

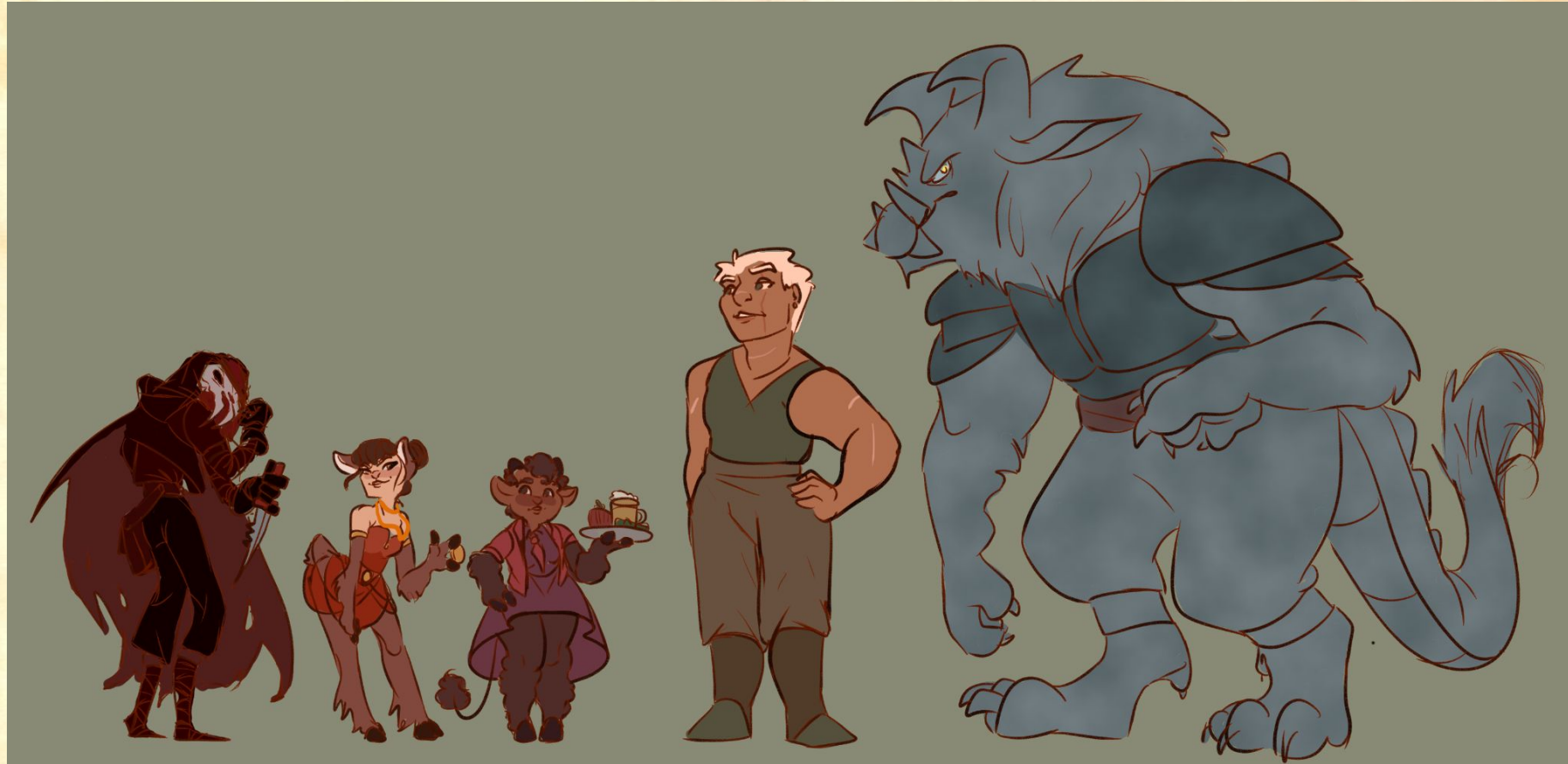
A THIEF'S HEART



Plot/Story Overview

The setting of my story takes place in a slightly dystopic world, where kingdoms have fallen and each person is for themselves. Our story follows a young thief who sneaks into the ruins of a kingdom well known for its mages, the epicenter for the effect of kingdoms falling to ruin, and dastardly traps for those who greed. Desperate to get a leg up in the world and pay off any debts, they sneak into this kingdom to steal these treasures. Eventually our protagonist winds up in the hall of the the Sorcerer, and while admiring all the (unfortunately) destroyed and eroded architecture and paintings, lay eyes on a singular, unbroken, statue kneeling before the throne. A large animal-esque type of figure, large and mighty covered in moss, but held no cracks or scratches like all the objects around it, suddenly comes to life the moment our protagonist is in range. The young thief has heard legends of such creatures, bodyguards built by mages to protect those who had the potential to bring forth peace and prosperity. Soldiers who were said to be destroyed by evil, corrupted versions of themselves, called gruesomes. Yet here one stood right in front of their eyes, a testament of time and strength and all things meant to be just, Grotesques, they were called, and one, potentially the last of its kind, had chosen them to be worthy of their protection.

Line Up designs for main and minor cast



"Player"

Fen

Celeste

