

1. Title: Your game's (tentative) title.

- The Regime of Koh
 - Created by Anthony Polidura

2. Executive Summary (250 words or less): A summary of your game (in a few sentences up to a single paragraph) that includes key information such as genre, type of gameplay, story, overview, premises, etc.

- In the beautiful world of Koh, you play as a character in a family of martial artists. As each member of the family before you has mastered their own form of fighting, you must decide which path you would like to follow. Each family member has different styles they want to teach you, and depending on which path you go, relationships will change (as there is bad blood between some of the members). Will you devote your time to mastering one discipline, or will you try to keep the peace and learn a bit about all of the disciplines. Will you cause the downfall of your entire family tree? Your family relationships, romantic relationships and fighting prowess will all be determined by your choices. You decide how you will go down in history, in the Regime of Koh.

3. Genre and Core Mechanics: A brief (250 words) explanation of the genre and core gameplay mechanics.

- Role-playing game
- Interactive narrative – player can choose different fights to level up their skills. Some of these fights may have deeper personal connections to the player than other fights do, so the player gets to decide their own story.
- Combat
- Questing
- Exploration (Gathering worldbuilding information if the player would like)

- The gameplay will be similar to games like Yakuza, but most fights are either 1-on-1, or 2-on-2. Group fights may occur, but not the focal point of the combat system.

4. Platform: A very brief (under 250 words) explanation of what platform your game is for (ie. is it a mobile game? A PC game?). Here you can also explain opportunities for transmedia narrative.

- This game will be available for the platforms PC, XBOX, and PlayStation.
- Opportunities for Transmedia would entail either a prequel or spin-off game where you play as Phoebe to tell the full story of her childhood before she meets Kai, when they separate from each other early on, and actively fight your opponents as Phoebe.

5. Story Summary (250-500 words): An expanded description of the gameplay and story.

- There are 3 major storylines:
 - Kai, the youngest child in the Koh family, is about to be the leader of a new province that was created by an earthquake that split the largest section of the nation in two. As some of the family argue whether Kai has the ability to lead this new and confused province, Kai goes through training with one of his older siblings (up to the player). While training, Kai decides how he should govern this new province of his. Forming connections is essential for any leader, but with his position constantly in question, he must show why he is fit to lead this new province.
 - Nature is sacred, but Phoebe believes there is more going on. After her parents' mysterious disappearance 6 years ago, Phoebe is ready to travel and undergo serious training with Kai in order to find out the truth behind their disappearance. It turns out, her hunches were right. There is a "Secret Organization" that's been kidnapping those who would disturb the environment. These eco-terrorists work in secret. The leader of these terrorists is

actually the previous wife of Kai's father. She faked her death in order to start this organization 20+ years ago.

- o The last story to this game revolves around Kai's relationship with Phoebe. While the two have had a great friendship so far, traveling the world could be the make or break for them. She may follow his lead now, but the future is a different story, carved by the choices and dialogues throughout the playthrough. The two of them could end up romantically at the end, or they could be too caught up in their own adventures to be together romantically.

6. World Description and Major Locations (500 word maximum): Provide a brief overview of your world/setting. You should provide enough background information for your audience to know where this game takes place. (NOTE: You may use text from the world-building exercises if appropriate).

- Setting
 - o The game takes place in a fantasy world similar to Avatar the Last Airbender. The story itself takes place in the nation of Koh. Koh is split up into different provinces that are run by Kai's (Main Character) family. The characters are human, though most of the people in the world have somewhat knowledgeable about martial arts as a form of art and fighting style. The general population also has a healthy respect for nature. The destruction of nature is not something that's taken lightly. In the beginning of the game, Kai is going to have a meeting with his family, showing the types of people running this nation.
 - o There are other nations that exist outside of Koh, though they are not important until later on. This world is set in the times of 1852 (though only about 400 Koh years, as that's how long the Koh family line has been in power).
- Major Landmarks/Locations
 - o Each province will have a statue of the family member that's directly in charge of the province. These statues are to be

untouched. Others may view it as a disgrace to even lay a finger on these statues. There are also natural rivers and forests that help separate the provinces from each other. They may not be equal in size, but most of the family of Koh view each province as equal.

