

Designer: Angela Liu

Narrative Bible: Mythical Rebirth

Title: Mythical Rebirth

Story Brief

Genre: Mythical/Fantasy RPG, Action

High Concept Statement/One-Liner: Mythical Rebirth offers rich storyline elements in a magical fantasy world with action packed combat materials featuring unique mythical powers, enemies, and worlds.

Story (High Concept):

- **Synopsis:** The humans and Surspirits are at a civil war. Lei is the daughter of two master sorcerers who haven't been around to teach her what she needed to become a master sorcerer herself. One day, day she decides to set off on her own journey with her best friend to discover her true strength and power. She comes across Shu, a friendly Surspirit, and decided to stay a night at her Tavern along with her residents that were a mix of humans and Surspirits but they were attacked in the middle of the night by the curse of the Rooted Earthquake. Everyone was trapped inside the tavern and the only way to break the curse was to travel to different realms by entering a portal to retrieve four missing gems.

Fluff Text: "The pale moon sails high in the night sky. The crickets sing and fireflies' flutter. A peaceful night. What is that? A rustle in the tall grass? It appears to be a frightened little girl who seems lost. In the distance, she spots a lightened-up tavern and rushes towards it." ~ Nu Wa (Mother Goddess and creator of mankind).

Story Integration:

1. In-game cinematics (IGCs):
 - a. Show grand overviews.
 - b. Show enemy functionality.
 - c. Show world events.
2. Interact with NPCs:
 - a. Share information about other characters/enemies.
 - b. Talk about the civil issues within the world.
 - c. Give players advice, tips, techniques, directions, etc.
3. Master all 4 elements: Fire, Water, Earth, and Light to fight the final boss. Each level of the game has a unique location, enemies, mechanics, and objectives. Newly introduced mechanics to the character will tie along with the storyline.

Example: Level takes place on a snowy mountain top.

- Enemies include snow foxes and frozen zombies.
- Learn mechanics: ice beam to freeze enemies and shatter the ice.

- **Story Integration:** Develop another elemental power to player skillset. Character discovers another part of them that they never knew existed.

World Overview

Setting:

Mythical Rebirth takes place during 12th century ancient China when the Song (Sung) Dynasty (960-1276) first started. At the time, China was divided in half with a northern (Bei) and southern (Nan) regions. The game's starting point will take place in the overgrown forest of Bei Song who was started by Zhao Kuangyin (aka Taizu). Taizu was an incredible military general; he led the people of ancient China to success by implementing pragmatic human resources and services to ensure modest living for the people of his nation.

People of the World:

- **Humans:** Majority of the Bei Song population consisted of mostly normal, mortal human beings who can learn how to use magic to become sorcerers.
- **Sorcerers:** Trained individuals who have learned to control elemental powers including fire, water, earth, and light. They are still mortal humans but can control these elements by command.
- **Surspirits:** Surspirits are immortal, half-human and half of a different entity- which could be other living plants, animals, or tangible objects. Surspirits are born with magic and their powers mimic that of their other entity and have the ability to shapeshift into their other entity. They mostly used their magic for survival and mainly feed on the essence of living beings such as humans and animals. Bei Song was the first region of China to accept Surspirits into their community where they can enjoy daily life like a normal person.

Conflict in the World (War-Torn World):

Taizu was ancient China's first leader to welcome Surspirits into his nation. He recognized them to have greater power and capability than any human sorcerer; thus, he kindly made an agreement to welcome allied Surspirits who promise to not use their powers to hurt others and to remain peaceful into his communities. Though, this created a controversial disagreement among the people. Most citizens hated Surspirits and saw them as monsters or demons that were trying to take over the community. Others believed that they were too different to get along together- after all, they were immortal creatures that were designed to feed on humans. Most people would look down towards Surspirit and bully them for being different and dangerous by nature; but of course, they were restricted from using their powers in the communities so they wouldn't be able to fight back or defend themselves.

One day, it got to the point where enough was enough and they decided to band together and fight back against the people. This called for war within the nation between humans and Surspirits. An election trial was held by the community where the higher up executives voted on whether to kick out the Surspirits or let them stay. The humans argued that their community was built around normal humans and would be peaceful if they kicked out all the Surspirits. On the other hand, the Surspirits argued that they come in peace and it was the humans who caused violence towards them. The majority voted against the Surspirits and they were all ordered to leave the communities by 24 hours. Those who stayed were killed, locked up,

or beaten and were used as public displays. Others stayed in hideouts and the rest fled into the forest. It was ordered that if anyone were to find a Surspirit, to kill them immediately on the spot.

