

Synopsis

The game takes place in the distant future and it includes the creation of artificial intelligence and the consequences of war.

Humans and robots are living together along with many other magical creatures.

In this project, we will combine authentic with futuristic. The main inspiration is Tibetan mythology and cyberpunk aesthetics.

In a dystopian futuristic setting, we will represent a combination of lowlife and high tech.

Fantasy RPG game.

Chased relentlessly by the malevolent witch, Akuji finds himself immersed in a saga of monumental proportions. As he grapples with the monumental task of honing his burgeoning powers, a perilous challenge emerges – he must conquer the very shadows he aspires to obliterate. Throughout this awe-inspiring odyssey, Akuji's journey converges with the destinies of extraordinary allies, their united strengths kindling a radiant beacon of hope amid the encroaching darkness.

FMP 3rd year end goal

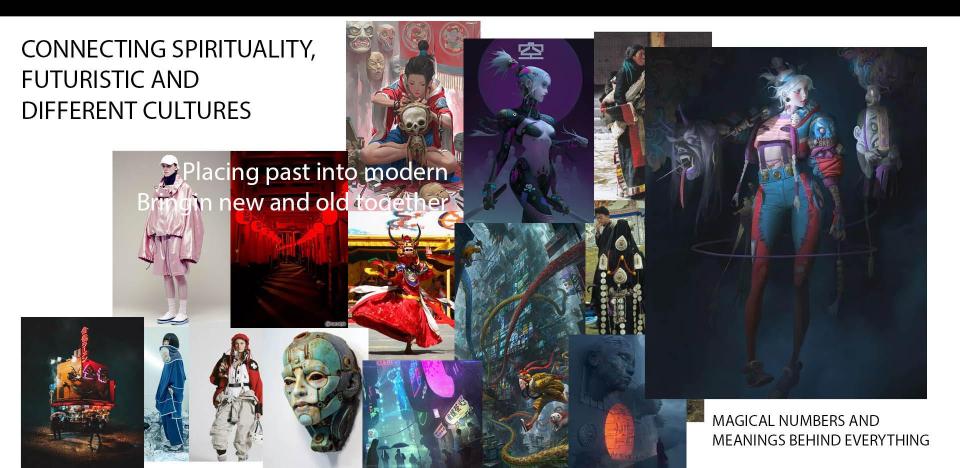
- Oc sheets
- Each character splash art, Poster
- Maybe game poster
- Animated characters in 3D background (https://youtu.be/6UvDC40Cfek)
- Character selection screen (https://www.youtube.com/watch?v=sHq69iYfd9E)
- Logo of the game
- Art book











STORY AND ARTISTIC MOTIVATION

Who?

2/3 character point of view(2 main character plus the cat)

Why?

Liberating creatures, to find out connections and to face the witch(can't be chased forever)

When?

In the distopic future

Where?

Starting point is one of the last cities that's in the middle of the desert.

Inspiration: Tibetan clothing and culture

The name Akuji means Dead And Awake

FLOWER SIMBOLUMS(Baudelaire - Flowers of evil)

Futuristic mixed with autenthic / Organic combined with mechanical

The main storyline is fabricated from my most surreal dreams.

- -Building in the middle of the desert(it's open, but when you step inside you loose the reality of time and dimension and u can't see the desert anymore. What you've seen outside continues happening inside.
- -Me on the bus, seeing mysef on the opposite side of the road, 2 buses are starting to merge.

- -A kid guiding a group of people near to a forest where again, they loose the reality of time, they start to forget and become younger and younger, till they will turn into kids. There's a monster taking care of these kids and ever so foten takes one of them, that kid is never returning(he eats them).
- -Dream where I was a spider. My abdomen was a blood ball, and originally I was born from a red flower.
- -I was an old lady, with magical powers, trying to help and free people who had crystals embedded in their skull. They were so worn out they couldn't moove, anyways they were chained down in the cave I found them. There was a huge monster there that didn't show himself, but it was so huge it felt like all the shades in the cave was coming from him. It had a really scary very low voice.

