Art that is specified in the Dialogues, in brackets, is used until a new one is specified.

Name of the level

Lake of Floating Lights (Morning)

Musical theme: The Ocean of Floating Lights (Day Mix)

Original - The Ocean of Floating Lights

A "daytime mix" is planned to be made, because original theme seems to me to be "evening".

Design and atmosphere: Lake. You can take a little inspiration from the first level of Touhou 14: Double Dealing Character. However, similarity should not be too much. I see it as a relatively small (not as small as a pond, but not as something extremely wide, long and deep) lake deep in the forest, surrounded by trees. Through the entire lake, in the center, at the water level or just above it, the bridge runs - along it our hero will pass this level. Width is probably for 2-3 people. This may be a conventional wooden bridge, as presented in the Pictures, or you can try to design it based on the idea that it was previously rather unremarkable, but with the advent of Lady Yvetta and by her initiative, it was reconstructed, becoming more beautiful and elegant.

This is bright level. On the surface of water must be leaves of various trees, occasionally water lilies can be. You can try, at the very beginning of the level, at the bottom of the screen, place some vegetation, bushes, water lilies and reeds, thus showing that character begins his way from the shore. Obviously, very quickly, and maybe almost immediately, they will not be on the screen anymore, since the character moves away from the shore.

Smaller enemies: dragonflies of various colors and types. In addition to those indicated in the concept of the first level, pay attention to the Banded demoiselle - there should be a lot of blue and bluish dragonflies of this species. Maybe some fish? Maybe fishes can dive in one place and emerge in the other, and there is splash projectiles?

Flapping of dragonflies' wings provokes circles on the water (just animation - however, on Hard and Insane we can try to add projectiles).

Midboss: nìngyo Mizushibùki (nature youkai) **drops a Life**

Green clothing in Lady's Yvetta style, I think without hat.

Splatter, fishes(?), dragonflies(?). 3 attack patterns.

Boss

Lady Yvètta Mizushì, mermaid (undefined youkai)

Musical theme: Surpassing Elegance ~ Splatter Dance

Original - Surpassing Dominance ~ Illusionary Dualling

Original is used without changes except name changing.

Place: shore of a little island where Lady Yvetta's house is located. In Pictures there is a scheme of the lake - scale, of course, is conventional. I suppose, before meeting with Lady Yvetta, camera will turn smoothly so that the island will be on top of the screen from the bridge, not on the right, and sprite of Lady Ivetta will be already on the shore.

With regards to the reasonably arising question about the midboss: Mizushibuki will be met in the water, but to the left (or to the right?) from the bridge, and the camera, respectively, will turn to the left (or right). The same can be used in meetings with aquatic opponents or aquatic+dragonflies and so on, that is, parts of the level can pass along the bridge, and parts - with the camera turned to the water. It can also be made that the camera will stop in some places of the level when turning to the water, and in some places it will continue to move horizontally, and not destructed enemies will eventually disappear behind the screen.

Profile

(Unlocks after completing the Second Level with Yuriko)

"A true lady can bring elegance to anything"

Lady Yvètta Mizushì

"Lady of the Lake"

Race: Mermaid (undefined youkai)

Age: Unknown

Height: 177 cm

Eye color: Aquamarine

Handedness: Right-handed

General

Carefree, flirtatious and partly frivolous, but at the same time having sense of dignity, elegant and aristocratic, Lady Yvètta is not just a mermaid, but a genuine happening in history of the Lake of Floating Lights.

Not so long, just a couple of months ago, inhabitants of the lake heard a dull, but distinct sound, a splash, as if something big and heavy had fallen from a small height onto the water. It turned out, that a small island appeared on the surface of the lake with the house of a strange, but very graceful style, unseen in these lands. Both its appearance and interior decoration made the local mermaids extremely interested, but the most amazing find became their unconscious "sister" - it would seem like, the same youkai as they are, but in extremely unusual clothes. Awoken, she called herself "Lady Yvètta", remembering, except for the name and the title, nothing about her origin, as well as what brought her here.

It is amazing and strange, but the fact that she forgot about her biography, however did not prevent the lady from remembering many else: her character, manners, skill of playing on the piano and composing poems, know the architecture, clothes and accessories unbeknown to these places, as well as whimsical, for locals, languages. Even more unusual, but just the language barrier with the newcomer did not arise, which was no less surprising to herself.

