SONG OF OUR KEEPERS (working title)

Hello,

This game is called Song of Our Keepers,an adventure puzzle game with RPG elements in it. This game follows three protagonists with different gameplay styles for each. The story follows the children of a celestial being that created the world they live in. One of these children, called the Keepers, is named Nalani, the Keeper of Bonds whose role is to record the history of the world and what happened with her old guardian, Kaimi. The story begins with her writing the records of a person, Nalani, talking to all three Keepers.. Nalani went to their world because she did not want to lose contact with the mortal world but did so in secret.

The Keepers have to balance the amount of contact they have with mortals; the less contact they have with mortals, the more of a deity they become, ultimately leading to a new world. This plays into the gameplay as the player has to observe her level of care for mortals every now and then.

Another gameplay mechanic will have the player review the records and history of each character's past and properly record it as Nalani. Each character has their own goal: Nalani wanting to learn more about mortals, Kaimi wanting to protect Nalani by dealing with all threats, and the unnamed caretaker of Nalani focuses on finding out the truth about the Keepers and their history. There are small parts where the player will play as side characters but will primarily play as these three.

One of the main goals is to stop Nalani siblings' guardian from finding her until she finishes her objective. To prevent the character from becoming a planet, the divine Nalani snuck to the mortal world in an attempt to save herself and got herself a caretaker to take care of her in return for the true history of the keepers. The world will go through different times as players can battle or solve puzzles to discover the lore of the world. There is a large part of the game that involves exploration.

Target Audience –

The target audience would be players 15 to 20. For players who like a story that revolves more around lore.

Platform –

The game is meant to be on console or pc.

Genre –

The genre is more of a puzzle adventure game where fighting wouldn't be the main form of gameplay.

Gameplay

Core mechanic –

Running, puzzle solving, exploring, interacting with people, sneaking around and collecting records and interacting with the world by creating lands.

Goals --

The main goal is to prevent Nalani from being distant from mortals while finding out about the true history. As Kaimi, your goal is to get back to Nalani and stop her from being hurt. The players will have to solve puzzles while looking into Nalani's past and have to get her to be more open with talking about it and as Nalani players will have to try and build more bonds with people. Players can fail if Nalani bonds hit zero or if players fail to find her as Kaimi. The feedback is Nalani bond meter as she explores.

Components --

There will be interacting with NPCs and with the land as Nalani. Players will be able to change the landscape as Nalani. If Nalani walks around with her boots, grass or flowers will grow around her. Players as her caretaker will be working with Nalani in her goals and guide her around to stop trouble.

Controls --

Players will be able to explore what is going around and move things like characters and interact with puzzles with the joystick or the arrow keys.

User experience --

Player will start with Nalani in the keeper world. They will be tasked with exploring until they get to the stairs to the mortal world. Players will go from past to present in the game.

Characters, World and Story --

The story is about the children of this celestial being that created the world they live on. The story revolves around one of these children, called the keepers, named Nalani. Nalani is the keeper of Bonds and records and about the history of the world and what happened with her old guardian, Kaimi. The story begins with her writing the records of a person to her talking to the

other keepers. Nalani, to prevent herself from losing all touch with the mortals, goes down to the world in secret.

The keepers in the story, if they aren't close to mortals, become more and more like deities and if they fully became one, it would form a new world.

Characters:

The playable character will be Nalani, Kiami, and Nalani sponsor/caretaker.

The non-player characters will be other keepers and their guardians along with the original clansmen that the keepers came from.

Enemies:

Enemies will only really appear in the Kiami part of the game and will only be the original clansmen of the keepers.

Visual Style –

The game will open and be in a fantasy world. It will be bright in its style and 3D in both past and present. Some of the past will be in a different color scheme.

"Tilt" –

The game will have a more open story. The player will have openness and are encouraged to explore. There will be tones of color based on how Nalani feels about that past. There are also changes that will affect the world and the characters.

There will be a different mechanic for different characters.

Inspiration:

The main inspiration is from the Xenoblade series with the idea of living on a living being as a planet or land.

Reference: