

Concept:

# Moonflower

An action game about defeating gods to  
steal their divinity.

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Project Moonflower

By A.J. Fulco



# Story

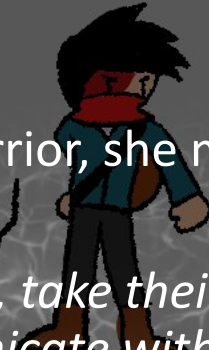
Koyo, is a young soldier from a far-off land. One day his village was attacked and slaughtered by a warring country.

Devastated, he journeys to a forbidden island to meet with the demi-goddess Sol, the interpreter between the mortal and the divine world, to contact his deceased family and say goodbye to them.

But after meeting Sol, we learn that she does not have the strength to be able to communicate with that world because her divinity is not strong enough.

Recognizing Koyo's strength as a warrior, she makes a deal with him.

*Defeat the 12 gods of the world, take their divinity, and bring it back to Sol so she can grow strong enough to communicate with Koyo's family.*

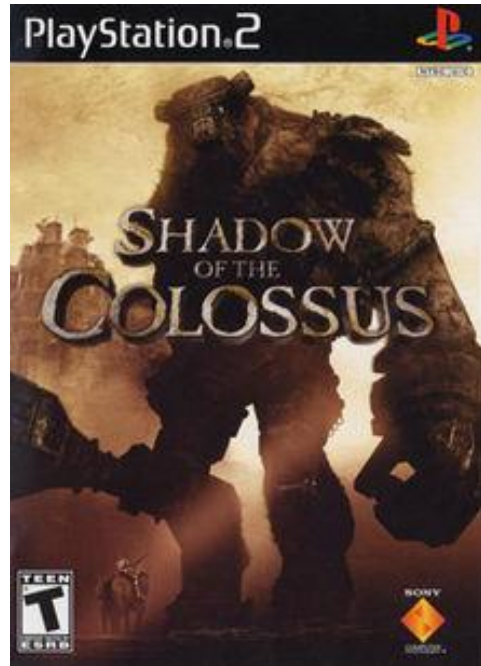


# Goals

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- Boss battles that emphasize skill and dexterity.
- Create iconic sets and environments inspired by different regions around the world.
- Create amazing bosses that can be described as Iconic.
- Tell a story of forgiveness in a fairytale/ mythos like style.

# Inspirations



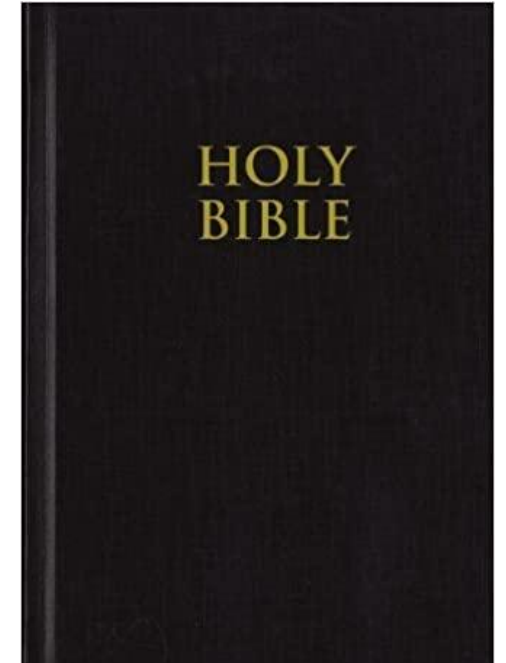
Gameplay and Mechanics

Moonflower is a boss rush game. Each level is a new boss inspired by a different cultural mythology. At the start of each level, you are sent to a new part of the world to defeat a god and take its divinity.



Art and Aesthetics

Moonflower will be a hi-pixel title that makes use of detailed and gorgeous sprites and low poly 3D models to create rooms that look as if you are peering inward. Like a doll house.



Story and Themes

The Bible tells a story of the fall of man but also the saving of it in the crucifixion and resurrection of Jesus. By accepting his forgiveness you can be saved from your sins. I want to tell this story by making a character who does terrible things but in the end can make a choice to let them be forgiven and be saved.

# Themes

Betrayal

Dishonesty

Corruption

Sin

Tragedy

Forgiveness

Resurrection



Koyo

Chinese



## Koyo (Player Character)

- Age 19
- Former family member (before they all died)
- Very quick and nimble.
- He is very ashamed of his past, not being there to protect his family. Because of this he wears a mask to cover obscure his identity. He hopes that by contacting his family, he may be able to atone for his sins.