We have two main characters, a girl and a boy. We follow up on their lives as more and more strange things start happening to them. Once they get attacked by a machine that was cursed by a witch who is looking for Akuji. She needs his powers to awaken a monster. Little she knows they are connected and that the boy will go against her. She's ofcourse trying to catch him before he would be able to realise and control his forces. The good witch, a nice old lady sends her cat, Priya after them so they can guided to her and she can help them to prepare.

Risk Assessment

Current Status		On track: Work is still within schedule that was planned, deadline for pre-production is soon,				
Potential Risks	Probability		Risk Seve	rity	S	olutions
Time management	Probable		intolerable		We have structured and planned our time schedules to ensure we won't fall behind on work, we also set out to use the Agile workflow method so we can slowly move towards completion each day.	
Lack of knowledge and skills in one or more software	Probable		Tolerable		We have discussed this risk with course leaders and asked for their help in this matter. Resources are provided for us.	
Corrupt files or unsaved work	Possible		Undesirable		Back-up and save files frequently to prevent this issue.	
Dependencies	Possible		Undesirable		Some work depend on other people, time management and communication with the team is key to acknowledging everyone's position in the project.	
Concepts for Props/Accessories for side characters are incomplete	Possible		Acceptable		As these assets are not part of our minimal viable product, even if we do not achieve this it should not affect our project's overall quality.	
Character Selection Screen is unachievable	Possible		Undesirable		We do not have a coder now so intricate UI/UX design in the character selection screen might be difficult. I have found resources online that teach you how to achieve this result in Unreal Engine.	
Risk Severity Ratings Key	Unaffected	Slightly affected		Serious Impact		Disastrous

Group MVP (Minimal Viable Product)

- All 3D characters are completed model-wise (Pabu, Akuji, Yara, Babushka, Merchant, Bad Witch)
- Working environment for one character to walk in and explore
- 'Character selection screen' that allows viewers to look at the character models closely and in higher detail.
- Akuji, Yara and Pabu are game ready assets
 Promotional material: posters and an artbook are completed

CHARACTERS AND ASSETS TO CREATE

PROPS, ASSETS

Mechanical arms, screens Tools, knives, brushes, paint, books Masks Bags Lamp Bones(pre-assembled parts)

CHARACTERS

Evil witch: Beautiful lady, wih very pale skin and ebony hair. She keeps the crystal-headed creatures captivated and collects more and more to use their power to awaken a monster. The last source of power would be Akuji.

Merchant: serves the wizard. A big man that is distorted by a curse. It serves the witch so she would break the curse. He can't be trusted.

Babushka/good witch: Equipped with magical powers. She has a cat that she sends on a journey to find the two main characters. The cat leads them to her house. She has long, gray hair that reaches her hips. He has more Creole skin, blue eyes, long eyelashes, and a crooked nose. She wears a white, slightly baggy dress and she has a gnarled(very organic shaped) staff topped with a crystal.

Engineer girl (half-cyborg): She has strange dreams that turn into reality. Works in a shop, studies robots, their structure and mechanics. She's kind of an apprentice, can do smaller jobs but her boss doesn't trust her bigger tasks. Her tasks include creating and painting skin and hair (eyebrows, eyelashes, hair). The repair of surface damage (removal of abrasions and scratches, dullness, and any external changes). Kinda like a puppet fixer.

Akuji: It turns out that he is somehow connected to the monster. He also has magical powers, but he doesn't know about it, and he can't control his power when it's revealed. The problem is that if he doesn't learn it, he'll turn into a rampaging monster and can never be human again.

Priya: The old lady's cat, she guides them to her during their adventure. It can change its size. Usually it appears in the form of a simple domestic cat, but you can also travel on its back when it turns into a mount.

