

Faiza Hussain

Game Title: Numen

Concept:

The game Numen is a fantasy rpg game mixed with elements of science fiction. This is a game about war and politics mixed into a fantasy setting with themes of death, family, secrets.

Target Audience:

The game will be designed for adults with the age ranging from 17 to 25 years old and for either gender. It is mostly designed for players who like story driven games.

Platform:

The game is meant to be played on home consoles due to the ease of using a remote rather than playing on a phone.

Genre:

The genre I had envisioned for this game would be an action-rpg with some elements of adventure.

Gameplay

Core Mechanic:

The player will have actions such as jumping, trading around with npc, running, gifting. There will also be collecting resources in the game and using magic. Customizing character clothing which will have effects on how characters fair in different areas. Making potions and weapons. Players will also be able to switch characters in their party.

Goals:

The player's main goal is to try and find out the main reason for the killing of Karida, the sister to two of the main characters, without starting a war. The players as Aram and Adila must try and stop West Emberlyn's crown prince Manelin from succeeding in gaining Sunia as an ally. For Adora, her main goals are to prevent her fate of misery from coming true while trying to keep her people safe. The barriers that the player will face is that they must convince Adora, the princess of Sunia to join their cause and to use her power in their favor. The players can fail at this task by having the characters killed before they find the truth or if characters fail to find out about Karida through Adora's power. The players will be rewarded by finding out the truth about Karida and her secrets and why she got herself killed.

Components:

Some of the objects in the environment are the citizens and enemies are spirits, wild carnivores and rebels and hostile people. There are trees and herbs and food. There are also animals that can interact with players and land that can be interacted with and weathers. Citizens can have looks based on whatever race they are and have looks based on it for example horns, marking, grey skin, wings and flowers. Spirits in the game can be seen when playing as Adora and are interactable by giving quest to her or giving information and some spirits if notice that Adora is able to see them can try and attack her. Citizens can trade and give quests by talking to them.

Control:

The player can move using the joystick and attack with the x, circle, square, and triangle buttons. Players can select characters to use a special attacks/co character attack by switching with the r and l buttons.

User Experience:

The game starts with players in the character Aram point of view. They will be in the first nation of the game, East Emberlyn. Once players reach the first part which involves getting to play around with the controls and getting to know his sisters until Karida's death. The game will have places unlocked as players progress through the game and can fast travel back and forth. The players will progress to the next part after a boss battle and seeing the event that comes after.

Story:

The story begins in the nation called East Emberlyn following the character Aram, a soon to be Sultan. During the time of his struggle with trying to find an advisor, he is forced to deal with the situation that two of his sisters don't get along. Things turn for the worst when his sister was cursed to die, and he had to take her life to prevent the curse from killing her or she would be a monster. The story follows him trying to find an answer through the protagonist Adora. Adora is a woman who can communicate with the dead with a secret that her spirit that gives her power is someone who causes the end of the world. Through the game players will play as several of the characters.

Characters:

The main playable characters in this are Adora, Aram, Adila, Masa, Dante, Kaira.

Playable:

Aram Susumu Nagi – A hybrid of an Auris and Forest Harmini. He has flowers that grow based on season and sky-blue short hair and teal eyes and tan skin. He has big Auris wings. Aram is the Sultan of East Emberlyn. He is the second son. He is the only male out of the triplet his mother had. Aram likes dancing and loves to watch different dances. Aram is a curious character and often questions everything. Aram is someone who also heavily thinks about progressive his country is and his main desire when he became sultan was to fight for women's rights. He made his sister an advisor since he believes she would be fit for it and so that she could help bring the change he wanted. *playable*

Adila Tsukiko Nagi – One of the royal family triplets. She is the youngest out of them. She has the same hair and eyes as her brother and grows plants in her hair also. However, Adila is on the chubby side. Adila is asexual and aromantic in the story. She has no desire for romance and detests how women are viewed. She shows a massive interest in East Emberlyn history and how Amala, the mother of the first Sultan of East Emberlyn was wrongly executed. Adila hates how her sister Karida is trying to make her act like the perfect woman. She doesn't like the idea of faking herself to impress others. Adila also wants to make a name for herself. Adila looks up to Aram a lot since he is there for her. *playable*

Masako Mori – She is the younger cousin of Aram from his mother's side. She is the daughter of the general and is someone who plays around a lot. She often uses Aram to test new potions. She has pink hair like her mother and aunt and has a lot of flowers in her hair. She also has a fear of fire. *playable*

Adora Fia Caecilius – The only daughter of the Caecilius family. She is the first princess of Sunia. She is a storyteller for the children and someone who works as an apprentice to her great-uncle Esdras. She also works for the tem. She speaks to the dead otherwise known as the Tirits. Adora doesn't care for suitors and is secretive about her reasons for doing things. *playable character*

Dante Gaius Caecilius – The twin brother of Adora. He is the crown prince of Fairwyn. He is a joker and seems to be carefree. He helps his sister in attempts to get rid of the suitors. *playable character*

Kaira Valarius- She is the best friend of Adora. She is a bit of a worrywart when it comes to Adora. She always seems to watch the Adora movement. She gets embarrassed when it comes to talking about the person she likes. *playable*

Non Playable character:

Karida Michi Nagi – One of the royal family triplets. Karida has similar features to Aram and Adila. Unlike Adila, Karida is skinny but is a big eater. Karida was arranged to be married to her best Manelin. Adila and Karida have a distant relationship due to Karida telling Adila how to behave. Karida desires for Adila to be close to her. Karida also seems to have a dislike for Adila's best friend, Esther. Karida wished to see Aram be the Sultan she knew he could be but is struck with the curse Fitha. The curse was placed on by her fiancé, and her brother Aram gave her a mercy death. *

Emin – An advisor to Aram's father. He helped Aram in deciding his future Advisor due to their law on the need to have a new advisor every time there is a new Sultan. He is someone who is like a father to Aram.

Manelin Charmchi – Crown prince of West Emberlyn. He was formerly the fiancé of Karida until her death. He used the ultimate killing curse Fitha on her. He is someone who was let off without any punishment. *villain*

Dastan Charmchi – The older cousin of Manelin Charmchi. He doesn't have much of a presence and is usually in the shadow of his cousin. *villain*

Esther Attar – Daughter of Councilman Attar. She was Adila's best friend before Karida's death. She is rather meek compared to everyone in her life. She is the best friend of Manelin. *villain*

Cleon Caecilius – The first king of Sunia. He is a Yura from the Sunian clan. He is a man with sheep horns. He is considered an oddball to other rulers. However, he is also respected as the general who freed his people from the Virs. To his people, they call him the Grandfather King. He is a close family friend to the Nagi's family. Cleon has the power to mess with memories in the story.

Enyo – The lover of Cleon. She is from the Sunian Clan. She is the mother to Cleon's son. She was formerly the slave to a cruel mistress who she killed in self-defense after getting her ear cut off. She had the power to talk to the dead. Enyo only got a glimpse of peace since she died shortly after the war.

Esdras – Younger brother to Enyo. He used his power of seeing the future to help in battle. He never fought in the battle. He didn't recall much about his parents and was raised by his older sister and Cleon. There is an age gap between the siblings. After the war, he opened a museum with old world possessions.

Maximos Caecilius – He is the son of Cleon and Enyo. He is a joker with his wife, often making jokes about his horn saying things like "he is very horny." He is the current king of Sunia. He married a vir initially for political reasons but is in love with his wife. He is physically weaker than his wife. He likes when Silvana picks him up in bridal style.

Silvana de Stella – The wife of Maximos. She is a vir and the princess of Fairwyn. She has incredible strength due to her being a vir. She has grey skin like all vir have. She is often seen reading. She cares the most about her children rather than her kingdom. Silvana is more serious than her husband but loves him all the same. She has a not so great relationship with her father and is often arguing with him especially about her daughter.

Perenna de Stella – The younger sister to Silvana. She died from an illness around the age of 15. She often bothers her niece Adora since she is the only one who can see her.

Robin Silas Caecilius – The eldest child of the Caecilius family. He is a hybrid between Yura and Vir. He is the crown prince of Sunia and is the calmer one out of the siblings.

