SPIRITS

Game Concept

North America – 2024

Our DNA

Turn based J-RPG, in which you embody a **Brigade member** charged to **play with the mischievous spirits** of Albuquerque to calm them.

Fighting an enemy on a board game.

x

Communion with the spirits.
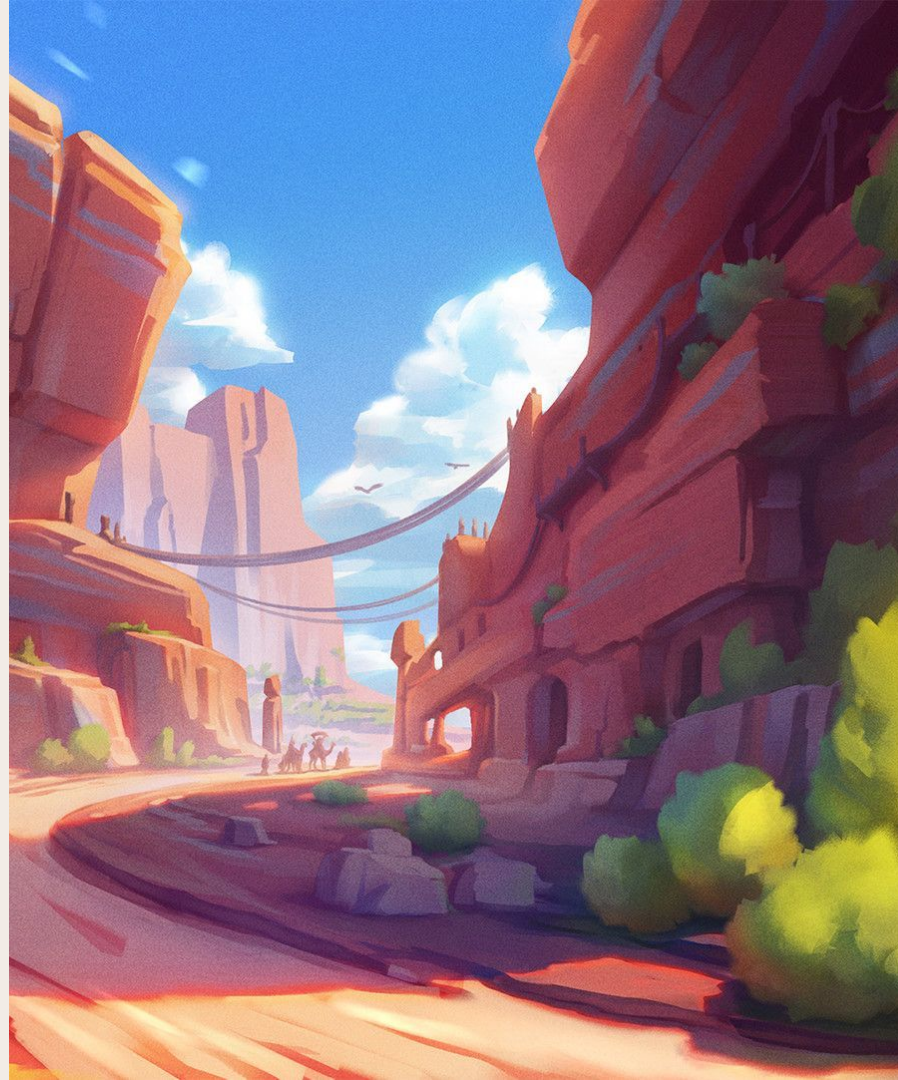
Summary

1.

Universe & Context

Pitch

20 years ago, Spirits appeared all over the world!

In Albuquerque, most of the Spirit are mischievous tricksters called _Kachinas_.

You joined the _Brigade_, a special organization, in charge of keeping the peace between humans and spirits, by **playing with the Kachinas**.

But one night an unexpected flute melody jeopardized the harmony.

Lore

20 Years ago, the world of the Spirits fuzed with our world, leading to having Spirits appearing all around the world.

In the desertic town of Albuquerque, **the Native American past of the city lead the majority of the spirits to be Kachinas; Mischievous, childish and playful spirits**.

Driven by their urge to play and to trick to people, Kachinas needs to be entertained, given attention so they do not spread chaos in the city, potentially harming humans and themselves.
Members of the Brigade are helping them managing their drives by playing a specific game with them.

The cities have evolved to shelter all these new citizen as temples and spirituals objects have been placed all around the city.

But **the presence of Spirits lead to the creation of infrastructures** made of spiritual energy **only usable by Spirits.**