Flamboyant, friendly, unconstrained, possessing extremely interesting knowledge and skills, surrounded by mysticism story of her appearance here - all of this very quickly endeared the local mermaids to Lady Yvette. And although earlier they did not have such an explicit leader, she seems to have taken this particular place.

With only title and name, Lady Yvetta felt something lacking, and thought about selecting a surname. As a sign of friendship and respect, she decided to use in this quality a slightly modified name of the nìngyo Mizushibùki, with whom she became friends the most, turning it into the surname "Mizushì" with an elegant accent on the last syllable.

Activity

What activities can a young mermaid have? Games, fun, carefree pastime... But Lady Yvetta - an unusual mermaid. Having come from unknown lands, she began to teach her new "sisters" amazing things: exotic languages, playing the piano, dancing, manners and versification. Owning an extensive collection of clothes and accessories, lady did not become greedy, and now her new girlfriends also flaunt in elegant dresses.

Periodically, Lady Yvetta arranges musical, dancing and poetry days or evenings, but not infrequently prefers to spend her time alone. What does she think about at such moments?

Property

Elegant two-storey house with a mansard, balconies, veranda and a number of rooms.

Piano, an extensive collection of clothing, accessories and books. From a little more personal things, it is worth noting her the most favorite fan and a little book with poems of both selected poets and Lady's Yvetta own writing.

Abilities

Albeit being youkai, but having appeared so recently in the world of Yumehana, in addition having lost a significant part of the memory, not many were surprised, that Lady Yvetta did not

know how to use her Spirit at all. Having received help from her new "sisters", as well as from some much more powerful personalities, Lady Yvetta now, like any other mermaid, can control water and moisture in a limited way - for example, create splatter from the air and raise large waves on water surfaces.

Nevertheless, Lady Yvetta uses her supernatural abilities primarily for the purposes of an elegant self-expression and entertainment, not being a fighting person at all - at the same time, thanks to her charisma, friendliness and joviality, the inhabitants of the Lake of Floating Lights are always ready to come to her help.

Design

In Pictures there are some examples that you can take inspiration from. Considering images of Princess Elizaveta Esperovna and Lady in a hat, I want a little more sharp face, and more joyful. In general, with regards to the face: the face of the princess is somewhat sad and childlike, and the Lady in a hat is too self-confident and domineering. One could try to make a combination of them. Lady Yvetta must not look too serious - this is a young woman, most often laid-back, frivolous and carefree. On the other hand, she has sense of dignity, she is a lady, she can be slightly imperious, and she is quite aristocratic.

Dress is inspired mostly by princess. Hat? I tend to "yes", by the example of the Lady in a hat. Colors? "Light", refer to the image of the princess and 3 Dress inspiration. Hair styling? Princess, Lady in a hat, perhaps you will come to something else. Example 3, in general, is probably too pompous, I would like to see Lady Yvette somewhat simpler, although decorative fins are a very interesting detail, and it's ironic, since she is a mermaid - it's even more interesting if you consider that, on the first glance, player will think that lady Yvetta is a human, since her tail is unseen because of her dress, and will consider external gills on the hat as an accessory.

I would like to see her with external gills (behind the ears\on the back of the head (examples are in Pictures)) as means of breathing under water, since gills on the body or in the throat seem to me to be ugly and coarse (well, there is ways to hide them, but whatever). Accordingly, the hat must have slots for them.

She must also have a fan and little book with poems. Of course, fan must match overall clothing. I think it will be light blue, perhaps with image of one or multiple dragonflies, or other creatures lake swans and etc. . By the way, Lady Yvetta has a lot of different fans for different clothes (just saying, on arts she carries only one). Fan 2 and Fan 3 in Pictures I like the most.

She must have a necklace and bracelet on her right hand (or on both?). I like Necklace 1 the most (but maybe it is better fit for her second outfit, hmm...), and bracelet... well that's hard. You ever had that feeling when you must choose something one, but all variants are so good? Try to choose it to match overall clothing, and if there is something like swan or butterfly, consider to add dragonfly instead (just consider, not like it is must).

Also in the Pictures there is an example of the architecture of her house - the house will not be visually present in the game, but this is so to create mood for the work. Not that I definitely would like to see just such a house, but it is quite similar.

Lady Yvetta will have a different clothing when faced by the second character. I will provide examples in Pictures (Second Main Hero), so you can be able to plan in advance, or maybe combine ideas and take something for Yuriko's route Lady Yvetta design. Pierre de Ronsard rose is an accessory for her dress or maybe it will be in her hair, and dragonfly can be used as a brooch.