Priya means eans "beloved." In Hindu mythology, this name is closely related to Daksha, an agent of creation.

ADDITIONALS

Akuji in monster form
Friends of the engineer girl(2 girls one boy)
Cyborgs and robots
Cursed creatures(spider, deformed servants, etc)

Tasks

Heni

Creating concept art and 3D model of engineer girl, babushka, merchant Akuji, spider concept art only Designing and modelling the shop Props: mechanical arms and prosthetics, books, tools, additional facilities

June

Creating concept art and 3D model of Pabu, concept art and sketches for the god, 3D for Akuji The Book and additional props for the cat(design and 3D model)
Akuji weapon and case design and 3D model
Helping modelling elements of the shop

Steph

Creating concept art and 3D model of the evil witch, and monster form and the spider 3D model of slaves (man)
Designing and 3D modelling different outfits and accessories
Symbol of the bad witch
Helping modelling elements of the shop

Additional sketches and illustrations may be created to the timeline and to catch the mood of the game's world

Niki

Creating rigs and animation to each character Walking cycle
Running
Jumping
Attacking
Defense

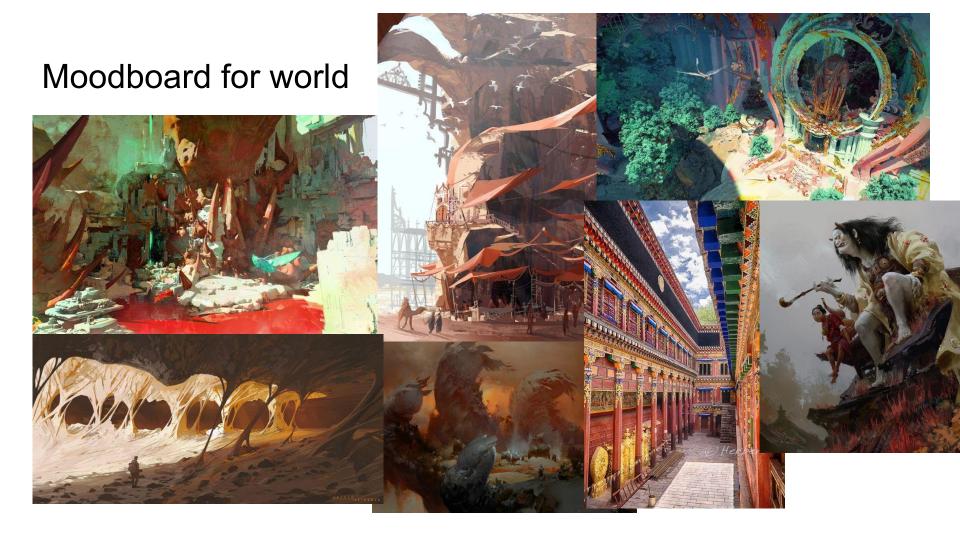
And any additional personalized animation(for example for the witch to levitate and such)

IDEA 2.

heal

crystal creatures the free Babushka lead dad & months to crystal creatures enough slaves Web"/ Support Bad Witch Balance Healing Mother Spider Babushka crystal) MOM Good Witch went 2 crystal creatures power hundry Cursed Good Witch want to become Merchant fly"/food a dog; But Morals "SPY"/SLY so did not Priya "Cat" nelp. (Used to be a God.) Monster (V decreased 7 Went (Hatred for humans) hiding 60 to "Power" Control cuz neglection CUZ Shame. + technology out of Girl Engineer , work Birth Related Balance. orphans "friend". But not Main Character Sick Over protective enough orphans MOM & Dad

help mom, Monster. went to the for help



Storyline

Origins:

Long ago when technology was scarce and unavailing, the gods were the people's source of salvation. Shrines and altars were erected with an abundance of offerings and followers would pray each day to ensure their wishes come true. One of the most powerful gods was [name], who is usually depicted as in charge of wealth and prosperity. The gods were loving even fully aware of humanity's ugly nature at times as they never suspected they could be so easily turned against. However, as fast as a gust of wind, the people would abandon their gods and discard their faith for machineries that ran rampant throughout the city. [name]'s shrine, once adorned with fresh flowers and tinted with the smell of sweet fruit, now stood in ruins. Humanity's betrayal of the gods was so immediate that the gods clung to hope that they would come back once more. But as the millenniums go by and the shrines go further into dilapidation, hatred is starting to corrupt their very being.

