaction to negative reality field) leads to aggressive wilderness and sickness
- Family blood feuds

KRIMBABA

LORE

- Festival city, hub of all branches of the Slaan religious diaspora
- Inside the astral sea, crazy magical phenomenons happen all the time, especially weather, high presence of spirits
- Highest authority is the Archon of Ethics, ward of Krimbaba, leads monastic police
- The city is built with many walls, narrow roads and gates for maximum control
- City is borrowing many technologies from foreign powers to manage massive flux of tourists
  - Fragment dimension hotels from Xangdebaar
  - Bio scanners from Shangri-La
- Massive plazzas on which the most important shrines of Slaan religion reside (The archon of dreams, who sustains the reality of the city, being his own living shrine)
- Shared dreams (people connect to each other by shamanic means and dream together)
- Currently hosts the Sumpok tournament, massive international gathering

KEY LOCATIONS VISITED

- Sumpok Tournament arenas
- Gates, shrines and plazzas
- Underworld gambling dens, churches, shared dreaming
- Shrine of Ethics (government building)
- Water retention basin
- Living planet project prototype facility
- High plateau parties of the international elites

THEMATIC PATTERNS

- Government buildings not built at human scale, too large, too empty, dead
- Archon of ethics has to bow to foreign powers influence, underworld bosses and government corruption to keep the peace
- Charlatans everywhere (healers, priests, dreamers, gamblers…)
- The worst of religion and sexuality together (genital mutilation, rape, forced marriages, unequal gender rights, repressive doctrines…)
- The worst of spirituality (charlatan gurus, abuse of animals for « traditional medicine », ascetism, fanaticism…)
- Everyone is crazy
- Tourists don't respect anything
- Everyone's a conspiracy theorist without understanding the real mechanisms of power
- People in the city have lost touch with the environment, already a desert, now looming water crisis

NARRATIVE DESIGN
STRUCTURE

ACTS	ACT 1 XANGDEBAAR	ACT 2 FANMANGDHU JUNGLE	ACT 3 KRIMBABA	ACT4 WAR
MAJOR OBJECTIVES	- Getting out of Prison - Healing Poet (Hospital, Demonology School) - Healing Maw (Ministry of Interior, Refugee slums) - Rescuing the cabal of teachers - Fleeing Xangdebaar after receiving the prophecy at the Casino	- Healing the Witch from the Dead world - Participating in the Healing Biotope & being an aprentice healer - Looking for the World Mushroom & being an independant healer - Fleeing the jungle after destruction of the Healing Biotope	- Healing the Portal of Hands - Uncovering the conspiracy at the Sumpok Tournament - Discovering the living-planet project - Fleeing the destruction of Krimbaba after the death of Moriem	- Rescuing refugees in environments affected by war - Completing the Tower of Dreams - Healing the Golden-Beacked Vulture - Replacing the Leviathan & healing the world's reality field
ANTAGONISTS	- Gazing Poet - Toothy Maw & police looking for the witch - Golden-Beacked Vulture & news antagonizing the witch	- Personal traumas & stories of the dead world - Background menace of agents from the dead world - Corruption in Nature	- The portal of Hands - Monk police - International Political conspiracy	- The Golden-Beacked Vulture - Agents of War - The Leviathan
HELPERS	- The previous Witch - Moriem - The Oracle - Teacher Cabal in the city	- Teachers at the Healing Biotope - Teachers in the Jungle - Moriem - The World Mushroom	- International Teacher Cabal - Moriem & his allies - The Archon of Dreams	- Witch sympathizers refugees - The gathered community in the Multiple Consciousness - The Black Panther
POWERS UNLOCKS	- Borrowing into animals & people - Multiple Consciousness - Witch Powers - Assimilation	- Observing feelings & memories - Borrowing into Plants	- Observing feelings & memories in buildings - Tower of Dreams	- Healing the world's reality field

MISSION DESIGN

INSIDE MISSIONS

- High density of clues
- Highly thematic set pieces

OPEN WORLD MISSIONS

- Scattered clues
- Few areas to investigate in any order
- World progressively opens within the linear story structure

DREAM MISSIONS

- Realms of Demons
- Highly symbolic set pieces
- More cinematic and linear experience