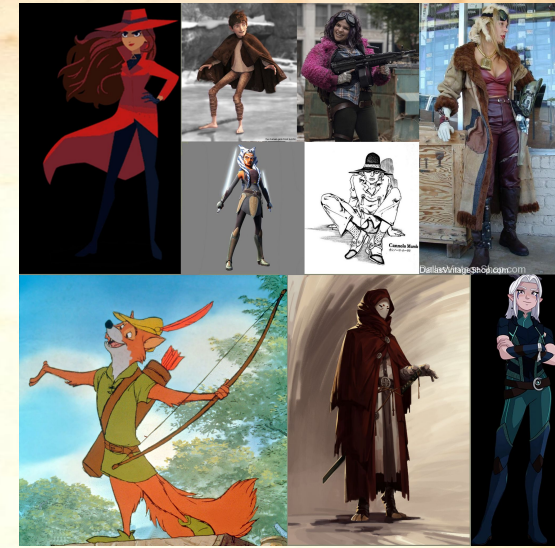
Harrison

"Grotesque"

Player/ Protagonist

The Avatar in which the player for the game controls. Personality can vary based on game play but challenges the user to make good decisions, even though more “criminal” actions can give more benefits faster, my create more trouble than it's worth...

The Player is tasked with culling the gruesomes, and uniting the factions, clans, and cities that were separated many years ago.



Inspiration Mood Board

Player's Background

Player grew up in the Swamplands. A place know for it's hardy living conditions, filled with large bugs and creatures waiting to eat you at a moments notice, this place is not for the faint of heart. Mainly used as a port, and famous for its inaccessibility, this place has become a nest for those who are of less than pure intention. The common clothes worn by the natives, Swampies, cover themselves head to toe in clothes and done a skull of the giant lizard that dwells their homeland as homage and respect to the giant creature's bones in which they have settled on.



Overview of how the Swamplands might look

An example of how another person besides player might dress in the Swamp, this person here is an example of one of the many docksmen present, and one of the few professions available in this desolate village.



Different mood/lighting concepts for Swamplands

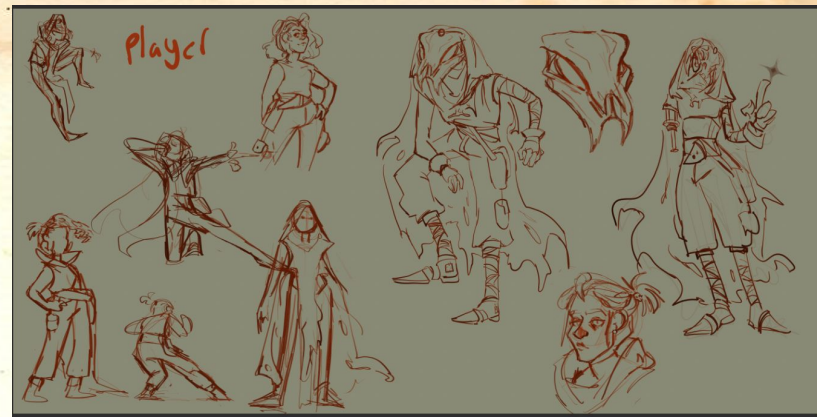


Player's common items

Common and essential items that exist within the Player's inventory.

