



GAME TITLE: NGAYAU

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Gantt Chart

	Task	Who	Duration	WEEKS								
				7	8	9	10	11	12	13		
1	Brainstorming											
	Gameplay	All members		■								
	Story	All members		■								
	Game Art Style	All members		■								
	Characters Names	All members		■								
2	Research											
	Visual Design	Clement			■	■						
	Weapon Design	Avenesh			■	■						
	World Map	Micoud		■	■	■						
	History	Kathlene		■	■							
3	Story											
	Story Structure	Kathlene, Micoud, Rashed			■	■						
	Story Branching	Weng lok			■	■						
	Story Finalization	Micoud			■	■	■	■				
	Story Flowchart	Rashed			■	■	■	■				
	Story Summary	Micoud/Rashed			■	■	■	■				
	Story Checking	All members			■	■	■	■				
	Characters Background	All members			■	■						
4	Storyboard											
	Storyboard	Clement/ Kathlene / Micoud / Rashed					■	■	■			
	Characters	Clement / Kathlene					■	■	■			
	Environment	Clement / Kathlene					■	■	■			
	Camera Shots Planning	Rashed / kathlene					■	■	■			
5	Character Design											
	Junita	Kathlene							■			
	Rita	Micoud							■			

One Sheet



NGAYAU

GAME GENRE: Single player, action-adventure

Take on the role of a prodigy and venture your way to defeat an evil warlord reigning over your land. Play as Junita, the prophesized child blessed by the Gods. Experience a deep-combat system where players must learn to adapt and overcome different types of enemies using unique animal stances.

You will meet friends along the way, even foes. Traverse the semi-open fictional world of Habas, where players get to discover lore and treasures the game can offer. Be the one to succeed your destiny.

PS5 Steam XBOX

TEEN	
T	Mild Blood Mild Fantasy Violence Mild Language
ESRB	www.esrb.org

About This Game

Take on the role of a prodigy and venture your way to defeat an evil warlord reigning our land. You are Junita, the main character for the game and the prophesized child empowered by the Gods. Fight your way through the journey with a deep-combat system where players must learn to adapt and overcome different types of enemies using unique animal stances. You will meet friends along the way, even foes. The world is set in a semi-open world setting where players get to discover lore and treasures the game can offer. Be the one to succeed your destiny.

Three Act Structure

HISTORY (Lore which players can obtain through exploration)

In the beginning, Habas was once nothing but emptiness. Then the God Kinoingan and the Goddess Sumundu created man and everything to exist on Earth. The people of Habas lived in harmony and peace as they enjoy the blessings from the Gods.

However, tragedy would soon befall as Ponompulan, the son of Kinoingan, became jealous over the power his father had over the people. He began to loathe the perfect world envisioned by his father and sought out to cause misery and death to the people of Habas. His sister, Himinodun however greatly opposed his notion. Completely disregarding his sister's words, Ponompulan created his evil kingdom in Habas to oppose his father's kingdom. He introduced headhunting into the world which caused the peace between the people to shatter. Deeply hurt by his son's actions, Kinoingan banished Ponompulan to the underworld and punished those who followed in his footsteps. The name Ponompulan would cease to be mentioned and instead, Rogon Gayo (Chief of all evil) would be used to distinguish the manifestations of evil caused by Ponompulan.

In his final moments before being exiled to the underworld, Ponompulan used the last of his power to bestow a curse upon the people. He cursed one of the followers of Rogon Gayo with his divine power to continue his evil upon the land. Himinodun who greatly loved the people of Habas could not stand to see her people suffer any longer. To combat her brother's curse, she blessed one of the followers of Kinoingan with the strength and wisdom needed to defeat the cursed child of Ponompulan. Finally, Himinodun appeared at Mt Hinabayu, a mountain with great holy significance to the people of Habas and revealed the prophecy to a praying priestess. This priestess then shared the revelation with the people of Habas as they await the arrival of the prophesied child.