Main art: looks "fresh", inspired, slightly surprised and with interest, with a slightly raised chin and slightly turning her head up and to the right; hand with a fan on the right side of the face, in the right hand, fan is folded and artistically sharply raised; the left hand is either on the chest, or holds a little book with poems, or is clenched and supports the elbow (I tend to latter the most);

Art before start of the "battle": more lively, enthusiastic art, fan is fully or partly unfolded;

Art after the "battle": 1) even more lively art, you can add splatter and something like that, but not too much, without losing dignity, Yvie is still a lady;

2) Lady Yvetta covers half of her face with a fan unfolded by third or fully; speaks to the left.

"Attacks"

Lady Yvetta periodically moves.

Distinctive feature of Lady Yvetta will be that she will be constantly waving her tail and fan in the rhythm of her musical theme, and will turn her head out of excitement too. Before the first Spirit Art, throughout common "attack", this is only waving of a tail, starting from right to left, one time, then left to right, one time, then right to left, and so on, where projectiles, representing splatter, will fly off from the tail with each swing - you can take a look to Minamitsu Murasa from Touhou 12: Undefined Fantastic Object, for example. No head turns. Before the second Spirit Art, Lady Yvetta begins to wave her fan along with the tail, and turn her head along in the direction of the fan, but starting from left to right, and splatter will fly off both from the fan and the tail. Before the third Spirit Art, the fan and the tail will wave in opposite directions, that is, the fan to the left and the tail to the right, then the fan to the right, and the tail to the left, and so on, and her head will turn to directions opposite of the fan.

At the start of each Spirit Card, Lady Yvetta will quickly fan herself, creating splatter that will stop on the screen at the certain heights (chosen randomly for each individual drop) and then slowly slip down, like drops on glass in real life (perhaps invulnerable at this time, so as not to lose most of the Spirit Art itself - you need to see how much health can be taken away during this period, without invulnerability; same can be applicable to 360 degree turn mentioned below).

On Hard and Insane levels of difficulty, at the beginning of each common "attack", starting with the common first, Lady Yvetta will make a quick and elegant turn at 360 degrees, due to which splatter will fly from the fan and the tail, and it will fly much faster than "usual" splatter. Considering animation, you must do not forget that Lady Yvetta has a fish tail instead of legs.

Fish and dragonflies may help her?

Splatter from the fan is created by the power of Spirit, that is, not needed to splash water on the shore with it. Lady Yvetta can create splatter from her tail in the similar way too, if she wants so.

Spirit Arts

In the background of the boss's musical composition, from 1:37, there is something like "shaking" or like light strikes on cymbals, I don't know how to describe it better - we may try to do something with the rhythm of boss's attacks with regards to this (or we may not).

Icons: fully or partly unfolded fan.

1.

Lady Yvetta periodically moves, during this stopping hitting the water with her tail.

Fun "Splatter" **(Easy-Normal)**

Main type of mermaids' pastime.

Lady Yvetta rhythmically hits the water with her tail, creating dangerous splatter. Splatter is also created at random points of the screen - two (Easy) and three (Normal) at a time, and these points randomly changes from time to time, but not necessarily completely, that is, one point can remain the same. All splatter sources "shoot" simultaneously and equally long.

Delight "Wave That Covers With Head" **(Hard-Insane)**

Drown? Do not worry, this is just a game - and why do not let the beautiful mermaid pull you ashore and bring you to life?

The same, but 4 splatter sources, and now all of them "shoot" with independent timing, that is, not always simultaneously and equally long. At the beginning of the "attack", but also periodically, Lady Yvetta, by raising her tail, creates a big wave, like the whales do — a lot of water and splatter, hehe.

2.

While throwing, Lady Yvetta remains in place, but moves between throws.

Amusement "Stone Skipping" **(Easy-Normal)**

For some, such occupation may associate more with the yard boys, but a true lady can bring elegance to anything.

Lady Yvetta throws a projectile in the form of a large stone, which bounces off the water (dangerous for the character) and creates projectiles in the form of a splatter with each rebound.

Unsurpassed Throw "Stone Frogs" **(Hard-Insane)**

It is hard to believe, but in the speed and number of bounces of the stones there is no any magic - only skill.

More stones, additional appears on the sides and bottom(?) of the screen.

3.

