

Betwixt Two Twin Stars

Game Design Document
Developed by:



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Design History

This section notes changes to the design document and can be used to track the thought process, also this is useful for design scheduling.

Version 1

4/25/12 –

1. Version 1 added brief content to the pitch document.
2. This version also briefly tended to some grammatical errors found in this document.
3. Reorganized and reformatted sections in the GDD
4. Added a feature set section

Version 1.1

4/29/12 Changes are:

1. Worked on environment section goals
2. Working on listing objects in the environment
3. Story details were added.
4. World layout details were added
5. Worked on Physical world details.

Version 1.7

4/30/12 Changes are:

1. Minor revisions throughout entire document.
2. Finished Physical World section.
3. Added Rendering Systems and Camera
4. Added Lighting Models Section
5. Slightly changed Front End and HUD

Version 2.0

5/1/12 Changes are:

1. Reworked Item section
2. Created Item List
3. Created Monster List

Version 2.5

5/7/12

1. Finished Item List
2. Finished Monster List
3. Finished Mini Games

Version 2.6

8/5/13

1. Updated Core Concept
2. Revised Plot Summary
3. Revised 5 minute narration

High Concept

One Sentence Summary

Help a village travel across a strange alternate reality; and lead the people through a shifting environment using both strategy and reflexes in this vast colorful world.

Core Concept

Betwixt Two Twin Stars (BTTS) is an open-ended game; it is action-adventure with some simulation. The game is viewed in 3rd person and is a slower paced game to allow a lot of exploring and side adventures. Play as a character that mistakenly was called out to migrate a village to a new land. The king tells the Hero they cannot return to Earth until his request is fulfilled - that his great people move out to the Open Plains of his great great great grandma. Players will all find a niche in this game has they constantly try to explore, create, eliminate and discover every section the world has to offer.

The player must help their character guide a village past monsters and mazes using special abilities and the villagers themselves. Throughout the game the Hero will stumble upon short mini-games that can be played anytime and be playable with other players, these games also offer in-game bonus if played with multiple players.

Challenge and exploration awaits players who decide to find new passages- but players must be weary of the colossal monsters lurking in the shadows, or watch out for unexpected cliff edges where characters can fall to their doom. Make friends with the villagers to get their aid during battles or exploration, or to help manage the village. Online friends can appear when the player asks the Ghost King for help or if the Ghost King accidentally brings in new players while changing portals. The Ghost King will assure the safe arrival of other player's character, but sometimes they don't make it all the way back and players will need to collect pieces of the other character to send them on their way.

Use captured monsters to carry more items and people through the land. Also use monsters for treasure hunting or even for hunting down other rival villages. Learn constantly new ways to interact with the environment such as wall climbing, rope swinging and tunnel digging to explore every inch of the world and find useful resources for constructing bridges, boats and wagons. Maintain the village by collecting food, and supplies that can be stored for long trips across the game world.

Plot Summary

*This is the main storyline in a nutshell, it does not include numerous bosses or puzzles found while traveling, nor does it describe all character interactions or side-quests that lead to exploring new areas.

The story begins with the main character deciding to go buy ice cream late one night. They walk into a gas station, pick their favorite flavor and find themselves in a conversation with an old man while waiting in line. After they purchase the ice cream they start walking home. (They live quite close to the gas station.) As they are walking they suddenly find themselves alone in the dark. A power outage has occurred. The character is unsure of what to do and looks for any light source. They spot off in the distance a light covered by something. The character heads in that direction, and when close to the light source discovers a curtain blocks out some of the light. The character feels compelled to move the curtain out of the light so they can see better where they are. As they touch the curtain they find themselves walking through it and end up on a rocky beach late at night. The character is baffled at this and walks around the beach eating their ice cream and attempting to figure out where they are. When the character looks for the curtain they went through to get to this beach, they find the curtain is the remains of what was once a tent. There is no passage back to their home. Startled the character realizes they are stuck there, they attempt to run through the entrance multiple different ways to try and get back home. After that they walk along the beach, unsure of what to do, they slowly lick their ice cream and finish it, as they try to think of a new way to escape.

While walking the character trips over nothing and finds a dark shadow in front of them. Out of the shadow a light, airy figure emerges and pronounces himself as the Ghost King. The king lights up upon seeing you and begins to ramble on about you being called to lead his great people to the land of his great great grandma's. He has been hearing the whispers of the heaven foretell a dark plague descending on his people if they should stay where they are. He has been calling countless people to come to his aid but no one has shown up except you, so you will have to do. He then apologizes for calling you here, he was hoping to only call someone from his reality, like that hunter who lost his cat recently. He didn't mean to drag you out of your reality, but since you are here, he decides you will be

the Hero. You can at this point, reject the offer if you so choose. If you reject his offer he'll bribe you with the cat the hunter lost recently, but he'll only give away the cat after the task is complete. No matter the response, he won't allow you to go home until you help him out.

Once the offer is accepted, the Ghost King gives you a free Spirit Dove. This dove has a knack for flying in the right direction - even with extreme winds. The Ghost King tells you to use the bird whenever you get lost, and he tells you that you have a friend watching out for you, so you should not ever get lost anyway. The ghost then fades away, taking the cat with him.

You then follow the Spirit Dove into the village. The people are dragging their feet and moping because their beloved king, died recently a few months ago, and they don't know what to do about a rumor that says a vast army is coming from the eastern tribal people. You announce the old king as commended you to be the leader of the village. Some villager mishears you and starts a mob insisting they lock up the singer who wants their farmland. You get put in jail, and escape by digging with a shovel, through the floor. You get this shovel by trading your ice cream wrapper with a child who comes to visit. You sneak out to the forest, and relaxes for the moment. Then suddenly a wild pig attacks from nowhere, and a whole herd shows up. You will manage to knock out the first pig but find the rest of the herd to be too much. A fellow and his wife stop the stampede and apologize with dinner over their crazy herd. When you tell them the Ghost King sent you they laugh, until you show them the Spirit Dove. Once they see the dove they decide to help you.

The couple suggests reinforcing the wall the next day, just in case the army rumor is true. After you repair the wall by collecting logs, the people calm down more and don't look quite so gloomy. The couple then suggests scouting out the other village to see what army they have really built up. When you arrives at the other village, you find the other village is tiny compared to your village. When you report this to village, the village people brighten up and claim the character as the new village leader, at least until a better one shows up.

Now that you have become the village leader, you can assign tasks, the first task to assign is to see what is past the forest you wandered through earlier. The scouts accept the mission and march onward excited and hopeful. The scout villagers don't show up for a little while and then some crazy villagers decide a rescue mission is in order. You can decide to allow them to go on a rescue mission or not. Whatever is chosen, the villagers go on a rescue mission anyway and get themselves stuck in a bear cave. You then create a squad of war villagers and go to save them. After the villagers are saved, the scouts return from their trip bearing sand and rock.

A barren land lies past the quiet forest. Stock up and head out through the dry land. While attempting to find water out in the wasteland a villager finds a temple. Everyone goes in to avoid the sun. But late into the night the King King Cobra tries to eat everyone in the temple. While running from the snakes, a ceiling collapses and covers up the entrance so the village must find another way out. Villagers run throughout the temple and eventually you manages to get enough villagers collected to help roll a boulder to crush the snake nest where all the snakes live. That same boulder is also used to crush the King King Cobra and you are then able to pick up the Crown of Cobras. This crown is just a trophy it serves no other purpose. To escape the temple the villagers end up going out a window and find themselves on a plateau. Climbing down the plateau is tough. After climbing down the villagers spy trees. Everyone races to the woods and basks in the shade once they get there.

While going through this forest, villagers notice the ground gives away to swampy water and finding dry ground becomes problematic. Eventually a river forces the villagers to have to build rafts to try and cross. Building rafts takes a little while. While villagers work, there is talk of ghosts on the river late at night and every conversation starts to mention it. One night, another village attacks from the river. The character is able to help the village ward off the opposing villagers by beating them back into the night. The next night a villager spots a stampede of bovine running straight for the village. Thinking

quickly you will set up a mass fire wall outside the village. The bovine run around and the people are safe once again. The villagers try to attack one last time, a few nights later, but you are prepared with log walls, towers and captured monsters. The enemy village finally leaves your village alone after the last attack and the rafts are finished in a few days. Everyone crosses the river and heads up a great mountain.

At the top of the mountain, an earthquake strikes and a significant amount of villagers fall into a cave. You can choose to go and save them or head off to the plains on the other side of the mountain. When you reach the middle of the plains, the Ghost King will thank everyone for returning to their rightful land. Of course the people don't really see the Ghost King but they can hear him. If you did not save the people lost in the cave, the Ghost King will ask you to seek them out. He will bestow a Spirit Stag that gives the character speed like the wind when riding to aid with finding his people. If you returned all his people he will send you back to reality if you so wish, but if you do not wish to return yet he has many others that could use your aid and gives you the spirit stag to quicken your aid.

To return the lost villagers go back to the cave with a few villagers, go down into the cave and you will find the villagers near the end of the cave hiding under rocks. The villagers won't come out until the coast is clear and the monster is gone. Defeat what monsters are found in the surrounding area. They will then speak about this massive blind vampire bat. This bat ate a villager yesterday and they don't want to be next. Use the Spirit Bird to seek out the bat. When the bat is found, you can choose to try to catch it or kill it. After the defeat or capture of the bat, you will have a bat tooth in remembrance of the battle. The villagers all gather together in celebration but that doesn't last long when the ground starts to shake and villagers run in panic from the earthquake. This time unlike any other encountered earthquake while traveling, hot steam raises and the room starts to boil. Use the Spirit Dove to find the best way out and be quick for lava starts to fill the back of the room. The Spirit Dove will eventually lead you to an empty room. There the Ghost King will pop up and give you a Spirit Boar which can break through walls. Use the boar and the dove to escape the tunnel and head to the top of the snowy mountains.

Here is where is if the character should use the Spirit Stag, they can load everyone on to its back and run straight through the snow and sharp winds. At some point while running, the stag slips and falls onto a frozen lake, the stag gets up quickly but finds the ice cracking fast. As the ice cracks a massive shadow is seen from below the ice, the shadow grows bigger and bigger until it crashes through the ice revealing not one but two strange Greenland Sharks which start to crack more of the ice. You then must steer the stag away from the sharks and try to outrun the ice cracks, predicting where the sharks will break the ice next. Eventually you will escape the sharks and ice and race back to the plains where the villagers gather and cheer for the saved villagers. The Ghost King asks if the character wants to return to Earth or not. Returning to earth ends the game. When the character decides to go back the ghost king will hand over the cat, but the hunter will throw a fit and will take the cat back and not allow anyone to touch it. The ghost will just give the character a golden duck then and send them on their way. They still have the option to return though, when they get bored of the real world.