1. A torn, and at first empty book provided by Fen from The Mage Ages that fills out with more spells as the story progresses
2. A spare skull, also used to denote the amount of lives a player has left within the dungeon
3. A basic knife, most proficient weapon used as well as the one you start off with in the beginning of the game. Better weapons can be accessed later on
4. A bag with patches on it used to carry the current amount of currency available on hand.
5. Sketches and quill and ink. One of players hobbies is art! The Sketchbook can be accessed and used as a manual for creature and plants accessed on the adventure.





Note: Player has diverged from the concept of being seen from under their clothing and being AFAB and can instead be interpreted as the player pleases



Note: that player does not have an facial emotes and needs to express solely through body language

Grotesque

Essentially your companion player in the game, though cannot be taken over by a 2P.

Grotesque was one of the many created by the mages in order to create order and peace within the word. This one was the last to remain alive during the initial raid at the Kingdom of Mages, once the Sourcer, the monarch of the kingdom, had fallen along with the remaining mages, they had turned back into stone awaiting for someone of worth to revive them.





Gro & Player

Grotesque is the designated protector of Player. Throughout the game the player is able to strengthen the bond between the two of them, adding in another layer of factors in the decision making process for the player. If you choose too many actions that Grotesque won't approve of, be weary that they might turn back to stone, be less trusting, or seek someone else out to secure their goals!

These two are meant to have an inseparable bond, function as one unit!

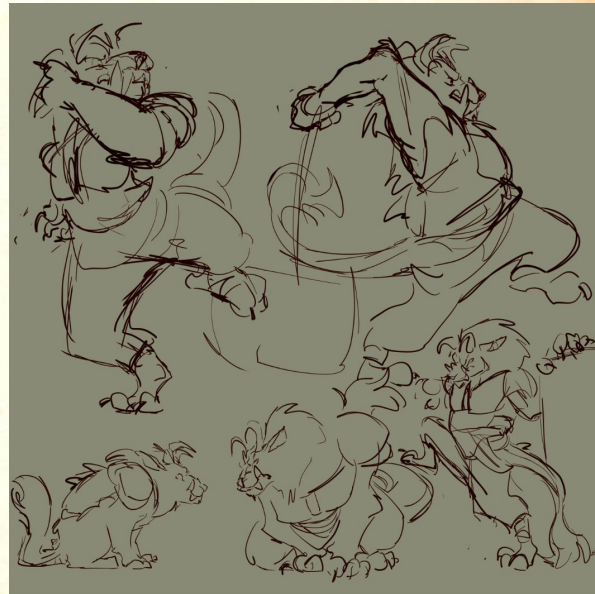
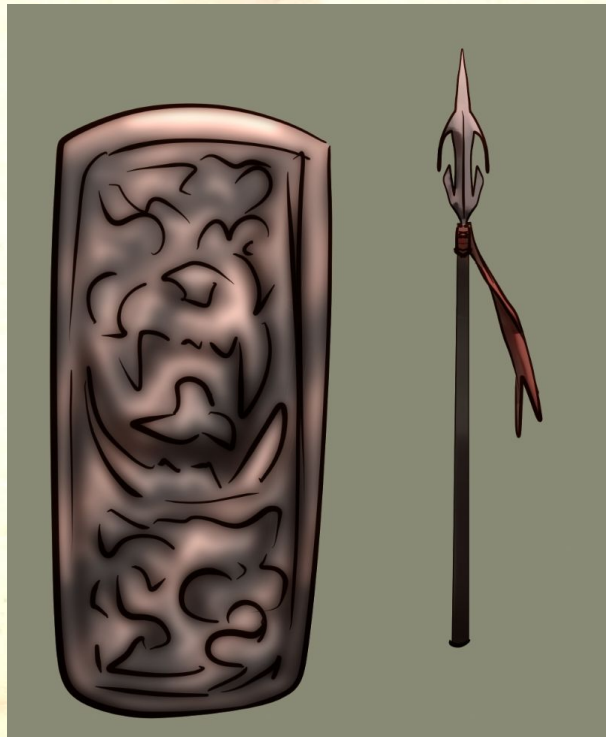