Granting cities new places only used by Spirits.
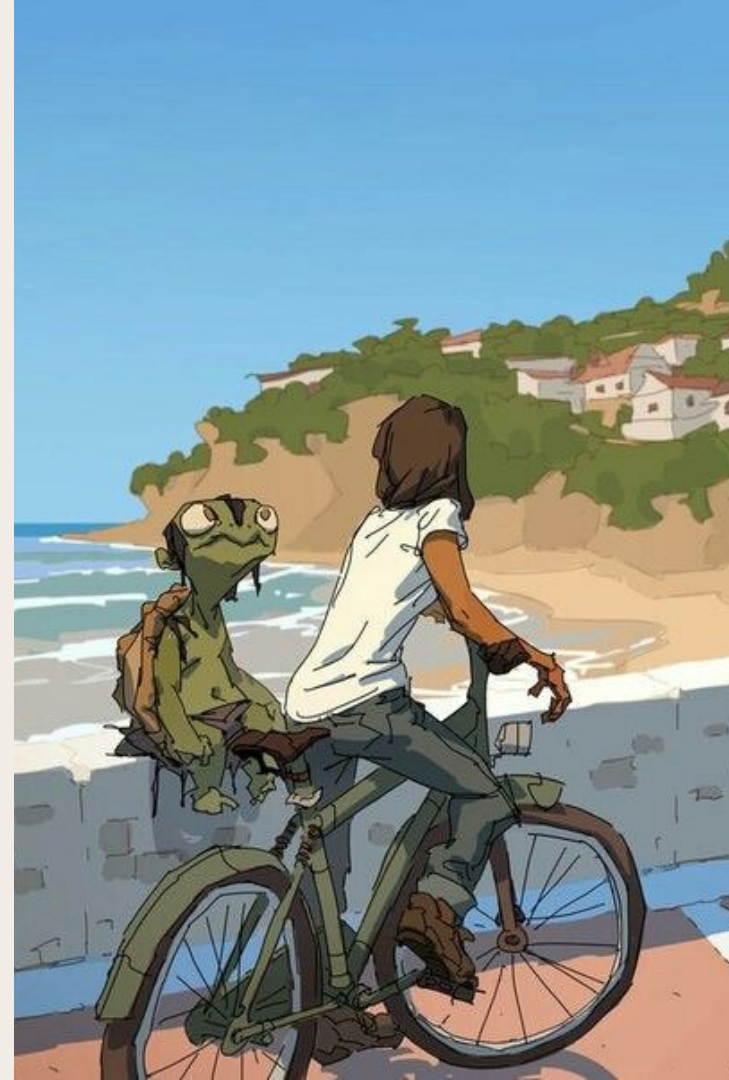
Spirits

Spirits are creatures born from people beliefs such as folklore and myths.

They are immortals, does not need to sleep, drink or eat. Making them leading their lives depending on their desires. Their only way to "die" is to be exorcized.

Desires :
They ALL have a specific desire that will last all their existence, from wanting to help others, to watching sunsets, or even just to collect funny shaped rocks.
 They will do whatever they can to fulfill their desires, even though it could harm them or others.
Fulfilling their desires can calm their urges, but their desires will always surface back.

Brigade

The Spirits' apparition led to the **creation of two entities :**

- **The Exorcists order**, in charge of **"killing" dangerous Spirits**
- **The Brigade**, in charge of **connecting with the Spirits**, understanding their Desires and helping them achieve it.

The theme

This universe aim to explore the theme of <u>Diversity</u> and it's positive impacts.

MESSAGE

Can we live together if we are different?

## POINT OF VIEW

Yes, diversity is an advantage.

MOOD

Wholesome, colorful, fantastic, joyful.

It is notably made through **the clash of the Spirits and Humans two life philosophies, one depending on Desires** as they have no vital needs, **the other one depending on Desires & Needs.**

Questioning the balance of those in our life, the Spirits' life philosophy, **the difference, has a positive impact on humans.**

Our narrative tone...

FEEL GOOD

MAGICAL

MYSTERIOUS

HOPE
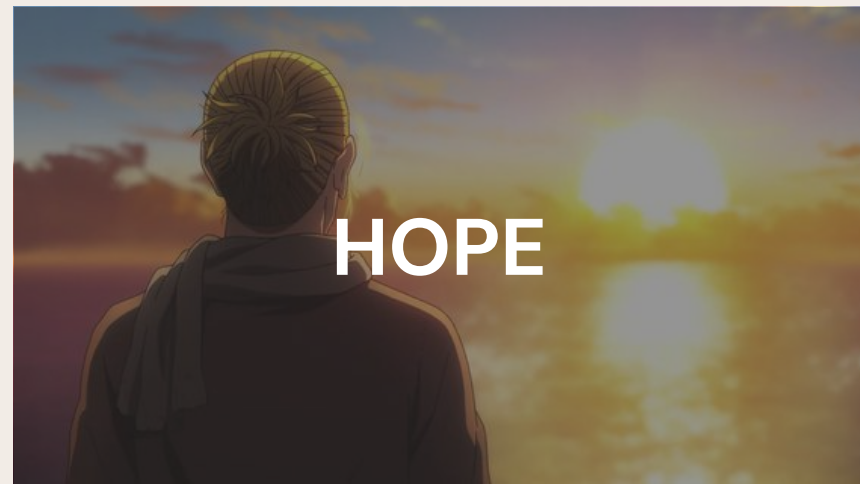
2.

Gameplay

The game

The game the Brigade plays with the Kachinas is a tabletop dice game.
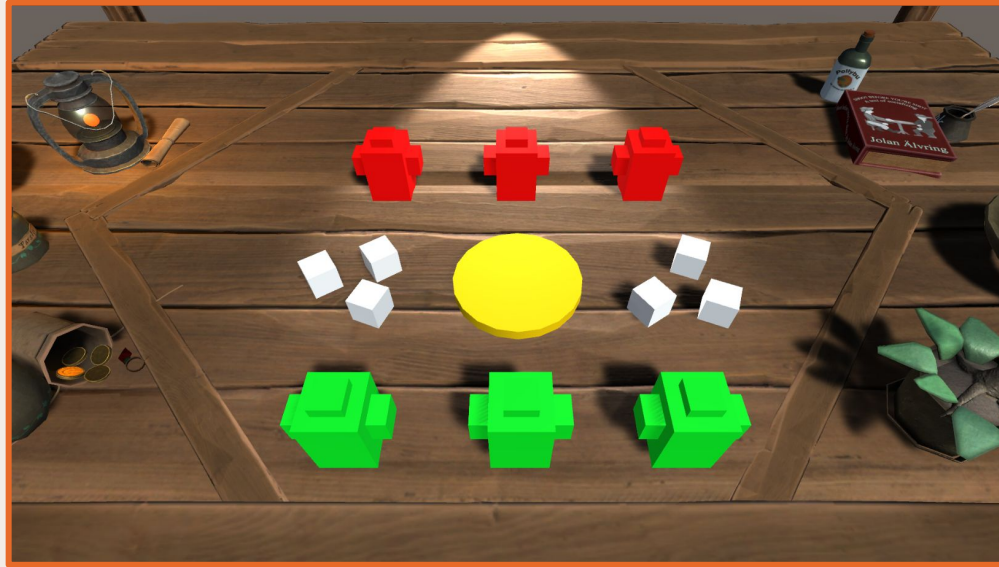
The human and the Spirit face up in a fight of spiritual energy-infused puppets and dices.