Key Features

Key Features of the game would be:

- Open world game play
- Complex changing environments
- A bountiful amount of side secret quests

- Trap, Kill, or Tame monsters to your advantage
- Command villagers to aid you in your quest
- Explore and manipulate the environment to reach new areas
- Multiplayers can play at once

5 min narration

...The air is sharp and cold, and horribly quiet. Intently you scout the surroundings, looking for any sign of footprints or traces of humanity. Everything looks similar - the hedges, the grass, and the looming pine trees, there are no distinctions in these woods, and it would be easy to become lost. Grumbling and whispers follow behind you as your fellow villagers trail after you. Then centered on the base of a tree is a slashed "X" mark. You point towards it, followed with a finger to your lips, and the villagers hush. They gather their things and quietly edge towards your direction. After closer inspection, you look around and discover off in the distance, another mark in a tree, higher than the first. Heading towards the mark leads to a tree trunk, by a medium sized broken log. It looks like it will roll, so you push against it. The villagers quickly join in, and together the log is rolled away. Where the log had been, is a steep hole - a low growl echoes from it. Looking down into the dank hole reveals nothing at first, but on the second glance, six reflective eyes betray the location of a large beast. The growl returns again, louder, and more on-edge. Silence follows, and your thoughts race of how to react. A villager then leans in closer to see. A deathly scream is discharged, and the beast explodes from the den. You live by stumbling back away from the monster at just the right time, but your timing fails as the monster quickens and snags your coat pulling it, and you, down as well. The closer villagers leap onto the beast trying to pin it down. Others rush at it with weapons, and you do the same once you find your breathe and have rolled away from the beast. The long arms swinging out from the beast flinging people off his back, knocking their breath out in the process – nevertheless, the villagers jump back from the fray and keep swinging at him. After a long drawn out battle between men and beast, the beast releases a final roar to the heavens, and crumbles up like dead leaves.

With the battle won, you look again towards the den the beast once occupied. The den grows smaller and smaller the deeper you look, and you realize, only a few will be able to fit through this new opening. So you pick out your top men, and have the rest wait where they are. You tell them that if anything goes wrong, they should return to the village. They agree and you begin to descend deeper into the den. The darkness runs from the engulfing light of your lantern as you step into the opening. The opening leads into a small tunnel. It is so small that it looks like you might have to crawl. Unsure if the lantern you carry will fit, you stop for a second lost in thought. In that second, you hear a faint voice, or maybe more voices down the tunnel. Is it an echo or a real voice of the lost villagers? You call out to them.

Feature Set

General Features

- Huge world
- Vast creatures and villagers

- Unique 3D graphics and texture
- Smooth and responsive gameplay

Multiplayer Features

- Meet new people while playing
- Easy to find people to play with
- Invite your friends to play in or out of the game
- Can chat over voice link
- Show off your world or explore other worlds through portals

Gameplay

- Control a group of people and assign them to different tasks such as collecting, or building.
- Tame and use animals/ creatures to accomplish different tasks such as hunting, carrying, or racing
- Change the environment with tools and creatures
- Explore and discover hidden quests and secrets throughout the world
- Customize your character with unlocked items.

The Game World

Overview

This game has six main sections divided into the following: Beach, Hills, Barren, Swamp, Mountains, and Plains. They are located left to right with the Plains being the final destination. Players will have to go through each section at least once to get through the game. They can return to each section as often as wish, but may need to find a faster way of travel through with the use of a creature or vehicle, because each section of the game world is large and time consuming to travel through. A special monster or group of monster will wonder through each sub-section of main sections and can only be discovered and caught through secret quests in each section. Each section will also have a few more normal creatures that wonder alongside the animals in that section.

Beach

This is where the beginning of the game starts; it should be cold at first, covered with sand, rocks and long grass that the character can hide in. The player should see a few islands far out to sea, they can visit them when they build a boat. A little forest lies to edge of the beach that has thin trees covered with a bright maze. Marks on the trees like scratches and circles indicate where the player is and where they have been. The player can scratch on a few symbols themselves. Your village will be found between the

forest and the shore, there the player can round up the villagers and ask them for help. This village is also where the player can build or store items.

Barren Land

Past the forest is a section of hills with a few small caves. After the hills, is an empty dry land; this ground is white and gray and rocks are found everywhere. The land is very flat. Here the player will pick up their first race animal or creature; they can race against other villagers, or players. A few holes through this area lead down into underground tunnels. Windstorms will force players to seek out and use tunnels when possible. The middle of the land has a large empty temple. The edge of the barren land slowly descends to a plateau that drops into soft dirt that will become the swamp at some point.

Swamp

The swamp is where the player will get the ability to build boats, walls and bridges. The swamp has more creatures than any of the other sections in the game, it also has batches of quicksand and a long river runs through it. This river can be crossed with boats or bridges or with overhanging trees. This area should be a bit darker due to the large amounts of trees and brush. Players should be able to go through this area by trees. A large looming tree is found towards the center of this section, that tree leads far above all the trees in this section and is quite tough to climb; the highest point makes it easy to catch one of many bird creatures which can be tamed to fly great distances in the land.

Mountains

Mountains in the game are a steep upward climbs, filled with fat tall trees, snow is found on the highest points. Snow slows everyone and can have an energy draining effect. Frozen lakes can be very hazards to cross and might be easier to go around, though daring types can try to find safe paths across at the risk of their life. There are methods to ensure the ice will hold, as long as the player is smart enough to figure them out, crossing ice lakes saves a lot of time. Players can create small sled and snow shoes to speed up travel. Simple skies can be made so players can explore downhill slopes quickly. Players will need to create thicker clothes to handle the snow and frosty air. The mountains contain ice cravens and hidden hot springs that have refreshing side effects. Snow Storms hit now and then so players will need shelter which they can build with nearby trees or find in cravens. The lower the player gets in the caves the more likely they are to find lava, so the player should not dig to deep. The last thing to note about the mountains is that is where auroras are the easiest to see.

Plains

The mountains led down into a small valley and then open out into a wide land of plains. Hear the grass goes on for what seems forever and the sky is very noticeable. Soft hills flow through this area with specks of trees. Everything should be very green. Flowers bloom in the early morning across this land, and animals roam in larger packs then in other areas. A few small forests can be found in smaller trees then other area's in game. Normally these trees are area a small pond or stream. It rains more often

here than in anywhere else, raining can lead to mass amounts of mud which slow down or halt most traveling.

The Physical World

Overview

The physical world is large and semi-realistic, there is not a huge variety of objects because everything in the land should be something the player can interact with and change. Though a few limitations are imposed like the player can only dig to certain points in the world, overall the player should not feel a lot of restrictions. The world needs to be set up so mass amounts of objects can travel over it like herds of animals or people.

Key Locations

There is not a large amount of key locations, it allows the player to explore more and try to create their own favorite locations. Key locations would be where the hero starts in the world, a worn out tent. Another big location is where the village is, which can always be found by looking for smoke from fires. The cave that has a bear in it is somewhat a key location but a few caves contain bears and other creatures so it is only an introduction really to how caves work. The temple out in the wastelands is a location that will be used often; it should stand out and be noticeable from a distance. The last two key locations would be the bat cave and shark lake both found in the mountains. Everything else is not set in a defined location, because it depends on what path the player decided to take.

Travel

The most common way of travel is walking and running. The hero can swim but is not a strong swimmer so swimming is more limited. The character can ride on a variety of creatures and animals that travel on air, land and sea. The character can also climb trees and travel by tree or build various simple tools like sleds and skies to travel. The focus of this game is travel, so more details are listed in the category that best fits them.

Scale

The world is to be scaled semi-realistically, mountains should take at least a few days to cross, if not a few weeks since a village takes longer to move. This makes new methods of travel or better decisions of where to travel more rewarding. Some sub-sections in each section of the world should be warped and be very large or quite small to make players want to explore the world more. These sections can be noticeable from a distance and draw the player away from their main goals.

Objects

Objects can be broken down into four categories – environment, character, creature and items.

The environment has about ten different main ground type objects. These would sand, grass, rock, dry rock, dirt, mud, ice, snow, long grass, and flower grass. Also water type objects would be listed in this category. Sea, river, lake, pond and stream are the main types though they are not as common as most ground objects. More on ground and water objects can be found under the Environment section.

The environment has about ten main tree type objects. These would be more up to artistic interpretation but are generally based on Pine, Ash, Willow, Magnolia, Bay, Pond Cypress, Monterey Cypress, Maple, Elm, and Birch. Foliage in the world would be small bushes and grasses common to colder regions, plants like nootka lupine, tufted vetch, harebells, red clover, thrift, phlox flowers, star jasmine, blueberry bushes, blackberry vines, flex, cotton, reed, and oat are a good base for plants. More information can be found in the Environment section.

Building's and wagons, and any other man-made structure are simple models with a variety of textures to make it look unique without the need to create a lot of different models. These items are generated at the start of the game or upon creation. Textures should be chosen from a list that applies to that object. Houses can be tents, caravans, and towers; they can be built with wool, fur, mud, logs, snow and other natural materials. Houses serve little purpose but eye appeal. The character does not need a house but can obtain one called a tent as a trophy item. More information can be found in the Building section.

Characters in the game can be broken down into two types: Player and nonplayer, all the nonplayable characters are based around a mixture of three base models. These models have a short, medium, and tall height. Clothes on the character will distinguish friend from foe, by using color and texture. Clothes can vary but should be based around furs, leather, wool, and bone. Characters can have three sizes as well to add more variety, slim, average, and thick. Clothes should stretch or hang on characters depending on size. Characters are randomly generated at the beginning of the game so all pieces to a character should fit together nicely. The Player character is also generated after answering questions at the beginning of the game. The character model can either be a young male or female around 20 years old. All custom generation can be done with simple color changes, except for eye and hair size. The character will later on be able to change clothes so that should be kept in mind when building the character. More information can be found in the Character section.

Creatures in the game are quite different and have no base model to work off of, these are also one of the few things not generated at the start of the game. More common than creatures is plain farm animals, sheep, pigs, cows, chickens, rabbits, crows, cats and dogs. These farm animals are seen everywhere and are very common in the village. These animals have no special functions but follow the basic pattern of a creature. They can be rounded up, have one attack and try to flee from danger when one of their own kind is attacked. The cat, dog and crow can be trained to follow you by feeding them often; there is no benefit to this but the fulfillment of quests or personal enjoyment. Both creatures and animals can fall into pits, they can only escape if a slope is made so they can get out or water fills the pit

so they can swim out. Both creatures and animals can be caught with nets and rope traps, the animal then is carried in the net or pulled with the rope. More information can be found the Creature section.

Items- there are three main types of items in the game: equipment and tools, healing items and trophy items. While materials stand as an item, they have no special function other than to be collected and used to build objects. They cannot be traded out or destroyed. All of these items can be stored in wagons in the game. Equipment and tool items can be built, traded, or found and can be attached and used by the player. These items either bestow a function like attacking or cooking or serve as a defense boost from incoming attacks. Healing items such as food and wet wraps can be used to heal the character from injuries. These items can be found, traded, or created. The last type of item is special, trophy items are collectible items that the player can obtain from challenges, these would be quests or multiplayer fun. The trophy item is either an item that can be placed in the world or something the character can wear. Items the character wears have no special effects, they are just bragging rights. Items placed in the world can have special features but it is not common. A tent can be rewarded as a trophy item, it contains a bed, extra storage space, and a few little scrolls the player can read; but items like this are rare. More information can be found the Item section.