Cora- A bee Alarune. She is the chief maid to Adora. She is usually humming her words out and buzzing. Her skin is colored like a bee.

Len- A reddish brown fox Alarune. He is the guard to Adora and takes pride in it. He can play the flute and has long hair that Adora likes to play with.

Lunette – A penguin Alarune. She is one of Adora's best friends and is known for her skills in dancing, especially dangerous dances.

Inera – The goddess that governs over the virs, auris, Harminis.

Zedur – The god that controls over the Yura, Alarune.

Races:

Auris - A being of Inera, they have wings that come out with ember. Their wings come out from their back or arms. Their wings are usually the color of their hair but change to a rainbow stained glass look when in blade mode. Their wings are also their protection along with their incredible speed. While it is their protection it is also their most sensitive part of their body. When they die their graves become stained glass structures around the grave on a bed of feathers. Mainly live in the desert nation of East and West Emberlyn.

Viris - A being of Inera. They are beings with extreme physical strength. They value strength above all else. They are more isolated from other nations due to their belief that they are the purest race of Inera. They have grey skin and gold eyes. They have helmet-like structures that come from the back of their head. Beside their skin they are the closest to their ancestor the Eonnis. The lighter the skin is the closer to royalty you are. They live in a very class system. Once they die, they will become a pillar. Mostly live in the cold climate of Fairwyn.

Forest Harmini - A being of Inera. A different species of harmini that controls forest nature and flowers. They use vines most of the time. They are mostly healers that can sniff out types of herbs and make poisons and potions. They have a tattoo of their growth from a child to adult. They have flowers and trees in their hair that come by seasons. Once they die they will become a part of nature and grow flowers and a tree where their body lays.

Flame Harmini - A being of Inera. They are a harmini that lives in the heat and controls lava and flames. They love to swim in the volcano lava. They excel in making metals out of the minerals and weapons. Their hair is flames and goes based on temper. Once they die, they become minerals and part of nature near volcanoes.

Water Harmini - A being of Inera. They are Harmini that mostly live in the waters. They are able to breathe in and out of water. They have fin-like feet and leaf pad in their hair that is mostly shells and other sea-life. They have the ability to clean waters out and use water no matter the temperature. They have gills on the side of their face. Once they die, they will become seafoam or shells and leaf pad on the water.

Aero harmini - A being of Inera. They are harmini that don't live on the ground. Most of the time floating around and love being on the clouds. They have the ability to purify the air and can breathe in any type of air to purify it. Their hair is always flowing and sometimes resembles clouds when they are kids mostly. They mostly become clouds after their death.

Yura - A being of Zedur. They are a race that live by the will of their god. They come in different looks to master the look of their original ancestors. They have horns based on their clans which store all their magic and can use different types of element based on their magic. Each yura has a different marking and the back has the symbol of the tirit magic they have. Each yura has a different ability that is solely based on the tirit that live within their soles. They are known as the second chance species since they are a second life to the Nai tirit that no longer exist. Once they die their tirit will travel and become a host tirit to another yura unless their

previous yura's horn was broken. Their death will show as they become stardust as the markings on them disappear.

Alarune - a being of Zedur. They are a sibling race to the yura. They have markings also and will become stardust after death also. They however do not host a tirit but instead are able to use elemental magic and summon animals. They take traits from the animal they take after. Their skin will match the animal they take after by the color and their ears and tails.

Visual:

The game will have a fantasy world with color difference to our world for example, trees with green bark and pinks seas and blue sands. There will be sections in a desert, snowy mountain, undersea and city in the cloud. There will also be a ghost town and some parts in the past and in a dreamscape. The game will be in a 3D world and the art will have a mix of semi realism animated style.

Tilt:

The game will have different interactions based on who the player is playing as. There will be different sights based on the main character played as is, for example, if the player is playing as Dante, they will have differences in color since he is colorblind while if players are Adora they will see spirits on the map. Each character plays slightly differently. The game will have different point of view as the story follows different paths for what characters are doing so players are encouraged to play all the characters to make for more gameplay. The game will have twists in the story for players who like to look deeply into small details.