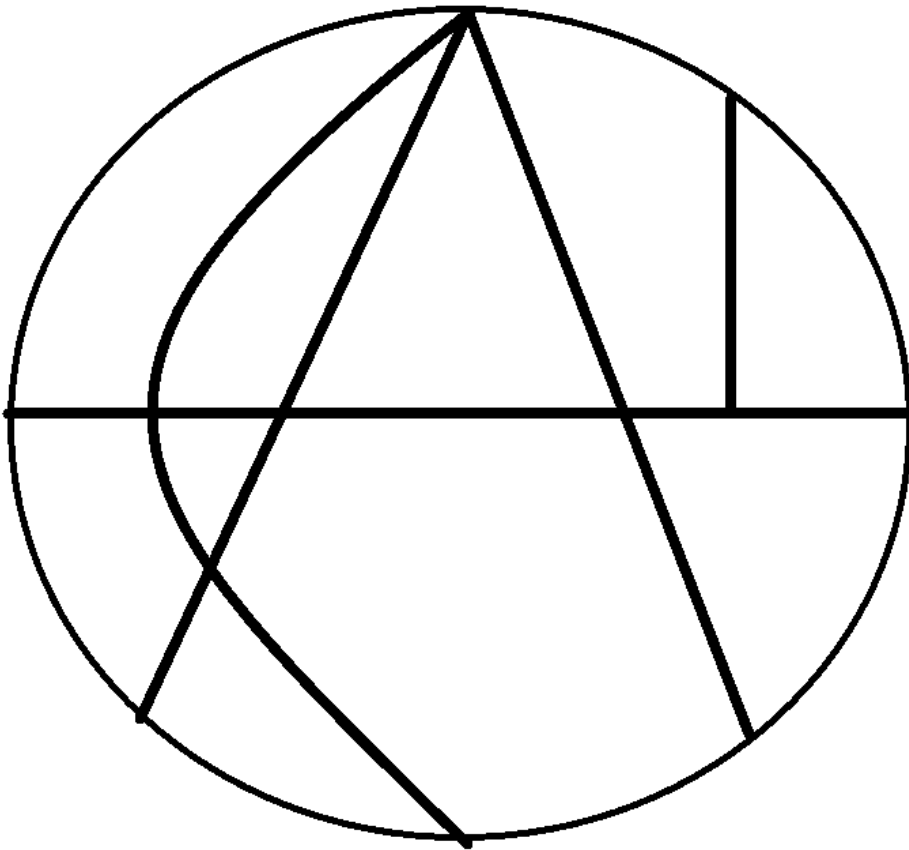


Cerulean

PUBLIC PROTOTYPE DRAFT



Legend

Important Notes

Milanote

Schedule/Deadlines

Drives

Concept

Characters

Gameplay

Main Story

Scenes

Dialogue

Graphics

Outscenes

Music

Marketing

Important Notes

- This game will be posted on Steam
- The game will cost 3.99 - 7.99
- We'll likely be adding more NPCs, objects, and other after finishing our initial game/draft

Milanote

- [Click This Link](#)
- All concept sketches, visuals, and further in-depth ideas will be here
- Please refer to this link, not all resources will be described

Drives

- Art Drive
- Music Drive
- SFX Drive

Schedule

- To be decided
- Game Published Through October 16-31

Concept

- "Timeless" will be a short story puzzle driven RPG that has a heavy emphasis on music, art, and story.
- About 3 Hours of Gameplay
- Price should be 2.99 - 4.99 (Depends on the art)
- TOP Down View

Theme

- Heavy, Realistic, Emotional
- Fantasy-like setting

Influences

- OMORI styled gameplay
- Before your Eyes and Grave of Fireflies similar emotion
- Heartbound similar game
- Studio Ghibli similar environment
- **Grimm's Hollow**

Main Theme: Hope

Characters

- Side Characters and NPCs are in the SCENES document

MAIN CHARACTERS

Lotus

- Girl, 14 Years Old
- Protective, Determined, Psychophysical, Sensitive, Enduring
- Gender isn't specifically stated in the game or seen
- Protects Galin, has bruises covering her arms and legs

Galin

- Boy, 8 Year Old (barely 8)
- Lotus's Little Brother
- Shy, Timid, Naive, Innocent, Expressive and Extroverted for specific people, Extremely Sensitive, Ecstatic
- Favorite Foods: Mom's Cake (His Birthday Cake), Lollipops
- Favorite Animal: Songbirds
- Only talks to Lotus, doesn't like talking to anyone else
- Wish: To skygaze with Lotus and his Mom while listening to Songbirds.