# Sol

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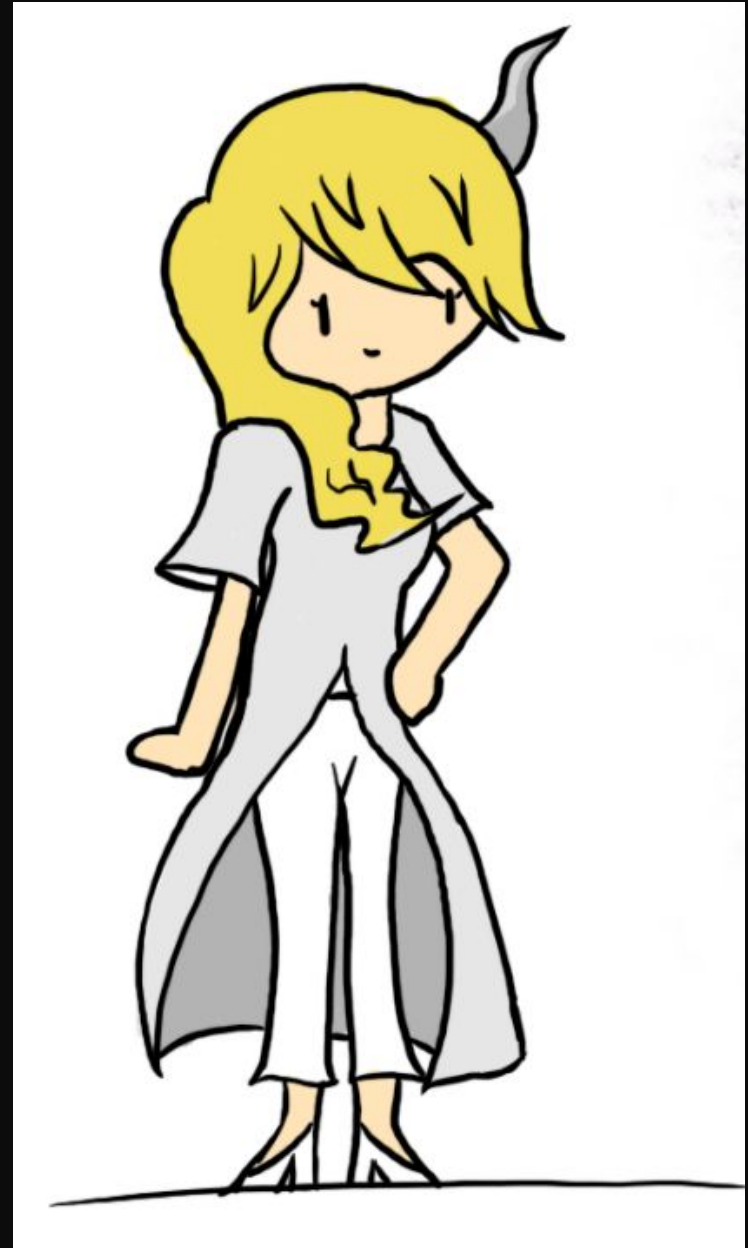
Sol is a demigod, meaning she is half god.

Because of this she can speak the language of both humans and the divine.

Her purpose was to be a direct line between the morals and the divine, but her human side caused her to use her to be powerlustful, and believe that she could rule over the world instead of The Almighty.

She was locked away so that she might be forgotten by the world. But some tribes and legends kept her memory alive...

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# Layers of Divinity

## **The Almighty**

Creator of the heavens and the earth. Rules over all and cannot be killed. Does not exist inside of the game's world.

## **Gods**

A ruler of a concept of natural element. Their divine power and right of rule makes them idols of worship. Has eternal life but can be killed with they lose their divinity.

## **Demigods**

Half god and half human. Their divinity allows eternal life but no divine power other than speaking the language of gods. If they lose their divinity they will die.