One day, a man appeared in front of the ruins. He placed out a dish of cut fruit with a couple of twigs of hand-plucked wildflowers and knelt in front of the moss-covered statue. Eyes bloodshot and rippling with tears, the man prayed from the bottom of his soul for his wife and unborn child's health. However, instead of getting sympathy from the god, all they could feel was how disgusting humans were. How dare they, after all these years of neglect and renunciation, come back to me like nothing happened at all!', the now deprayed god thought.

Just as the god was about to ignore the man, an idea popped into their head. Not only will they be able to exact revenge on humanity, but they can also ensure their survival into the future. The god whispered in the man's ears with a voice trickled with honey. Yes, there was a way to save his wife, albeit a pricey one.

The god explained that a life can only be exchanged with another, and only soul-bound ones. In order for the man's wife to overcome her curse, he must sacrifice his own life. Desperate, blinded with love and out of other options, the man agreed without another thought. The corrupt god draws the man's life force and exchanges it with a part of themselves [can be a specific body part], instructing him to feed it to his wife.

The man scurried back to his wife, beaming with hope that he could now save his true love. As he fed the [part] to her, the man slowly felt his energy being drained away. Before his wife could even open her eyes, he was already dead. Destroyed with grief, the woman carried out her pregnancy praying every night that her child would be okay, knowing that it was her one and only kin. When her contractions started, she was overioved that she would finally be able to see the culmination of her and her husband's love. She was not even concerned with the pain that came with her labour. With grit teeth and all her might in the world, she pushed and pushed. An eruption of cries filled the room. The woman sat up and looked between her blood-stained legs, eyes glistening from tears of joy, hoping to see a beautiful union between her and her husband. But to her horror, what stared back at her was a mass of black sludge. The mass wriggled and sloshed around on the bed, leaving marks of black ink prints. Even in disbelief, she knew that the mass is indeed her child. Overcome by love and yearning for her child, she went to pick it up. However, before she could even touch it. the light in her eyes faded to twilight, then to night.

(Explanation: It is true that the god's power does remove the wife's curse, but to say the god had cured his wife couldn't be further from the truth. Knowing that the wife was pregnant with a child, the powers got absorbed into the unborn baby - meaning that the life force is only generated whilst the child is still in the mother's womb. Now that the child is born, the life force is no longer being generated for the mother. Therefore, the mother dies.]









Idea 2

Dad asks the monster for help and the monster, still riddled with hatred for humans (and even more angry that the only time someone is worshipping is for help) he plays a sick joke on the family also as a way of self preservation The monster tells the father he would help them by offering a part of himself, but the power of a life is a pricey one, and it would only work with the exchange of another life

The dad offers his own life and the monster transfer a part of himself into the dad The dad, now imbued with the power of the monster, goes back to see his wife and offers this power to her

The power gets absorbed into the womb, effectively acting as a cure to the mother's condition. The dad dies slowly as his life force is slowly drawn from him and the mother is now healthy (for now)

What was actually happening is that the power is only effective if the child is still in the mother's body, so when the mother gives birth she is immediately killed by the expulsion of the child The reason for the monster's 'blessing' was not to save the mother, but act as a vessel to create his reincarnation within the child.