Exploration

The player navigate through the city with **one of the Brigade vehicle. Through the story the player's vehicle will be upgraded with Totems** granting him abilities to **access new areas** of the city in a **Metroidvania style.**

Metroidvania

Level Design Structure Macro
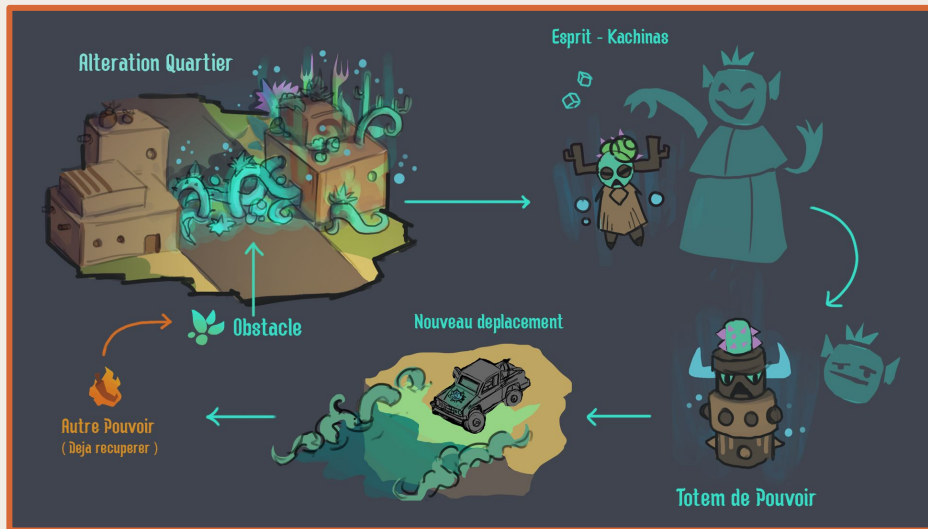
Access new district and unlock new dolls by obtaining special power–up through the story.
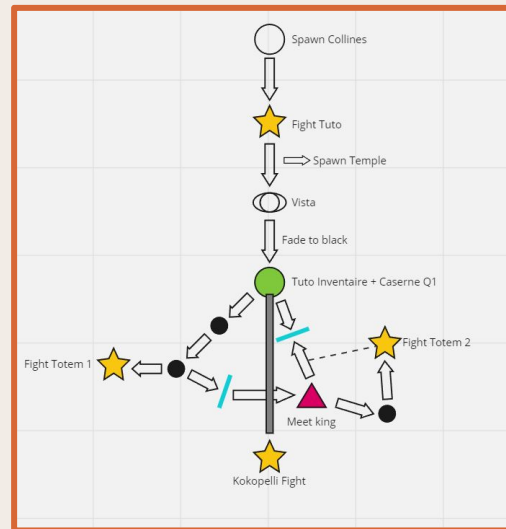
3.

Game Feel

Emotions

🦋 Light mood
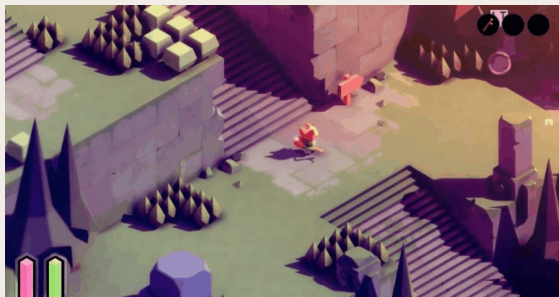
Tunic

- ❖ It's enjoyable to explore the city
- ❖ Friendly characters (the spirits only want to play)
- ❖ Battles are presented as a game, not as a confrontation

🙂 Satisfaction

Mario & Luigi: Dream Team

- ❖ Visual FX in battles
- ❖ Rewards after each battle
- ❖ Upgrade of locomotion abilities

🔍 Curiosity

Spiritfarer

- ❖ Meeting puzzling characters
- ❖ Explore the city with spirit architecture
- ❖ Investigation in history