MISSION STRUCTURE

PROGRESS STORY

GATHER CLUES

DREAM MISSION

OPEN WORLD

OBTAIN KEYS

OBTAIN KEYS

OBTAIN KEYS

INSIDE MISSIONS

PROGRESS STORY

NARRATIVE FEEL

VOYEURISM   EMPATHY   HEALING

MISSION OBJECTIVES
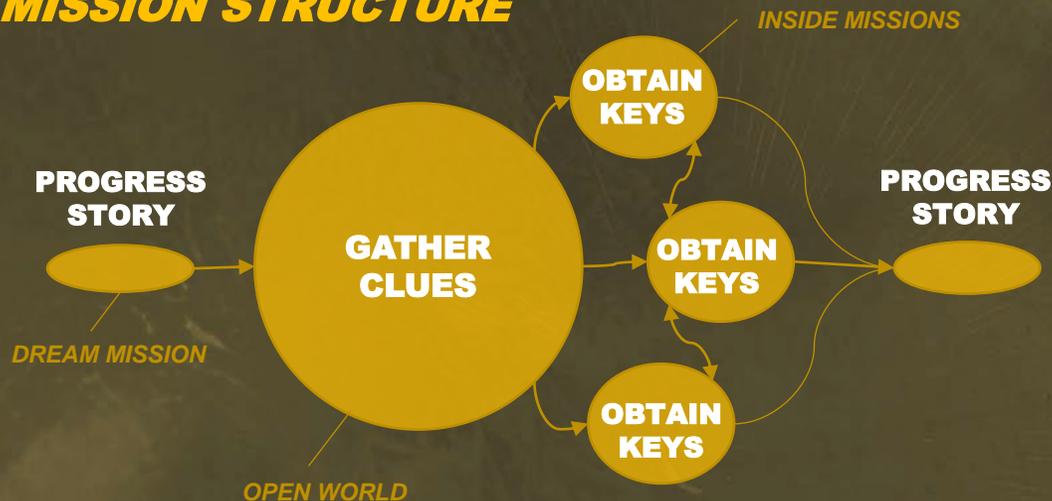
- FIND
- ASSIMILATE
- FOLLOW
- SPY
- GATHER
- BUILD
- GO TO
- HEAL

GATHER CLUES & SECRETS
- Paths blocked by **gated areas, dialog options & skill requirements**
- **Open quest structure**. Find clues in any order

CHOOSE AN APPROACH
- Always **multiple paths to complete a mission**
- **Optional and secret content** within and outside of missions

GAIN IN POWER
- Grow Multiple Consciousness and **upgrade Witch Powers**
- **Gain new abilities** at certain story thresholds
- **Obtain new blueprints** for the Mind Palace

MISSION DESIGN
PROGRESS, BONDS, PLAY

	PROGRESS	BONDS	PLAY
SOCIAL INFILTRATION	• Gather more and more secrets. Becomes eeasier to find NPCs to borrow into	• Get tips from Multiple Consciousness • Learn about NPCs while borrowed into them or speaking with them	• Test the reactivity of NPCs through dialogs, mood changes and mechanisms • Explore all mission paths
EXPLORATION	• Expand access to the open world by completing missions • Find all secrets • Find all Mokoko seeds • Find all patterns for the Tower of Dreams	• Learn more about NPCs and locations during exploration • Find secret content (NPCs to assimilate, missions…)	• Parcour around while borrowed into animals (teleporting cats, birds…) • Surprise NPCs in intimate settings • Cheat missions by arriving from weird locations • Activate mechanisms
RPG	• Grow multiple consciousness • Level up Witch powers • Complete Tower of Dreams	• Grow relationships with NPCs through the story • Rescue NPCs by assimilating them	• Customize the Witch through the Multiple Consciousness & Witch Powers • Customize the Tower of Dreams

MISSIONS THROUGH THE ACTS

ACT 1

- Thesis of the **dead world**
- Overbearing presence of the **Demons**, neurosis & decadence
- Witch is a **victim, hunted**
- Lots of **spying, following**

- Escape from Prison
- Find and Heal the Gazing Poet
- Follow and Heal the Toothy Maw
- Go to the hidden temple and flee Xangdebaar

ACT 2
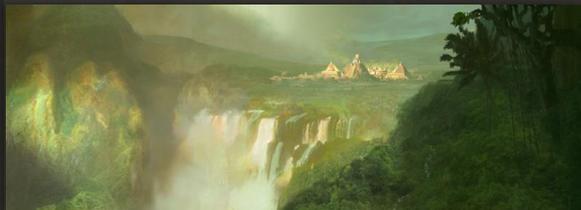
- Counter-thesis of the **healing world**
- High presence of **Plants, Animals & healers**
- Witch is an **explorer, learning**
- Lots of **healing, going to**

- Heal the Witch
- Help build the Healing Biotope
- Heal people in the jungle & find the Wise Teachers
- Find and Go to the World Mushroom & Flee the jungle

ACT 3

- **Destruction of the old world**
- High **diversity of cultures, leaders**
- Witch is a **menace, feared**
- Lots of **finding, assimilating**