If the child loses control over the power, the child will destroy all of humankind and achieve revenge for the monster and thus help reincarnate the monster











Timeline

past-> new era of tech-> climax/war-> dystopia/now



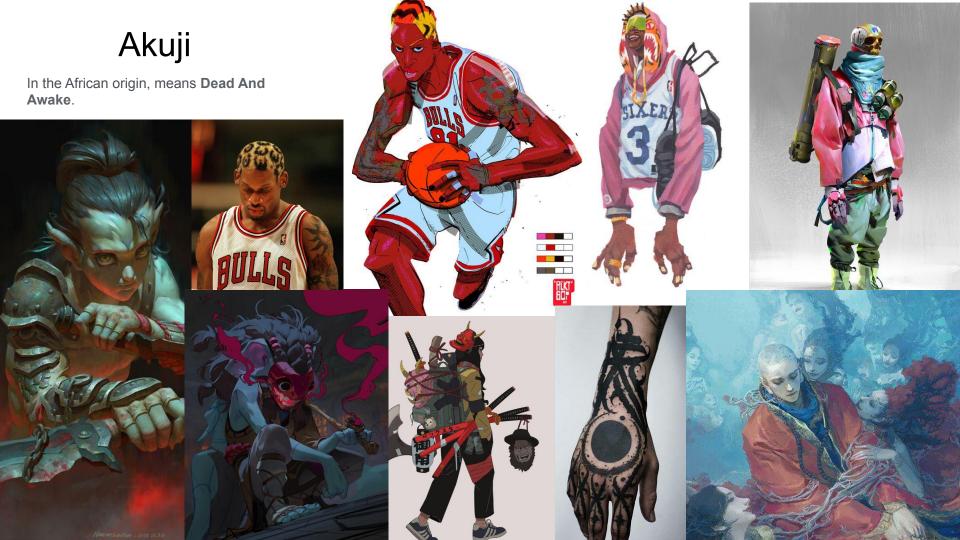






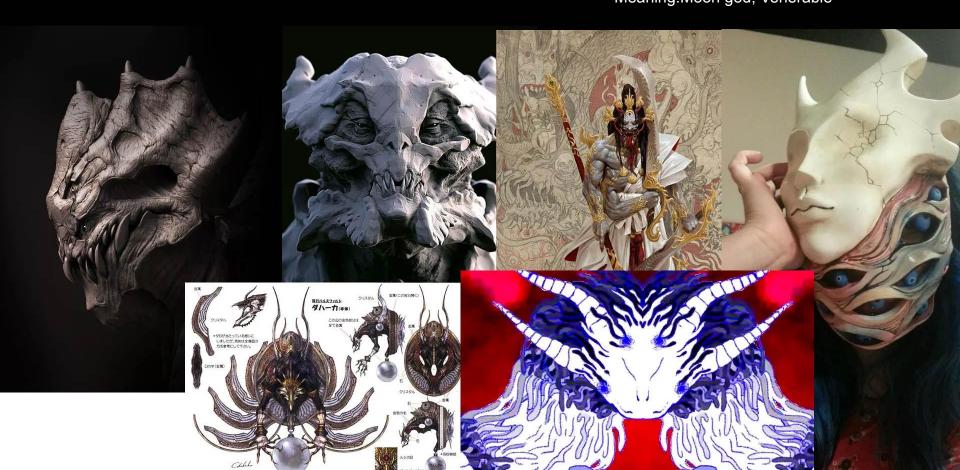


ZEEN CHIN(storytelling)	FACE ZERO(character art and colour theory)			
https://www.artstation.com/zeen	https://www.artstation.com/facezero			
ZOÉ BRENING(texturing)	WORASAK SUWANNARACH(concept art and 3D)			
https://www.artstation.com/zizip	https://www.artstation.com/wasurah			
AMBER YE(concept art)	MAXINE LUGG			
https://www.artstation.com/vikiye	https://www.artstation.com/maxinelugg			
KEYTA OKADA(monster creation)	ANDREY KRYUKOV(3D)			
https://www.artstation.com/yuzuki	https://www.artstation.com/kadron			
AYRAN OBERTO(colour theory and concept art)	ABNER MARIN(monster and anatomy)			
https://www.artstation.com/ayran	https://www.artstation.com/faraguay			



MOODBOARDS - AKUJI MONSTER FORM

Aku is a girl's name of Scandinavian origin. Meaning:Moon god; Venerable



Moon God (inspo)

Chandra also known as Soma (Sanskrit: सोम), is the Hindu **god** of the **Moon**, and is associated with the night, plants and vegetation.