Fighting Dynamic

Weapons include Shield and can be equipped with a spear, hammar, axe, or large sword

While stronger against more physical attacks dealt by normal beings, damage done by gruesomes and magic is super effective! Just like player Gro has a certain amount of lives they can spend, be careful or they might turn to dust!

Gro can be revived but at the cost of a large portion of mana being spend, or breaking Legendary magic items, if none of these requirements can be met, you either have to continue the dungeon without your friend or start over again!





Gruesomes

- +Main enemy to fight
- +Only thing capable of killing a Grotesques, but can harm player
- +Come in various shapes and sizes; typically either very snake or wolf like
- +Have high attack and speed power; capable of very low magic use
- +Very weak against magic and physical attacks delt ONLY by the Grotesque

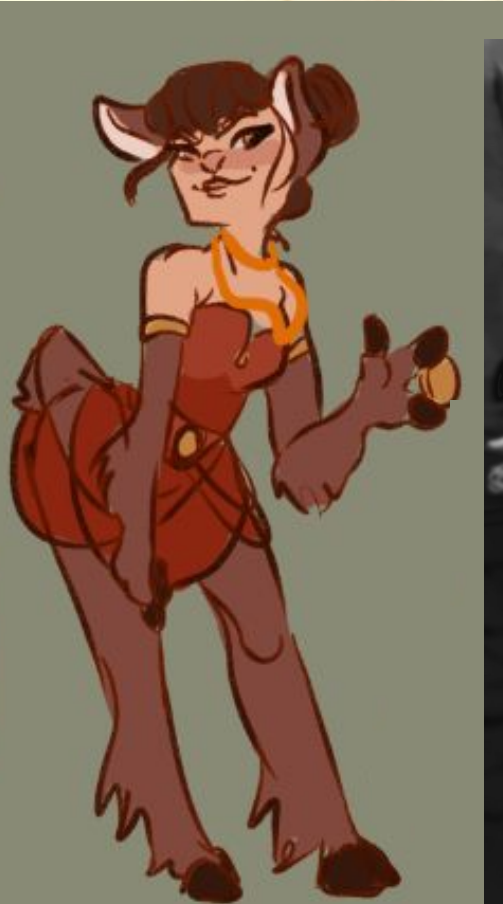


Fen

Purveyor of all good from magical to contrabanded this little Faun is the one you need to get in contact with to get some real goods on your hand!

Essentially she runs the black market and is willing to do almost anything for power and a quick buck! She's where the player needs to go to in order to get more items, especially rare ones, or for info and gossip!

Not very easy to gain the trust of, but makes for a powerful ally once you do!



Fen Acting



I do NOT have time for this



I do not have time



FOR YOU



Fen's "Shop"