- Find the Living Planet Project Prototype
- Assimilate diplomats & Uncover the conspiracy during the Sumpok tournament
- Heal the Portal of Hands
- Flee the destruction of Krimbaba & rescue the refugees

ACT 4

- **Creation of a new world**
- High presence of **refugees and military**
- Witch is a **saviour, hailed**
- Lots of **gathering, building**

- Rescue refugees of war
- Gather patterns, build the Tower of Dreams & Heal societal traumas
- Heal the Golden-Beacked Vulture
- Heal the world's reality field by becoming the new Leviathan

OPEN WORLD DESIGN
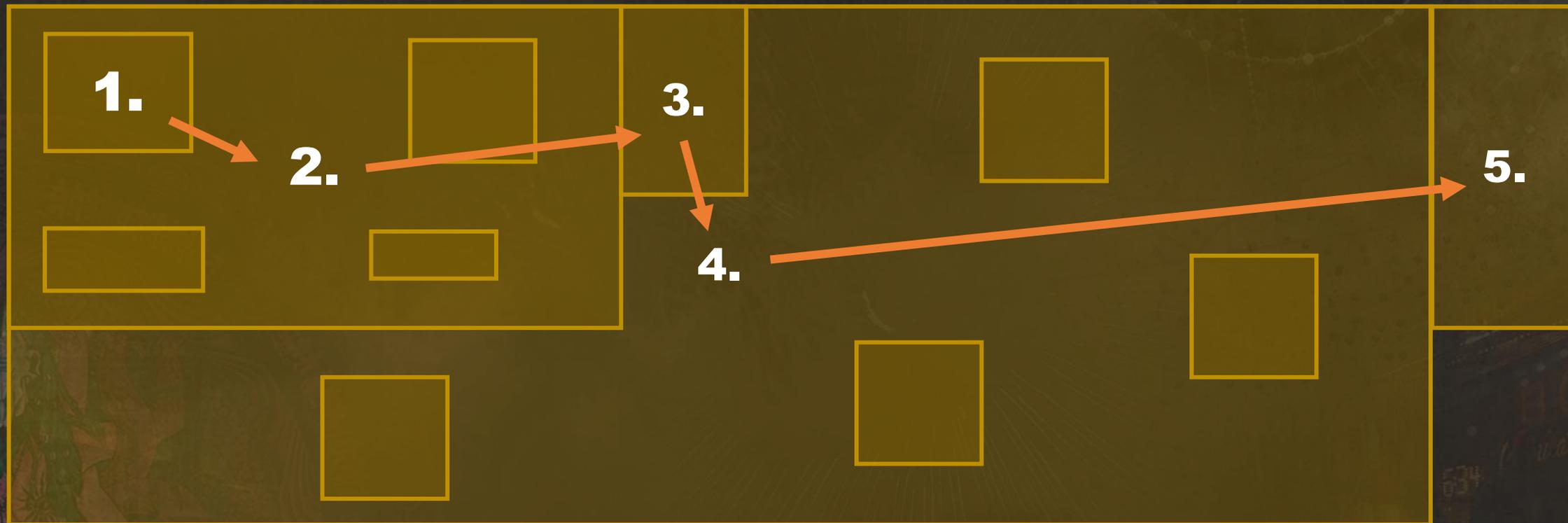
- Open world progressively opens as the Witch completes missions
- Alternate between focused inside missions and open world exploration
- Clearly delimited regions
- Movement limited by NPC zone of tolerance
- Multi-building missions
- Each act has its separate open world map. All maps become accessible in Act 4