He is one of the Navagraha (nine planets of Hinduism) and Dikpala (guardians of the directions).

https://www.rigpawiki.org/index.php?title=Wheel of Life

The frightening figure holding the wheel is Yama, the Lord of

Death. This figure is often interpreted as being Mara, the demon

who tried to tempt the Buddha

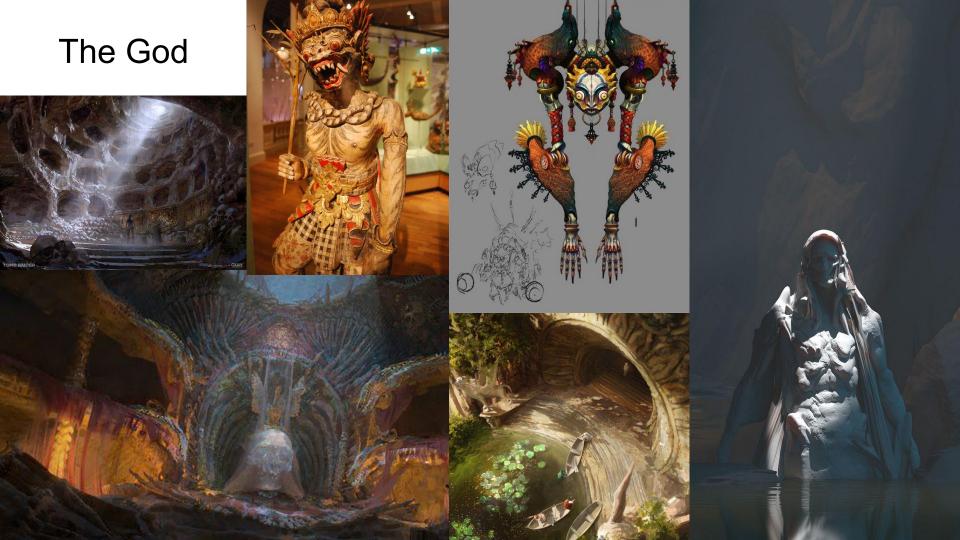








Tibetan lunar calendar https://en.wikipedia.org/wiki/Bhavacakra



ENGINEER GIRL

https://hu.pinterest.com/riettka/akuji/engineer-girl/



Assets

- -bags
- -tools
- -Jewellery
- -weapon







MOODBOARDS - BABUSKA

AMALA - It refers to 'honored mother' in Tibetan. 'bird, hope, love, spotless, or purity' **DOLMA** - means 'motherhood' and is also a personal name of a female Bodhisattva.



Priya/Pabu(cat)

Priya is a Sanskrit word commonly used in India and Nepal. It has various meanings such as "beloved," "dear," or "favorite". Pabu means puffball.