Mika

- Lotus's Mom
- Appears almost as a ghost in her life
- Caring, Loving, Wise
- Previously a biologist
- Goes out to study the Encryption and soon Found the New Order
- Loves writing and camping

Azrael

- Mainly a side character, saves Lotus and Galin
- Worked besides Mika
- Knows Mika dies (Doesn't tell the kids to not demotivate them)

Main Story

Short Summary: Lotus and Galin search for their lost Mother and to find the "New Order".

Lotus's family used to be stable until the "Awakening" happened. When Lotus was 12, the awakening destroyed thousands of homes eastwards and forced Lotus's family to quarantine/stay in their houses. During the chaos, Lotus's Mom (Mika) left the house to research and find survivors of the Awakening. Lotus's Mom would settle in "Sions" until she would work as a scientist researching how to overcome "Encryption"

and designing the "The New Order" in "Crete". The "New Order" is a society that promises stability and safety in a new world. Mika would soon die from the Encryption roughly 1 year later after trying to find her children, crossing the lands of the Sions and Crete.

Meanwhile, Lotus would stay in a place called "Refuge" for the next 2 years. During those four years, Lotus's Dad would lock Lotus and Galin in a single room, in fear of the Encryption infecting them. Lotus's Dad would soon be abusive and mentally ill as he would abuse his kids and restrict them from ever leaving their room or house. This would happen until the ghost of Mika wakes Lotus up, telling her how to escape the house. After escaping from their abusive dad, Lotus and Galin find a path towards "The New Order" in search for a better home. Guided by their dead mother, the player takes control of Lotus in escaping and surviving to reach the new order.

LORE:

- The entire world Lotus and Galin are living in is called Themiscyra

Encryption

- Covers over Objects, People, Buildings
- Is highlighted in dark-red static
- Brings out the worst in people
- If touched, infects a illness similar to depression, bipolar, aggressive behavior
- Slowly rots one's flesh and kills them overtime, turning into more encryption
- Doesn't spread if left alone, multiples if touched
- Can be transferred through touching "Encryption directly"
- If a person is fully encrypted (like the Dad) they will appear to be fully black in color visually
- Read Note 9 for a greater understanding

The Awakening:

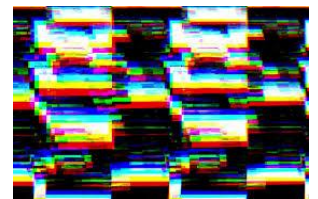
- A period of time in which an interstellar object would penetrate west of Themiscyra to quickly spread "Encryption" over a year.

The New Order

- The New Order is an organization built shortly after "The Awakening". It builds the Pillar spreaded across the map for protection against the encryption.
- Pillars are activated by a golden dust
- The New Order was founded by Mika and other colleagues.

Spirits

- At some times during the game, some spirits appear in the corner of the screen. These spirits are the dead.



Gameplay

- Lotus and Galin solve puzzles and walk around interacting with NPCs
- Specific Gameplay is shown in the "SCENES"

Encounters

- Interact similarity to Undertale and OMORI
- Reference

Items

- Equippable
- Is marked with a small star at the top
- Items Like

Objects

- Not Equippable

Controls

- Left Ctrl to open up Option menu
 - Arrow Keys to move
 - LShift to Sprint
 - "Space" to activate Watch
 - E to access Inventory
 - Z to interact
 - X to close
 - O to use Item #1
 - V to use Item #2
- Galin's Control (Only appears during encounters/puzzles)
- WASD to move
 - P to Confirm

Inventory

- Lotus can equip two items and use them (Only items can be equipped)
- The rest of the items/objects are stored in the inventory
- To highlight a item in your inventory press Z

Checkpoints

- Checkpoints are when the user dies and respawns
- Are different, bright colors from the rest of the environment
- Highlighted in yellow
- Used to save progress

CHECKPOINT 1 (Scene 1)

- Family Drawing (Mom, Dad, Brother)
- LOCATION: In the starting room

CHECKPOINT 2 (Scene 2)

- Lotus Bed
- LOCATION: During their stay in Adria's place

CHECKPOINT 3 (Scene 2)

- Lollipop on the ground
- LOCATION: Before the Dad Chase scene

CHECKPOINT 4 (Scene 2)