LEVEL DESIGN

Variety of Scale in Open World – Inside & Outside
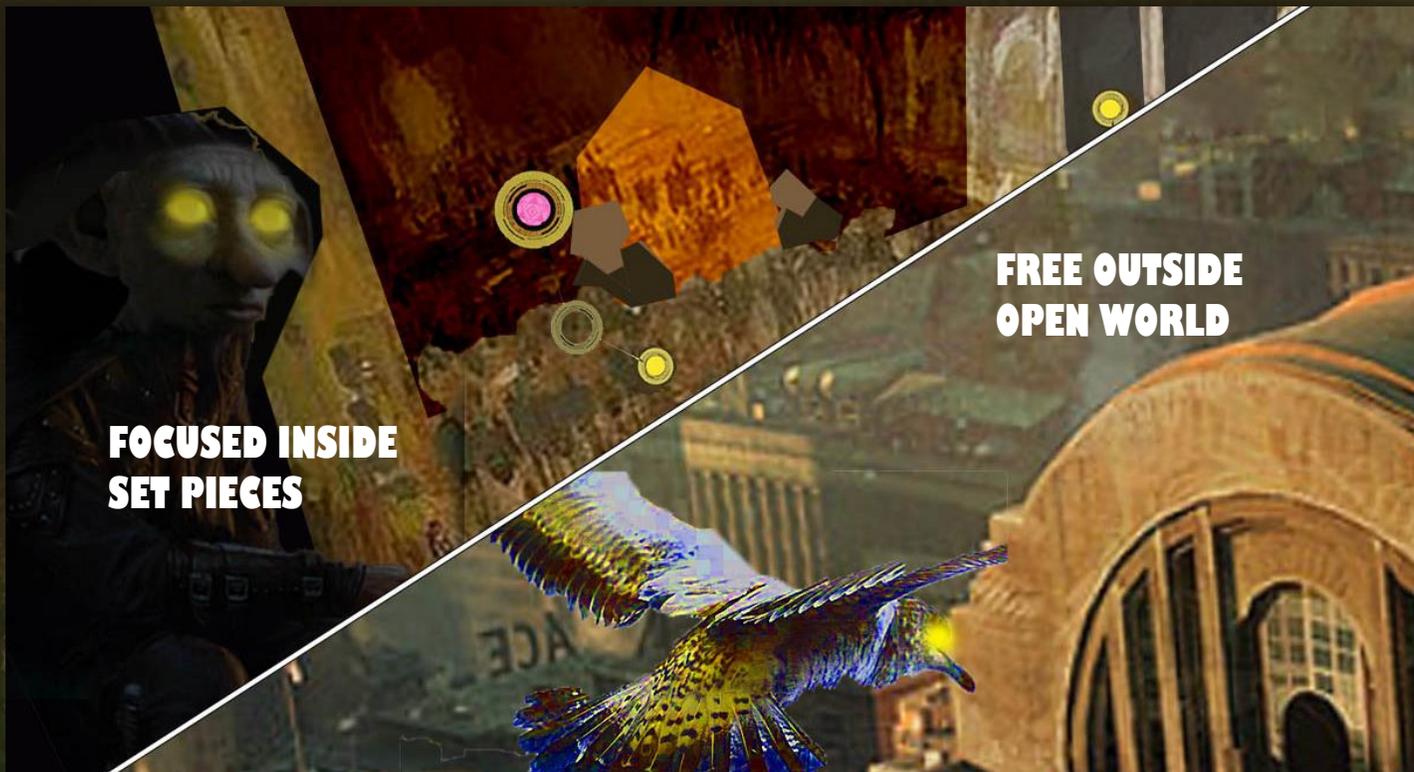
FOCUSED INSIDE
SET PIECES

FREE OUTSIDE
OPEN WORLD

LAYERS OF SECURITY

- Different zones are locked by **social tags**.
- **Only by having the right social tag may the player advance.**
- **No traditional infiltration with patrols, covers & lines of sight.**

LIGHT & SHADOW

- Clear delimitation between Shadow (safe zones) & Light (Social zones) areas while inside
- The Witch cannot walk safely in light zones if not outside
- The Shadows are its refuge

FUNNELS OF INFORMATION

- **Free exploration** with minimal guidance
- **Funnels of information** guide the player to key areas of content
  - Barks
  - Secrets…

MOVEMENT IN OPEN WORLD

- **BORROW INTO ANIMALS**
  Warping Cats / Birds…

- **USE FAST TRAVEL PORTALS**

SEMI-DIEGETIC UI

- Minimal interruption of gameplay to access the Mind Map (area map, objectives, clues)
- Give impression that the player is looking into the Witche's mind while continuing to play.

VISUAL PRIORITY

- Gameplay information (moods, patterns, tags & descriptions) should always have the visual priority and be very noticeable

Watchdogs Legion: Reference for ability to get extra-diegetic info on every NPC in the game

ART

ENVIRONMENT ART - CHARACTER ART - LIGHT - CAMERA ART

ART DIRECTION

LIVING SCENES

- High level of detail & narration in the environment
- Crowds & Movement
- Diversity of inside and outside, large and small environments

LIGHT & SHADOW

- Clearly defined Shadow (safe zones) & Light (Social zones) areas while inside
- The Witch cannot walk safely in light zones if not outside
- The Shadows are its refuge

STYLE

ABSTRACT				REALISTIC
VIBRANT				MONOCHROMATIC
UNDETAILED				DETAILED

SUREALISM

- Activate the unconscious mind
- Play on visual tropes
- Turn to 11 within Demon Realms