Major Locations:

1. **Shu's Tavern located in Shunan Bamboo Forest:** An overgrown forest of bamboo sticks located in Bei Song.
 - a. **EARLY/MID GAME:** The main location that the player will be coming and going from is the dining hall/lobby area of Shu's Tavern. Throughout the game, the player will be teleported from the dining hall to different areas of ancient China where they will encounter different types of enemies, environment, and will be introduced to different mechanics.
 - b. **END GAME:** After the player has traveled through all three of the other realms, they will fight the final boss aka Shu the tree spirit. She will transform and combine with the black roots that have been trapping everyone inside the tavern and grow to an enormous size creating an environment for the characters to walk on.
2. **Araneaea's Lair is located in the Kunming Stone Forest/Shilin:** This area takes place in a dark creepy cave that is infested with cobwebs and spider nests. Enemies in this level include spider-like creatures that have different abilities such as poison and stun attacks. Players learn the light element in this level. The mini boss here is the Spider Queen.
3. **Snowy Mountain Village located in TianShan TianChi, XinJiang Province:** This area has a small village in the of XinJiang Province that is completely covered by snow. Talk to locals here who lead the player into the deep snowy mountains to face the legendary snow fox Surspirit. Enemies here include snow wolves, frozen zombies, and teach the player the Fire element. The mini boss here is the Artic Fox Boss.
4. **Overgrown Jungle located in XiShuangbanna Tropical Forest, Yunnan:** This area takes place in the middle of the tropical forest with amphibious and scaly creatures such as snakes, frogs, and insects. The player will learn the Earth element that will be used to defeat the mini boss Snake Boss.

World Altering Events:

Rooted Earthquake: Shu's Tavern sits peacefully on the middle of lagoon located in Shunan Bamboo Forest of ancient China. One night, the floor began to rumble and the building took a slight tilt backwards causing everything and everyone inside to fall over. Giant roots sprouted up from the surface of the water and elevated the tavern and held it up a couple feet higher above the water. The roots wrapped themselves around the buildings and some broke in through the windows blocking doors and hallways. A portal to another dimension had been summoned and spawned in creepy spiderling creature that attacked the people. A couple trained sorcerers and Sursprits team together and fought off the creatures and protected those who couldn't protect themselves. When the earthquake and attack were over, everyone was trapped inside with the roots blocking every possible exit and window.

Magic and Spells:

Humans are capable of becoming sorcerers by learning elemental powers such as fire, water, light, and others that can be discovered. They must train their strength consistently and learn from monks and other

masters of the elements. Most people become sorcerers to protect themselves against evil Surspirits that want to feed on humans.

Surspirits are rooted with magic. Their powers and ability are determined by their other entity. As a half-human and half-other entity, they have the ability to transform into that other entity to enhance their powers. For instance, Shu is half-human and half-willow tree. This gives her the ability to transform into a willow tree. In her human form, her magic allows her to root people standing on the ground. Feeding on the essences of living beings allows Surspirits to live longer and allow their powers to grow stronger.

Character List

Major Non-Playable Characters (NPC):

Mentor: Nu-Wa			
Gender	Female	Height	8 feet
Age	10000+ years old	Weight	280lbs
Spirit Type	Chinese, Goddess	Eye Color	Brown
Complexion	Pale, White	Hair	None
Fictional Character	Mother Goddess and Creator of Mankind		
Personality	Calm, Wise, Supportive, Peaceful, Pure, Forgiving		
Appearance	Literal white flying cloud that follows player around. Can expand bigger and smaller.		
Governing Trait	Openness- Appreciate new art, ideas, values, feelings, and behaviors.		
Conflicting Traits	None		
Secondary Traits	Extraversion- Talkative, sociable, and enjoy other people's presence.		
Breaking Point	None. Always calm and collective. Always accepting of people making mistakes.		
Strongest Dream	Peace among all living beings.		
Strongest Fear	Seeing violence and death among her creations.		
Makes them Laugh	Seeing people succeed peacefully.		
Makes them Cry	Nothing		
Dark Secret	None		
Spiritual Beliefs	Believes that spiritual shapeshifts and mankind can live together peacefully.		
Attitude: Government	Believes that the government treats spiritual shapeshifters badly but both sides can work it out peacefully and no one needs to get hurt.		
Attitude: Law	Everyone should follow it regardless of who you are.		
Attitude: Cultural Norms	It is what it is. If you don't like it, then go make an impact to change it through peace.		
Belongs to Subculture	Goddess.	Family	Everyone
Education	Knower of all.	Behavior Towards Strangers	Welcoming; open to heart everyone's story.
Economic Status	None	Favorite Food	None, doesn't eat.
Current Role	Lei's Mentor.	Favorite Drink	None
Love Life	None	Favorite Clothing	Dressed in a large white hooded cloak, a sun resides behind her head like a halo.
Bio	Nu-Wa is the mother Goddess and the creator of humankind.		
Story/ Plot Involvement	She represents Lei's guardian angel and mentor. She shows up once or twice to give advice and guides Lei on her journey but can't always give her the answer to her problems.		
Character development	None		
Character Growth	None		
Relationship with Other Characters	Doesn't interfere with anyone's decisions but only gives advice and guides Lei in the path that she needs to take to deal with conflicts.		

