

GAME STORY IDEAS

1. Flower

A simple working title similar to my oc "Leaf"

2. Premise (Short Hook)

A normal slice of life world but with something dark lurking around the corners that haunts you after you lose your lover.

3. World Overview

- 2000's, small town of Sunbud Meadow
 - The tone is realistic but often sad or dark with reminisce on pain and how you could've cause your lovers death.
 - The main friend group was apart of Katie's world until they separated after the death
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4. Main Characters

Katie

Name: Katie Thorsen

Role in Story: you play as her and experience her pain

Personality: Quiet, soft, winces at normal things.

Design Notes: Based on Aubrey from "OMORI" but basically opposite personality

Ivan

Name: Ivan Serapet (Serum + Petal)

Role in Story: Future lover years after the incident? Best friend.

Personality: Very mellow, cradles his friends

Design Notes: he was based of Ivan from "Alien Stage" but i made him pretty much just not toxic and happy

5. Extended Story Breakdown

Act 1 – Setup

You do simple tasks and chores and fade in and out of this weird white area with a door. and at the end

Act 2 – Rising Action

Challenges, twists, character conflicts, discoveries.

Act 3 – Climax + Resolution

An almost death encounter but Ivan saves you from yourself. You wake in a hospital and at the roof you and Ivan talk. You both smile and laugh over dumb things.

6. Gameplay Tie-ins

How the story affects:

- Mechanics - Turn based fights, and a sleep meter
- Quests - Many side quests to gain friendship levels
- Bosses - Final boss The "Something" the embodiment of your lost lover and your pains.
- Player abilities - if you acquire certain objects you can use them. ex - fishing rod for you guessed it fishing