BESSON

DALI

JODOROVSKY

MOEBIUS

WEIRD WORLD

- Fantasy, High Magic
- Only fantasy races
- 1930-inspired Magitech

PSYCHEDELIC

- Energy Vision and taking Plant Medicine alters perception

ENVIRONMENT ART

ACT 1
XANGDEBAAR
CITY OF WEIRD SCIENCE

- 1930 Berlin, Art Deco & Gothic
- Very Urban
- Sigil City of Doors, Weird & Chaotic
- Magitech
- High inequality, presence of refugees

ACT 2
FANMANGDHU
ANCIENT MYSTERIOUS JUNGLE

- Ethiopia & Amazonia
- Jungle and labirynth of rivers
- Paths hidden in Foliage
- Some Old stone villages
- Natural Magic
- Mysterious, Vibrant & dangerous

ACT 3
KRIMBABA
FESTIVAL DREAM CITY

- Jerusalem & Venise
- Inside the Dream Realm
- Touristic & Saturated
- Dominance of religious symbolism, always celebrating a festival
- Animated & Vibrant
- Highly segregated & controled

ACT 4
WAR
GOING BACK TO PREVIOUS ACTS

- Familiar sceneries transformed by war
- Krimbaba destroyed
- Fanmangdhu sieged
- Xangdebaar in revolt & lockdown

DREAM REALMS

- Domain of individual Demons
- Represents subconscious, High symbolism
- Each dream realm is very unique

ENVIRONMENT ART
EXANGDEBAAR

Vibrant Nightlife streets

Refugee slums

Organic architecture burried under the city (hidden temple)

Built inside moon

Places for the rich

Organic technology at ministry of the interior

ENVIRONMENT ART

Living planet prototype

Crowded streets & Gates

Tourists from everywhere

Sumpok Tournament Arenas
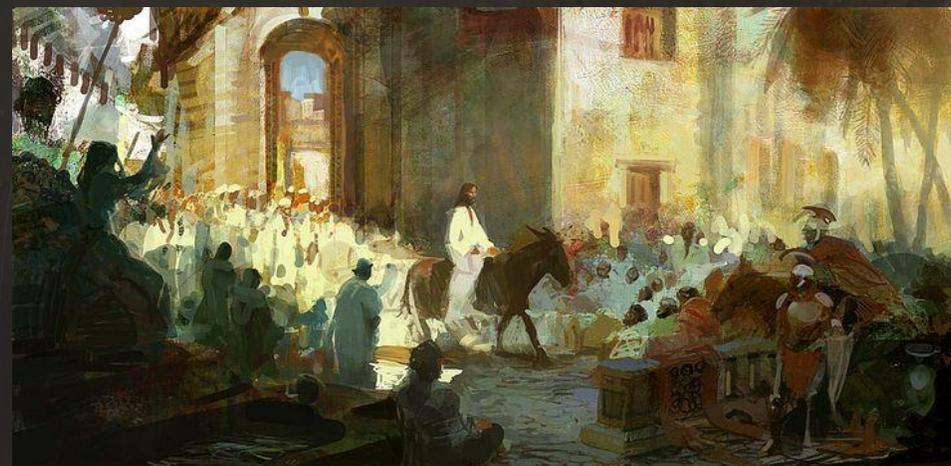
Pilgrims come to see Saint Moriem

CHARACTER ART

HUMANIZED EVIL RACES

- No Humans
- All characters are variations of traditionally evil races (orcs, imps, kobolds, slaads, insectoids…
- Weird Animals

FACTIONS

- Bureaucratic Government
- Fascist Revolutionaries
- Rich & Powerful Hedonistic Revivalists
- Refugees & Religious Diaspora
- Witch's Cult & The Wise Teachers

NO HUMANS ALLOWED

OPPOSITION OF HEROES

SAINT MORIEM

- The Archetypal Hero Saviour
- Vengeful Prince
- Heralded as a Saint & Messiah
- Betrayed and cast as a Martyr

VS

THE WITCH

- The Antithetical Hero
- Clumsy Male Nurse
- Gives away their body to the community
- Becomes the community

THE DEMONS - ARCHETYPES OF THE DEAD WORLD

Main Demons of the Story: 1. The Golden-Beacked Vulture - 2. The Toothy Maw - 3. The Portal of Hands - 4. The Gazing Poet

VS
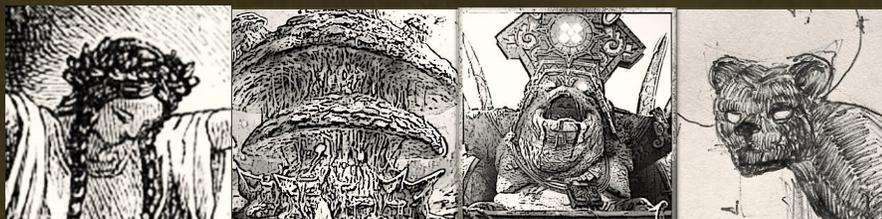
WISE TEACHERS

1. The Oracle
2. World Mushroom
3. Archon of Dreams
4. Black Panther God

LIGHT & SHADOW

- Clearly defined Shadow (safe zones) & Light (Social zones) areas while inside
- The Witch cannot walk safely in light zones if not outside
- The Shadows are its refuge

VFX

CORE GAMEPLAY ANIMATIONS

- Witch Borrowing
- Reading Patterns

NPC STATUSES

- VFX to indicate NPC moods and statuses when affected by witch powers (voice, alchemy…)

LIVING ENVIRONMENT

- Magic is everywhere in the world
- VFXs create that magic in the environment, especially in Dream Realms

CAMERA ART

CINEMATICS

- Cinematics are played at key moments during the game (in-between missions, at the end of acts…)
- Cinematics use the same assets as in-game
- Vary in length and complexicity for narrative purposes

DIALOGS

- Player doesn't have control of camera during interactive dialogs
- Camera must help frame NPC patterns (gestures, items, choice of words & accents…) as a major part of gameplay understanding.

ANIMATION

A

- a

ART

HIGH CONTRAST

- In-game UI elements have maximum visual priority

COLORS HAVE MEANING

- The color of gameplay-related UI elements support the understanding of their function (e.g: different types of reading patterns, tags…)

ANIMATED UI

- The animation of UI elements, especially patterns, help regulate the flow of gameplay.

MUSIC & SOUND

VOICE ACTING - MUSIC - SOUND

VOICE ACTING

MUSIC & SOUND

ALL DIALOGS VOICE-ACTED

- All character dialogs, including barks, are voice-acted
- Probably recorded in the UK

FEELING NATURAL

- Layer dialog cues to feel more natural
- Dialogs feeling natural is key to enjoyment of the game, as dialogs are a main aspect of gameplay

NO VOICE FOR PLAYER-CONTROLLED CHARACTERS EXCEPT THE WITCH

- Player can take control of many different NPCs. For cost reasons, player lines of dialogs are not voiced.

Mikko Rautalahti @MikkiHEL · Dec 26, 2020

Okay, now, what we have here is a segment from a talk show. It kind of speaks for itself -- take a look:

54K views   0:16 / 1:37

1   12   377

Mikko Rautalahti talks about Crosstalk in videogames

MUSICC & SOUND

KEY THEMES

- The Witch « Community » – response to Moriem
- Moriem « The saviour »
- Each Act / Environment
  - + Key Districts
  - Variations for act 4 « war » (tied to Golden-Beacked Vulture « Bad stories » theme)
- Each Demon coupled with their narrative theme (bad stories, bad mental health…)
  - Similitude between Dream Realms & Real-life territory of the Demon
  - Tied to « The Leviathan – Dead world »
- The Wise teachers « Intelligence of Life »
- The Leviathan « Dead world »

RELATIONSHIP BETWEEN THEMES

- Relationship between Moriem and The Witch as opposite solutions to a world in need of saving
- Influences between the main theme of the Leviathan (dead world), themes of individual 4 main demons, and the music being played in their territory.

CHARACTER THEMES & MAIN THEMES

REFERENCES FOR EMOTIONAL/ NARRATIVE PURPOSES - NOT MUSICAL REFERENCE

MAIN THEME – THE LEVIATHAN / Dead World
No future – End of a cycle – People not realizing they are living dead lives

THE WISE TEACHERS – Intelligence of Life
Healing – Waking – Connection with the primal – Shamanic

THE WITCH's THEME – Community
The antitheses of the hero – Gives away the ego

MORIEM's THEME – Messiah
The traditional hero, vengeful, violent, patriarchal, betrayed

MUSIC THEMES OF THE DEMONS

REFERENCES FOR EMOTIONAL/ NARRATIVE PURPOSES - NOT MUSICAL REFERENCE

THE GAZING POET / Bad mental health
Young artist unable to express himself in a dead world

THE TOOTHY MAW – Bad sex
Prison guard, wife-beater, turns to fascism from lack of hope

THE PORTAL OF HANDS– Abuse of Nature
Aristocrat-wanabe couple destroying nature for their own greed

THE GOLDEN-BEACKED VULTURE– Bad Stories
Nihilistic showman wanting to control stories for excitement

SECONDARY THEMES

REFERENCES FOR EMOTIONAL/ NARRATIVE PURPOSES - NOT MUSICAL REFERENCE

REFUGEES / Call for a Messiah
Lack of self will – Reliance on a saviour – Slaves of bad stories

