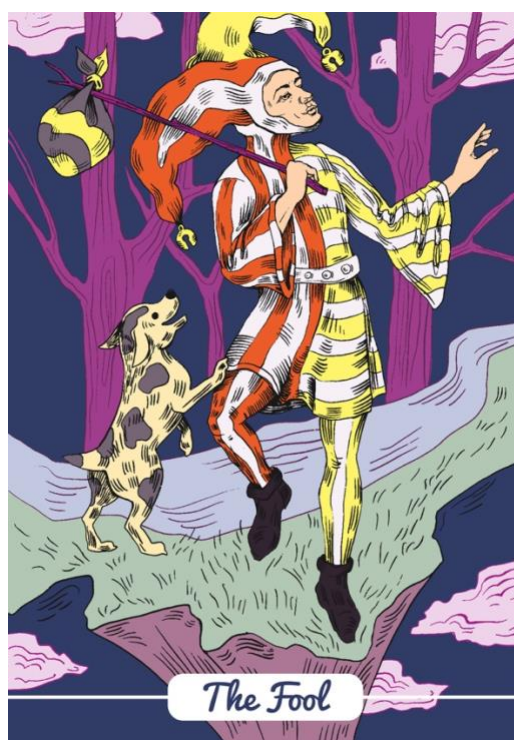


The Fool's Journey

Pitch Document



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Executive Summary

The Fool's Journey is an RPG action/ adventure video game based on the tarot deck that tests the player's decision-making and life skills. The player uses combat combinations, makes decisions based on esoteric knowledge, and adaptive reasoning. The choices the player makes determines the character's fate.

Audience Analysis

The target audience for *The Fool's Journey* is 18-40 years old. This is directed to the worker or scholar that struggles to relax from a stressful day. The young person that wants to understand more about themselves, the mom that wants to laugh about her life. This game attracts fans of fantasy, alternative reality, and science fiction.

The Fool's Journey better suits those with a taste for dark comedy and a mind-altering view of reality. This adventure styled game allows players to make decisions based on their own morals. The player can choose to harness light or dark energy. They choose different types of magic that acquire unique foraged items. These player decisions allow the character to establish different personalities.

This video game would have a trailer that would be accessible on different platforms. Cutscenes, gameplay videos, interviews and 'how it's made' videos are posted on YouTube. This game uses IG for contests that promote players to dress up like characters and encourages fan art. Merchandise for the game will be available to help promote it.

Recommended ages 18 and up.

Story

The Fool's Journey is an action, adventure console game about a depressed, misunderstood teenager that comes home to his dead mother and is forced out of the house and on a journey of self-discovery.

Dawn gets fired from his pizza delivery job and returns home early. The hallway is scattered with old needles and his mother is dead against the wall from an overdose. While his mother's boyfriend screams the blame at him, Dawn escapes with his dog, Jet. When Dawn enters the woods, he falls and hits his head triggering a memory of his mother pulling tarot cards. She flips the card of the Devil and Dawn is absorbed into it.

He awakes and must find a campsite. He collects wood and when he has achieved doing so he can start a fire. Dawn is approached by an old Traveler. The Traveler tells Dawn a story about the Devil that captures lost souls in the forest. He advises Dawn to use his instincts and utilize the gifts from the forest. The Traveler teaches Dawn the power of magic and disappears. When Dawn opens his sack, a shield is inside, Dawn takes the shield and ventures away from the campsite.

Near the swamp, demonic shadow creatures emerge from the woods and Dawn must fight. A woman's disembodied voice is laughing and taunting. Once Dawn has fought all of the creatures, a green-hued woman appears in the water. She is sweet and cunning until Dawn gets closer and she turns into a monstrous, swamp witch called, "The Moon." Dawn's magic does little against the Moon and Dawn must use a combination of reflective and shielding moves to defeat her. Once the Moon is defeated, a symbolic triad of crows is picking apart the Devil's last contestant that is bound to the tree. They take flight. A feather is left on the ground and Dawn picks it up and it turns into a rod; it is used to summon the Star.

A ghostly, young woman in chains walks out of the forest. She introduces herself as Anastacia, a slave of the Devil. The Devil has requested Dawn's presence. Anastacia brings him to the underworld where he must put the undead to rest with an enchanted harp for safe crossings.

The Devil offers Dawn the emperor's crown that comes with a life of wealth and family, in return for his soul. Dawn refuses the offer and the Devil curses Dawn into a life lost in the woods for eternity. Dawn proposes a deal. In exchange for Anastacia's life overcome his obstacles and retrieve the emperor's crown from the Devil. If he loses, his soul will dwell in the underworld with the Devil forever.

The Devil agrees and they begin to battle. If Dawn wins or if he loses, he is swallowed into a dark abyss that leads him back to the campsite where more routes are available.

Dawn's dog acts as a resource for collecting goods and helping in battle. Dawn is aided by the Medicine Man that has camps throughout the map. Even though there is a golden path presented to Dawn, the player is allowed to move freely among the map followed by Jet. While fighting the demons of the forest, wild animals aid him on his adventure as he gains skills and knowledge to communicate with the forest and animals around him. He realizes the Devil has little control of

the forest itself. As Dawn builds an army and is aided by creatures of the forest, he climbs a tower, fighting off demonic creatures along the way including the massive winged beast, Gargoyle.

When Dawn reaches the top of the tower, he is given two doors to choose from, one consisting of Anastacia and one consisting of the emperor's crown. No matter which the player chooses he is returned to the beginning of the game in the forest and wakes up next to Jet. The decision he makes will make the first impact on his powers and if he harnesses light or dark energy. Dawn is forced to find wood and start a fire. There is no sign of the emperor's crown but on the floor is a chalice. When he starts the fire the golden Goddess Freya appears with a large wheel, Dawn spins the wheel and is gifted with an item. He is then encouraged to continue to find the Devil and the emperor's crown. He continues into the forest where Jet smells a tree and Dawn is forced to fight a group of demons alone. When they are defeated, he examines the tree, and in it is Mateo, the hanging man. Mateo opens a portal to the underworld with a glowing lasso and Dawn and Jet jump through. They have now entered the underworld. Dawn is given the lasso which allows him to travel between worlds.

Dawn is greeted by Anastacia and she aids him in battle wielding double swords. Jet must search through the dark for energized crystals to light their path leaving Dawn in the darkness. They are faced with a fierce ghost lion and other ghost animals that attack. After overcoming the creatures, a sword is awarded to Dawn who is now in full gear. Dawn opens the doors to the Devil's dungeon. The souls of Dawn's family members and neighbors are chained together on the walls. The Devil greets them and takes Anastacia captive, chaining her as well.

The battlefield of underworld rises, carrying with it Dawn, Jet, and the Devil with caged Anastacia, out of the underworld and into a volcanic arena. Dawn uses the rod to call the the Star, the soul of Kalaya, Anastacia's sister and the Devil's last contestant. With a bright flash in the sky a beautiful terrestrial woman, The Star, comes to Dawn's aid and gives him health potions and uses a lotus blossom attack to help defeat the henchmen. When there is no more power to call the Star, Jet is kicked out of the arena, and Dawn is forced to fight alone.

Dawn and the Devil face combat, after a long and arduous battle Dawn, defeats the Devil, who retreats cowering and wounded. Kalaya reunites with her sister before returning to the stars. The arena shrinks back down into the underworld. As the Devil retreats, he releases the chains on the souls of Dawn's family and neighbors, and they try to consume him. Dawn lassos them and they disappear out of the underworld. When he escapes, he finds Anastacia caged and the emperor's crown on a mantel. Jet barges in barking.

Dawn fight's the Devil for the last time. The two have a bloody battle without any henchmen or the Star. When Dawn wins, he is given the choice between the emperor's crown and Anastacia. If he puts on the emperor's crown, Jet yelps as Dawn is transported into another dimension. Dawn wakes up in bed, to Anastacia calling his name and next to him is the contract with the Devil, with Dawn's signature on it. She gives him a kiss like long term lovers. He lives a day in a normal life, and he realizes that he has fallen into the same routine as his neighbors as they simultaneously walk into their cars in suits and drive to work. If he chooses Anastacia, he becomes king of the Underworld. He transforms and acquires attributes of the Devil with Jet by

his side. They leave the Underworld and they are approached by the Traveler. The Traveler warns Dawn to use his power for good. He puts his forehead to Dawn's and when Dawn pulls away, he lets out a loud roar. Dawn, Anastacia, and Jet stand at the top of the mountain and have obtained freedom.

Characters

Dawn

Dawn is 18-years old and has no plans for his future. He lacked attention his whole childhood growing up without a father and with a junkie mother. He suffers from a lack of confidence and depression. Dawn is non-binary and has both feminine and masculine qualities.

Throughout the course of the game Dawn learns to trust in people, gains ambition/ incentive and takes control of his life through the player's actions and decisions. He not only protects the people he loves but the people that have hurt him the most.

Jet

Jet is Dawn's Pomeranian. When Dawn is walking around, Dawn will bite the back of his pants, playfully. Dawn attacks the henchmen and is part of Dawn's combination attempts. Jet forages for Dawn and can travel further away as Dawn levels up.

The Devil

The Devil comes to Dawn when change is beginning to occur in Dawn's life. Without the Devil, Dawn would never be pushed to make the changes that will ultimately force him to survive. The Devil has control of all of the lives in the town. He feeds on the townspeople's negativity. Dawn is an easy target for the Devil, full of depression and self-doubt but the Devil comes to find out that there is more to Dawn than a fool.

The Devil is self-centered and a prude. He feels like he is in control until he loses it all.