Building blocks

🦋 Sérénité

😊 Satisfaction

🔍 Curiosité

REAL-TIME CONTROL

SPATIAL SIMULATION

POLISH
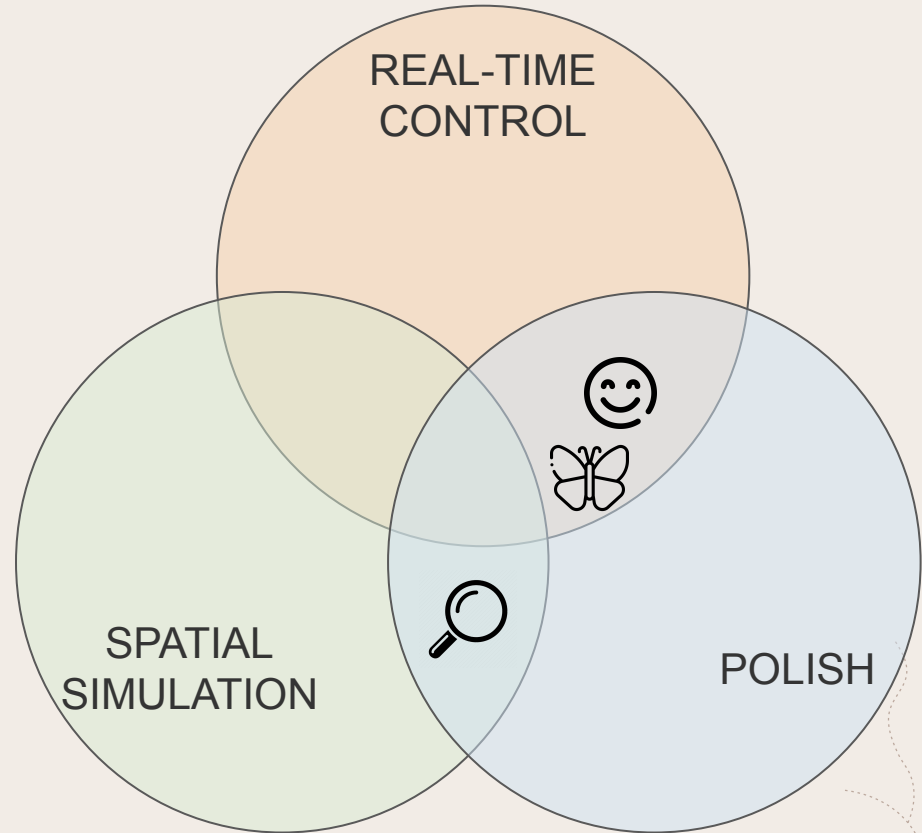
Expérience joueur

	Sérénité	Satisfait	Curieux	Total
Skill & Learning	0	3,5	1,5	5
Flow	1	3	1	5
Aesthetic sensation of control	2,5	2,5	0	5
Appeal	1	1	3	5
Unique physical reality	3	0	2	5
Spatial immersion	2	0	3	5
Total	9,5	10	10,5	30
REAL-TIME CONTROL	2,25	7,75	2,5	12,5
SPATIAL SIMULATION	5,5	0	7	12,5
POLISH	3,75	2,25	4	10

Principes d'animation

Squash & Stretch

- ❖ Animation des esprits et de la voiture

- ❖ Contribue à la mentalité enfantine des esprits

Exagération

- ❖ Les attaques dans les combats doivent être impactantes

- ❖ Fin des combats jouissive

- ❖ Animations des esprits exagérées en général (combats et dialogues)

Appeal

- ❖ Character design intéressant

- ❖ Des designs cohérents avec le style de combat des ennemis

- ❖ Animation et FX de la voiture

- ❖ Ville animée (une fontaine, un néon qui clignote…)

4.

Artistic
Direction

DA– Kachina Puppet
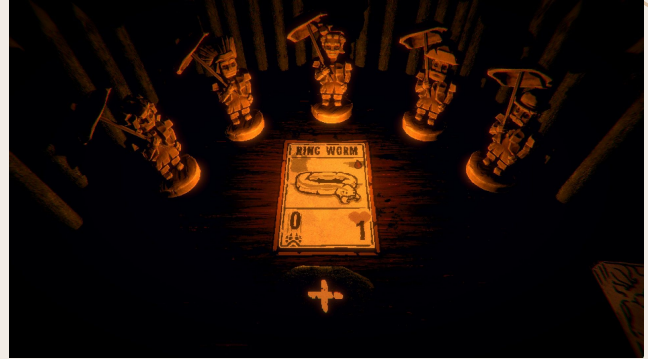
Inscryption

Wooden figures

The **Kachinas** are littles spirits. The player uses little puppets to play against enemies.

DA- FX

Petroglyph and native american pattern

Enigma-Seeker - Deviantart
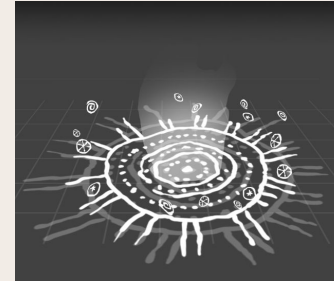
Concept VFX

**Hand drawn
Non regular line**

Luis Gustavo - Artstation
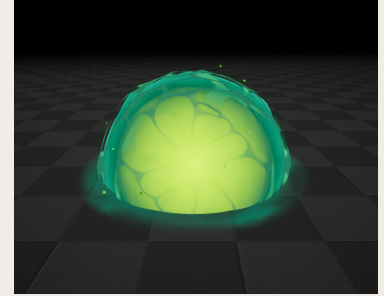
ToriVortexStar - Deviantart

**Too clean
Not enough natural**

Moodboard – Character Design Spiritchaser

Between tradition and technology

Tradition

The knowledge in the american division is mostly given by natives tribes. Scholars are encouraged and used to wear traditional accessories
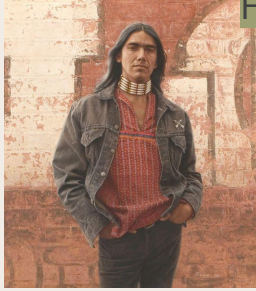
Hairstyle
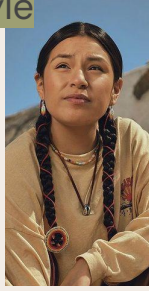
Jean & Belt