- Summary of Conflict in the World
 - The conflict in this world starts when a natural disaster causes a division between the largest province of Koh, creating two smaller provinces. When this happens, the family brings Kai (the youngest family member) to become the leader of this new, small province. There was much dispute over how this territory was to be used, but Kai's father had the final say, granting Kai the ability to rule this territory. The only catch, Kai must become a martial arts master just like his family members are.
 - Most of the outside world have been sharing technologies, creating a strong and unified force outside of the nation of Koh. When they stumble across Koh, they are afraid of the idea of a nation that may have more technology than they do, so they go and venture to Koh (second half of game).
 - Marco and Folami find out that their stepmother was the reason their actual mother died. This causes a huge falling out, several assassination attempts, and worsening ties which may crumble Koh.

7. Protagonist Brief Bio: Give a brief (250 words or less) bio of your protagonist.

- Kai is about to become the leader of a new province in Koh. For the last couple years, he's only had to take care of himself, Phoebe (an orphaned girl), and his family's name. He enjoyed the simple things in life, such as teaching Phoebe what he believed was basic education. Kai loves and holds his family very dear, but as he got older, he realized the tensions within his family beginning to rise. When the earthquake created the new province that would soon be Kai's territory, everything changed between him and his family. Some of the family gave him newfound

praise and respect, while others held malice towards him. Some view him as weak, as Kai's empathy seems to get him wrapped up in other peoples' troubles, though some view this as his greatest strength. Kai is not one to linger when the opportunity to help others arises. Saving Phoebe in the woods that fated night created an opportunity for him to learn about other provinces and the dangers that may be found in them. This gave him perspective that some of his siblings may not be as fair or as honorable as they may claim, but they still had his respect. There's no doubt that being a leader was a hard task, and soon Kai would have to take up the mantle. At least he has Phoebe by his side now. Kai couldn't imagine taking on a task like this by himself.

8. Description of Your Game's Beginning (250 words or less): Describe where the game begins. Where does it start? What inciting incident brings us into the narrative?

- The game begins through the eyes of Kai. As he wakes up, we see the inside of his tent. Kai then looks down, revealing Phoebe, his best friend, who's tightly gripping onto a pillow. The player is given the option to either begin making a breakfast meal or to wake up Phoebe.
 - The first choice allows the player puts the player in a cutscene where they cook alone. After Kai's finished with cooking, he takes the food to Phoebe, who is currently having a nightmare. (Jump to ***)
 - The second choice playfully wakes up Phoebe, giving a playful banter between the two characters. Afterwards, the two begin cooking together, sharing more banter, and showcasing Kai's mentoring nature towards Phoebe. Once they finish, they return to their tent to eat. As they eat, tears slowly fall from Phoebe's face. Kai looks at her, and then the game enters a flashback. (Jump to ***)
 - ***The player will be presented with a flashback of Kai (6 years ago) in the forest. The player wanders around aimlessly at night until they see a lantern in the distance. As the player approaches, the lantern turns off. There,

Phoebe is crying in the fetal position. Unbeknownst to Kai, her parents are “dead.”

9. Game Structure/Quest Outline: Describe your main quest structure. What are the major beats for the player? Where do they go and what do they do? Show how this structure builds narrative progression (250-500 words).

- 1st Quest: Prepare for the Hike to the Mountain Top
 - Kai gets summoned to head to his family’s palace at the top of the mountains in the center of the nation of Koh. Before you can leave, the player must ensure that they are adequately prepared for the journey.
 - Kai and Phoebe rummage through local gardens to take some fresh fruits and vegetables for the trip. The player can also choose to hunt for small game if they’d prefer.
 - Once they’ve gathered food, the player can walk around town to get a feel of how the game works. Some NPCs will have a brief story of their own or about recent events that have happened in the town. Since where the player starts is usually a quieter town, there won’t be anything super crazy in terms of the stories the NPCs tell.
 - After the player feels comfortable with everything they’ve gotten, they will be free to head to the Mountain Top. That is, until they see a crowd of people forming by the cliffside.
- 2nd Quest beat: Investigate the big commotion going on around the town.
 - As Kai and Phoebe are in town, there’s a massive gathering happening off to the side of the main path. When the player tries to skip past it, a cutscene will play and loud cracking sounds will be heard. Then, the player must go and talk to 3 of the people in the group to find out what’s going on.
 - Turns out, an earthquake has just split the largest province of Koh into 2 separate pieces. Across the large body of water, you can see how violent the earthquake really was. Many birds fly away from the forest in which the earthquake seemed to

originate. There had been earthquakes before, but this was the worst one they had ever experienced.