- Broken Comb
- LOCATION: Near the Border

CHECKPOINT 5 (Scene 3)

- Sparkling Lake
- LOCATION: At the Lake

CHECKPOINT 6 (Scene 3)

- Campfire
- LOCATION: At the campfire at night/day

CHECKPOINT 7 (Scene 3)

- Broken Nails
- LOCATION: Near the MECH

CHECKPOINT 8 (Scene 3)

- Warning Sign
- LOCATION: Right before hiding from the encrypted mech

CHECKPOINT 9 (Scene 4)

- Baguette on the Ground
- LOCATION: At Cassidy's bakery

CHECKPOINT 10 (Scene 4)

- Crying Mask
- LOCATION: Near Alastor's Shop

CHECKPOINT 11 (Scene 5)

- Dead Tree
- LOCATION: Near the start of the New Order

CHECKPOINT 12 (Scene 5)

- Songbird
- LOCATION: Outside the path of Mika's Grave

Notes

- Notes are scattered all around the entire game
- Notes basically give lore
- When notes are picked, they are put in a front view - Like this

- User can later access in you' their inventory by pressing 2
- All of these notes will be HAND DRAWN
- Same Handwriting for the author! (Like Note 2,3 should have same handwriting)
- Note 1 - Galin wanting happiness again
- Note 2 - Lotus perspective of the Awakening
- Note 3 - Lotus on Galin's birthday
- Note 4 - Lotus about when Mika left
- Note 5 - About the new order (From an unknown person)
- Note 6 - Galin talking about his Dad becoming insane. How he should "forget the past"
- Note 7 - A note from the Order about the Encryption
- Note 8 - Mika's goodbye message
- Note 9 RESEARCH PAPER ABOUT THE ENCRYPTION - From Mika.

Interactions

- Interactions are when a character notices other a another character

Scenes

- Click the Hyperlinks

Menu Scene

- Options are: "New Game", "Continue", "Options" "Quit"

Scene 0

- Is directly played after pressing the "Start" in Menu
- Total Black Screen
- White Dialogue in the middle
- Automatically plays

Scene 1: "Home"

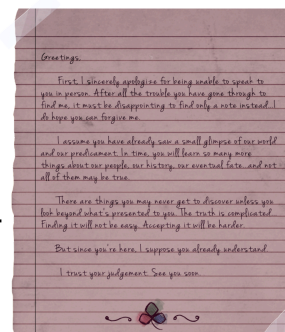
Scene 2: "Refuge"

Scene 3: "Sions"

Scene 4: "Crete"

Scene 5: The Final Port

Puzzles

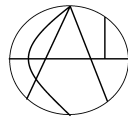


Pillars:

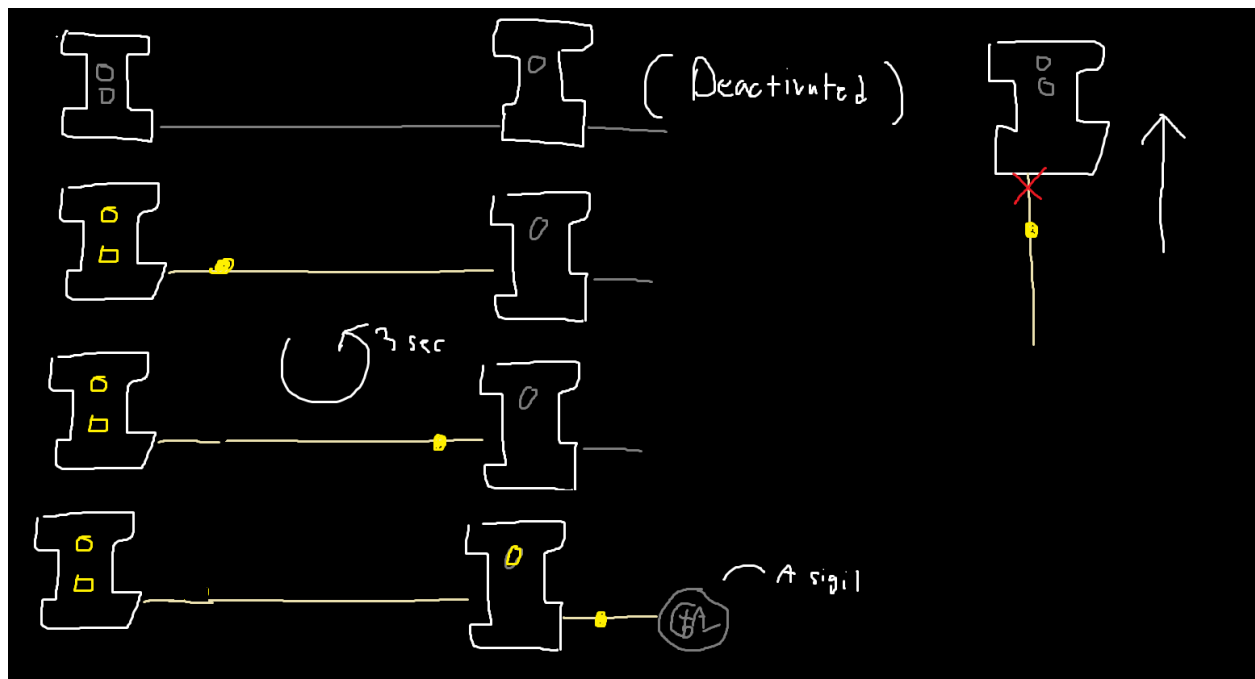
Pillars are activated when Galin or Lotus press P or Z on them. Pillars activate a golden string that lights up in energy/color (Think of redstone in minecraft). The energy travels at a low speed when traveling through the string. Only pillars marked with a square can be activated by the player, the rest of the pillar needs to be activated from the energy from the string. If a pillar has two circles on it, it will require two sources of energy from two different strings at the SAME time. (0.2S sec error limit) If the pillar has two circles, it will only release ONE energy to one string at a time, although it can release 2 energies if connected to two strings.

