

## ☉ GAME WORLD DESCRIPTION

The conceptual flavour and tone of the game leans towards a non-threatening and light-coloured visual environment; in contrast to other adventure games of the 'Dark World' variety.

### The Physical Space

Graphic simulation will be **illustrated realism** or stylised art with dimensionality in **2D** or **2.5D**.

Game scaling will be **realistic** with most of the world in the background. City buildings, bridges, mountains and valleys and so forth will appear in the distance. Railway lines, motorways, rivers, bodies of water, shorelines of islands and the like, will form boundaries of the physical game space and players cannot go beyond. Locked doors will restrict entry into buildings and the like, unless entry to an internal space is intended.

The main characters' perspective will be **Third Person**.

Simerg, 2014.



### The Environment & Realm

The game world's will be generally **outdoors** - city, suburbia, rural village, mountains, forest, farms, island, park - plus admission to certain indoor spaces.

A birds-eye or 'look-down' view of each environment will be shown at the commencement of each mission and challenge. This will be **themed** as the psychic using her powers in astral projection or remote viewing to 'see' or visualise her location - or routes to it - providing clues for the parrot.

The physical and cultural context of the game will be our **normal environment**, i.e. like it is in reality, and the appearance and atmosphere of the environs will reflect this. The game's appearance or context therefore may be any city or natural landscape in the world. Hence if desired, the game's appearance can be made for the market in any country including special edition products, e.g. a UK *Monopoly* version. Or a game located in Japan's Tokyo, Mount Fuji and surrounds.

There will be no aliens, mythical beings and the like.

Within the environment, **tokens** and **objects** relevant to play will include gemstones, treasure chests, buried bones, **time boosters** in the way of hoops and special tokens, candy, seeds, nuts, berries, vegetable and herbs, pots and matches to light fires. There will be **locked doors** and **traps** in the form of manholes, drains, wells, garbage bins, letterboxes and similar items.

### Time

Time will **vary** and adjusted to suit play and the puzzle-solving necessary to complete each challenge and mission. At points during the game, the player will be rewarded by advantages in time, i.e. **leaps**

**Table 2: CoCo - Actions**

CoCo's actions include:

- Finding and consuming seeds, nuts and berries for energy
- Finding and consuming selected herbs will boost *Chi* and provide extra resistance
- Flying through special hoops gain advanced powers like improved vision & save time
- Finding and using gemstones, bones and keys to open locked doors and solve puzzles
- Locating teleports and using them
- Code-breaking, riddle-solving, pattern-matching, memory tests, etc
- Avoiding stun arrows, blow-darts and stones thrown by the sceptics
- Avoiding being captured by the sceptics

The psychic awakes dazed but has a small bag of candy - the cause of her initial problem, no less - to **boost** her clairvoyant powers. Consuming too much brings on a toothache again which **counters** her ability to communicate with the parrot. Soon, she discovers herbs and a cauldron in the vicinity, and finding matches or using powers of *pyrokinesis* to light fire, is able to brew potions which clears her mind and slowly restores her psychic powers. Thereafter the psychic is able to project clues to the parrot who proceeds to complete challenges, advancing ever closer to her location. The sceptics **roam freely** and **randomly** and are controlled by the program - see Table 4.

**Table 3: Mystica - Actions**

Mystica's actions include:

- Locating food for **sustenance** with herbs and vegies being of higher value than candy
- Candy provides **high-energy** source but over-consumption brings on toothache which counteracts psychic powers
- Finding matches, cauldron and brewing potions to improve psychic powers
- Finding **crystal ball** for **scrying** which provides clues to location of herbs and food
- Using various psychic powers to find locations of treasure and valued items, food, cook food and lure parrot. These powers include **apportation**, **aura**, **astral projection**, **bi-location**, **channelling**, **clairvoyance**, **divination**, **dowsing**, **energy medicine**, **precognition**, **pyrokinesis**, **remote viewing**, **scrying** and **telepathy**
- Hiding from the sceptics

**Table 4: Sceptics - Actions**

Fowler Ridder and sceptics' actions include:

- General mischief & mayhem
- Firing stun arrows and blow-darts at parrot
- Throwing or catapulting stones at parrot
- Destroying items & food available to parrot and psychic
- Capturing parrot by hand or by setting traps
- Arguing and hitting each other

### Saving the Game

Automatic saves at end of every sub-mission & mission, plus option of Quick Saves at any point in the game.