Words Highlighted in this are cutscenes

- **Bullet points are generic gameplay sequences**

Words that are not highlighted provides necessary information during gameplay

PROLOGUE

A young Junita plays with her toys inside the house. She suddenly hears screaming and various loud sounds coming from outside. Curious, she drops her toys and goes out to investigate. Junita is shocked as she sees the village in chaos. Villagers are being attacked and houses are being burnt by Abas' army. She sees her mother being choked by one of Abas' men and her dad on his knees. Her mother sees her and tells her to run but she is paralyzed with fear. At that moment, a part of Junita's house falls and she gets trapped under the debris. She reaches out to her parents as she watches them about to be beheaded. Her consciousness slowly fades. (Fades to black)

- Introduce mini QTE (Quick-time event) during playing with her toys.
- Make her walk towards the door slowly

A man called Antanum wanders through the aftermath of the raided village. His footsteps grow closer as he approaches the remains of Junita's house. He saw Junita, still breathing yet unconscious, trapped under the debris. He takes pity on Junita and carries her back to his shelter. (Fades to black)

(Present Day)

Junita wakes up inside her house. She heads out of the house to go foraging in the forest. However, she is stopped by Antanum who reminds her to do her daily training before heading out. (Tutorial starts/Antanum guides her through the tutorial) Junita uses her moves (elaborate) on wooden training dummies. After training, Junita grabs a bag (her inventory) and heads into the forest.

- Checks around the area (House, outside) with interactable

(Something like **Uncharted/ The Last of Us** where players get to look around and find interesting interactable)

- Learning the controls for combat
- Obtaining inventory
- Quest: Pick vegetables/fruit from the forest

After completing her task, Junita heads out of the woods only to hear swords clambering and men shouting. Junita is shocked to see Antanum being ganged up on by a group of men. He is dangerously wounded. Quickly thinking Junita rushes to fight in order to save Antanum.

- The player fights against their first opponent

After defeating the men, Junita rushes over to Antanum's side. With his dying breath, he tells Junita that those men belonged to Abas' army. He also tells her that she needs to stop Abas' reign of terror and that she was the only one who could make that possible. As Antanum passes, Junita tries to hold back her tears, From that day, she swore that she would get revenge on Abas.

ACT 1

Junita sets on her journey and her first encounter was a researcher named Joey (soon her first companion) spotted in the forest researching.

- Walking, climbing, and combat until the introduction of Joey

Junita fought alongside Joey against Abas' troops in Joey's village and the crowd praised her. Also noticing her mark on the neck, they are all willing to support her.

- Combat against enemies to protect the villagers.
- Joey teaches Junita **The Owl's Knowledge**

(Introduces the skill tree system/levelling system and also **Owl Sight** similar to Assassin's Creed eagle vision)

Junita slept in the Village for a day

Junita continued her journey with Joey as the new companion

Junita reached to the Unreasonably Big Tree where the merchant (Rita) was introduced. (Centre of the map/game)

Junita can purchase potions and weapons/armour. Upgradable as well.

The Merchant (Rita) will occasionally appear in some vital locations due to her mysterious ability to teleport to help sell Junita's items

There are four villages with each in different directions and all started from where she is (The centre of the game)

ACT 2

Orang-utan Village

Junita arrived with a good view of the Village, and it was under attack by the bad guys

- Players can venture around the village for lore and side-quests available.
- Players will be able to learn the **Orang-Utan Stance** from a mentor

Spider Village

Junita arrived with a good view of the Village, and it was under attack by the bad guys

- Players can venture around the village for lore and side-quests available.
- Players will be able to learn the **Spider Stance** from a mentor
- A man named Koohan wanted to join alongside Junita. (Although during combat Koohan will not be helping as he just stands aside).

Buffalo Village

Junita arrived with a good view of the Village, and it was under attack by the bad guys

- Players can venture around the village for lore and side-quests available.
- Players will be able to learn the **Buffalo Stance** from Amelia
- Amelia will be introduced and acts as the second companion that opens up more combos and interactions during combat. (Another support)

Amelia, with a strong fighting spirit, asked Junita for a friendly duel and wanted to see Junita's potential.

Players can choose to either accept or decline Amelia's request

IF **ACCEPT** and wins, a reward will be given.

IF **DECLINE** or loses, nothing to gain.

- Amelia will initiate as a boss battle for the game.

Amelia appreciates Junita for helping the village and wanted to help her along the journey to defeat Abas.

Crane Village

Junita arrived with a good view of the Village, and it was under attack by the bad guys

- Players can venture around the village for lore and side-quests available.
- Players will be able to learn the **Crane Stance** from a mentor

After 4 villages discovered

Junita and her companions were at the merchant's main shop(BIG TREE) for the last time before going to the red, volcanic mountains where Abas' fort resides.

The night before they leave (Under the big tree beside the merchant)

Junita, Amelia, Joey, Koohan and the merchant (Rita) sit by the campfire.

Rita tells the story of Abas, on why he is the most feared and unkillable warlord.

Abas reigns terror throughout the land below the wind and remains undefeated. Rumoured to be unkillable but only by the weapons smithed by the Gods. He split the land and the people, those who worship him lives and stays by his fort, but opposers will not. With nothing they can do, instead of fighting, they ran back to their villages only able to cower in fear. Abas wanted dominance so he released his army to create chaos for anyone against him. Abas was one of the God's puppets to rid of us sinners.

The Next Day

- Players get ready before leaving for the mountains

As Junita's companions went ahead, Rita stopped Junita to give her something. Rita takes out a knife (Glowing) and tells Junita, only this very knife can kill Abas (Rita gave this to her because she knew Junita is the chosen one). Kill him and end the terror once and for all. It was at that moment, that Junita realised Rita is one of the good God's messengers.

Koohan leads us because he said he knows a better path.

Suddenly, appeared ambushers surrounding Junita, Joey and Amelia. Turns out Koohan betrayed them and gets paid by the ambushers for doing his job. With no time to react, they readied and fights the ambushers

- Combat against the ambushers (Unique enemy types)

- After waves of enemies, a big guy appears (Mini-boss)

Junita was the last one standing, but with a huge swing by the big guy, Junita tried to block, instead, it hit her so hard, that she flew off.

Joey and Amelia were then captured, and Koochan (Not captured) followed the crew to the mountains.

ACT 3

(Show scenes of Junita waking up injured from the ambush)

Junita cleans herself alongside the rivers

Junita now has a lower health bar and restricted combat moves (Injured)

She returned to the merchant to recover

Rita told Junita, that this is her destiny, she is meant to defeat Abas. Rita said how the Gods are not meant to interfere with the humans, but one God broke the rules and gave Abas who has evil intentions powers. Rita's God acted and gave Junita her destiny to defeat Abas.

Junita is motivated

- Combat and travel to the mountains with obstacles in the way

Abas is alerted which got him excited to face the prodigy

She arrived at the bottom of the mountain, she disguised herself as one of the travelling merchants that were entering the village, slipping between the guards that were checking everyone's neck for the markings. (QTE and Stealth gameplay)

She walked sneakily throughout the village, she noticed the main building, and its main entrance was heavily protected, she suspected that both Joey and Amelia were in that building. (A little venturing for lore is allowed)

As she starts searching for another entrance to the building, she finds a window that looks in on the main hall, where she sees Joey and Amelia tied up in the middle, with someone sitting on a throne, which appeared to be Abas, and he was surrounded by his goons, as he demanded that they find her immediately.

- Players have two choices, Junita can either play stealthily or go loud.

After a choice was made

Junita was facing Abas in the middle of the hall with Joey and Amelia holding off the fighters from entering. They both fought face to face and Junita was able to defeat Abas. She now had the choice to either kill or spare Abas.

There are multiple endings

Ending 1:

Junita loses the fight with Abas, she is then forced to watch as Joey and Amelia are brutally killed in front of her eyes, then shortly after she is beheaded by Abas, as he celebrates his victory.

Ending 2:

Junita wins the fight against Abas, and she chooses not to kill abas, and take him as a prisoner, to show that she has a good heart, she then proceeds to exit the village with Abas, Joey, and Amelia. Then she hands over Abas to Rita, as she knows what to do with Abas.

Ending 3:

Junita wins the fight against abas. To finally end his reign of evil, she beheads him and carries his head on her way out of the village, accompanied by Joey and Amelia.

Last cutscene in the game:

Junita returns to her old burned-down village and starts rebuilding it with the help of both Joey and Amelia.

Identification of home country element

The game uses Sabah as the main inspiration for the environment(villages), as well as some of the characters clothing, and the tribal community.

Game Mechanics

Exploration

- Players can walk, run, and climb to explore the world
- Players are able to ride specific animals to traverse faster
- Added Parkour systems and certain places are climbable
- Semi-open world beginning in the middle of the game.
- Secret treasures and hidden lores are added throughout the game.
- Visions are given to highlight important/necessary objects (Learnt from the **Owl Knowledge**) – **Similar to Assassin's Creed Eagle Visions**

Combat (Similar to Ghost of Tsushima) and aggressive combat (Similar to Sifu)

- Combat would be focused on a close-up melee and range against various types of enemies each having their own weaknesses.
- Potions can enhance the combats (Example: Healing, Buff, Speed)
- Includes different powers from each animal spirit giving different gameplay styles and outcomes
- There are 4 stances (Excluded spoilers), which are the **Orang-utan stance, Crane Stance, Water Buffalo Stance, and Spider Stance** each providing benefits and downsides.

Stances

(Spider Stance) = Fast and grant poison damage but lesser health points.

(Buffalo Stance) = Attains brute strength but is slow and easy to dodge.

(Crane Stance) = Masters in parrying and defence but lack in offence.

(Orang-Utan Stance) = Introduces wide-range attacks and long reaches but is weak against close-up battles.

These stances can be switched anytime in the middle of combat to adapt against different types of enemies.

Levelling System

- Levelling is introduced after learning the **Owl Knowledge**
- Players level up through a level/skill tree system
- Players gather XP to learn and upgrade any provided abilities to make the Main Character stronger.
- Another way to progress stronger is through obtaining better equipment such as better (Armor, weapons, etc) ready to be sold/crafted throughout the game. (Or discovered)

Story Progression

- This game will progress as a Linear-progression game with a spice of some freedom (A semi-open world) where all would end up going to the same next chapter.
- There are multiple endings that are affected by the choices of the players at the end of the game.
- Difficulty ramps up as the game progresses which promotes strategizing on how they would build their characters

New Game +

- Players get to repeat the game, but their progression stays, and enemies get harder but the loots and rewards are better.
(For those who are interested to return the game with more challenges)

More mythical weapons/armours are introduced.

Weapon Designs

All weapons are based of traditional Head Hunter's weapons found in Sabah.

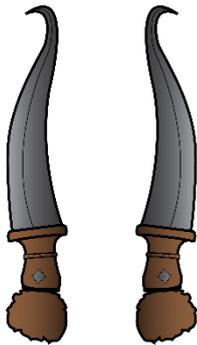
Mandau Sword



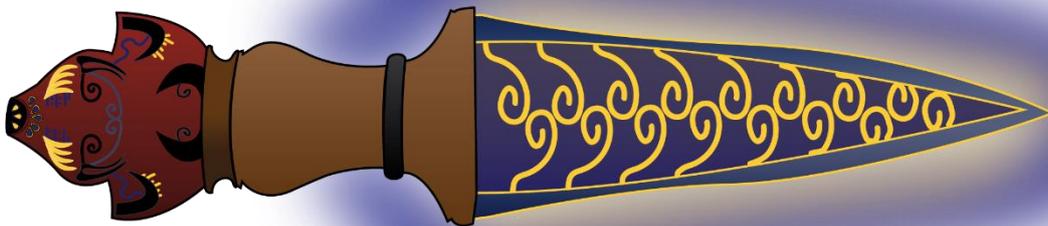
Pisau Raut



Double Jambiah Daggers

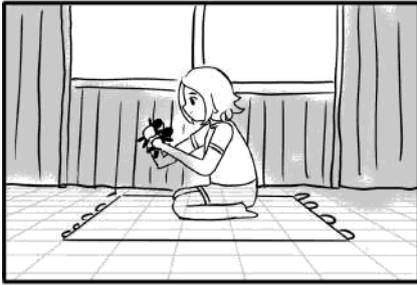


Sadop Knife (Endgame Knife)



Storyboard (Act 1)

1



Description- Junita plays with her foy's inside her house.

Camera : Fade in, Slow zoom out.

2



Description: Junita hears screaming outside and turns her head.

Camera : Close up shot.

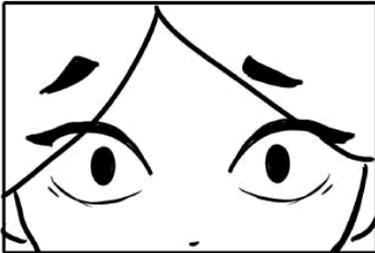
3



Description: Junita gets up to check on the commotion. She leaves. Her toys lay on the floor.

Camera : Medium Shot.

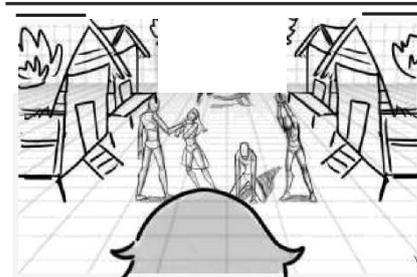
4



Description- Junita eyes widen with shock.

Camera : Jump Cut, Extreme Close Up Shot.

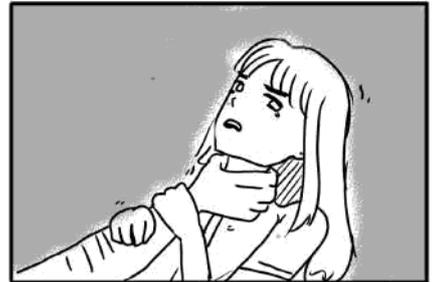
5



Description : Junita sees the village in chaos, with houses burning and raider attacking the villagers. She sees her mom and dad being attacked by the raiders.

Camera : POV shot, Dolly zoom out

6



Description: She sees her mom getting strangled but a man. "Junita... Run... Run!!!" she says.

Camera : Medium Close Up Shot.

7



Description- Junita is frozen in fear. She cannot comprehend the situation before her.

Camera : Up shot.

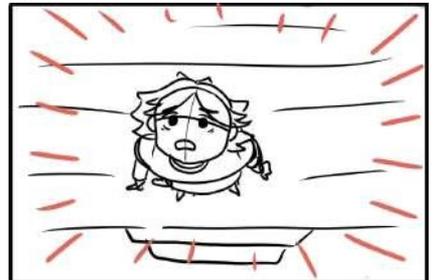
8



Description- A piece of her house falls off due to the fire.

Camera : Worm's Eye View Shot.

9



Description- Junita Looks up to see the falling debris.

Camera : Bird's Eye View Shot, Zoom into Junita's Face.

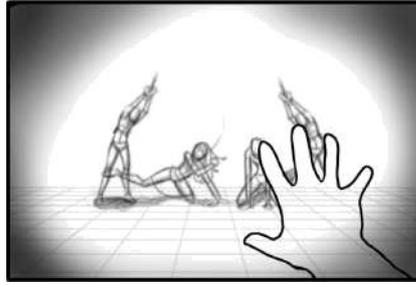
10



Description- Junita trapped underneath the debris and forced to witness the display in front of her

Camera : Shallow focus on Junita.

11



Description- Junita tries to reach out for her parent's who are about to be beheaded, but her vision is starting to fade.

Camera : First Person View, Fade out.

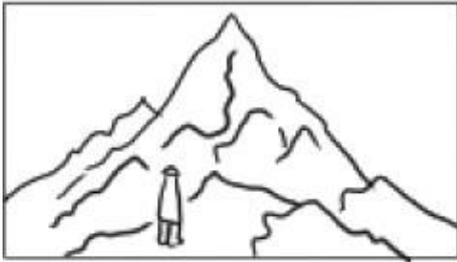
12



The screen fades to black.

Storyboard(Act 3)

1



Description: Junita arrives at the bottom of the mountain of Abas' village.

Camera : Establishing shot

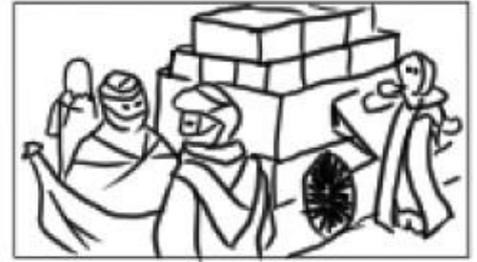
2



Description: She notices a group of merchants.

Camera : Medium Close Up Shot, camera pans to the merchant.

3



Description: A group of merchants loading stuff into a carriage.

Camera : Wide shot, camera pans back to Junita.

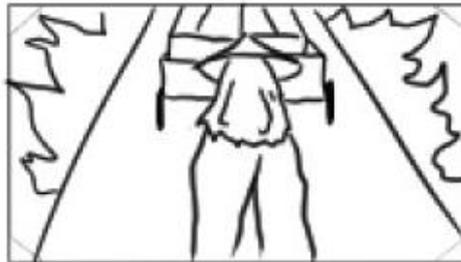
4



Description: Junita covers her face trying to disguise herself.

Camera : Medium Close Up Shot/Cut

5



Description: Junita joins the group of merchants, following them up the mountain.

Camera : Wide shot/cut

6



Description: One of the merchants gasps loudly, recognizing Junita. He then warns her about the guards at the entrance of the village and offers to help.

Camera : Medium Shot, pans to Junita.

7



Description: Junita smiles and the scene fades to black.

Camera : Medium Shot.

8



Description: The scene fades in and shows all the people waiting to enter the village.

Camera : Wide shot/cut, Camera pans right to left to show all the people waiting.

9



Description: Scene cuts to the guard that are standing at the main entrance.

Camera : Full Shot/ Cut

10



Description: The camera starts to dolly zoom in towards the carriage, which then tilts to show underneath the carriage.

Camera : DollyZoom, continues shot to the next scene.