Items
associated:
Rare weapons
Jewelry
Gems
Money



Celeste

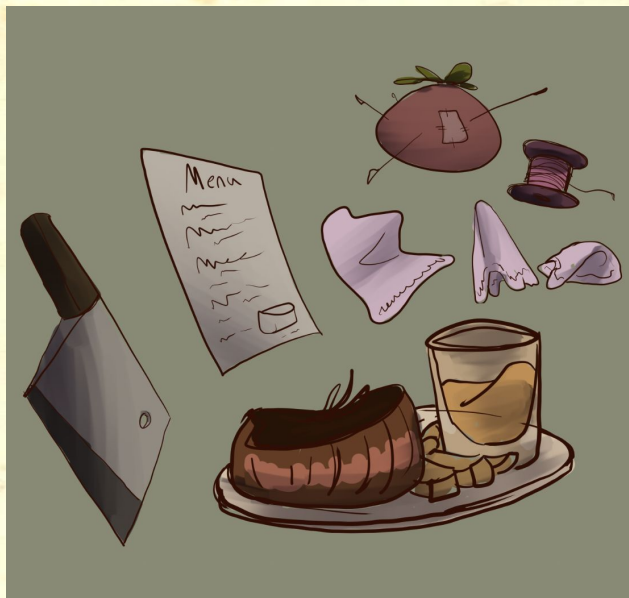
The Tavern keeper. Players will journey to her tavern in order to take a well deserved rest, and refill and regain any health, mana, or lives lost on their journey. Also stop by to get something to eat, you may gain a buff!

Celeste is a sweet little lady! Talking to her and gaining her trust might lead to players gaining new connections, missions and new NPCs to talk to



Celeste Turnaround





Items Celeste might carry
Food for customers
Menus
Knife
Napkins
Sewing equipment



Rough color concept
for the tavern

Celeste & Fuan Special anatomy



Harrison

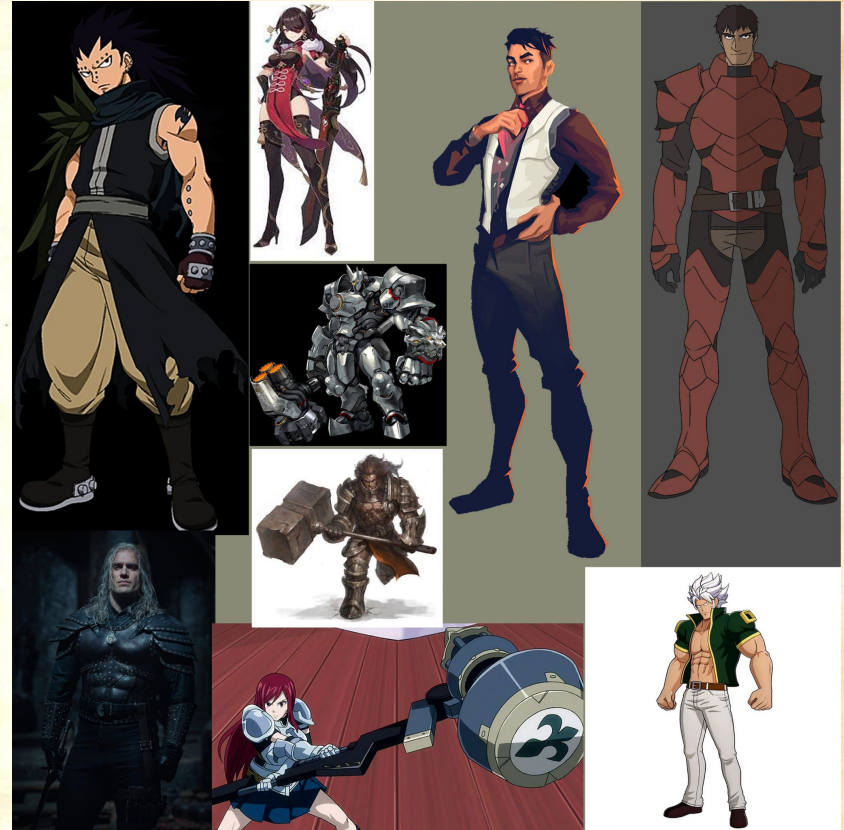
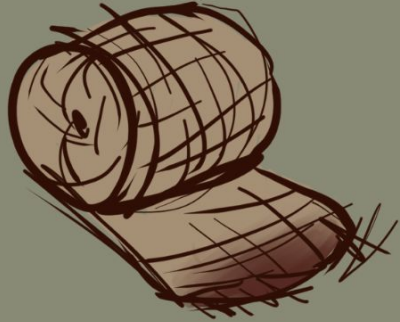
One of the first people you meet on your journey and basically can serve as a guide/tutorial for how the world and game functions.