Lady Yvetta will periodically change places with one of the dancing mermaids (you will still need to shoot at her, not at the other mermaid on her place).

Waltz "Tales from the Chirring Forest" **(Easy-Normal)**

Is there a place left for the fairy tales in the fairy world?

Waving with fan and tail, as in common "attack" before this one, that is, in opposite directions, but the beginning will be from different directions. At the beginning of this "attack" and, periodically, throughout its entire length, Lady Yvetta will perform an elegant 360-degree turn with splatter consisting from faster drops, as at the beginning of the usual "attacks" on Heavy and Insane levels of difficulty. Below Lady Yvetta, on the left and on the right, two pairs of mermaids dancing with each other will appear, and their dance will also provoke splatter, and they will also make turns, but with drops of a normal speed that will slip down as from glass.

Ball "Mermaid Lake" **(Hard-Insane)**

Ball - it is always lush attires. But how not to wet them if you are a mermaid?

The same, but there is now are 3 and 4 pairs of mermaids for the appropriate level of difficulty. On Hard, the third pair is located under Lady Yvetta, and turns of that pair creates faster than "usual" drops. On the Insane, the 3rd and 4th pairs (with faster drops from turns) are located under the 1st and 2nd.

It turns out that these are 8 new models with such distinctive features as the color of dress, hair, the very types of hairstyles, the presence or absence of hats, other accessories. some small details (but they will not have portraits and full art, only sprites)... Probably, this will be a lot, and it will be difficult. We can reduce the number to 6 mermaids, and the difficulty on the Insane will increase due to appearance of independent "splatter points", like in Hard-Insane versions of Lady Yvetta's first Spirit Art.

6 mermaids are more cozy, more easy to draw, and I already have name for each of them. In the other hand, 8 are more fun, since mermaids' community will be bigger. They are pretty much playful girls, so the more, the funnier for them. Ahh, I can't definitely decide at the moment, we need to see what will be better for the gameplay, but I am inclined to 6.

If 8:

2 mermaids with an external gills behind the ears or on the back of the head, as was originally planned for Lady Yvetta (you will see in the Pictures or google "axolotl"), 1 of them with fins on the head (like Lady Yvetta or Wakasagihime). The second is Mizushibuki, without fins, with or without hat. Mizushibuki is very important, so we need to try different contrasts of her with Lady Yvetta.

4 mermaids - 2 of them with fins on the head. 1 of them with a hat and gills in the throat (which can be hidden under the clothes\accessories in a manner of Lady in a hat in Pictures). 2 others without fins and 1 of them with a hat.

2 mermaids - gills in the throat, 1 of them without fins on the head, but with a hat, and the other with fins but without a hat.

If 6:

Same, but without last 2. The one without fins and without a hat will be with gills in the throat.

All with fans, closed and opened.

And again: they will not have portraits and full-fledged arts, only sprites.

Dialogues

(L) - Lady Yvetta

(Yu) - Yuriko

Beginning of the level

- *(Yu)* I'm not hungry, but to try an apple after so many years... wonderful. Yet this kijimuna is a kind kid. ***(inspiration)***

The Mistress wants me to go further on foot - what a coincidence that this lake has a bridge! ***(laughs like at the beginning of Dialogues concept of the first level)***

Flight would be faster, but of course she wants to introduce me to the local places and their inhabitants. ***(main art)***

Onward!

Meeting the boss

- *(L) You are awakened from sleep,*

So many years you comprehended.

As is obvious, not without purpose.

Let's see what happens next.

Greetings to you!

(Sadly I cannot translate this verse properly from russian, so do not use this variant, just use** "verses about Yuriko"**; I hope someone from the community, after or before demo release, will help me with that)

- *(Yu)* ? ***(interrogative)***

- *(L)* My name is Lady Yvètta, Lady Yvetta Mizushì. ***(main art, aquamarine title and name+surname)***

Ah, I was hoping that the other newcomers will not be so old-fashioned. However, I daresay, this is helps to keep unusuality of me and my "sisters", ho-ho.

(Yu) - My name is Yurìko Toriìme. You... are really surprising. Appearance of kijimuna reassured me that everything had not changed so much, but...

Who are you and what is this world?

- *(L)* Oh, you are asking me the same questions, that actually I was interested in two months ago. ***(reasons)***

I suppose this world is called "Yumehàna", and I... It looks like "nìngyo" is the same thing, but I prefer to call myself a mermaid. You can say that I am missus... hm-hm, the Lady of this lake.