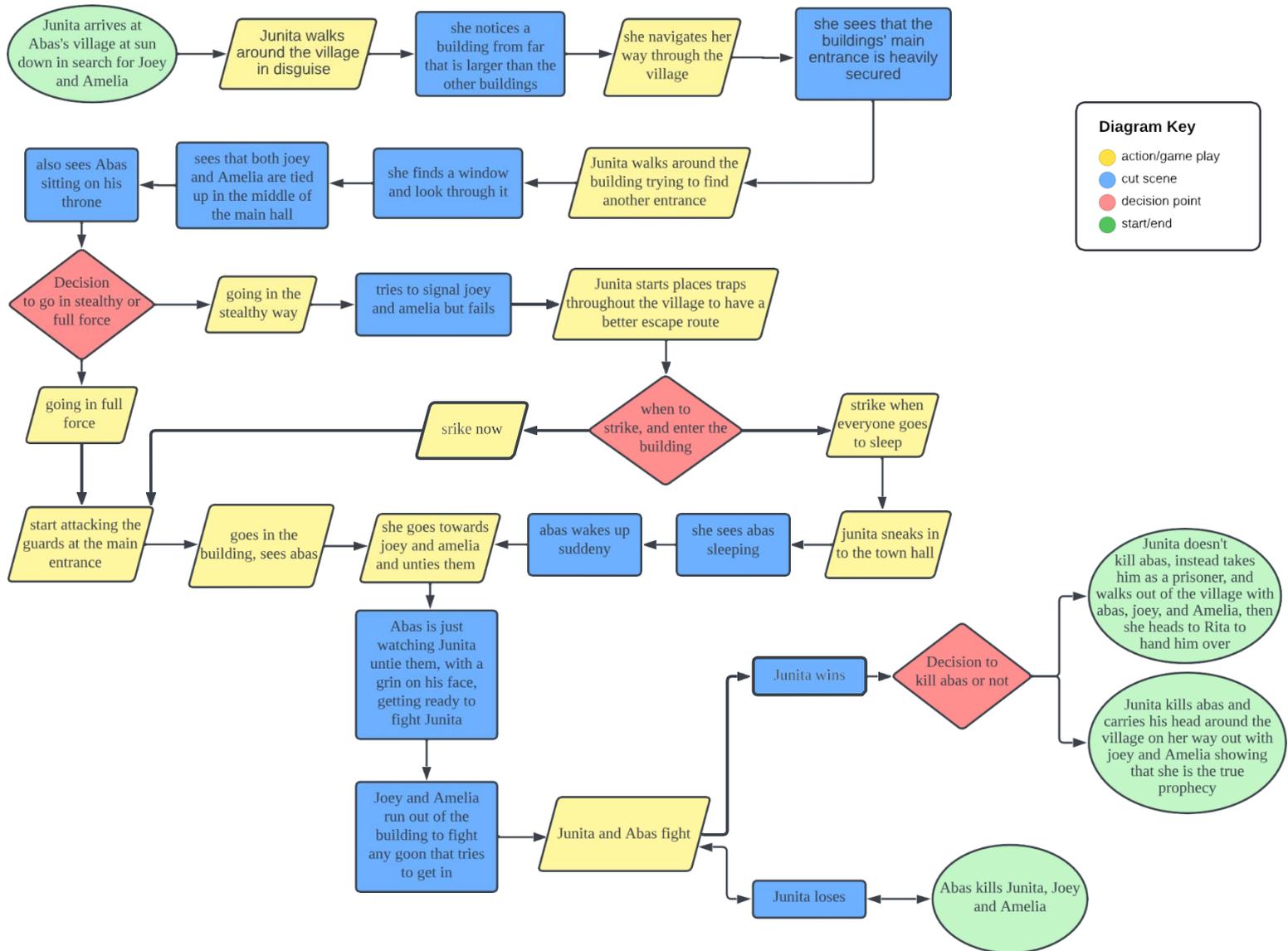
11



Description: Junita is hanging underneath the carriage.

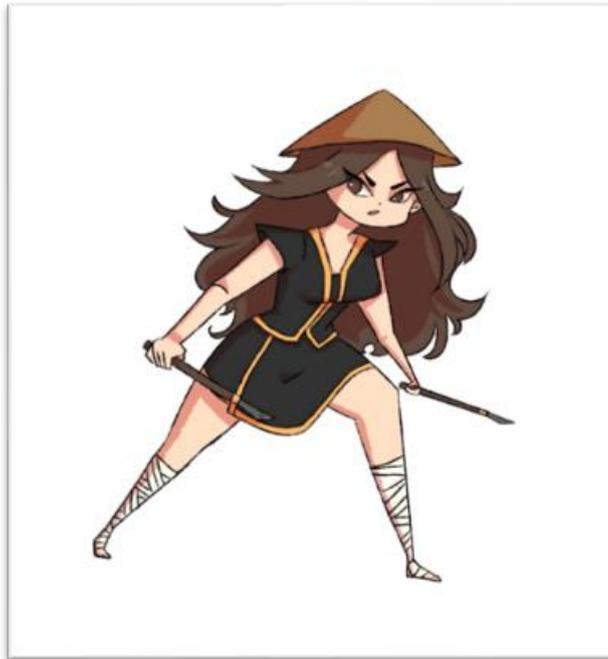
Camera : Worm's eye view,
Camera shakes from the moving carriage.