## **Mortals**

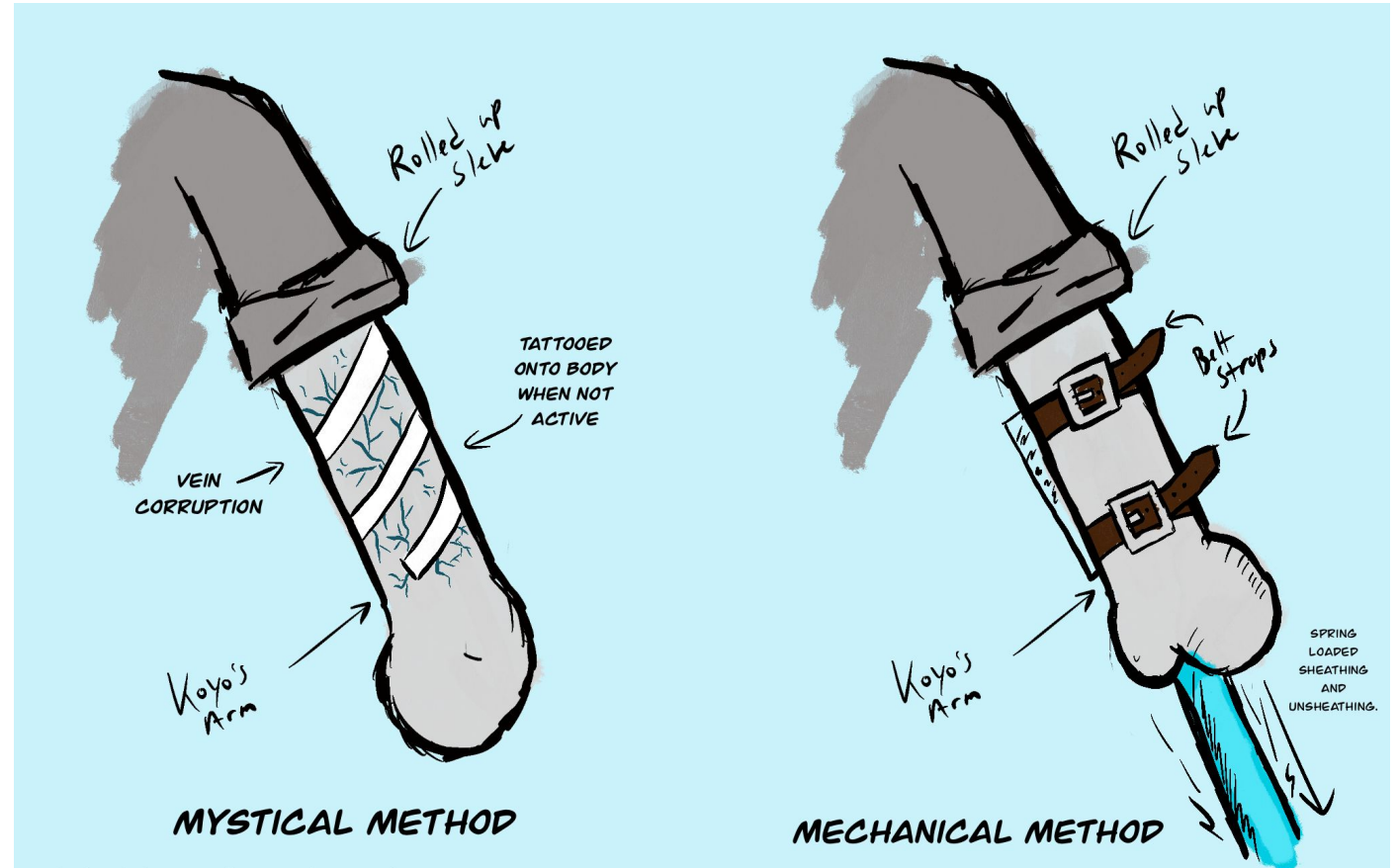
People with no divine power. Can die. But because they have the curse of death, they can wield the moral bastoon and possibly kill a god. (if they are skilled enough)



# Your Weapon:

The Mortal Baston is, basically, a magical stick that is used to break a god's divinity and make them mortal so they can be killed.

Because the touch of this weapon drains a god of their divinity and immortality, it can only be wielded by a mortal.