Accessories & Vest

Paulina Alexis
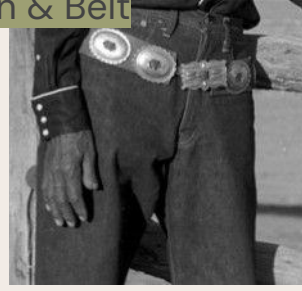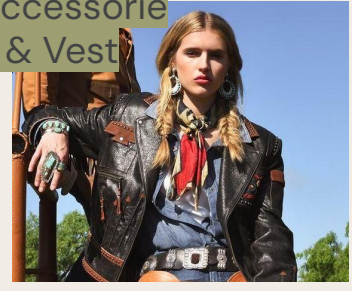
Technology

They are equipped with the best hike wear.
Comfortable, chill and ready for action !

Visor

Hiking Clothes & Accessories

Adidas Terrex

Carhartt
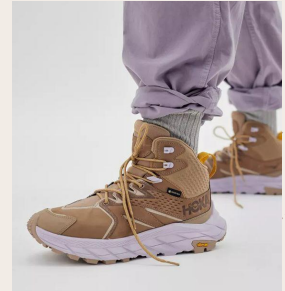
Hoka

DA- Character Design

Graphic Treatment

Colored Lines

Simple Shading

Very little texture

Thiago Lehmann

Cartoon

stylized rounded shapes

Masks and accessories

@danieldraws98

JULIUS @bettersop

Too Childish, Naive

Too realistic
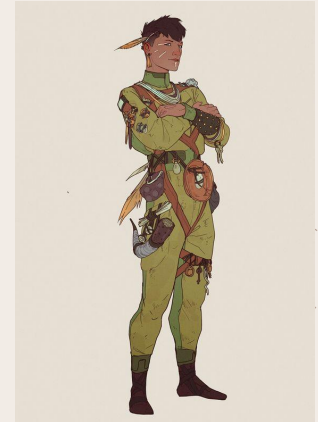
DA- Spirits

Janice chu

Nature spirits, part-animals

Use of masks (?)
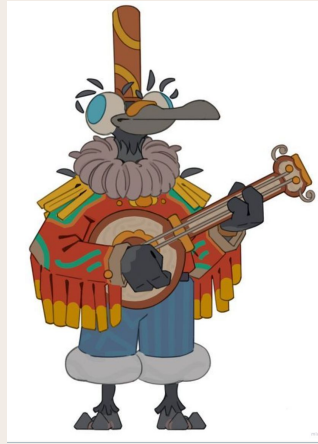
Fun, Goofy Designs

Glowy parts

Thiago Lehmann

Too dark Irregular shapes

MUZINABU

Too complex

Mongy mongo

DA- Moodboard Spirits

Kachina puppet

Ritual   masks
Puppets
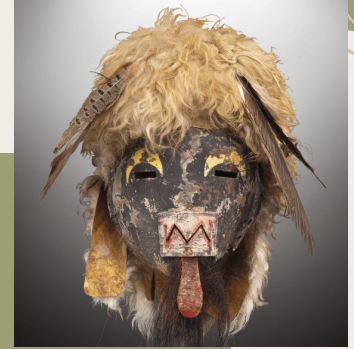
Animals, insects
or plants

DA- UI

Pattern inlaying

Peaks and throughs
No hard edges
No frames
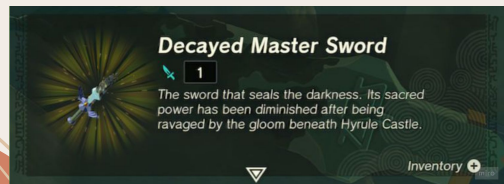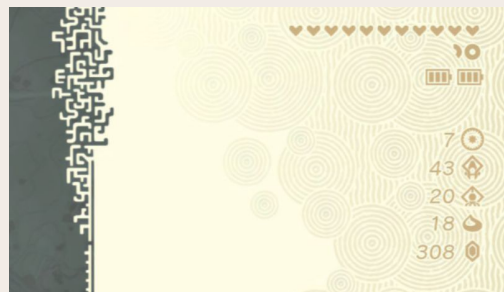
Floating Menu
Rough patterns
Color accent