MORIEM'S JUDAS – The Betrayer
Slave to a Messiah – Continues the cycle by wanting to take his place in patriarchy

MUSIC
UNIQUE PERFORMANCES

REFERENCES FOR EMOTIONAL/ NARRATIVE PURPOSES - NOT MUSICAL REFERENCE

CHANTS IN KRIMBABA's SUMPOK TOURNAMENT / Choir of Male Throat
singing – reciting poetic myths during a cultural game (ref -> Karuta game)

ENVIRONMENT MUSIC IN XANGDEBAAR CLUBS– About Wanting Love / Life
Circa 1930 References - Jazzy

WEIRD SONGS FROM WEIRD PEOPLE – The Rich paying for Weird

SOUND

LIVING SCENES

- Lots of activity in the environments: people talking, moving, doing things, magic all-around…
- Important to layer that sound and give clear priorities

FUN & MAGIC

- Sounds don't always have to be very reallistic. The game can be very weird and absurd at times

PROGRAMMING

PERFORMANCE – AI – TOOLS · ONLINE

PERFORMANCE

OPEN WORLD PERFORMANCE

- Need to balance performance with the scale of small open world levels which include the **ability to fly**
- Sometimes many characters on screen (50+)

AI PATHING IN CROWDS

- Automated character routines (walking from A to B, stopping…) must not enter in conflict with each other. Avoid collisions.

TOOLS

INTERACTIVE DIALOG

- Dialog is a very important part of the game. The dialog tool must be very robust and easily edited – linked with cinematics tool. (character speaking, looking at…)
- Integration of voice acting and performance

GENERATION OF NPCS

- Create a tool to generate diverse NPC models (selected by artists before put in game – no need for in-game procedural generation)
- Easily editable tags, secrets… link with the mission design tools

BUILDING LEGOS

- Tool for generating diverse buildings in cities corresponding with Level Design & Env. Art guidance (dimensions, style…)

MISSION

- Tool for generating diverse buildings in cities corresponding with Level Design & Env. Art guidance (dimensions, style…)

EARLY ACCESS FEEDBACK

- Way for players to give feedback about the game while playing during early access (bug reports, opinion…)
- By default always offline. Ask for permission to put the game online.

TRACKING PLAYER CHOICES

- If players choose to play online, get data about their dialog choices, pathing, activity in menus ect…

PRODUCTION

RELEASE PLAN – PRIORITIES & MILESTONES - FINANCING

RELEASE PLAN

IDEATION

GAME PITCH → GAME DOCUMENT

PREPRODUCTION

PROTOTYPING → VERTICAL SLICE → KICKSTARTER

- Use Vertical Slice to promote Kickstarter campaign
- Release each act as an early access episode
- Iterate on each act based on player feedback during production
- Release all intended content as a Definitive Edition version
- Start working on Ports & Other languages after PC Gold Release

EARLY ACCESS

EPISODE 1 → EPISODE 2 → EPISODE 3 → EPISODE 4

GOLD RELEASE

DEFINITIVE EDITION

POST RELEASE

OTHER LANGUAGES & PORTS

CONTEXT OF THE TRILOGY

1. XANGDEBAAR
« We live in a Dead World »

- Critic of the Dead World
- Teaching the Intelligence of Life
- Hint at future chaos (change of eras)

2. CURIO
« Only the Tribes will survive »

- Climate crisis & End of Nation States
- Playing the Decentralization revolution & creation of new societies, new technologies, new life
- Unstable reality, creation of new stable reality fields

3. SHANGRI-LA
« And God will be born »

- Transhumanism & AI
- Internet reality space
- Meaning of Life, end of stories, birth of God

POTENTIALLY SHORT STORIES IN-BETWEEN

POTENTIALLY SHORT STORIES IN-BETWEEN

PRODUCTION FINANCING

OWN YOUR WORK

- Devs have an option to **work for shares of revenue or a salary**
- Investors and crowdfounding help to finance development costs (liquidity pool)
- **Devs and Investors are rewarded with Tokens**. The higher the value of their contribution, the more Tokens are earned.
- After the final release of the game, **all game revenues are distributed to Devs and Investors** according to how many tokens they each have.