Weather

Weather changes in different locations of the world. The beach world has a lot of sun, and now and then clouds. The barren desert area gets sandstorms and a lot of sun; it can get cloudy now and then though but that is rare. The sandstorms make it hard to see by darkening and blurring the screen. Sandstorms should only up to half the day. The swamp gets a lot of rain, and some sun, about 2/3rds rain to sun. Rain darkens the screen and raindrops run down the screen like a window. The swamp also gets mist. The mist doesn't affect the screen, only the environment making it hard to see things far away. Mist can last all day. The mountains get snow and snowstorms, it will snow gently about a third of the time. Snowstorms are not very common, and rarely occur, they can last up to three days. When it is not snowing it will sunny and sometimes too bright, luckily the hero has sunglasses. Past the mountains is the plains, it should be bright and sunny most of the time with light showers now and then.

Day and Night

Day and night exploring adds a new dimension to the game. More creatures are loose at night and will attack more freely then during the day. Many animals are not seen at night such as birds and farm animals. It is important that both people and animals find a protected and well lit area to keep creatures from hunting them in the night. Assigning nightshifts is a good idea especially when near caves or enclosing mountains. It is advised the player carry a light with them when they go out because night exploring, it will keep a few creatures away and make it easier to find where they are in the world. The moon has a 1/3 chance of lighting of being enough light to see clearly but because the moon on this world has a strange orbiting path it is hard to tell what will be a well light night. Water will reflect stars at night. Villagers will sleep during the night.

Daytime will be bright and happy. More flowers and plants will be noticeable and friendlier animals will run about. Water will sometimes reflect clouds but rarely does so. The sun is always the same brightness unless it is cloudy or a storm of some sort occurs. Villagers will work build, travel and collect objects during the day.

Time

A full day should occur in six minutes, with the daytime taking three minutes to pass, and the night taking three minutes as well. Morning will take about a minute to pass to afternoon and so on. It is a slower time system compared to most other games but this extra time allows players more free time to explore before deciding to return to the village for the night, also it gives the player time to fortify the village before nightfall, since nightfall is when the village is most likely to be attacked. Seasons do not occur in the game.

Rendering System and Camera

Overview

Rendering will be using the system in Unity. The art style is on the more simple side so no custom shaders or effects are needed. The camera will be in third person and will always have the main character on screen. But the character may fall to a corner of the screen to temporary show something of importance. The player can adjust the rotation of the camera using the controller, they allows them to track fast moving monsters.

Camera Detail #1

The camera stays in third person and should float above most trees, trees that get close so become semi-transparent so the player can see their character easily. There are few walls in game except in caves and tunnels; there the camera should be checked for collisions and camera distortion.

Camera Detail #2

In special circumstances the camera can pulled to the characters point of view, this is used for precision shooting and targeting. The camera can be moved forward and backward when the player tries to move their character back and forth but this requires a harder flick of the control stick, lighter touches just move the camera up a little or down a little. The camera can be rotated much like the character can.

Lighting Models

There is not a variety of lighting in this game. The two main big things to consider are the day and night system and caving exploring. They are covered below.

Day and Night

When playing in the daytime, objects should be very clear (unless weather doesn't permit). There will not be a lot of noticeable shadows until the end of the day where shadows will bounce around. When dusk finally arrives the area should be very dark, a faint outline should reveal close objects but color should be muted and a sense of tension should come from the lighting. Water should sometimes reflect light but objects should be very close before the water reflects anything. Light should be extremely noticeable and cast wide shadows if that applies. The character should have a small light above them so the player has some idea where they are. This light can reveal a little bit in front of them but not much. If the player takes damage at night, the screen should flash instead of blur like it does during the day. Using a torch should give a good amount of light that allows the player to see quite a bit further than normal conditions allow. The torch should allow a little bounce light if possible.

Caves and Tunnels

Caves should be a lot like night time. Pitch black with a tiny amount of light coming from the player. Walls should be slightly reflective as should water. Also crystals will reflect light and distort it. Crystals are a very item found in caves so most caves should be very dark and gloomy. A few caves should have holes to the outside world; light should flood sections and allow the player to progress easier.

Gameplay

Single player level structure

The game is structured so levels have a large amount of side objectives, finishing side objectives results in unlockable abilities, collectible trophy items and new passages to take the villagers. Achievements are also mainly acquired from completing side objectives, and side stories can only be finished through side objectives. Completing side objectives also makes it easier to get through the main storyline because the hero will have more items and abilities to use for new situations.

Side Objectives include:

1. Rescue animal or villager
2. Find treasure
3. Collect enough resources to progress
4. Race against villager or monster
5. Defeat or capture a monster
6. Beat a mini game (Fishing, digging, trapping, or shooting)
7. Protect caravans or villagers
8. Maintain structures or floral environment
9. Move objects or structures
10. Get through maze area

Overall each level should be very open to allow exploring and should not have a lot of boundaries. If the player ever gets lost they just need to use their Spirit Dove to find their way. Each level will have

hidden paths that will lead the player to a side objective. Completing a side objective can open new pathways depending on the type of objective ex, moving boulders out of the way, capturing monsters that had been blocking a path. All paths though should lead back to main path and never result in a dead-end if possible. Every world new section the player enters can incorporate elements from the previous section. Players should have to choose at least one side path before they reach the main path in every level, this forces players to complete at least one side objective every level.

Multiplayer Features

*Players can be Online Xbox friends or just grab another controller and play.

The main menu allows the player to choose between Love or War. Love being co-op and war being a survival game. Throughout the game, villagers are used as a replacement for what could be a fun multiplayer aspect. Rearranging the environment can require villagers to move large boulders; this could be done quicker and easier with multiple players. Each player simply stands in the same direction, facing the boulder and runs forward. The boulder will move with enough players and pushes. Defeating herds of monsters is easier with multiple players; players can lure monsters in pits or gang up on one monster at a time. Mini-games also are another way players enjoy the game together. Solving certain puzzles such as moving water flow from a river would also be quicker to solve and do with multiple players. Each player could grab a shovel and curve out a pathway for the river, working together could make tough tasks easy as cake. When players wish to leave they simply call their spirit dove and find a special option to show them the way home. The dove will open a portal to allow the player to return to their world. Sometimes the ghost king will pop in and create a portal instead of the dove. His portals sometimes work. When they don't work a copy of the player is divided all over a section of the world and the ghost king asks for all the parts back so he can send the whole person over. The player who is returning to their world might notice some people missing from their village. They will return in a week but if the player they visited collected all of their characters parts the villagers will return quicker and give the player a trophy item. Players that collect all the players pieces will be thanked by the ghost king with a trophy item.

Not all is fun and games though, players have the ability to send in armies into each other worlds and destroy the world, and they can dig holes everywhere, chop down trees, and try to take over the village to steal resources and trophy items the player has earned. Players can steal items by destroying wagons carrying resources and trophy items. Though players can only bring in armies equal to the armies they wish to defeat. And they can only attack at night, so as soon as the sun starts to rise they dropped back in their world outside the player's last location by the ghost king. Players who wish to steal stuff will have to be sneaky or have really strong units. Players who successfully hold off an attack are rewarded a few trophy items depending on how well they defended their people. If no one dies and the village has all of its resources, the villagers will give the player trophy items. If someone dies or resources are stolen the player will only receive two trophy items. If both someone dies and resources are stolen the player gets one trophy item. If two people die or all the resources are stolen then the player doesn't get anything.

Mini Games

Throughout the game the player can discover mini games, these games can reward the player with items, temporary stat boosts, or increased village loyalty. When playing with/against multiple people the screen will split according, with either two screens or four screens.

Racing

Here the player must select their fastest animal/creature and race to a flag located in the world using a standard third person view. Your Animal/creature that races will have a energy bubble at the top of the screen; it will also have an arrow that always points towards the flag. This bubble starts at a set amount and decreases, it decrease from slopes, speed boosts and time. Speed boosts can be used with the “A” button; this will deplete the bubble by a third. A boost can be regained from riding a wave, gust or slope. When all speed boosts are used the creature will keep slowing down until coming to a complete stop so missing critical speed boost points or letting the just letting the energy bubble empty out could mean the race. All creatures that race will get a permanent speed increase of 1-3% after the race; this includes villager creatures as well. This means it is necessary to train creatures/animals outside the racing or race them often to keep up with race stats. Creatures can only increase permanent speed to about 50%, so races at after this point will become a test of skill and judgment rather than a race over who has better stats. The winner creature will get a 5% speed boost for three days; this will affect other races and riding the creature outside the mini game. Inclined slopes and arcs will decrease the animal speed while declined slopes will of course increase speed. Avoiding small obstacles like trees, rocks, large clouds, astray windy locations, whirlpools and bad currents is advised. Racing can be done on land, sea and sky in preset locations, each race needs a suitable type of creature to run it liking flying creatures can only race in the air, sea creatures only in the sea. There is only race at a time, but races can have up to five laps. Racing areas tend to be marked off with flags or banners of some sort and going outside the flagged area results in disqualification from the race, the player will get a three second countdown to try to return to the race before they are disqualified. All competitors will start at the same location ranged in two rows. A trumpet or horn will sound and the race is on. Air Racers and water racers can also be disqualified by touching land. Players can charge into each other and sometimes serious damage each other’s animals, different animals have different defenses and offenses which can be played to the owner’s advantage. Players are disqualified from charging unless the race is a knockout race where players can knock out the others opponents; this mode is only available with multiplayer. Knocked out players will be out of the race, but can try to rival the animal with wake up calls this is just a button meshing event which only sometimes. Racing creatures with knockout is where players should build the creatures defense and offense stats along with speed. Knockout mode doesn’t offer any items but the wins are displayed on the saved game file sign.

Fishing

Here is a very short mini game where the player competes with other villagers for who can catch the biggest fish. This game will be top down and fish will be seen in a pond. Players will need to aim the fishing pole near to a fish so that the fish sees. Players then press the “A” button to cast the rod or return the rod from/into the pond. Fish will bite the bait and the bobber will wiggle until a big splash happens then players will need to reel the fish by rotating the control stick. Fish in this game can only see what is front of them so aim the rod near them. While reeling in the fish a break bubble shows up over the character when the line is going to break so the player will need to rotate slower to not create as much

tension. The other control stick is used to angle the rod in the opposite direction of the fighting fish to keep them from pulling you in. Characters will cut the line if it is a losing battle; players will have to tap “A” to fix the lining on the fishing pole. Fish are pretty common in the game. This game is just a test on speed; players will need to catch the most fish in the shortest amount of time to win.

Shooting

Here is a short game where players are given bows and slingshots (They can which they prefer) to try to knock down a pile of rocks. The player that knocks down the most rocks the fastest wins. Rocks will come in small, medium and large sizes and balance be stacked up like a tower. The slingshot will do more damage but have less accuracy while the bow will be move accurate but do less damage to the rocks. This is a timed event and the time for the winners will be announced at the end of the game. The player can get extra points by shooting chickens that sit on parts of the rock tower. Chickens move often and unbalance the towers. Rocks are lined up unevenly and wobble around. But need a fair amount of damage before they topple over, hitting rocks on edges and more wobbly areas makes them wobble even more so players should aim for that. Players will just move the cursor around with the control stick to aim and fire with the “A” button. Rocks with cracks can be broken so the player can try to use that to unbalance the tower.

Digging

Players will need to try and find the most crystal in a mine in a short amount of time. This game is done with a side view of the world where players start at the top of this mountain and most dig their way down while collecting as many crystals as possible. Players will need to avoid water, hard dirt, large stones and mud. Players dig by tapping the “A” button, this breaks through a dirt tile, and the character drops down a floor. The very bottom has a white flag where the winner is claimed. Players will have to compete for diggable dirt tiles and try to find holes to drop down faster. A crystal can just be picked up when a player lands on it. Red Crystals are worth 20 points while blue crystals are only worth 5 points. The person who reaches the bottom floor first gets a Yellow crystal worth 200 points so players should try to get down fast and collect as much as possible. Mud tiles slow down the character, stone tiles stops the character and forces them to dig to the side dirt tiles. Water tiles can spread water down to other tiles and turn them into mud tiles if the player drops into a water tile. Hard dirt takes twice as much digging as normal dirt.

Front End

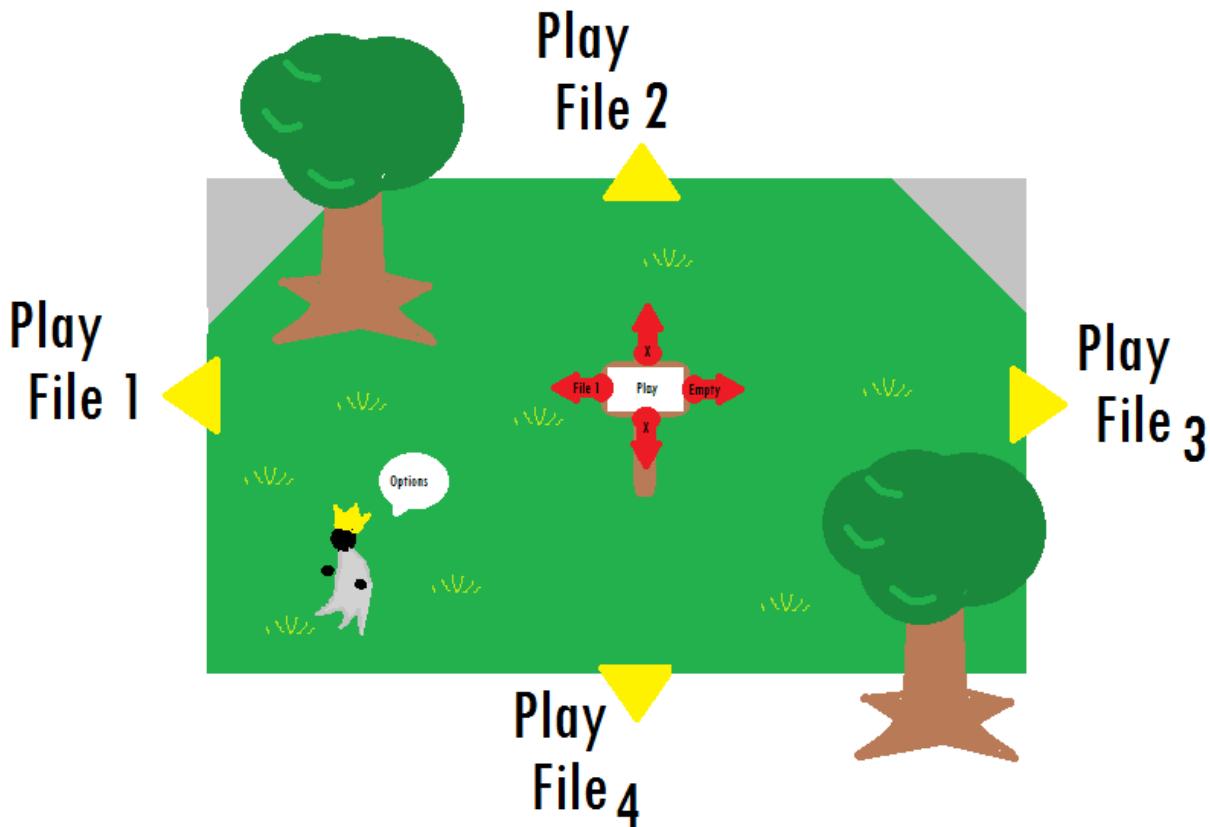
Once the game starts, the goal is to create a quirky otherworldly feeling, this is done by attempting to alter the way players think of common game mechanic’s such as the menu. The game starts with a white screen as many games do. Following the white screen is a logo then another as is tradition for most games. The last logo displayed is the game logo. Below the game logo, the “Press A” text is displayed followed by the “A” button. A bar sits beside the “A” button and the user must click the “A” button enough to fill it and start the game. The “A” button should only require 8 to 10 clicks.



While the user is pressing the button, the background screen should start to load in 3d models for the main menu, depending on how far the bar is. The bar will drop down after a second of increase. When the bar is filled the screen has become the main menu.

When the Player gets to the main menu they control a small glowing orb that they can use to move around. The main menu is set up in 3d but only contains a small section of the world. The player can use the orb and can talk to the Ghost King to change options such as:

- Sound effect volume (Range 0-100, changing in increments of 10)
- background music volume (Range 0-100, changing in increments of 10)
- Screen brightness (Range 0-50, changing in increments of 10)
- File copying
- File deletion
- Online access (Turn on or off, used as paternal control.)
- Start multiplayer (Either online mode featuring both war mode and co-op or offline with just co-op)
- Turn on/off auto save.



To begin the game the player must guide the orb to the side of screen facing the direction of a saved file. There will be a sign in the middle of the room which will point which direction to go for which save file. Each save file character name will be listed on the sign, if the save file does not have a character created yet it will have written on it "Empty" and the sign will look fresh and clean. The file that does have a character name displayed will have a rough cutout of the characters face on the sign and the location of the last save will be written below the character name. If the file is empty a cutout x can be seen on the sign.

To start playing walk to the end of the room, the room will get cloudy, fade white and then load the last save file or create a new file if needed.

*Saving is automatic in the game and occurs every 10 minutes, the player also can manually save from their pause screen..

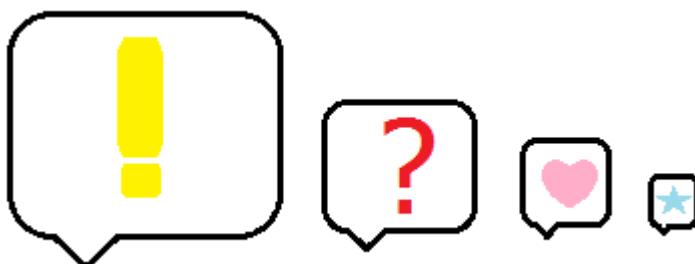
HUD

*All graphical displays are kept as minimal as possible.

The HUD displays the thoughts of the character at the bottom of the screen. These thoughts will remind the player about quests, locations, character desires - like eating food, and point out things the player can interact with – like tree vines, animals or people.



If the character sees something of interest a thought bubble will pop up above their head.



An exclamation mark means something important is happening.
(Ex, a villager gets lost, a monster tries to attack, an item is found.)

A question mark means something unusual is happening.

(Ex, a new path is unlocked, a new monster is found.)

A heart symbol means the character enjoyed something.
 This can lead to mood boost and temporary better skills.
 (Ate favorite food, found a favorite item, talked to a favorite person.)

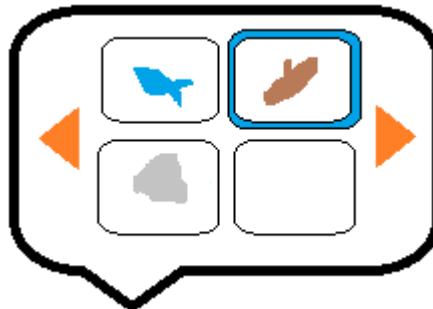
Star symbol means something has finished.
 (Collected enough resources completed an objective.)



When the player takes damage the world slowly will lose focus. Things will gradually turn grayscale and finally begin to blur. The screen will turn red when the player has less than 10% of health, this is the final warning they are low on health before their character gets knocked out.

Inventory Menu, Abilities Menu and Pause Menu

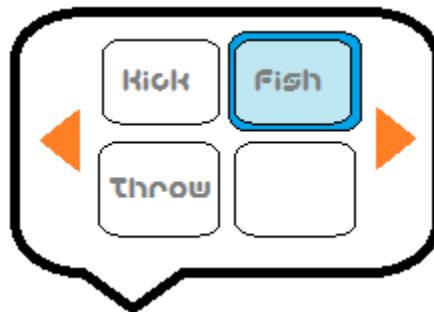
The Inventory Menu can hold up to 12 items. Items found in the inventory would be food, weapons, healing aids like bandages, and materials used to create these items. The inventory is made for quick access so players can use it in times of need during a battle. But the inventory does not pause the game, it just keeps your player from moving while it is open. This means players will have to find a hiding place before opening the inventory, this requires a bit more strategy.



Many players will find the inventory limiting, so players will have to find a cart or wagon maker if they wish to store more. Items can also be stored in saddlebags on animals; animals can hold 12-32 items each, depending on the animals. Also carts can be pushed by the character but can also be moved with animals. Wagons can only be moved by animals. A cart holds 64 items while a wagon can hold 128. But both carts and wagons can be hard to travel with, due to how slow they move and both need to

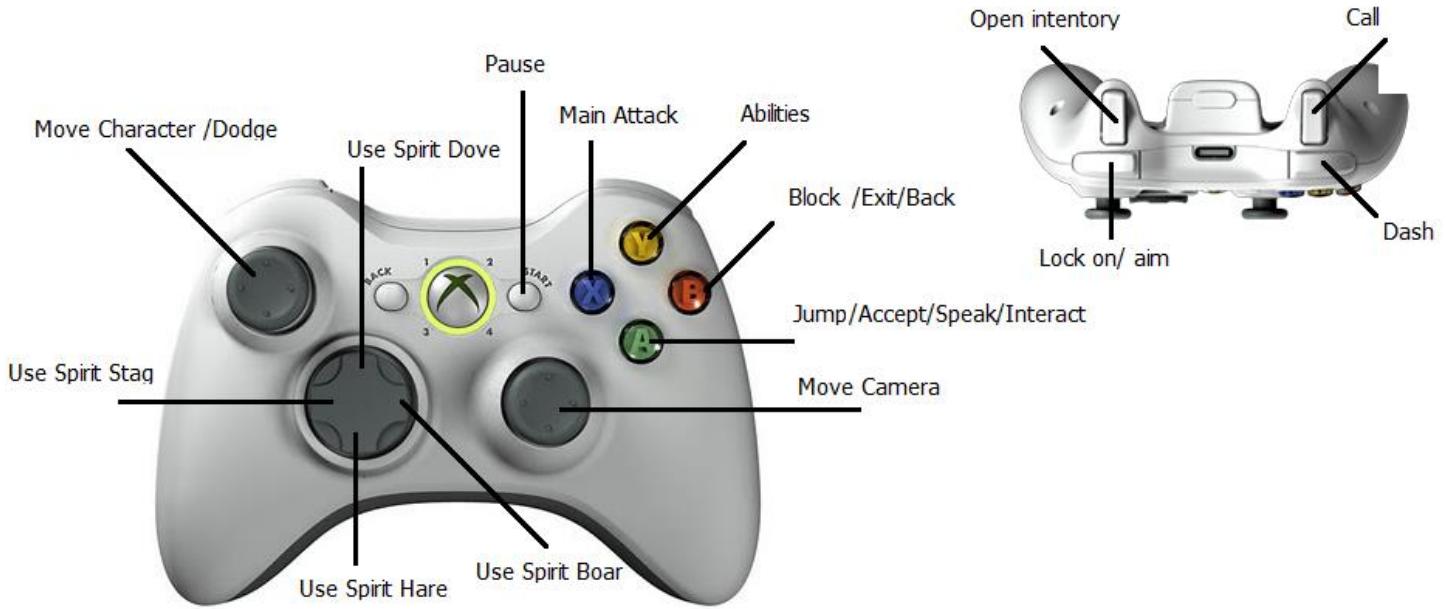
be repaired after they take enough damage from being attacked from an enemy or wear down after days of use. A woodworker can repair the cart and wagon for a price.

The Abilities Menu can hold up to 24 different abilities but cannot be upgraded to hold more. Abilities include kicking, (which when alternated with punching turns into a double hit and does more damage than just kicking or punching would) throwing, wall jumping, diving, countering, ducking, tracking and others. Items equipped also can be used from this menu, a shovel will bring the dig ability, a cooking pot allows you cook, a net allows you set a trap. Some items when used from the ability menu cannot be used again, like the net for a trap for example, once the net is set it cannot be moved, touches would be another example, once they burn up they are gone.



The Pause menu pauses the game, and a recent list of character thoughts can be viewed here. The Player can save here again if they so wish. This is handy for trying to recall what the character said about a certain quest or item. Also the total amount of village resources can be viewed here, this is useful when deciding if it is necessary to get more resources or not

Controls



The Left Control Stick moves your character; it has four levels of character movement – tiptoe, walk, jog and run. Tapping it twice quickly makes your character jump to the side, this is used to dodge.

The Directional Pad is assigned to the spirit animals, press the D-pad to use a spirit animal.

The Right Control Stick rotates the camera around your character, and can be used to sweep villagers across the map.

The “A” button is used to jump, accept something, talk to someone, or interact with the environment like collect a rock or climb up a wall or give away an item.

The “B” button is used to block your character from taking some damage. “B” is also used to exit or cancel an action from a menu. Blocking results in less damage but does not completely stop all attacks.

The “Y” button triggers whatever ability is selected. Holding the “Y” button brings up the ability menu, this will show up above the characters head. Special tool function can also be used from this menu; special tool functions could be fishing, digging or cooking. To select a tool use the Left Control Stick to highlight the item and press “Y”. The ability will change and the menu will close.

The “X” button triggers the main attack, this is a punch unless an the character has a tool that can be used for attacking in hand, then the character will use that tool (Ex, Swing a spear, shoot a bow)

The Start button is used to pause the game. A pause menu will show up. Press the Start button or “B” button to exit the pause menu.

Hold the Right Bumper and push the left control stick to dash.

Hold the Right Trigger to create a call circle; this can be made bigger by holding the Right Trigger. Release the Right Trigger to send the call out. The call circle is used to bring villagers to you. The villagers will then follow you if they made contact with the call signal. Press the Right Trigger again to release the call to follow you, the villagers will then stop following you..

Press the Left Trigger button to open the inventory menu. The controls are the same as the abilities menu the only difference is you tap the Left Trigger to use or equip an item and exit.

Press the Left Bumper to lock on to objects that can be destroyed or attacked. Things that can be locked onto would be trees, monsters, villagers, walls. This button can also be used to aim, if your character has a bow equipped for example hold the Left Bumper to pull the camera behind you so you can aim for things in front of you.

Spirit Animals



These different spirits can be called upon by the d-pan on the xbox controller.

Each Spirit gives the user a temporary power to be used whenever the user wants. Each required a minute to recharge before the user can reuse the power. All spirits will burst with light from behind the character and run straight through them, use their power, then fade away.

The Spirit Stag allows the user to move at fast speeds, in some small instances this triggers a mini game where players have to get to a location while avoiding trees, boulders and enemies. In this mini game the user can move villagers and structures as well. The Spirit Stag is not useable in tight spaces or extremely angled locations. The Spirit Stag's power will last five minutes. The player can't crash while using the stag as a normal power, but bumping into objects slows down the stag.

The Spirit Boar will crush a wall, structure, or enemy that glows a bright yellow and is within range.

The Spirit Dove will fly in the direction the player should go for two minutes. If the character changes direction, the dove will adjust and continue flying. The player can change the dove directions by holding down the button until a dialog screen appears and the user is allowed to select the location they wish to go towards. The dove acts as a compass.

The Spirit Hare covers the character in invisibility for two minutes. The character is free to move, and will go undetected for the full two minutes; this is especially useful around large herds of animals.

Environment

The environment is a cooler location, mid-summer and averages around 70 to 80 degrees, except for the center of the world where the desert burns at around 90 to 100 degrees. There are five main locations the character will travel through, a rocky beach with an outer forest lined with a few caves, a desert with sand, rocks, an old temple and a plateau, a dark rocky mountain that trembles with earthquakes and geysers, a green and flowering plains that slopes to the sea, and a large frozen wasteland of a mountain filled with lava pits and a coming eruption.

The environment changes often. Almost all environment objects can be destroyed or altered. Things such as trees, boulders, and the ground can be altered. The environment itself can change from monsters; large monsters knock down trees and can break medium boulders. But large boulders and mountainsides cannot be destroyed; they can be altered though because the player can dig through them. The player cannot dig through rock, so every mountain is either hollow or filled with an impenetrable rock.

The player can dig holes to capture people or monsters but the dirt gets too hard at a certain level. The player can improve their digging ability and uncover treasure while digging, but only if the digging ability reaches a high enough point. The player can dig down up to three levels, after the third level they will hit rock or water in some cases. Deeper holes can capture bigger animals or monsters. Players can fill holes back up but only if they are empty.

Water is manipulatable by changing where it flows or rises, and be used in unexpected ways such as building ponds to store fish in. If the player digs a hole near water, the hole will fill with water. If you build a tunnel near a river, the river can divert into the tunnel. If water is led over a cliff the user can create a waterfall and flood certain areas. This could be used to open new passages or simply for creating a custom landscape to raise animals in.

Some plants can be cut down or moved to new locations; the player must simply dig out the plant, drop it into a hole and bury the roots. Only smaller plants can be moved and they can only be planted in soft brown dirt patches. Medium to small plants that are less than 2/3rds bigger than character can be chopped down by just the character. Anything bigger than 2/3rds of the player requires the villagers or multiple players to chop down.

Medium to small boulders can be rolled but large boulders require more help and can be moved with villagers or multiple players. Extra-large boulders cannot be moved at all. Boulders cannot be destroyed. Nor can the player stand on top of them.

Animals and Monsters

**Animals and Monsters are interchangeable terms, both monsters and animals have the same functions. The only difference is appearance and power. Animals have a natural earth based appearance, while monsters have an alien based appearance. Monsters also have a slightly stronger attack and defense. And each type of creature/animal is likely to be only in certain locations or environments.*

Each creature has an internal timer that when low will change the behavior based on a need.

The four needs are food, water, sleep and play. When any of the needs drop to a noticeable point the creature will wander around the world and try to find the quickest way to satisfy the need.

Creatures when traveling move either solo, pair or herd forms. When a need is low in one creature in the pack or flock the entire pack will react by attempting to move towards that particular need. If two different creatures in a herd have competing needs, which ever had the need first is the one the herd will attend to first. This means creatures in a herd should constantly adjust to other members of their herd, and herds will move around the world often. Each creature has a certain reaction to situations, and they result in fight or flight. Plant/fish eating creatures will run and try to find hiding locations, while meat eating creatures will chase after whatever is threatening them.

There are 20 monsters found in the game more information can be found from the *Creature List*.

Creatures found in game show up during different types of time, and different areas depending on the time of time. All creatures will have three basic attacks that the creature will use for offense. Creatures come in a variety of colors which can depend on the environment.

Large creatures can be a struggle to tame but are far more strong and powerful than smaller creatures. Large creatures due to their power are good for riding, attacking other creatures with or moving heavy objects. These creatures do very well in battle, and in herds are more dangerous than anything else in the game. Most large creatures have dark depressing colors.

Animals in the game do not pose the same threat as creatures and have very little attack. Animals in game would be plain farm animals, sheep, pigs, cows, chickens, rabbits, crows, cats and dogs. These animals act the same as creatures but have very low attack, defense and speed stats compared to creatures. These animals tend to be killed fairly often. They can be tamed the same as a creature is.

Players cannot tell the affection of animals or creatures, the only way to tell is the animal/creature will begin to allow the character to pet the creature. The creature will at some point follow the creature. To use a creature's skill walk over to the creature and tap "A" the creature will then use the skill, riding an animal requires the saddle to be selected when by a creature. Attaching a cart is the same as the saddle, it must be nearby, and the user should press "A" to attach it. To unattach just press "A" when by the side of the cart and the monster. When an animal has a cart attached the controls work the same for controlling multiple people. To hunt, press "A" by the creature, the creature will then start looking for prey to kill. They will stop killing after the 3rd creature is caught or the player presses "A" near them again. Treasure Collector has the creature drop items by your feet that the creature randomly finds, while the Treasure Hunt ability has animals detect if an item is nearby, the animal will then run back and forth to you and the object to make you follow them.

Tricks require the player to hit a button at just the right time, every time the player hits the button right the creature performs the trick. If a creature has more than one ability the player will choose an ability through a small menu next to the animal. To pet an animal press "B" when near the animal.

How to Tame a Creature

To tame a creature, first capture the creature using the rope tool, net tool or a hole.

Once you have captured the creature, raise its affection level by feeding it, after some point the animal will allow you to pet it which will double the affection. Once the animal becomes pettable the creature is tamed and can be taught. Teach a trick by reinforcing the action you want it to do, by repeating it and petting the animal. To simplify this process each animal will learn a new trick after three reinforcements. Animals can pull carts at this point. Simply move the cart next to the animal, interact with the animal and then the animal will be hooked up to the cart. Use the call function to move the animal just like you would villagers.