Main Antagonist: Jia-Jia

Gender	Female	Height	6 feet
Age	2593 years old	Weight	149lbs
Spirit Type	Chinese, Spider Spirit	Eye Color	Red
Complexion	Pale, flawless	Hair	Short, black, straight
Fictional Character	Can shapeshift from human form to giant scary spider form.		
Personality	Evil, hateful, harmful, greedy		
Appearance	Tall, Slender, evil eyes, sharp chin, dark clothing.		
Governing Trait	Neuroticism: Frequently experience negative emotions such as anger, sadness, as well as being interpersonally sensitive.		
Conflicting Traits	None		
Secondary Traits	A leader, commander.		
Breaking Point	Seeing the slaughter of her kind, she will transform into her true spider form and destroy everything around her.		
Strongest Dream	Overthrowing mankind.		
Strongest Fear	Seeing mankind attack and kill her species.		
Makes them Laugh	Killing and draining life and power from mankind.		
Makes them Cry	Seeing her kind (army of spiders) die.		
Dark Secret	Is plotting to kill all of mankind and take over the lands with her spiritual sisters and brothers.		
Spiritual Beliefs	Believes that spiritual shapeshifts and mankind cannot live together peacefully; thus, she wants to kill all of mankind and everyone that stands in her way.		
Attitude: Government	The government is run by humans and looks down upon shapeshifting spirits like herself. She wants to kill each and every last one of them so she can be the ruler of all.		
Attitude: Law	Will not follow the law and is out to break those who set the laws.		
Attitude: Cultural Norms	The cultural norm is to see all shapeshifting spirits like herself as freaks and dangerous to mankind. So, she is set on a mission to prove them right.		
Belongs to Subculture	“Spiritual Shapeshifts”	Family	Family of Spiders, Sisters (Other species of spiritual shapeshifters)
Education	Basic	Behavior Towards Strangers	Interested in what strangers have to offer whether its life essence, power, usefulness towards her plan to overthrow the government, etc.
Economic Status	Poor in currency, high in power.	Favorite Food	Life essence, blood.
Current Role	Lei’s Mentor.	Favorite Drink	Any Blood.
Love Life	None	Favorite Clothing	Thick, black, robe/cloak.
Bio	Jia-Jia is an evil spider spirit that seeks life and power from other beings. When he was a little girl, she was bullied in civilization by humans. As she got older, her hate for humans grew larger and larger and plans to overthrow the government run by humans and rule the land herself.		
Story/ Plot Involvement	Jia-Jia is the main antagonist, but Lei is interfering with her plans. She sends enemies to Lei and tries to get rid of her in various different ways.		
Character development	None		
Character Growth	None		
Relationship with Other Characters	Doesn’t care what others wants and need. Just focused on her goal of destroying all mankind.		

Major Playable Characters:

Main Protagonist: Lei

Gender	Female	Height	5'4 feet
Age	17 years old	Weight	130lbs
Spirit Type	Human	Eye Color	Brown
Complexion	Pale	Hair	Medium black hair.
Fictional Character	Setting out to discover her true self since her parents are never around. Willing to go the distance to obtain her true strength.		
Personality	Determined, trying to discover herself.		
Appearance	Medium height, frowning, serious look, light armor.		
Governing Trait	Moral sensitivity, ethical choices, conscientiousness, etc.		
Conflicting Traits	None		
Secondary Traits	None		
Breaking Point	Never gives up.		
Strongest Dream	Reaching her full potential as a sorcerer.		
Strongest Fear	Being defeated. Giving up too easily.		
Makes them Laugh	Xiao Feng being silly.		
Makes them Cry	Seeing her team get hurt or injured.		
Dark Secret	She is a neglected child whose parents really didn't care for her.		
Spiritual Beliefs	Believes that spiritual shapeshifts and mankind cannot live together peacefully; thus, she wants to kill all of mankind and everyone that stands in her way.		
Attitude: Government	Everyone should follow it regardless of who you are.		
Attitude: Law	Will not follow the law and is out to break those who set the laws.		
Attitude: Cultural Norms	Hates human discrimination towards Surspirits.		
Belongs to Subculture	Sorcerer	Family	Mother is June. Father is Kai. They both for the powerful monk in the deep mountains and are never around to take care of her.
Education	Basic	Behavior Towards Strangers	Willing to help anyone if she can practice her strength and power.
Economic Status	Poor	Favorite Food	Peaches
Current Role	Main Character	Favorite Drink	Water
Love Life	None	Favorite Clothing	Her light brown armor.
Bio	Venturing into the forest with her best friend to discover her true form as a sorcerer and solve the civil issue between humans and Surspirits.		
Story/ Plot Involvement	Originally just wanted to discover her strength and powers but after seeing the conflict between humans and Surspirits, she wants to bring the two groups together and create peace among them.		
Character development	Change in goal stated above.		
Character Growth	Grows bigger, longer hair, more feminine features.		
Relationship with Other Characters	Willing to help anyone if she can practice her strength and power.		

Sidekick: Xiao Feng			
Gender	Male	Height	7 inches
Age	100 years old	Weight	0.0085 grams
Spirit Type	Chinese, Cloud Spirit	Eye Color	Blue
Complexion	Pale, White	Hair	None
Fictional Character	Literal flying cloud that follows player around.		
Personality	Extroverted, Cheerful, helpful, supportive, dislikes the power draining evil spirits.		
Appearance	Literal white flying cloud that follows player around. Can expand bigger and smaller.		
Governing Trait	Moral sensitivity, judgement, and character. Ethical choices. Conscientiousness		
Conflicting Traits	Openness Appreciate new ideas, values, feelings, and behaviors.		
Secondary Traits	Agreeableness To agree and go along with others.		
Breaking Point	When someone or something hurts Lei, he will start to turn grey and start rumbling thunder.		
Strongest Dream	Make Lei happy. His sole purpose is to make Lei happy and help her through her conflicts.		
Strongest Fear	Seeing Lei sad and not be able to succeed in her dreams.		
Makes them Laugh	Seeing Lei happy.		
Makes them Cry	Seeing Lei sad.		
Dark Secret	None		
Spiritual Beliefs	Believes that spiritual shapeshifts and mankind can live together peacefully.		
Attitude: Government	Believes that the government treats spiritual shapeshifters badly but both sides can work it out peacefully and no one needs to get hurt.		
Attitude: Law	Everyone should follow it regardless of who you are.		
Attitude: Cultural Norms	Hates how he is treated because he's not a human but doesn't believe in violence and killing.		
Belongs to Subculture	Spirit.	Family	Lost, orphan, somewhere in heaven
Education	None.	Behavior Towards Strangers	Cautious, not trusting
Economic Status	Poor.	Favorite Food	None, doesn't eat.
Current Role	Lei's sidekick.	Favorite Drink	None
Love Life	None	Favorite Clothing	Flower on his head.
Bio	Xiao Feng has been Lei's best friend since they were very young. He was blown into her home on a windy day and stayed with Lei since.		
Story/ Plot Involvement	He reminds Lei of why she's on this journey and supports her in ways such as healing and protection, transportation, etc.		
Character development	None.		
Character Growth	None.		
Relationship with Other Characters	Doesn't trust anyone other than Lei and Nu-Wa.		

Expand Story Breakout

Game Beginning and Level 1: Araneaea's Lair- The Spier Queen's Lair

Breakdown:

Opening (Early Game)

- IGC: World overview of leading up player starting point. Watch the conversation between Lei and Xiao Feng packing up their bags and leaving their home. They walk into the forest during daytime and the scene cuts off and resumes at nightfall. Lei across a lit tavern and decided to stay there for the night. The other guests at the tavern were very welcoming and friendly, creating a cheerful and warm atmosphere. In the middle of the night, the Rooted Earthquake took place and trapped everyone inside the tavern. Additionally, spiders from a mysterious portal spawned in and started attacking the residents.
- The scene cuts off and resumes when the earthquake is over. The spiders are gone and it's finally quiet. We watch people rise from under chairs and tables then gather together in the dining area. Lei and the residents discovered a podium of gems that had arisen from the floorboards- though the gem slots were empty. They discussed what it could possibly be and how they were going to escape from being trapped inside the tavern. Yao-Yao, a Surspirit informs everyone that they must find all four gems and place them in their respective slots in order to break the curse of the Rooted Earthquake and escape. He also mentioned that the gems had to be in the portal from where the spiders came from because there was no where else they could go to. Cuts scene ends.