LIQUIDITY POOL

- **LIQUIDITY POOL** finances Developers and all other production costs
- Provided by **Kickstarter** and **Investors**
- Lifeblood of Production

COLLABORATIVE DEVELOPERS

- **Throughout Development, Collaborative Developers can choose to receive either a salary, or Tokens equivalent to a final share of revenues**
- **Salary is based on industry average, paid by the liquidity pool, while tokens are distributed based on value of work**

KICKSTARTER

EARLY ACCESS SALES

INVESTORS

- **Internal Investment**
- **Trusted external Investment**
- **Eventual Publisher**

TOKENS

- **TOKENS** are generated regularly to **reward the work and investment of Developers and Investors.**
- Developers can choose to receive either a salary (paid by the liquidity pool) or Tokens for their work.
- Holding tokens represents owning a share of final game revenues

GAME REVENUES

- **GAME REVENUES** are generated from **Early Access and Final sales**
- All early access sales directly go to the liquidity pool to finance production.
- After the final release of the game, game revenues are distributed to Developers and Investors
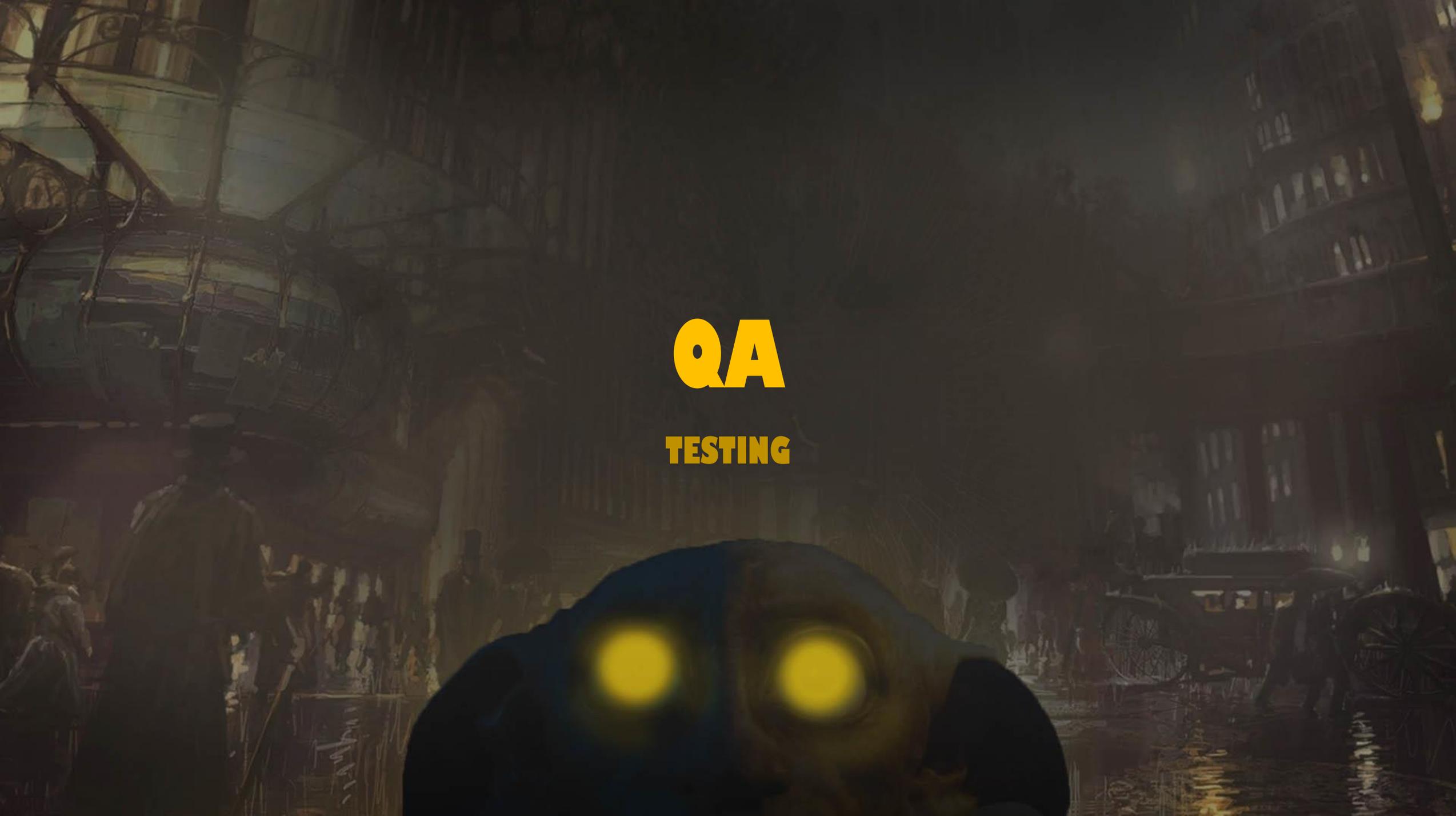
QA

TESTING

QA TESTING

TESTING

- test !