Harrison is one of the most respected and revered people within one of the cities. His main motive is also trying to unite various other groups, which has earned him respect throughout the area, though most do scoff at his motives.

Not too hard to gain him as a proper ally, but some work is required to gain his trust, mainly done through tasks acquired during a tutorial stage



Harrison's associated items



Other Types of characters you might run into

Sprites, dryads/nymphs, centaures, ogers, merfolk, satyr/fauns, and other human-esque type of being can be found throughout the world, and interacted with

Note: it is important that various buildings and other types of infrastructure present show accessibility for these various races as well as disabilities in general, for example, Celeste's tavern has various sized entrances, seating, tables, and open space to accommodate



Creatures you might run into

Top Left: moose like creatures known for moving slowly due to their heavy tree like antlers, these creatures are so large scientists classify them as their own separate biomes depending on the specific individual

Top Mid: an Xolwl, a night stalker that preys on smaller creatures or scavengers and waits to steal other creatures kills. Typically travel in packs; very territorial. Can't take flight but those wings pack a punch!

Top Right: one of the aforementioned lizards that are present in the swamp lands whose skulls are used as masks, bugs are repulsed by smell and sight of them; great mosquito repellent!



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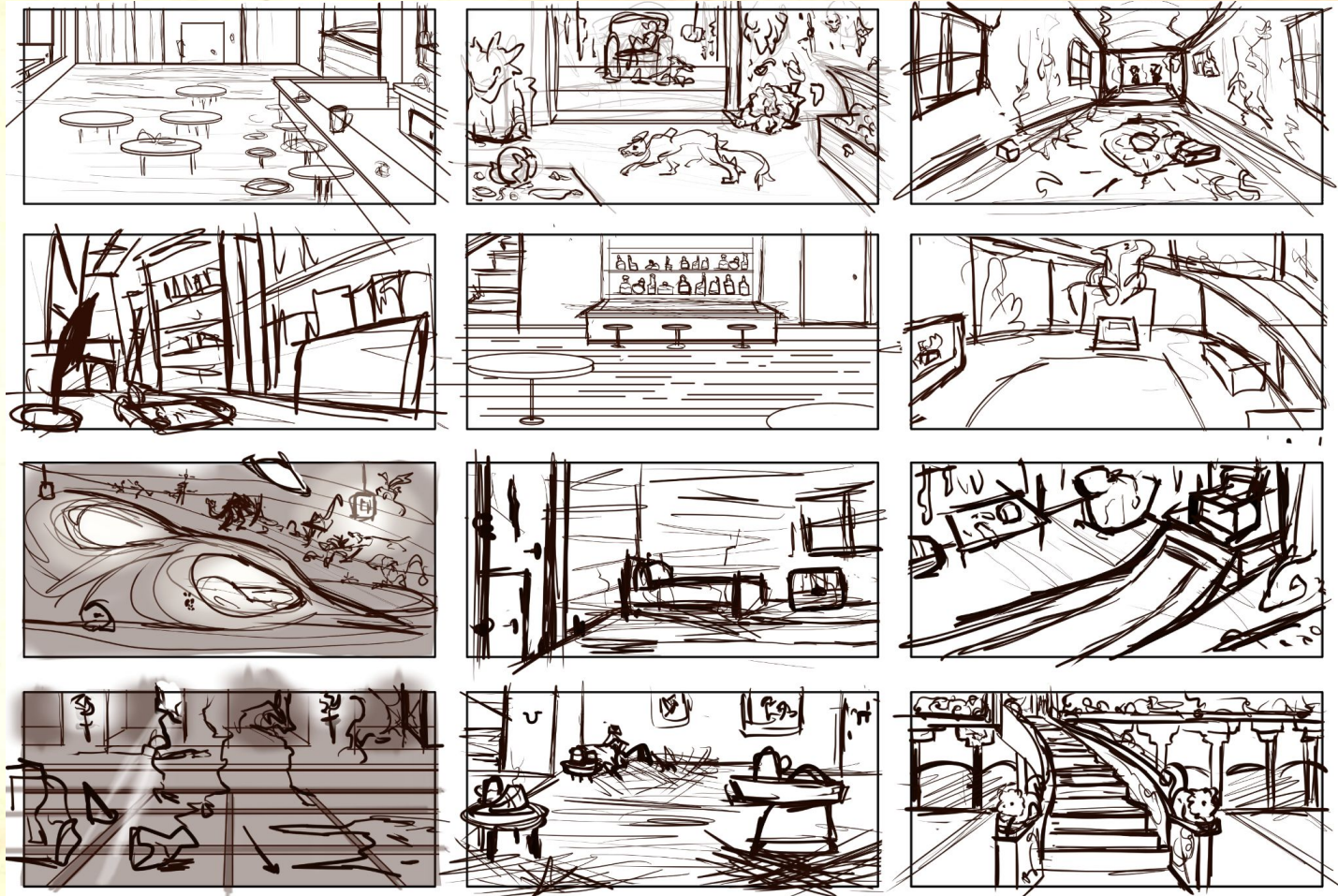
Bottom right: typically seen in the arctic-like biomes these creatures are apex predators that are known to be able to take down creatures twice their size. Webbed feet and extra skin between arms, legs, and torso, allows for them to be powerful and mobile swimmers