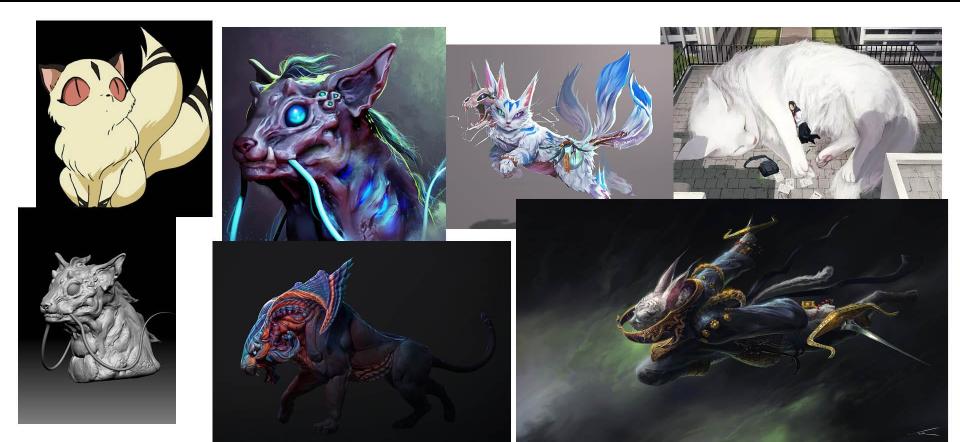
Asset list:

- -rein kind of accessories
- -harness
- -saddles, stirrups, bridles, etc





https://hu.pinterest.com/riettka/akuji/priya/



Pabu Research

In Buddhist culture, all sentient life is deemed sacred due to their beliefs of reincarnation (any soul can reincarnate into any creature). Tibetan monks are particularly protective of snow leopards as they are native to Tibet and are seen as the 'dogs of the God of mountain' in Tibetan Buddhism. It would be interesting to make Pabu have snow leopard-like patterns to show this association.





Snow Bengal Cats look like miniature snow leopards



Rock carving depicting a snow leopard from the Iron Age



Snow leopard cub



Evil witch/Shaman

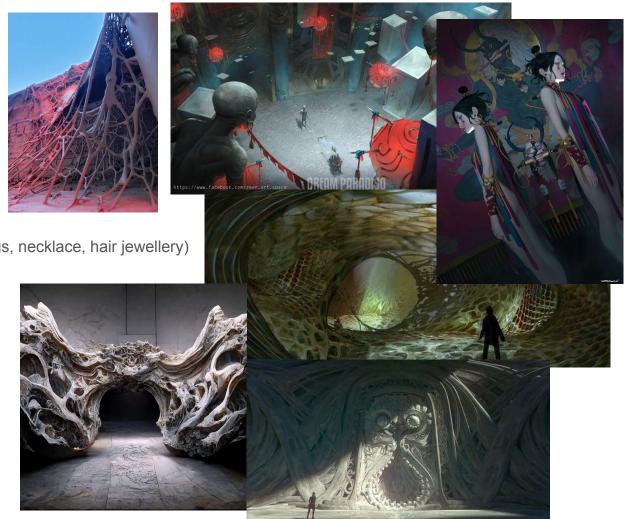
Environment: castle, maze,

Asset list:

-cloak

-jewellery(nails, bracelets, rings, earrings, necklace, hair jewellery)

- -staff/sword
- -shield(maybe on the shoulder/belly)
- -shoes(with riband maybe?)

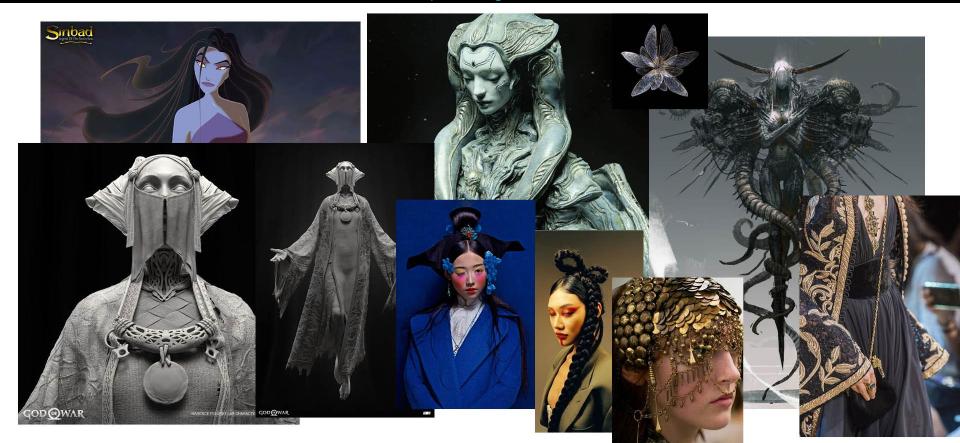


MOODBOARDS - WITCH(2 main forms)