Creature Maintenance and Job Functions

Creatures will always stay within a distance of the player once they have been tamed. The player will not need to feed the creature if their nature diet is nearby, but if the diet is not nearby, the player will need to feed the animal to keep it healthy. Creatures only need to be feed once a day. Food placed on the ground will sit there until the creature eats it or after three days it disappears. Very large creatures are the only creatures big enough to pull the wagon. All medium sized creatures larger than a cat can pull a cart. Tricks include, jump, fetch, treasure hunt, bark. These tricks can be shown to other villagers for money and friendship boosts. Tricks can only be done once per day.

Characters

All villagers in your village can be friended. Once a villager is befriended, they will follow your call. All characters automatically attack creatures that try to attack them. Most use a club, spear or fist to try and attack creatures; a rare few use a bow and slingshot. Villagers overall have a low hit rate and defense; this can be improved by calling villagers into battle more often. Villagers won't ever change equipment, but they will trade items with you. To trade with a villager, hold an item and interact with the villager, the villager will give you a random item in their small inventory of three items that is the same value as your item. Villagers will randomly pick up and use items in their inventory when they decide it would be a good time to.

To befriend a villager give it items or show it tricks it likes. Talking to villagers can also make them like you. Each villager is randomly generated as far as name and personality goes.

Personality types are a combination of A and B below:

A. Gift rates

- Spoiled – Desires rare items
- Grateful – Will accept anything

B. Dialog rates

- Shy – Will not like to talk very much. (Likely will not talk)
- Quiet – will not have much to say (sometimes repeats phases or will not talk)
- Outgoing – Will talk a lot
- Loud (Will talk a lot, likely to repeat phases)

Dialog is based on key words linked to personality types; quieter types use more judging words and comparing words, louder types use more feeling and sensory words. Characters will generate phases

based on inventory, environment, and health, or side objectives. A few characters will make up stories based on random sentence generation.

Key Characters

Ghost King Jama

The last king of your particular village, he died by tripping off a cliff. He was loved by his people. He fancies cats and ice cream, his newly discovered favorite treat. He gets confused easily and has difficulty getting things right the first time, but he tries hard to help people. He forces you to help out his village by not allowing you to return to Earth until his people are safe. He has a long beard, and is on the thick side. He shows up around the world randomly, he will pop up every time you call the village. Whenever he sees you when he is wandering around, he will give you some random food or just wave.

Your Character

Your character is someone who just went out for ice cream and ended up stuck in some alternate reality. You determine the appearance of your character by answering four questions by an old man at a gas station.

Those four questions are:

Do you prefer chocolate or vanilla or strawberry ice cream?

Chocolate results in a lighter skin.

Vanilla results in darker skin.

Strawberry results in a slightly different color tint (Blue, Red, Yellow)

What does that sign over there say? I can't read it from here.

A. I can't read it either. B. Buy the best chicken eggs for only \$2.99

Answer with A, and start with squinty eyes.

Answer with B, and start with large eyes.

The line is pretty slow for a Tuesday night don't you think?

A. Yeah, it is pretty slow. B. The cashier is waiting.

A. Start with blue colored clothes.

B. Start with red colored clothes.

How much did that ice cream cost? I think I'll go grab one real quick if it's under \$2.50

A. It's a dollar. B. It's three bucks

- A. Start with shorter hair.
- B. Start with longer hair.

After this questionnaire your character will have a color of hair randomly chosen from this selection: light blond, dirty blonde, light brown, dark brown and black.

**Starting with red clothes allows you to get along slightly better with spoiled strangers, blue is just the opposite.*

**Choosing chocolate ice cream has you get along slightly better with quieter villagers, while vanilla is the opposite, and strawberry improves chances of taming creatures.*

Your character has a defense of 10, defense increases by .1% to .5% with each successful block.

Your character has an attack of 8, attack increases with every successful blow, attack increases by .1% to .10%

Your health is three times your defense. The only way to increase health is to improve defense.

Health regeneration is a tenth of defense per minute.

Hit Rate is 8 and can randomly improve by 20% or decline by 20% every 10 minutes.

Your character will get hungry slowly throughout the day. They need to eat food, and will automatically eat food kept in the inventory if they get hungry. Not eating makes the character slow, and the Hit Rate drops 5% every three minutes when the character has an empty stomach.

Village Characters

Friendly

Names are randomly assigned at start of a new game. Stats are also assigned at the start of a new game.

Defense ranges between 5-7, defense increases by .05% to .7% with each successful block.

Attack ranges between 3-6, attack increases with every successful blow, attack increases by .05% to .8%

Health is three times their defense. The only way to increase health is to improve defense.

Health regeneration is a twelfth of defense per minute.

Hit rate is 8 and can randomly improve by 20% or decline by 20% every 10 minutes.

Villagers will drop everything in their inventory upon death. Your village is assigned a random color that all villagers will wear. Villagers dress in animal furs, have long hair and tend to be lean.

Three villagers in a village have special skills. These skills are only unlocked once a certain requirement has been passed.

Carpenter – Give 30 logs or sticks and 5 rocks.

Tracker – Tame 3 animals

Cook – Give 10 different food items

Unfriendly

Enemy villagers are the same as friendly villagers as far as stats go. Enemy villagers will have no personality traits and will drop everything in their inventory upon death. Enemy villagers act and look similar to friendly villagers but enemy villagers always have stripes over their clothes and have a different tribal color than your village.

Enemy villagers' village looks the same as your village only it has more bones laying around.

Jobs and Resources

Resources collected are used to maintain the village and the character. Resources can be stored in the village pool wagon where villagers will bring resources when they have some. Resources can be stored any time but cannot be removed at least this wagon can hold an endless stock of resources. Resources would be food, healing items and materials. Villagers will come to the resource wagon and take items and drop off items. The player can check what is in the wagon when they drop off items.

Carpentry is a job that takes resources from the resource wagon and uses them to build walls, boats, bridges, carts and wagons. Once the player has enough resources in the resource wagon they just talk to the carpenter about what they want to build. The Carpenter can build everything in three days.

A cook can take any food items in your inventory and combine them to make rare dishes, plain dishes or failed dishes. These can be given as gifts or fill your characters stomach more than plain food would. The finer the dish the more it fills the belly.

The tracker can detect where animals and monsters lurk, this villager will warn you of upcoming attacks and can go after follow animals or villagers if you need to find them again.

Items

There are three types of items, equipment and tools, healing items, and trophy items. Each type of item can be picked up while traveling around the world. A complete list of items can be found in the *Item List Document*.

Equipment and Tools

Tools can be obtained from any of the tradesmen, the carpenter, cook, and tracker. They will give you tools once you use their services enough. The tools are fishing pole, axe, cooking pot, hammer, and shovel.

Healing Items

Food is any item that can be eaten, apples, meat, fish. Healing aids such as bandages can be received from other villagers when hurt, these speed of health regeneration. Other aids could be salves, hot cloth, and wet wraps.

Trophy Items

Trophy items are items the player can wear or place in the world; they can be stored like a regular item. These items come from completing quests or playing multiplayer. They are mainly bragging rights and are used to customize the game. Players can steal trophy items in raids, but a sign in the village shows everything the player has obtained so they have some record they earned the item. There is about 150 trophy items to collect, about half of them should be something that can be placed in the world and the other half can be worn by your character. Environment trophy items do follow physics so a giant stone ball could roll down a track, and a waterwheel can pull water up an aqueduct system. Players can play around and build elevators with pulleys and create cages from wooden blocks. Players can get environment trophy items more than once, as well as clothes which they can trade with the villagers who will wear them too...

Trading

Materials

Materials are sticks, logs, rocks and other items in the environment are used for construction by the carpenter. These items can be stored up in the resource wagon and later traded in for construction projects by talking to the carpenter. These items are displayed separately and can't be removed once added to the resource wagon, unless the player asks for something to be built. Chopping up trees will have your character auto collect sticks and logs, the player can hold up to 60 sticks and 30 logs, and every tree holds 3 logs and 10 sticks. Breaking rocks with a hammer results in 5 rock materials, there is really only small rocks that can be broken.

Trading and Jobs

Characters will trade items in their inventory to an item of equal value with the player's item. Item ranking can increase if the item is not local or abundant. Item found outside the region will gain one extra point of worth; an item found within the region will have the normal point value. Items such as food, healing items and materials are all ranked low ranked, an apple could amount to 50 sticks, or a fish might be worth a carrot. These items are easier to find and create than other items in game. Tools and weapons cannot be traded for; those items can only be upgraded or repaired. Trophy items are worth two to three points with environment items being worth more. Villagers do not normally have trophy items but if happen to run across an item they will keep the item. Villagers will wear the clothes they find but environment items won't be noticeable so players should check and see if villagers have found anything. Villagers are normally quite happy to trade a trophy item for another trophy item but trading a trophy item for anything else is pretty tough, buttering up and befriending villagers will make it more likely they will trade with you.

When villagers have a trophy item they will sometimes offer the item as payment for a job or contest. Jobs tend to be simple, something like catching or hunting certain creatures, finding or creating items like salve A. Contests are just short mini-games like racing or fishing contests.

Building

The carpenter in town will build stuff for you when you have collected enough resources. Things that can be constructed would be wooden barricades, wagons, caravans, boats, bridges, and weapons. Rocks are mainly used to improve barricades, and weapons. Weapons can go from plain wooden weapons but can have rock attachments like rock tipped spears and rock tipped arrows. Building something from the carpenter the first time results in a free axe; the tenth time results in a free hammer. The wanderer will cook and build traps for you. The wanderer will ask for enough ingredients to cook a dish, enough wood to build traps with or trade items to get small nets to use for catching creatures. Using the wanderer three times unlocks the fishing pole tool, using the wander twenty times unlocks the cooking pot. All other items can be traded for with other villagers or found in the game world.

Build list

Small wooden wagon (Holds 20 items) costs 50 sticks and 15 logs

Medium wooden wagon (Holds 50 items) costs 100 sticks and 30 logs

Large wooden wagon (Holds 100 items) costs 200 sticks and 60 logs

Small barricade (Can withhold 10 damage) costs 30 sticks

Medium barricade (Can withhold 50 damage) costs 60 sticks and 20 logs

Large barricade (Can withhold 120 damage) costs 100 sticks and 60 logs

Boat costs 60 sticks and 20 logs

Raft (Larger then boat) costs 100 sticks and 50 logs

Weapons all cost about 50 sticks and 15 logs.

Art and Visual

Art

The art style is cell-shaded with a very simple attempt at realism. The art should blend softly and look clean and crisp. Vivid colors should be used for the daytime but dull and dark colors should show the contrast at night.

Characters should again attempt a simple realism; characters should not have much covering, just an animal fur pullover and fur leggings and small bag attached to the waist or back. Characters can have a variety of hair styles but all the characters should have about the same color hair. Characters should be lean and fit, a rare muscular and bulky character can exist but should not be very common. Characters can wear bones, shells, rocks, and plants as décor.

The environment is a cooler windy location, mid-summer, so monsters will be leaner, have less fur or feathers then other seasons and be a little less active then in other seasons from the heat.

Special Effects

Special effects should be made organic and earthy to reflect the tribal peoples. Effects should be far and few but should bring a burst of awe when they do show.

Audio

Background music

Background music should be calm and relaxing, like a piano and strings with slight reverb from trees.

The music should shift moods slowly, unless a sudden decision is required like a monster begins to attack.

Music should be very melodic and switch between a happy, and sad state often.

Decision and action music can be slowly distorted and have a faster tempo than regular music, also the addition of trumpets and drums could give it a little upbeat pace.

Some songs could have singers but vocalizers should be kept to a minimum and songs should reflect a more life with more freedom. There should be no more than two singers to a song; unless a group setting is used that includes an alto, soprano, tenor and bass.

Sound effects

Sound effects should be based off nature and tweaked to be used in-game, things such as animal calls, wind sways and ocean sprays could be used. Sound effects should complement background music, and should be heard over background music.

Key Technology

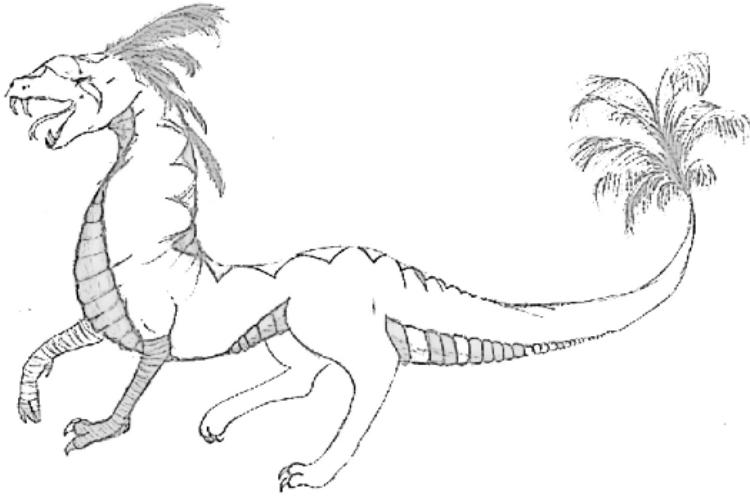
Engine

This game would be built using Unity because of the ease of programming, modifying and importing of files. This game does not require high quality graphics or intense processing, so cheaper options like Unity fit the bill. Also Unity does not require royalties like other engines do, such as UDK that charge a 20% royalty fee.

Games can be published and sold for free with Unity. Also Unity is made for cross platform games so if this game was ever ported to a different system, changes would be easier in Unity than other engines that do not support lower-end devices. Though Unity is not commonly used for Xbox 360 games, Unity should perform well enough, graphics may not be cutting edge but with cell-shaded that is not as necessary.

Creature List

Name + Description	Pic
Wbami At:20-30 Sp:15-20 Def:10-15 Nocturnal Bear Sized Large Meat Eater Loner Hunts creatures Dry/Rocky/Dark areas Nests below ground <i>Claw</i> <i>Bite</i> <i>Charge</i> Red, Tan, Brown, Gold	
Flairet At:15-20 Sp:20-40 Def:5-10 Twilight Ferret Sized Small Meat Eater Highly Social large groups Trick Tracks animals Grassy/Forest/ areas Nests below ground <i>Claw</i> <i>Bite</i> <i>War Dance</i> White, Brown, Dark Brown	

<p>Scruff</p> <p>At: 10-15 Sp: 10-20 Def: 30-45 Day Horse Sized Fish Eater Paired groups Ride Swamp/Wet/Pond Area Nests on ground <i>Claw Swipe</i> <i>Ram</i> <i>Peck</i> White, Tan, Brown, Black</p>	
<p>Warlus</p> <p>At: 20-50 Sp: 5-10 Def: 30-50 Day Walrus Sized Fish Eater Groups Ride Water/Ice/Beach Area Nests on ground Flipper Slap Ram Tusk Crush White, Tan, Brown, Purple</p>	
<p>Serpent</p> <p>At: 20-50 Sp: 20-40 Def: 10-20 Day Horse Sized Large Meat Eater Groups Hunt Dry/Rock/Beach Area Nests below ground Claw Bite Tail Club Gold, Green, Red, Gray</p>	

<p>Birt</p> <p>At:5-10 Sp: 10-20 Def: 5-10 Day Sparrow Sized Small Bug Eater Groups Treasure Hunt All Areas but caves and snow Nests in tree Claw Chirp charge Gold, Green, Red, Navy, Pink</p>	
<p>Clabaear</p> <p>At:25-40 Sp: 10-20 Def: 10-35 Day& Night Bear Sized Plant and Fish Eater Loner Trick Carry Items Ride Hunt All Areas Nests in caves <i>Claw Swipe</i> <i>Roar/Bite</i> <i>Charge</i> Gold, Black, Red, Brown</p>	
<p>Dishonorable Cat</p> <p>At:5-20 Sp: 10-20 Def: 10-20 Day& Night Cat Sized Fish Eater Small groups Thief All areas but dry hot land Nests above ground <i>Claw Swipe</i> <i>Bite</i> <i>Leap</i> Gold, Black, Brown, White</p>	
<p>Honorable Cat</p> <p>At:5-20 Sp: 10-20 Def: 10-40</p>	<p>Plain cat with no horns, tends to be quite fluffy. These creatures can also speak some mixed english. Gold Honorable Cats have small wings which they use to fly.</p>

<p>Day& Night Cat Sized Fish Eater Small groups Treasure Collector All areas but dry hot land Nests above ground <i>Claw Swipe</i> <i>Bite</i> <i>Leap</i> Gold, Black, Brown, White</p>	
<p>Giant Snail At:20-50 Sp: 10-15 Def: 10-50 Night Skyscraper Sized Everything Eater Solo Ride Carry Objects Wet Areas: Rivers, Beaches,.. Nests above ground <i>Cling</i> <i>Munch</i> <i>Crush</i> Green, Brown, Red, Blue</p>	
<p>Stone Horse At:35-50 Sp: 30-50 Def: 40-50 Day Horse Sized Plant Eater Medium Groups Ride Carry Objects Trick All areas but Caves Nests above ground <i>Stomp</i> <i>Fire Shot</i> <i>Back Kick</i> Black, Brown, Red, White</p>	

<p><u>Spike Rider</u></p> <p>At:20-40 Sp: 20-60 Def: 20-40 Night Horse Sized Rock/Plant Eater Large Groups Ride Carry Objects Glow Caves Nests above ground</p> <p><i>Stomp</i> <i>Spike</i> <i>Back Kick</i></p> <p>Yellow, Green, Blue, Purple</p>	
<p><u>Swifty</u></p> <p>At:20-40 Sp: 20-60 Def: 20-40 Day Horse Sized Sea Plant/Fish Eater Small Groups Ride Trick Ocean Nests in water</p> <p><i>Stomp</i> <i>Peck</i> <i>Slam</i></p> <p>Yellow, Green, Blue, Gray</p>	
<p><u>Spelaphant</u></p> <p>At:30-50 Sp: 20-30 Def: 20-30 Day Elephant Sized Plant Eater Large Groups Ride Carry Objects Crush Objects Dry/Grassy areas Nests above ground</p> <p><i>Stomp</i> <i>Toss</i> <i>Slam</i></p> <p>Blue, Gray, Purple, Tan</p>	

<p>FoxTail</p> <p>At:10-30 Sp: 20-40 Def: 10-20 Day Boa Sized Meat Eater Pairs Crush Objects Trick Dry/Grassy areas Nests above ground <i>Claw</i> <i>Suffocate</i> <i>Slam</i> Red, Gray, White, Tan</p>	
<p>Boss Boar</p> <p>At:30-40 Sp: 30-50 Def: 20-30 Day Boar Sized Plant Eater Herds Crush Objects Crush creatures Carry Objects Dry/Grassy areas Nests above ground <i>Stomp</i> <i>Toss</i> <i>Slam</i> Red, Gray, White, Tan, Black</p>	
<p>TwinHeads</p> <p>At:30-40 Sp: 30-40 Def: 20-40 Night Horse Sized Meat Eater Herds Hunt Carry Objects Cold/Mountain areas Nests above ground/Caves <i>Stomp</i> <i>Snap</i> <i>Slam</i> Red, Gray, White, Brown</p>	
<p>Tomouse</p> <p>At:5-10 Sp: 20-30</p>	<p>A toad mouse, it has webbed feet, a frog vocal sac and a long tongue, the rest is just a mouse appearance.</p>

<p>Def: 10-20 Night Mouse Sized Plant Eater Small Groups Tricks Treasure Hunt All areas but sea Nests above ground/Caves <i>Poison</i> <i>Bite</i> <i>Scratch</i> Red, Pink, White, Brown</p>	
<p>Fur Fang At:40-50 Sp: 20-40 Def: 30-40 Night T-Rex Sized Meat Eater Small Groups Hunt Crush Carry Objects Caves Nests above ground/Caves <i>Claw</i> <i>Bite</i> <i>Scratch</i> Red, Green, Orange, Brown</p>	<p>A wolf t-rex creature, with long ears and sharp claws and teeth. It walks on two legs and wags it's tail.</p>
<p>Abean At:5-10 Sp: 20-30 Def: 10-20 Twilight Hamster Sized Plant Eater Small Groups Trick Tree areas Nests in trees <i>Claw</i> <i>Bite</i> <i>Scratch</i> Red, Purple, Orange, Brown</p>	<p>A small hamster like creature with a large mouth, it walks on two legs, and does not have front paws.</p>
<p>Torth At:15-30 Sp: 10-20 Def: 20-30 Twilight Human Sized</p>	

Meat Eater Small Groups Hunt Tree areas Nests in trees <i>Claw</i> <i>Bite</i> <i>Scratch</i> Red, Purple, Orange, Black	
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Item List

Equipment and Tools

Name	Action	Damage
Axe	Cut down trees	-
Hammer	Break Rocks	-
Cooking Pot	Create Dishes	-
Fishing Pole	Fish	-
Saddlebag	Heavy but adds another inventory	-
Saddle	Light weight riding device	-
Shovel	Dig	-
Torch	Light	-
Small Net	Capture Small Creatures	-
Large Net	Capture Big Creatures	-
Rope Snare	A noose that captures medium/Big creatures	-
Lasso	Swing/Capture – Attack long distance	Light
Wooden Sword	Attack medium distance	Medium
Wooden Spear	Attack long distance	Heavy
Wooden club	Attack short distance	Heavy
Slingshot	Attack very long distance	Light
Bow	Attack very long distance	Medium