- There will be major story quests throughout each province in the world. Most of the story beats are dictated by quests that involve one of the royal members of Koh, or other nature inspired events that may occur. The final story beats are mainly a “final boss” kind of situation per province. There isn’t much of an interactive narrative during the final boss fights, but there are opportunities to severely hurt them after the fight. Doing so may increase/decrease the standings between the Koh family members. You may also complete quests that may gain favor with the other members of these provinces. These could also increase/decrease standings between the player and an NPC.

10. Gameplay Highlights (250-500 words): Define the gameplay highlights—most interesting and immersive—moments of your gameplay.

- The first branch altering decision in the game is when Kai meets up with his family. He can decide which of his siblings will train him. If the player chooses his older sister, Phoebe will visibly flare up, revealing a past between the two of them. One of Phoebe's last memories of her father was brutal injuries he suffered from challenging Kai's sister. Tension between Folami (Kai’s sister) and Phoebe will be hinted at beforehand. This may persuade the player to choose a different sibling to train under, but will give players a chance to see what happens when you do something Phoebe isn’t too thrilled about.
- Another immersive moment takes place about halfway through the game. Phoebe finds a lead that may expose the truth about the "Nature" that has been kidnapping people who try to disturb it. If Kai works with Phoebe, he may be putting himself in hot water with everyone else. If he doesn’t work with Phoebe, she will go alone to try and prove her suspicions, resulting in her capture. It will be a while before you see her again, and their relationship will begin to drift apart. This will, however, significantly raise your affinity with some of your family members. This major choice allows the player to draw the line in the sand publicly for which cause they’d rather fight

for (potential exposure of a popular belief, or trying to appease those who share power in order to keep peace). It is possible to maintain a good relationship with every important character, but they may involve doing extra side quests (essentially going for 100% completion).

A Script Section (2500 words minimum): In this section, you will give narrative samples of your game that depict the interactive story in action.

1. Create a character list (no need for lines of dialogue)

- Kai (MC/4th Child)
- Phoebe (Companion)
- Marco (1st Child)
- Folami (2nd Child)
- Noah (3rd Child)
- Min (Mother)
- Jiao-Long (Father)

2a. Cutscenes:



Script The Regime of Koh (1).pdf

2b. Barks:

Name of Character	Event	Bark
Kai	Waking Up	"Why can't the sun stay down?"
Phoebe	Waking Up	"Why is it hot?"
Kai	Meeting a Stranger	"My name is Kai. How can I help?"
Phoebe	Meeting a Stranger	*Silence like a deer in headlights.*
Kai	Self-Training	"Quicker. I have to be quicker."
Phoebe	Self-Training	"Get them off-balance, and then go for the strike at the right time."
Kai	Training Phoebe	"Get them off-balance, and then go for the strike at the right time."
Kai	Walking Through a new Town	"The air feels a bit different than the last town."
Kai	Walking Through a new Town	"Is this where I was supposed to go?"
Phoebe	Walking Through a new Town	"I wonder if they have any flower carts."
Phoebe	Walking Through a new Town	"Please have food. I'm starving!"
Kai	Victory	"That wasn't so bad."
Kai	Victory (Snarky)	"Nearly broke a sweat!"
Kai	Victory (Playfully)	"You almost got me there."
Phoebe	Victory	"I did it? I did it!"
Phoebe	Victory (Snarky)	"Did you even try?"
Phoebe	Victory (Playfully)	"That was a good fight. Thanks for letting me beat you."
Kai	Defeat	"I'll need to train more."
Kai	Defeat (Prideful)	"How did I lose? I'm clearly better than they are."
Kai	Defeat (Humble)	"You were the better fighter today."
Phoebe	Defeat	"You're way too strong! It's not fair."
Phoebe	Defeat (Prideful)	"You Cheated! Fight me again! I won't lose this one!"
Phoebe	Defeat (Humble)	"I guess I still have to improve."
NPC	Giving clues	"Have you looked by the cliffside? It seems there are lots of people g
NPC	Giving clues	"I think that young man over there sells that flower. Be careful thoug
NPC	Giving clues	"You might run into trouble if you go that way. Try going around the
NPC	Giving quests	"Can you help me find my daughter?"
NPC	Giving quests	"I want to try something I've been working on for a while. Do you thi