Zelda TOTK
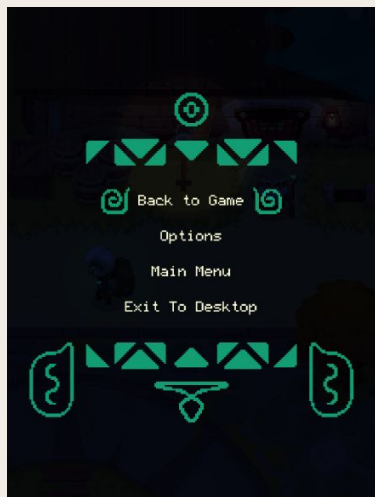
Moonlighter

DA- UI

Bulky Aspect

Naive hand drawing
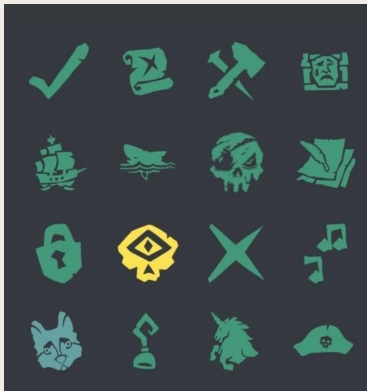
Rough
bulky icons

Few colours
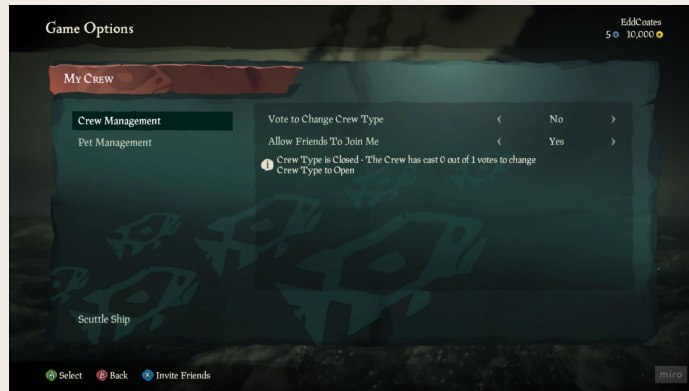
Rough
bulky Patterns

Mesa Verde
Petroglyphs

Sea of Thieves

Garden of the Sea

DA– Enviro

Vegetation

Christopher Capili
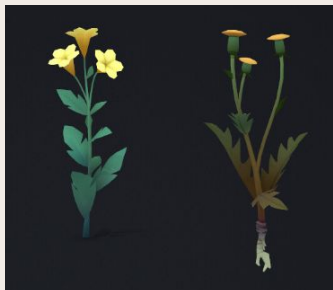
Stylized volumes

Spyro

Fossils/petroglyphs excavations

Mood Lighting (dusk/evening)

DA- Enviro

San Felipe de Neri Catholic Church

Ancient Pueblos pattern

Cliff Palace : Mesa Verde

National Hispanic cultural center

DA- Vehicle

Jean-Gabriel Nadeau Fortin

Integrated mystical upgrades

Colors and Motifs

Pick-up truck

Desert Dwellers, Girosaki

Puppets/totems implemented in the vehicle

Research and sketch – Vehicle

Research and sketch – Vehicle
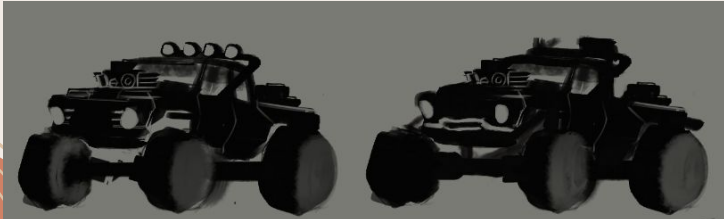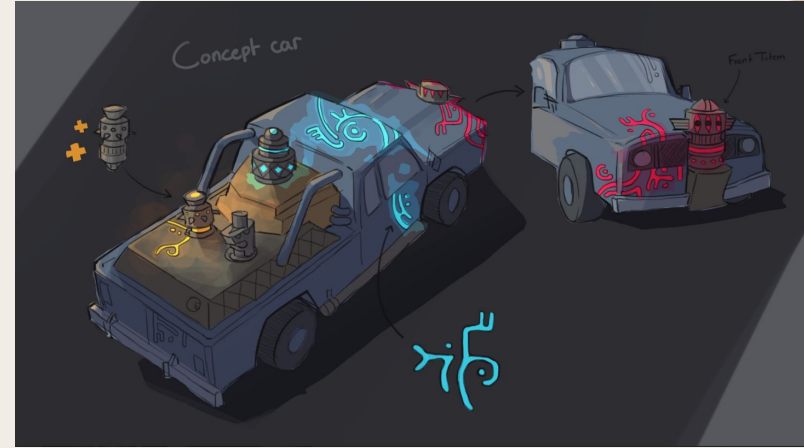
Research and sketch – Environment