Mid-Game

- Main Objective: Find the gem from this world and take it back to the tavern.
- Gameplay begins: After the cutscene ends, the player can now control their character move around to become familiar with the movement and environment space. They are placed in the same dining scene area was the cutscene is where some other resident NPCs talk to and can purchase items from the bar area. To start the mission, the player must walk into the portal located in the corner of the room.
- Upon entering the portal to the first level, Araneaea's Lair, the entire environment changes into a dark cave environment. The walls surrounding the players are black and grey rocks and covered in cobwebs and eerie music creates an eerie atmosphere. Before being introduced to mobile enemies, the player will first learn the functionality of spider nests which are traps that will slow the player and detonate after a couple seconds. Afterwards, they will be introduced to the different varieties of spider enemies throughout the rest of the level.
- Player will learn the Light element in this which allows them to see throughout much darker levels of the cave-like environment. This is just one of four elements that the player needs in order to defeat the final boss.

End Game

- Towards the end of the level, the player has already learned the enemy archetypes and elemental power, Light. Another cutscene players where the player accidentally walks into Araneaea's, the Spider Queen (mini boss), web trap that lifts them into her nest high over ground floor. The player is forced to stay on the web or they will fall to their death. This introduces one of

Araneaea's main attacks where she triggers a section of the web and the motion travels towards where the player is standing causing them to lose balance.

- In order to defeat Araneaea, the player has to use Light to shine it into all eight of her eyes. Though, Araneaea is set on a timer that rotates which eyes open when. Upon defeating, Araneaea, a cutscene will play depicting her death and have her body disintegrate into thin air leaving behind a white shiny gem. The players will collect the gem and then be teleported back to the portal in which they will take back to the tavern scene.

The Opening:

- I. The Introduction of Characters
 - a. The intro cutscene shows multiple characters including Lei who is the main sorcerer character who is leaving home to discover her true self along with her best friend Xiao Feng that is a Surspirit that is a little cloud.
 - b. In the tavern, Lei meets these main side character:
 - i. Shu- the tavern owner and also a Surspirit of trees.
 - ii. Yao-Yao- resident and also a Surspirit of foxes.
 - iii. Feng- resident and also sorcerer.
- II. The Introduction of Conflict
 - a. In the middle of the night, the Rooted Earthquake took place and trapped everyone inside the tavern. They have to figure out a way to break the curse of the Rooted Earthquake and escape from the attacking spider creatures.
- III. First Combat/Mechanical Trail
 - a. Use Light element discovered in Araneaea's Lair to light up dark areas of the level.
 - b. Use Light element to cast damage to enemies.
- IV. Launch Into Mid-Game/Session
 - a. After the intro cutscene, players gain control of the character in the dining area of the tavern that plays as the "Safe Zone" of the game. The player can purchase items from the bar, have access to a practice range, and select missions.
 - b. When the players select a mission, they enter the portal and travel to a different realm (known as the different levels available to play) featuring unique environments, enemy archetypes, abilities to unlock, and bosses.

The Mid-Game/Session:

- V. Setback/Obstacle, Larger
 - a. Dark areas require the Light element to continue progression because it is too dark for the player to walk in blindly to. Additionally, secret areas will be introduced early on in the level before the player learns the ability to add backtracking into the game. These areas will contain items that will reward players heavily.
- VI. Things In Danger
 - a. Prisoners: Throughout all the levels, the players can find prisoners who have been trapped in the realm. We can see this happening during the intro cutscene when the spider creatures attack residents of the tavern during the Rooted

Earthquake. Rescuing a prisoner rewards the player with gold that can be spent to purchase items at the bar.

VII. Reconfirmation

- a. During the fight with the Spider Queen, the newly learned Light element comes to great use. Use the light to blind all eight of her eyes to successfully defeat the level, collect the gem, and bring it back to the tavern.

End Game:

VIII. The Big Huge Battle (Climax)

- a. The Spider Queen functions on a cycle where she opens and closes each one of her eyes. The player prepares their attacks perfectly to match these openings when their attack does the most damage to her eyes which is her weak spots.
- b. Meanwhile, players have to be mindful of dodging the attacks that are being thrown at them by the Spider Queen.
- c. There are down times when she cannot take damage and spawns in waves of smaller enemies introduced earlier in the level.

IX. The Gain

- a. Successfully defeating the Spider Queen will reward the player with a trophy and give the player one of the four gems required to trigger the end game.