Bottom mid: a typical desert dweller these nocturnal creatures should be avoided when possible, both extremely territorial and venomous both in their scorpion like tail, fangs, and saliva. Their claws are also said to be venomous due to these creatures coating them in saliva. These are solitary creatures but are said to be extra vibrant during mating season that they practically glow in the dark!

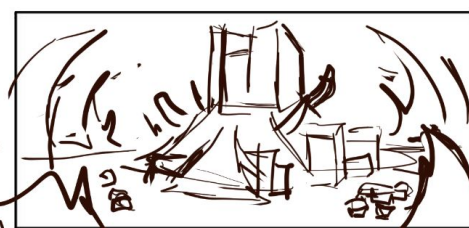
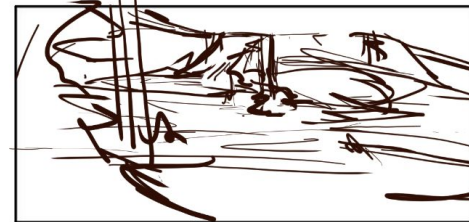
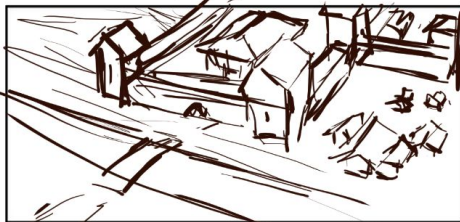
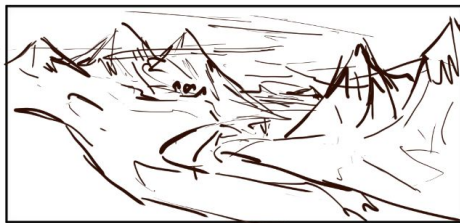
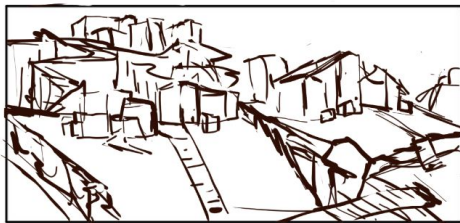
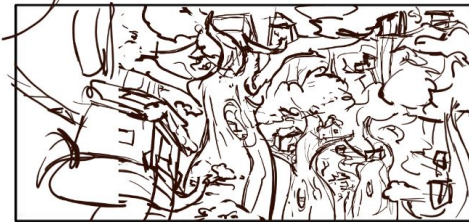
Bottom Right: Chonkeys can come in various sizes and can lean towards either species. These are an example of some of the more domesticated species. Large ones can be seen carting carriages and smaller ones can be kept as a good food resource, their pelt is the most common leather you can find, with their feathers used as insulators and even quills