Flowchart



Character Designs

By: Kathlene Alexandria Totu



Name : Junita

Gender : Female

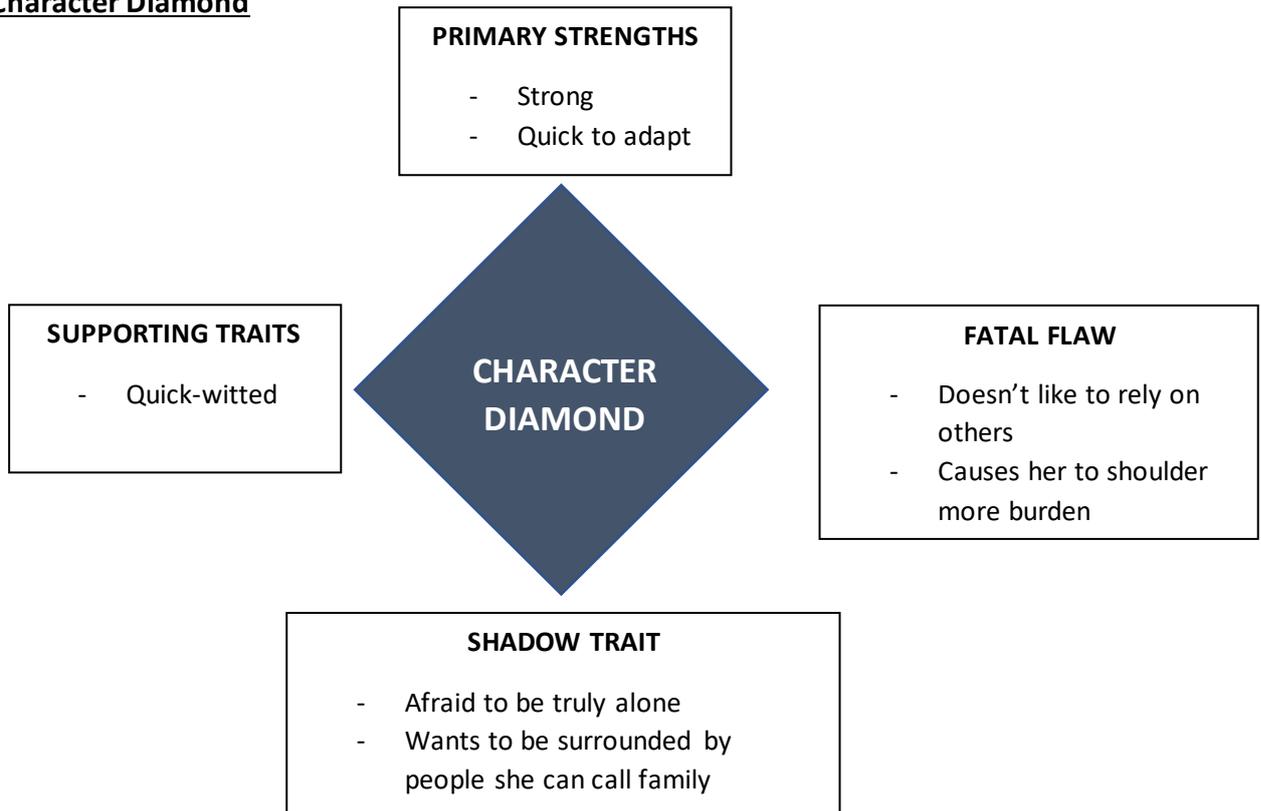
Age : 21

Role : Protagonist

Abilities : Able to learn the combat styles of different animal spirits

Background : At a young age Junita had to watch as her village was raided and burned down to the ground by Abas' army. Not only that, she had also unfortunately witnessed the beheading of her parents. She was taken in by a wanderer named Antanum who trained her how to fight. After the death of Antanum, she swore to get her revenge on Abas and started her journey.

Character Diamond



Design References

Clothing – Junita's clothes are heavily inspired by traditional Kadazan clothing for women called "Sinuanga" which is the short shirt and "Tapi" the long skirt. Her hat is also a simplified version of "Siung" hat.





Weapon – Junita wields a weapon inspired by the weapons headhunters used in the past.



