

Features of the project

- Main sources of inspiration for game design are Touhou Project and Jigoku Kisetsukan: Sense of the Seasons. Characters (any their aspect), soundtrack and art are not inspired by neither Touhou or Len'en. Although game universe is largely inspired by Touhou, there are significant differences in detail and completely new ideas that ultimately make Maiden Deity a truly unique setting.
- 5 levels and Extra Level, two playable characters (female and male) with four types of attack each. Final (5th) stage and its boss, as well as the boss of 4th stage are different depending on the playable character. Also, one of the bosses will be double, that is, two unique characters fighting together.
- Main lesser enemies are dragonflies of various forms and species, as well as fishes, birds and spiritual entities.
- In total, 21 named unique characters are found and/or mentioned in the game. There will be 9 full-fledged in-game profiles, and one of them describes two characters at once, the rest is just met during the game or are mentioned in documents. There will be female, male, looking like humans, looking like humans with animal features (for example, mermaids), and looking completely like animals, characters.
- The difference in time of day in levels, for playable characters, has a plot reason - for the first hero this is morning and daytime, and for the second one morning, daytime, evening and night.
- The story of the second character is a preface to the first story, happening before its events. The second story is like a second bottom, which gives answers to many questions and allows you to look at your first impressions with "different eyes". It is even more curious, that already during the playing with the first main character many connections with the second plot will be seen, these stories are not arranged completely separately, so the player will be really interested to learn both.
- Extra Level also merges into the overall plot, being logically related to it. To know the whole plot, you need to complete both stories of playable characters, as well as Extra Level.
- Getting a second type of attack is also justified by the story, but playing with it, plot will not change - it is rather a thing for more variety, fun. The remaining two types are the combinations "first type of shot + second type of bomb" and "second type of shot + first type of bomb" respectively.
- Gameplay will be an "improved Touhou classics" - 5 integer Power levels for the main attack (i.e., from 0 to 5), Lives and Bombs will fall out from opponents. Graze will be, blue points will be. Also, at the end of each level, there will be a table of results as in Jigoku Kisetsukan, plus, among other pickups, purple items that multiply points - as in Jigoku, scoring will be much simpler and clearer.
- Inspired by Book of Star Mythology, after unlocking all 4 types of attack, you unlock the option with which the selected type will not require the accumulation of Power - Power will always be at maximum.
- Most carefully I approach the game universe and the characters' representation, in case of the latter - both their visual design and personality in all its aspects. Great efforts have been put to work them through, I'm trying to do everything in great detail and many-sided, and there are no solutions at random. Everything: be it name of the character, character's lifestyle, relationships

with other heroes, the artistic part of common and Special Attacks, design elements, why this particular hand is leading (I mean, handedness), why this particular eye color or height - all of this has meaning, this or that degree of thinking and elaboration (almost always extremely extensive). My main goal is to create "alive" universe and "alive" characters, something unique, interesting and memorable, and to do it qualitatively and meticulously, without leaving to the fans something crooked and with a bunch of holes. Of course, I am not superhumanly comprehensive, but, nevertheless, I believe in the good integrity of my work.

Forget about "original characters" with profiles in two lines, children's design and "can manage the forces of night (and also loves donuts)".

- The information "for reading" will be very extensive, and I also write a lot of author's notes and comments.
- In addition to the profiles of the characters, there is materials describing important concepts of the universe of the game: for example, its prehistory, what kinds of mystical creatures exist in it, how supernatural abilities appear and how they are used, and so on.
- In the profile of each character, as in many other materials, there are quotes that better reveal personality of the characters and get you more immersed in the game's world.
- Information about characters is multidimensional and consists of several parts - for example, having passed the final level with the first playable character, you will unlock only a part of the information about the boss character of that level, and the rest will unlock only after passing final level with the second character. For different characters, "control points" may vary - someone, for example, will meet you at the very beginning, and will be fully revealed only after the Extra Level.
- Text information is a web, where everything is, one way or another, often quite subtly, interconnected, nothing is a filler, and all wordings are chosen very carefully. The further you move through the plot, the more information you open, the more integral the universe of the game becomes, the more the characters' personalities and their relationships with each other are revealed, one is intertwined with the other, and so on. Do you think that the final bosses do not care about the bosses of the first and the second levels, for example? Like fun. Extra level boss? He also have relations with everyone. There is no such a thing that something exists separately from the rest or\and does not matter. I plan to develop the Maiden Deity's universe further, so everything is described with an eye to the future. I will answer most of the questions, except for those that I don't answer specifically, according to the author's intention (but not because it's a hole in logic or the lore) - some things are much more interesting to not know about, to invent various theories and to be ignorant, than to know the answer, and something you simply not need to know yet :).

Once you know the whole story, I strongly advise you to completely re-read all the available ingame text information again.

- Since information will contain various terms and references, I give appropriate notes. The same applies to the meaning of names (I even put emphasis on them and on japanese words in general - I mean, to read right, so there is no situations like "Yuriko or Yurikō?"), but in general everything I consider necessary to clarify.
- There will be a practice mode for Special Attacks, just like a practice mode for levels too.

- Working on Special Attacks, I emphasize their realism and clarity, where the name of the attack, most of the time, is directly related to its visual part, where there is no dissonance and explicit contrast, when the visual part is just some kind of conditional abstract patterns. But this does not mean that Special Attacks are banal, straightforward and boring - not at all, they are full of cultural, historical, mythological and etc. references, figures of speech, "subtle connections", and so on, and they perfectly represent characters using them.

- At different levels of difficulty, Special Attacks becomes more difficult not just due to the greater number of projectiles, but they can also significantly change their properties, there can be new types of projectiles, new sound effects, new visuals, new boss's animations, as in general each Special Attack have a certain theme, which progresses depending on the difficulty, both in the flavor sense (name of the attack and the comment to it), and gameplay wise.

For example, one of the bosses has a Special Attack tied to the types of arrows: whistling (Easy-Normal), flaming (Hard), explosive (Insane) - whistling are quite standard, but with an interesting sound effect, flaming will leave a fiery trail behind them, as well as scatter sparks behind, in front and on the sides, and about explosive everything is obvious.

- For some common and special attacks, visual indicators are planned, roughly [as here](#), if these attacks are too fast and/or not obvious. Also, this gives opportunity to add attacks/enemies appearing from behind the screen.

- Bosses will have special phrases in battle, commenting player's defeat and/or use of Continuations. Also, special phrases are planned before some Special Attacks and after them.

- There will be badges.

- There will be achievements.

- Initially, the game will be available on russian and english. I hope that it will be easy to work with the game files for fan translations, and all key text materials will be provided within Word-files in the game's directory. You will be able to freely translate the game after release into more languages, and we will officially add them on the Steam Store page.