# Fighting a God

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# Chapter Timeline

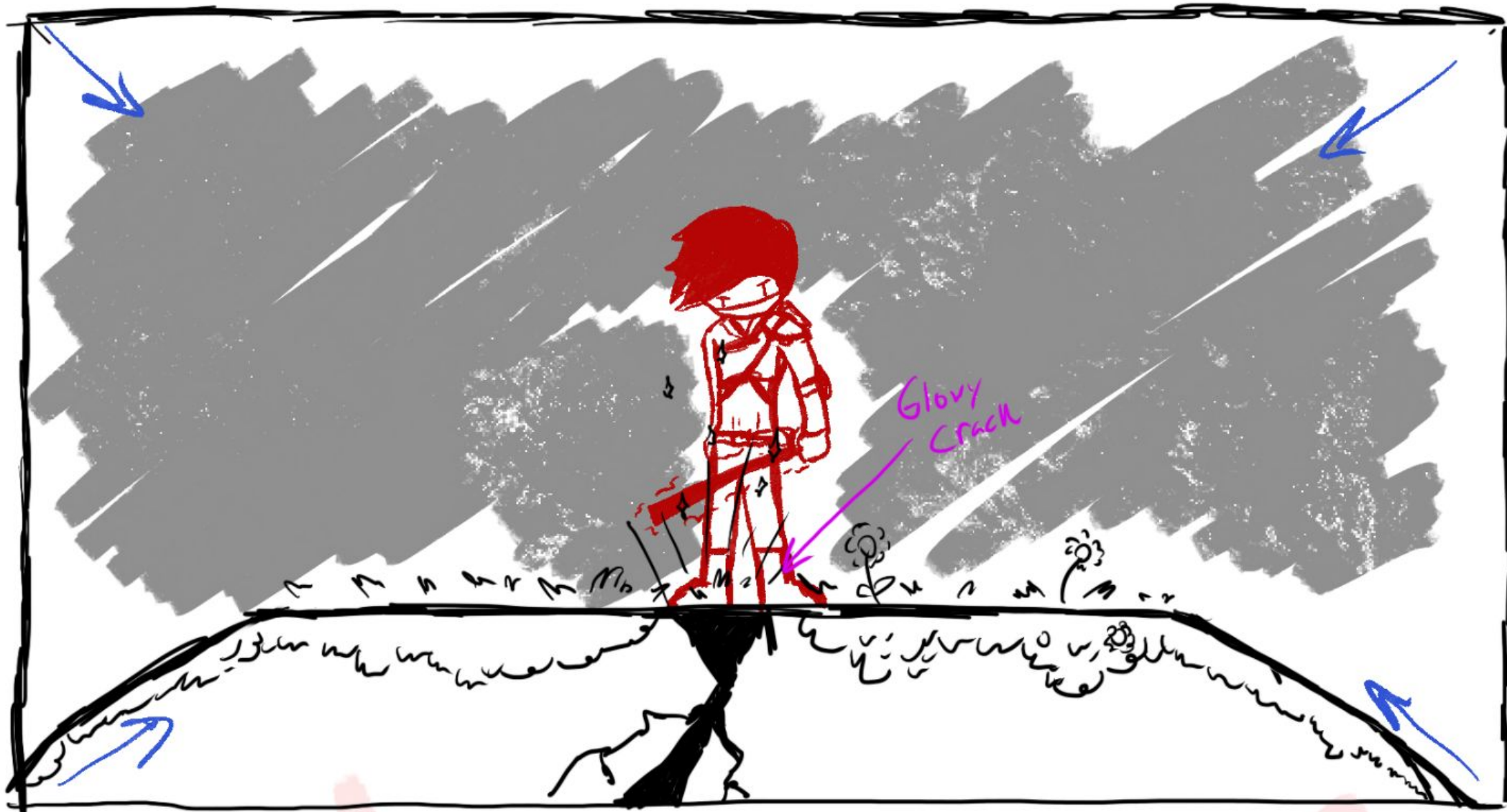
Assign	Assign your next target
Leave	Leave the center of the map (Probably use a teleporter)
Arrive in	Arrive in new land.
Explore	Explore map to look for the god's temple/ worship hall.
Destroy	Destroy their monument, start battle.
Kill	Violently kill the god.
Get	Get their divinity
Return	Return to base and repeat.