https://hu.pinterest.com/riettka/witch/

Name - DRUK - means Thunder Dragon https://en.wikipedia.org/wiki/Druk
Dragon spiders:

http://planesfordummies.blogspot.com/2019/11/dragon-spiders-and-spider-dragons.html



Outfit moodboard



Face moodboard



Hair/ Jewellery moodboard



Evil witch mythology inspiration

Jorōgumo is a famous spider type yōkai in Japan. It can shapeshift between a three forms: a giant spider, a human woman, half woman/half spider. It transforms into a human woman to seduce and entrap humans to eat, however its reflection will show its true spider form. It can not be killed by any kind of poison.

Jorōgumo can also refer to some species of spiders, such as the Nephila and Argiope spiders.



Spider inspiration

Nephila is a genus of araneomorph spiders noted for the impressive webs they weave. Nephila consists of numerous species found in warmer regions around the world, although some species formerly included in the genus have been moved to Trichonephila. They are commonly called golden silk orb-weavers, golden orb-weavers, giant wood spiders, or banana spiders. Nephila spiders vary from reddish to greenish yellow in color with distinctive whiteness on the cephalothorax and the beginning of the abdomen. Like many species of the superfamily Araneoidea, most of them have striped legs specialized for weaving (where their tips point inward, rather than outward as is the case with many wandering spiders). Their contrast of dark brown/black and green/yellow allows warning and repelling of potential predators to which their venom might be of little danger.

The genus **Argiope** includes rather large spiders that often have a strikingly coloured abdomen. These spiders are distributed throughout the world. Most countries in tropical or temperate climates host one or more species that are similar in appearance. The etymology of Argiope is from a Latin word argentum meaning silver. The carapace of Argiope species is typically covered in silvery hairs, and when crawling in the sun, they reflect it in a way that gives them a metallic, white appearance.





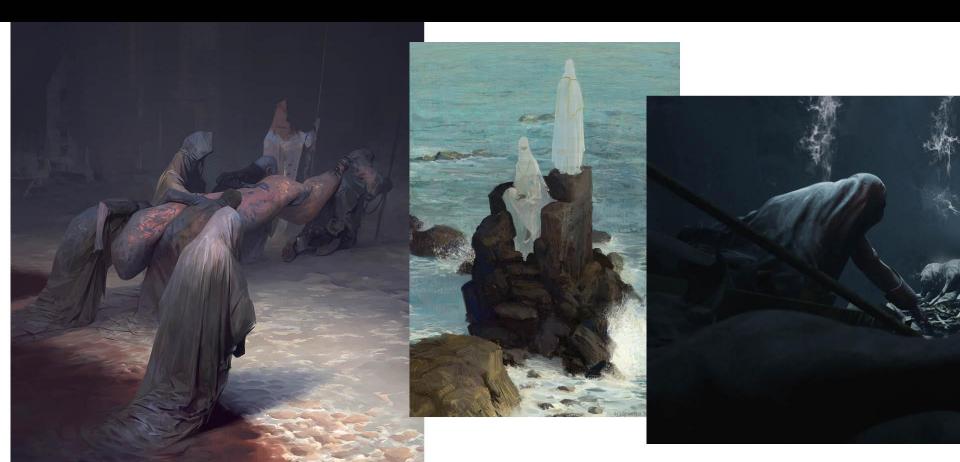
MOODBOARDS - MERCHANT

https://en.wikipedia.org/wiki/Lhasa_Newar



MOODBOARDS - SLAVES OF THE WITCH

https://hu.pinterest.com/riettka/akuji/slaves/



Sketches