Sigil: Can only be activated from energy from a string. Once a sigil is activated, the puzzle is solved. The sigil is in shaped of the New Order symbol

Shape is Like this:



EXAMPLE:



Gray/White String: 2 seconds to fully pass (Ignore the above image)

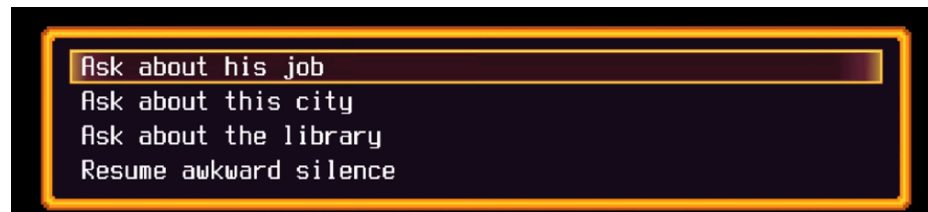
Red String: 4 Seconds to fully pass

Purple String: 6 Seconds to fully pass

Dialogue

Click This Link (There's too much to fit here)

Dialogue For Lotus when picking dialogue will be like this:



Outscene

- 1-2 Frames
- Reference: Link

Graphics

Artstyle:

- Hand drawn

Resolution

- Native resolution of 1920 x 1080
- Resolution will be scaled of the native resolution
- Lotus will be 120x216 (1/16 of 1920 and 1/5 of 1080)
- PFP will be 240x240

Music

SOUNDTRACKS: TOTAL: 30

MISO:

- Puzzle Solved (Puzzle Solved)
- Try Again (Death Scene)
- a note and watch for you (End Credits)
- Mom (Outscene Music)
- A Gateway Towards Hope (Menu Theme)

SCENE 0:

- A Unfamiliar Message

Scene 1:

- Home?

Scene 2:

- Out In The Open
- Skelt's House
- Midnight Stories
- Chase
- Azrael

Scene 3

- The Sion's Forest Melodies
- Wolves chase
- Xylo
- A Glittering Lake
- Shh (When hiding From Encrypted_Mech)
- Flying Away (Dragon scene)

Scene 4

- Crete's Forest
- Crete
- The Bakery
- Alastor's Store
- Circe's Cliff
- A Day With You (Azrael's Concert)
- There Is No Escape. (Chase scene)
- Hide (When hiding)
- Ambience (after hiding)

Scene 5

- A Place Like Heaven
- Dear Mika
- Last Message

SFX

MISO

Scene 0

Scene 1

Scene 2

Scene 3

Scene 4

Scene 5

Marketing

TO DO:

- CREATE A YOUTUBE CHANNEL "Cerulean"
- Create a Devlog
- Create A Teaser, Trailer
- Contact a publisher (optional)
- Create a Twitter Account
- Create a Tik Tok account (Trust it works)
- GOAL: 3000 Wishlists