You too do not remember anything about yourself?

- *(Yu)* I remember everything as if it were yesterday... ***(sad thoughtfulness)***

- *(L)* Unusual... ***(light surprise)***

You know, why don't we discuss everything over tea party? Or are you in a hurry, hm-hm? ***(playfulness)***

- *(Yu)* So it is, I cannot keep The Mistress waiting...

She will give me all the answers. ***(main art)***

- *(L)* Mistress?..

A-ha... Maybe if I will wet your attire, then at least you will stay to dry it! ***(art before start of the "battle")***

“Battle”

Speech balloon

- Try not to get wet! *(before the first Spirit Art)*

- Wonderful! *(after the first Spirit Art)*

- Let's continue! *(before the second Spirit Art)*

- Amazing! *(after the second Spirit Art)*

- Ladies! *(before the third Spirit Art)*

- Bravò! *(after the third Spirit Art)*

Dialogue box

- Mermaids are not afraid to get wet - and you? *(After the first defeat)*

- Ho-ho, are you planning to dry out on the way? *(After using the first Continuation)*

- Stay, your clothes are already completely wet! *(After the second defeat)*

- Ha-ha, now you will definitely stay! *(After the third defeat)*

- Did it rain before our meeting? *(after the third defeat on Easy level difficulty)*

After “the battle”; the mermaids of the last Spirit Art remain on the screen

- *(L)* Bravò, ladies! ***(refers to other mermaids, but I'm not quite sure if it can be successfully implemented on art)***

Ha-haa, Yuriko, you move beautifully! I could pick you a dress and teach you to waltz! ***(art after "battle" 1)***

And yet, you are in too much of a hurry... ***(main art, light sadness, bends arm with a fan so that it is positioned horizontally to the left)***

- *(Yu)* I beg your pardon, I did not want to offend you. You are truly extremely interesting person, and I will come back to you, but... ***(concern)***

Ah, I only just arrived here, this world... this dream... ***(inspiration)***

- *(L)* I understand. Even promenading not so far, I do not cease to admire it...

I daresay, I know your Mistress. If you are heading to her temple, take this fan with you and pass it to... ***(directs the folded fan with the upper end to Yuriko, intending to pass it)***

Oh no. Just take it. ***(art after "battle" 2)***

Bon voyage.

- *(Yu)* ... ***(extremely surprised, almost shocked; no art of Lady Yvetta in the frame)***

(Is that really true?..)

Considering art of Lady Yvetta, you can explore the phenomenon of "fan language", if you are interested - maybe you will find some ideas.

Maybe it is possible to add some words and definitions from Victorian Era vocabulary to Lady Yvetta's dialogues.

Musical inspiration

Here are some musical compositions for you to get inspired by a character more, that is, a *small part* of the list of those that I find appropriate to his image in various situations and moods:

Here and in the other Concepts, they are not meant as sources of inspiration specifically for the musical themes of the characters (again, they serve as additional inspiration for their overall image), since I write those separately. However, if the composer will be even more and qualitatively inspired, I'm up for it, and it is definitely very useful for character artist too.

Princess Sylvysprit - Surpassing Dominance ~ Illusionary Dualling + The Ocean of Floating Lights (I want to use the first composition as Lady Ivetta's boss theme, and the second one is the main inspiration for her level theme, but it sounds too "evening", so I need a "daytime mix");

Johann Strauss II - Waltz "Voices of Spring";

ABBA - Dancing Queen (ideally fitting text, ha-ha);

Grant Miller - Colder Than Ice (ideally fitting text 2, ha-ha);

Edvard Grieg "Morning Mood" (and the landscape of Yumehana in general, or the dawn over the Lake of Floating Lights, or the morning, and so on)

Xenoblade Chronicles OST - Gaur Plains;

Labyrinth of Touhou 2 OST - Floors 13-15;

Genesis - Invisible Touch;

Desireless - Voyage voyage;

Renaud - Mistral Gagnant (Piano Cover);

Sean Schafianski - Blue Water, Blue Sky;

Nyan cat piano cover (ha-ha-ha);

Ori and the Blind Forest OST - Main Theme (Piano Cover);

Sergey Eybog - Waltz Of Doubts + Forest Maiden + Silhouette In Sunset + I Don't Blame You;

V-Flower - Close to you (Acoustic Guitar Version);

Generally beautiful, graceful and elegant compositions, piano, classical and such.