Cinema – Temple Esprit

Concept Exterieur

Church Concept
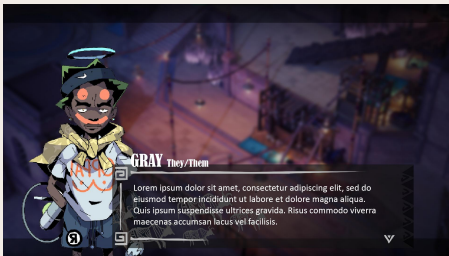
Station

Plaza
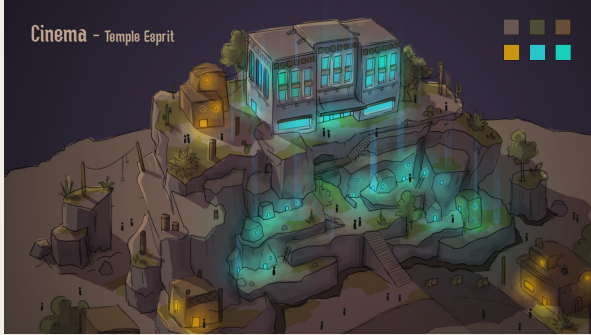
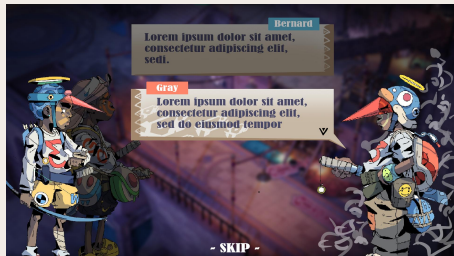# Research and sketch – Character Design
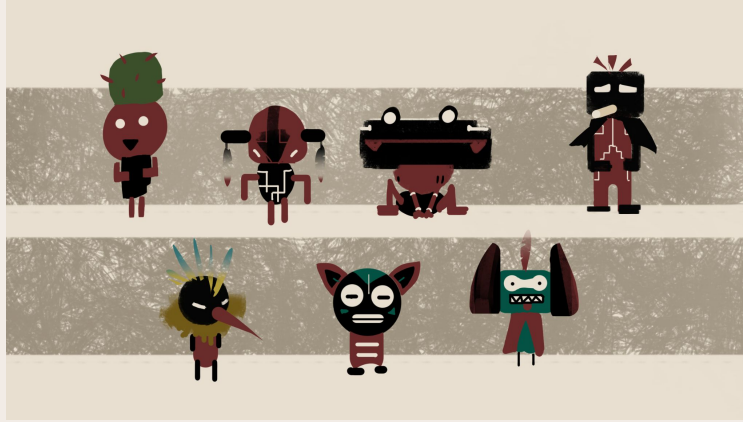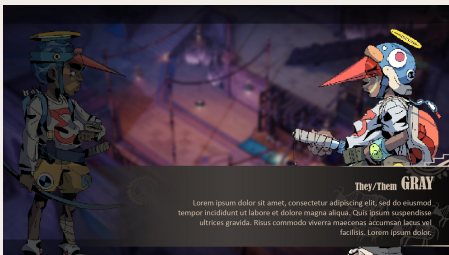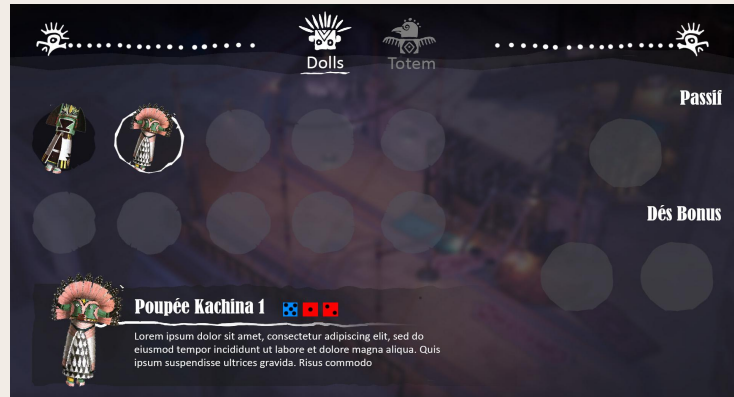
Research and sketch – FX
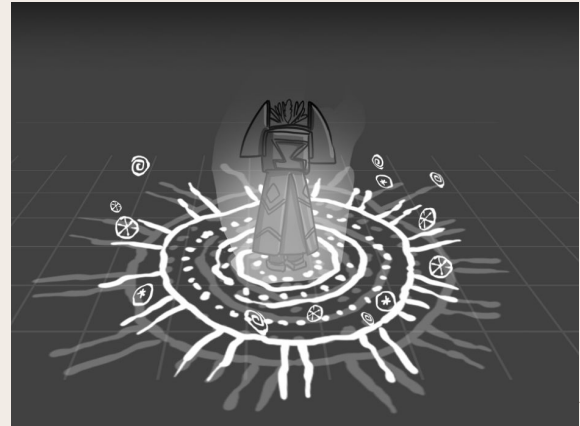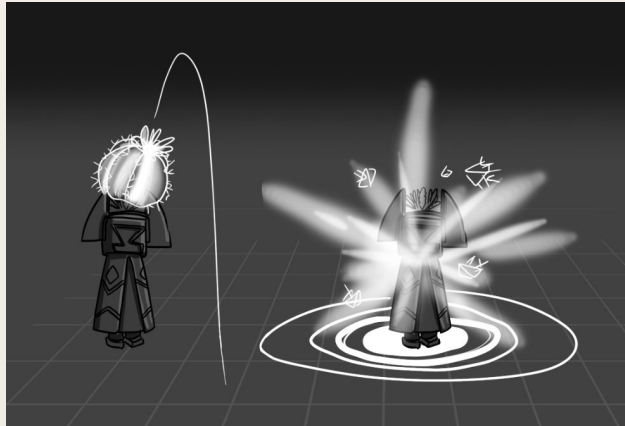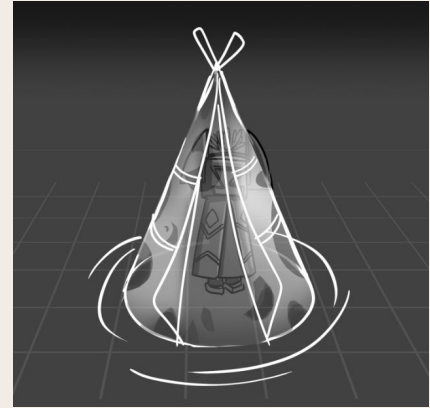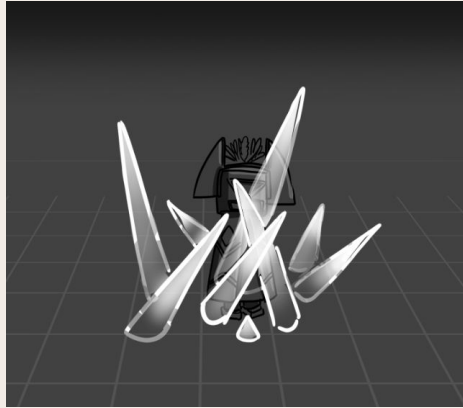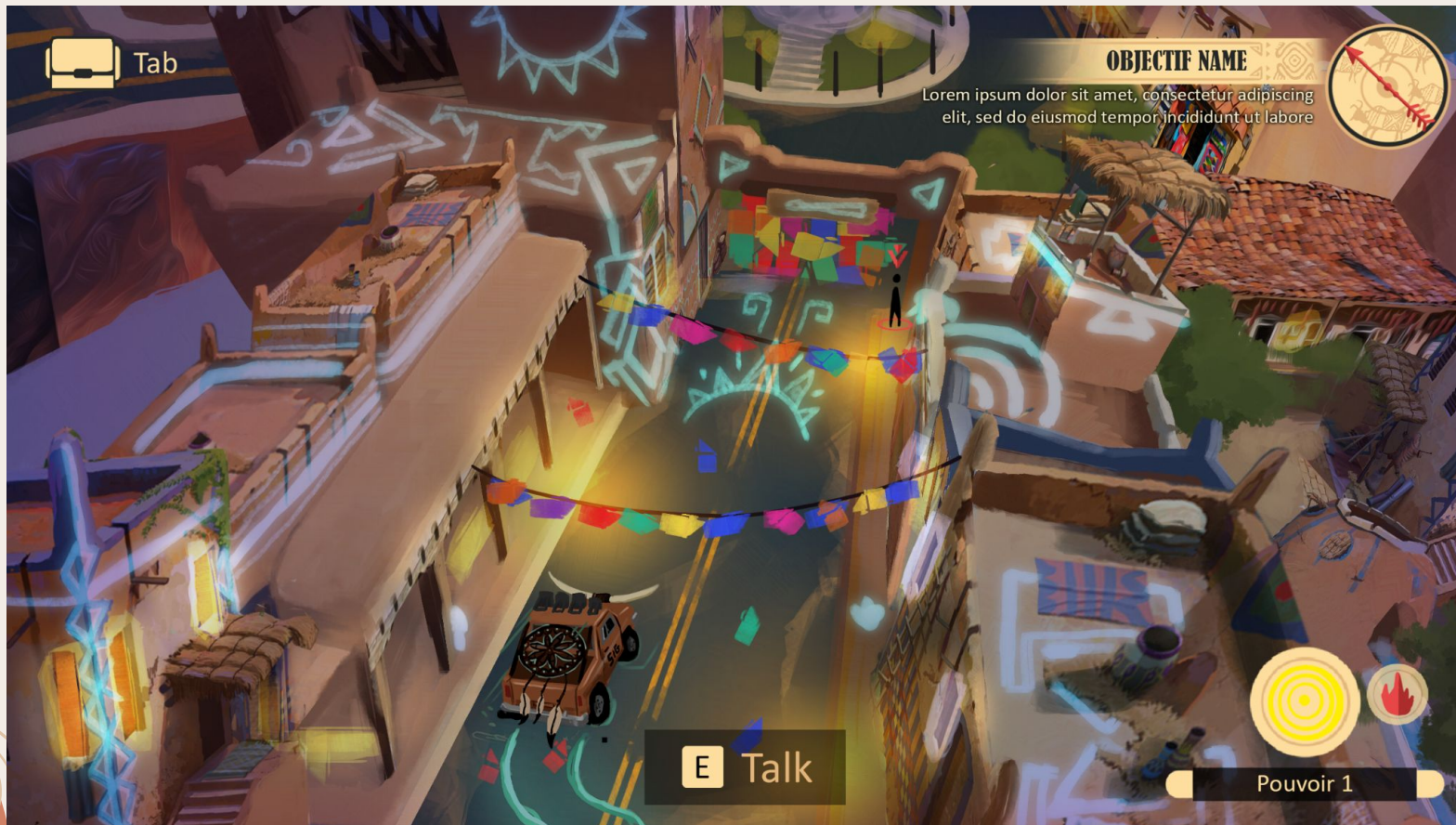
Research and sketch – UI