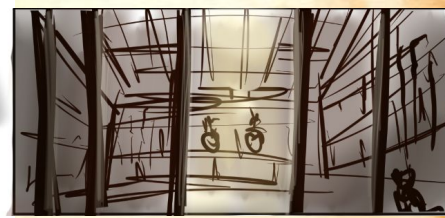
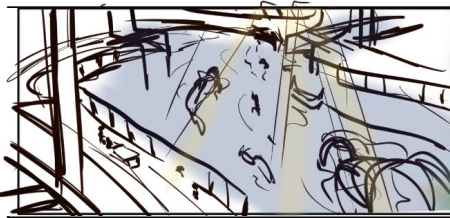
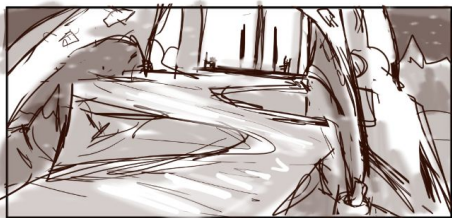
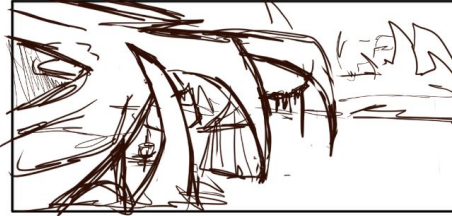
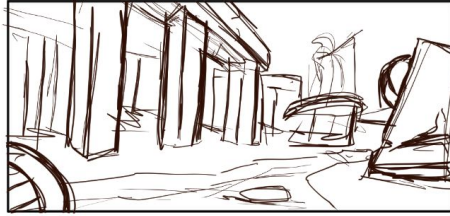
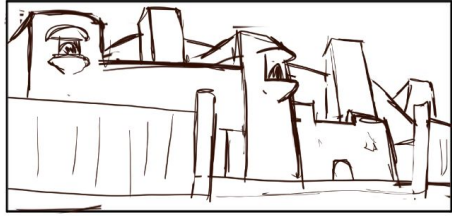
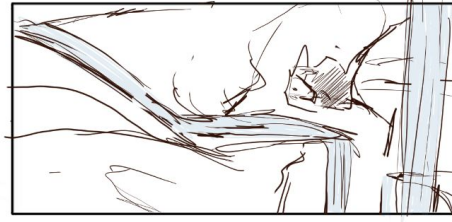
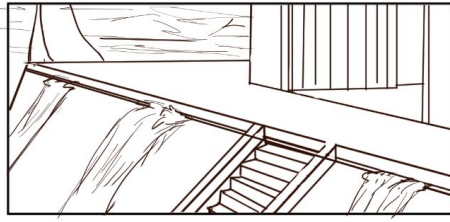
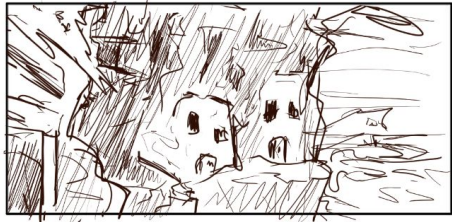
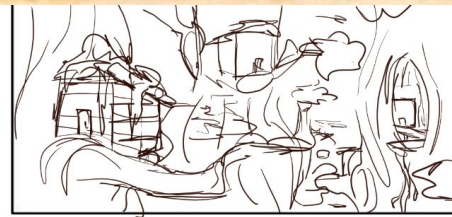
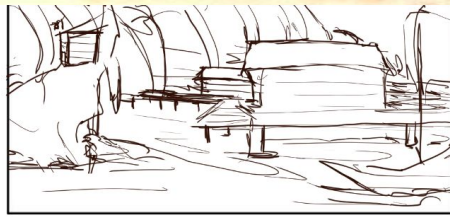


Concept thumbnails for other parts of the world



Cont.





Cont.



An example for how a boss, or final boss fight might cinematically look, whilst this is a video game some sections, mostly lore, can be present as either animation or an animated comic