Healing Items

Name	Effect
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1. Blueberry	Restore 5 % Health
2. Blackberry	Restore 5 % Health
3. Radish	Restore 7 % Health
4. Potatoes	Restore 10% Health
5. Carrot	Restore 8 % Health
6. Oats	Restore 2 % Health
7. Apple	Restore 10% Health
8. Peach	Restore 8 % Health
9. Plum	Restore 8 % Health
10. Milk	Restore 11% Health
11. Egg	-
12. Small Meat	-
13. Large Meat	-
14. Small Fish	-
15. Medium Fish	-
16. Large Fish	-
17. Baked Fish	Restore 30% Health
18. Grilled Fish	Restore 25% Health
19. Baked Small Meat	Restore 25% Health
20. Baked Large Meat	Restore 35% Health
21. Grilled Small Meat	Restore 20% Health
22. Grilled Large Meat	Restore 30% Health
23. Oatmeal	Restore 15% Health
24. Meat Stew	Restore 20% Health
25. Veggie Stew	Restore 20% Health
26. Meat and Veggie Stew	Restore 40% Health
27. Fruit Salad	Restore 15% Health
28. Fried Egg	Restore 10% Health
29. Boiled Egg	Restore 10% Health
30. Salve A	Increases Speed by 10% and restores 8% Health
31. Salve B	Increases Attack by 10% and restores 8% Health
32. Salve C	Increases Defense by 10% and restores 8% Health
33. Hot Cloth	Stops Freezing and slowly recovers 5% to 15%
34. Wet Wraps	Stops Burns and slowly recovers 5% to 15%
35. Bandages	Stops Bleeding and slowly recovers 5% to 15%
36. Failed Dish	Depletes 10% Health
37. Failed Salve X	Creates a random ailment

Trophy Items

Clothes

Name	Use	Description
1. Super Sun Cape	Cape	A cape with red on one side, and yellow the other
2. Dark Night Cape	Cape	A cape black as night
3. Starlight Cape	Cape	A cape of stars
4. Misty Cape	Cape	A cape of blue swirling mist
5. Fur Cape	Cape	A thick and wild fur cape
6. Traveled Cape	Cape	A dark torn cape
7. Darkness Cloak	Cloak	A black cloak
8. Lightness Cloak	Cloak	A white cloak
9. Feather Cloak	Cloak	A cloak made with feathers
10. Leaf Cloak	Cloak	A cloak made with leaves
11. Fur Cloak	Cloak	A cloak made with fur
12. Reed Cloak	Cloak	A cloak made with reeds
13. Scale Cloak	Cloak	A cloak made with green scales
14. Blood Ruby Cloak	Cloak	A red cloak with a ruby design
15. Thick Coat	Coat	A thick white coat made with fur and wool.
16. Fur Robe	Robe	A robe made of animal fur
17. Wild Fire Tunic	Tunic	A tunic with various red and black patterns
18. Falling Ice Tunic	Tunic	A tunic with various blue and white patterns
19. Cold Woods Tunic	Tunic	A tunic with various green and brown patterns
20. Shock Tunic	Tunic	A tunic with various yellow and orange patterns
21. Patched Tunic	Tunic	A black tunic with various purple patches
22. Dusk Tunic	Tunic	A tunic that alters from black to red and blue
23. Dawn Tunic	Tunic	A tunic that alters from white to purple and yellow
24. Leather Vest	Vest	A plain leather vest
25. Black Leather Vest	Vest	A black leather vest
26. Special Shirt	Shirt	A short sleeve white shirt that can be dyed
27. Black Cotton Shirt	Shirt	A short sleeve black shirt
28. Special Long Sleeve Shirt	Shirt	A long sleeve white shirt that can be dyed
29. B. Long Sleeve Shirt	Shirt	A long sleeve black shirt
30. Dirty Pants	Pants	Gray pants with dirt and grass stains.
31. Fur Pants	Pants	Pants made from fur
32. Common Pants	Pants	Black pants
33. Special Pants	Pants	White pants that can be dyed
34. Black Shorts	Shorts	Black shorts
35. Special Shorts	Shorts	White shorts that can be dyed
36. Strapped Sandals	Shoes	Sandals that tie with leather cords.
37. Fur Boots	Shoes	Boots made with fur that cover the feet and

		ankle
38. Leather Ankle Boots	Shoes	Shoes that cover the feet and ankle
39. Leather Leg Boots	Shoes	Shoes that cover the feet and lower leg
40. B. Leather Ankle Boots	Shoes	Black Shoes that cover the feet and lower leg
41. B. Leather Leg Boots	Shoes	Black Shoes that cover the feet and lower leg
42. Leather Slips	Shoes	Shoes that completely cover the feet
43. Big Backpack	Bag	A large leather backpack
44. Wool Drawstring	Bag	A wool drawstring bag
45. Satchel Bag	Bag	A leather bag worn on the shoulder
46. Skin Satchel Bag	Bag	A scale skin bag worn on the shoulder
47. Messenger Bag	Bag	A leather bag worn across the shoulder
48. Muff Bag	Bag	A fur bag that warms the hands
49. Holdall Bag	Bag	A huge black bag worn on the shoulder
50. Side Pouch	Bag	A small pouch made from reeds
51. Ascot cap	Hat	A flat round hat
52. Boater Hat	Hat	A flat-brimmed and flat-topped reed hat
53. Giggle Hat	Hat	A wide downwards sloped hat made of cotton
54. Coonskin cap	Hat	A hat made of raccoon skin, it has a tail
55. Fascinator Feather	Hat	A small pile of feathers attached with a headband
56. Fascinator Flowers	Hat	A small pile of flowers attached with a headband
57. Headband	Hat	A long headband
58. Flat Wrap	Hat	Gaung Baung, a flatter head wrap
59. Ice Tail-Cap	Hat	A long wool hat with a tail tassel
60. Free Cap	Hat	Phrygian cap, a soft cone hat
61. Antler Cap	Hat	A small fur hat with antlers
62. Wolf Hood	Hat	A hood-wrap with a wolf face, made with fur
63. Horn Hat	Hat	A small fur hat with horns on it
64. Cat Ears Hat	Hat	A small fur hat with cat ears on it
65. Skull Mask	Mask	A large wooden skull mask
66. Crow Mask	Mask	A large wooden crow mask
67. Lion Mask	Mask	A large wooden lion mask
68. Black Mask	Mask	A strip of cloth for the eye area with holes for eyes.
69. White Mask	Mask	A strip of cloth for the eye area with holes for eyes.
70. Long White Scarf	Neckpiece	A long flowing white scarf
71. Long Red Scarf	Neckpiece	A long flowing red scarf
72. Long Blue Scarf	Neckpiece	A long flowing blue scarf
73. Long Yellow Scarf	Neckpiece	A long flowing yellow scarf
74. Long Black Scarf	Neckpiece	A long flowing black scarf
75. Torn Scarf	Neckpiece	A long torn up black scarf

76. Power Scarf	Neckpiece	A long scarf that blends strips of light
77. Fur Scarf	Neckpiece	A long foxtail scarf
78. Feather Scarf Black	Neckpiece	A scarf made of black feathers
79. Feather Scarf White	Neckpiece	A scarf made of white feathers
80. Bone Necklace	Neckpiece	A necklace made of bone
81. Leaf Necklace	Neckpiece	A necklace of leaves
82. Flower Necklace	Neckpiece	A necklace of flowers
83. Shell Necklace	Neckpiece	A necklace made of shells
84. Jewels Necklace	Neckpiece	A neckpiece made of jewels

Environment Items

Name	Type	Description
1. Stone Tower	Tower	A tall tower made of stone
2. Wood Tower	Tower	A tall tower made of wood
3. Glass Tower	Tower	A tall tower made of glass
4. Scale Tower	Tower	A tall tower made of scales
5. Thorn Tower	Tower	A tall tower made of thorns and vines
6. Flower Tower	Tower	A tall tower made of flowers
7. Leaf Pile	Pile	A pile of leaves
8. Feather Pile	Pile	A pile of feathers
9. Scale Pile	Pile	A pile of scales
10. Flower Pile	Pile	A pile of flowers
11. Thorn Pile	Pile	A pile of thorns
12. Wood Box	Box	A wooden box
13. Glass Box	Box	A glass box
14. Hedge box	Box	A box with a bush in it
15. Feather box	Box	A box made with feathers
16. Glow Box	Box	A box that glows
17. Paint Box	Box	A box that can be dyed
18. Flower Box	Box	A box filled with flowers
19. Smoking Box	Box	A box that smokes
20. Tent	Tent	A lovely red tent
21. Light Pole	Light	A pole with a spinning candle in a glass sphere
22. Green Light	Light	A sphere that emits green light
23. Purple Light	Light	A diamond that emits purple light
24. Orange Light	Light	A pole that emits orange light
25. Flickering Fire Bowl	Light	A gray bowl filled with a large fire
26. Tall Torch	Light	A tall torchlight
27. Crystal Light	Light	A fire inside a crystal
28. Pool Light	Light	A small pool with a light in the middle
29. Waterfall Rock	Water	A rock that creates a small waterfall on itself
30. Stream Rock	Water	A rock that creates a small stream on itself
31. Geyser Rock	Water	A rock that creates a small geyser on itself
32. Pool Rock	Water	A rock with a pool of water in it

33. Flower Bowl	Plant	A bowl of flowers
34. Vine Cage	Plant	A cage made of vines
35. Tree Chair	Plant	A tree that grew into the shape of a chair
36. Paint Tree	Plant	A tree that has leaves used to make paint
37. Fat Tree	Plant	A very wide tree
38. Tall Tree	Plant	A very tall tree
39. Curved Tree	Plant	A tree that has become arced over
40. Curved Bark	Plant	Bark that has become very curved
41. Hanging Flower Chains	Hanging	Chains of flowers that can be hung anywhere
42. Hanging Bone Chains	Hanging	Chains of bones that can be hung anywhere
43. Hanging Feather Chains	Hanging	Chains of feathers that can be hung anywhere
44. Hanging Cloth	Hanging	Leather Cloth that can be hung anywhere
45. Hanging jewel Chains	Hanging	Jewels that can be hung anywhere
46. Spiked Ball	Ball	A large spiked stone ball
47. Feather Tarred ball	Ball	A ball covered in tar and feathers
48. Ball	Ball	A large stone ball
49. Wood Fence	Fence	A medium sized wooden fence
50. Stone Fence	Fence	A medium sized stone fence
51. Glass Fence	Fence	A medium sized glass fence
52. Bone Fence	Fence	A medium sized bone fence
53. Water Wheel	Gear	A wheel that moves from water force
54. Animal Wheel	Gear	A wheel that moves from animal force
55. Toothed Gear	Gear	A large gear that turns from weight
56. Pulley	Gear	A system of ropes that moves when unbalanced
57. Aqueduct	Gear	A pipeline of water
58. Seesaw	Gear	A large board that moves when unbalanced
59. Wheel and Axle	Gear	A large wheel that has an attached
60. Axle	Gear	A thick piece of wood applied to a wheel
61. Clip	Gear	A strange goo that clips objects together
62. Column	Decor	A thick stone column
63. Creature Statue	Decor	A strange looking stone creature
64. Small Stone	Decor	A small round stone
65. Vase	Decor	A pretty painted stone vase