Dialogues
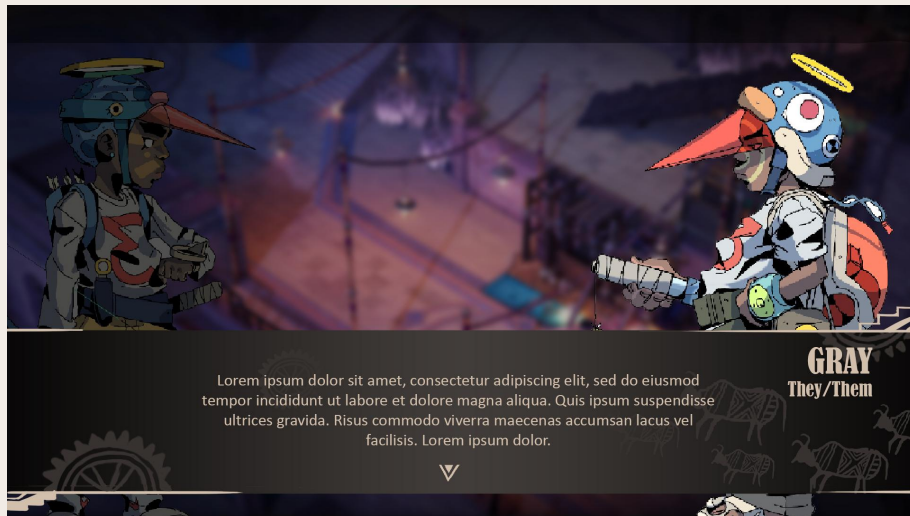
Research and sketch – UI

Inventory

Fakescreen – Exploration

Fakescreen – Combat