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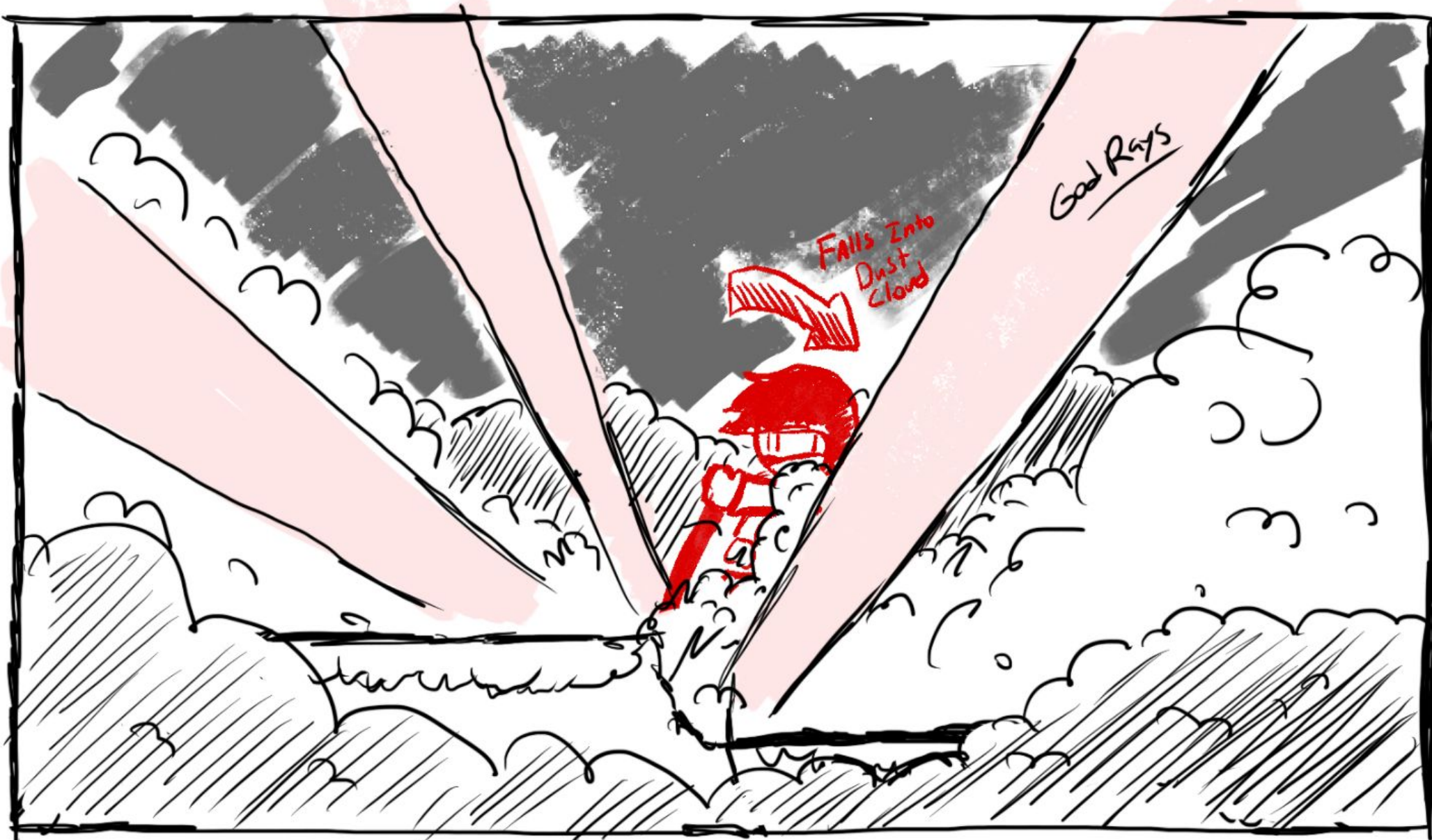
# Starting a Battle

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①

WHEN THE PLAYER REACHES THE TOP OF THE IDOL THE CAMERA NEEDS TO ZOOM IN SUPER DUPER CLOSE. EPMISIZING THE LARGE CRACK AT THE TOP.



②

STRUCTURE  
BREAKS IN HALF  
AND THE SCREEN  
IS FILLED WITH  
DUST CLOUDS  
AND LIGHT. (SO I  
DON'T HAVE TO  
ANIMATE THE  
IDOLS FALLING).





③

DUST CLEARS.  
KOYO IS MIDWAY  
GETTING UP SINCE  
I CAN'T DRAW  
PEOPLE LAYING  
DOWN.  
ROCKS AND CHUNKS  
OF THE IDOL  
COLLAPSING  
AROUND HIM.

THE FALLING OF AN IDOL PROJECT: MOONFLOWER. 05/06/2020 DOODLEDUDESTUDIOS

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# Boss Concepts

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# Zephra

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Goddess of Lighting

Her strength and speed were unmatched making her one of the strongest of the gods.

People prayed to her if they wished for vengeance or something idk...

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# Niagara

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Far in the east, on the remote islands of Kokura is the shrine for Niagara, the goddess of purity and tranquility.

People prayed to her for clean drinking water from the mountains, and so that restless souls may find peace admits their chaos.

She speaks to few, and seldom answers prayers.

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# Risks

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- Possible cultural and regional backlash from using designs based on religious myths and cannon.
- ***Regional stereotypes could create controversy around designs or locals.***
- Localisation would have to be heavily involved with all versions of release to make sure ideas are communicated correctly between cultures.

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Questions?

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# Thank you

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