Henchmen

The henchmen (animals and demons) are various types of shadow creatures. They come out of the trees. They are made up of the townspeople's fears. They are relentless to kill and send souls to the underworld. They are controlled by the Devil and he releases stronger creatures the closer Dawn gets to the emperor's crown.

Anastacia (The Two of Swords)

Anastacia is a seventeen-year-old orphan. After her parent's death she lived with her brother who was gang affiliated. When she noticed her environment getting dangerous, she ran into the arms of an older boy. He had a car, a job, he was a part of a band, everything Anastacia wanted but when she refused to sleep with him, he beat her, raped her and dumped her body in the forest. Anastacia is in purgatory. When Dawn brings Anastacia above from the underworld, a free woman, she regains life in her body.

Anastacia has been running her whole life but when she becomes Dawn's accomplice in the underworld, she makes the decision to stop obeying the Devil.

Competition Analysis

RPG action/adventure games are abundant on the shelves. *The Fool's Journey's* competition are games like *Pyre*, *The Outer World* and *Super Chibi Knights*. It outshines these games because in *The Fool's Journey* there are unique fantasy and myth elements that haven't been addressed before, the game play also includes the collection of cards and the player's challenges are both decision based and combat driven.

Pyre is similar to *The Fool's Journey* because it is in the style of a hand drawn, visual novel. The player's choices can be gut wrenching and loyalty is rewarded. Also, the player has a team to accompany the character. Unlike *Pyre*, *The Fool's Journey* is played as a single character and cannot be alternated. The player makes strategic verbal commands for companion characters without directly controlling them.

The Fool's Journey is similar to *The Outer World*, they both share dark comedy and satire tones, non-player characters in *The Outer World* are like mascots and are distinguished. This is similar to *The Fool's Journey* because the non-player characters represent cards and have deeper meanings. In *the Outer World* the spaceship hub has a portal between worlds, like the lasso in *The Fool's Journey*. In both games there is not a lot outside of the golden path but plenty of combat along the way. *The Fool's Journey* challenges this game with unique side games, shocking dead ends, and interesting gifts that can be found exploring the map. Aiming is different in these games, where in *The Outer World* a slow aim technique is used in *The Fool's Journey* has the option to lock on targets. In both games the player makes the decision to exchange skills. *The Outer World* employs' companions to accompany the character, similar to *The Fool's Journey*. *The Fool's Journey* has a complex story that outshines *The Outer World* because of the decisions the player must face. '

Super Chibi Knights is a competitor of *The Fool's Journey* and shares a very distinct attribute, it plays similar to a platform game. *Super Chibi Knights* has similar gameplay voiceover clips as *The Fool's Journey*. It has text-based story content and is a starter project. *The Fool's Journey* is more complex, uses various combat techniques and utilizes companions, magic and side games that *Super Chibi Knights* does not.

Gameplay

"*The Fool's Journey*" is an RPG game with a branching narrative and complex puzzles. The player will get to make choices in the game that will impact the character's gameplay and skills. It also has an alternate ending depending on the player's last decision. There are checkpoints in this game and cutscenes that can be skipped (even though by doing so the player is missing out on valuable information.) The player chooses to play as a beginner, intermediate or advanced. As the player levels up the difficulty of the game increases. The player is free to roam around the map after they have opened up the levels. If Dawn is consumed by henchmen or devoured by the Devil, then he restarts at his last checkpoint. The game does not end without winning.

Each attack causes damage to its opponent, causing a decrease in hit points. The character gains experience points when he causes damage. The character comes across non-player characters that help aid him, sell to him, or accompany him on his quest. Magic (fireball, earthquake, and levitate) and skills (night vision, combat combinations and build) are learned throughout the journey. The character collects fallen coins that can be used for trade when defeating an enemy.

A mission must be completed to advance in levels. Each mission consists of a puzzle, combat and branching narrative choices. The goal in combat is to eliminate the opponent. The player has strategic tile resources and combat actions for best outcomes. Most puzzles are solved using a combination of jumping, levitating items, and combination moves with Jet. Finishing these tasks will result in a battle with a boss followed by the next level. There is a hidden side quest where the character plays a platform style level and must escape the angry dragon. When the character escapes he is awarded a tarot card. If the player collects all 22 a secret sword is unlocked.

The choice the player makes impacts their experience in "*The Fool's Journey*." Even though the story line has key cutscenes that are consistent with each achieved level, the choices the player makes will determine their skills, levels, items, weapons and also the relationships they have with non-player characters. If a player chooses to over forage the forest his relationship with the traveler won't be as fruitful, if a player chooses to kill (the animals) without reason then the animals will not want to aid him. A player will excel more in the above world or in the underworld and the choices they make will alter the appearance and ability of the character.

Reference

Chaika, M. (2020). Tarot- The Fool Card [Image]. Adobe Stock.

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