Pose and Body –



엳지와 플랫 - 활용



이탈리아의 사범 피오레는 이 자세를 엳대의 중심 (center of gravity)이라 기록합니다. 움직이는 엳대지가 땅을 휘두르는 것처럼 아래에서부터 상대의 얼굴을 향해 강하게 돌려버릴 수 있습니다.

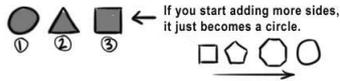


다음의 예시 (MS Ludwig XV 13, 33페이지)는 본래 창, 검, 투척, 칼 등으로 베거나 찌르고자 하는 세 유형의 상대를 엳대지의 이빨 자세로 찌러대는 내용입니다. 창이나 검 던지기는 생략했지만 대응하는 방법은 똑같습니다.

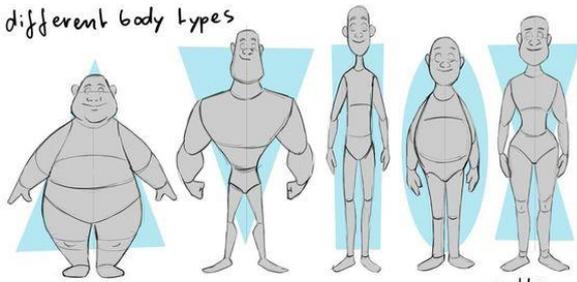
메뉴얼의 삽화는 엳대지의 이빨 자세를 묘사하지만 테스트는 다른 자세에서 출발하는 것도 가능하다고 기록되어 있습니다.

견을 들고 사방을 습격한 괴한

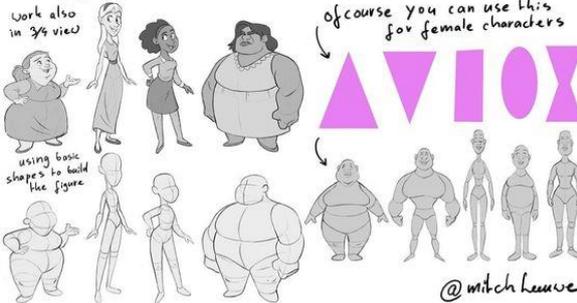
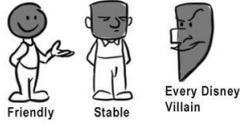
The Three Main Shapes in Character Design



different body types



- ① Soft. Friendly. Doesn't lead your eye (inactive)
- ② Stable. Doesn't look like it will fall over. Can lead your eye a little (more active)
- ③ Sharp. Dangerous. Active.



Combine Shapes

$\text{Circle} + \text{Triangle} = \text{Fast \& Active}$
 Friendly + Active = Fast & Active

$\text{Circle} + \text{Square} = \text{The Strong Good Guy}$
 Friendly + Stable = The Strong Good Guy

Once you know where to place your shapes and what size to make them, you can see how they can affect the look and personality of your character.



@mitchleewe

By: Ang Weng Lok



ABAS

Gender: Male

Age: 58

Tribe/Village: Abas's Village

PC/NPC: NPC

Backstory:

The born of Abas has been destined as the curse of Ponompulan, which is the son of Kinoingan. Ponompulan cursed one of the followers of Rogon Gayo with his divine power to continue his evil upon the land after he failed to loathe the perfect world envisioned by his father and he was exiled to the underworld by Kinoingan. The born of Abas is the born of nightmare for people in Habas, he is brutal and cruel which he only causes misery and death to the people of Habas.

Role in the game:

Abas’s behaviour is the driving force for the main character, Junita to start her journey to take down him as he brings nightmare and fear to the villagers by attacking the village and killing the villagers.

Abilities:

Abas has a well-trained army which he uses to loot most of the village and hunt those innocent villagers. Besides, he is good in martial arts also and good at using different kind of weapon.

Primary Strength

Brutal

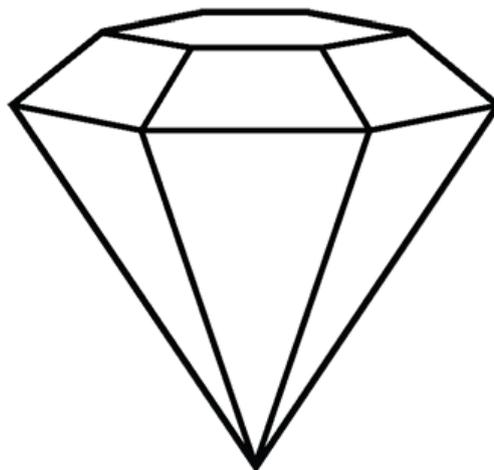
Cruel

Supporting traits

Decisive

Fierce

Dominance

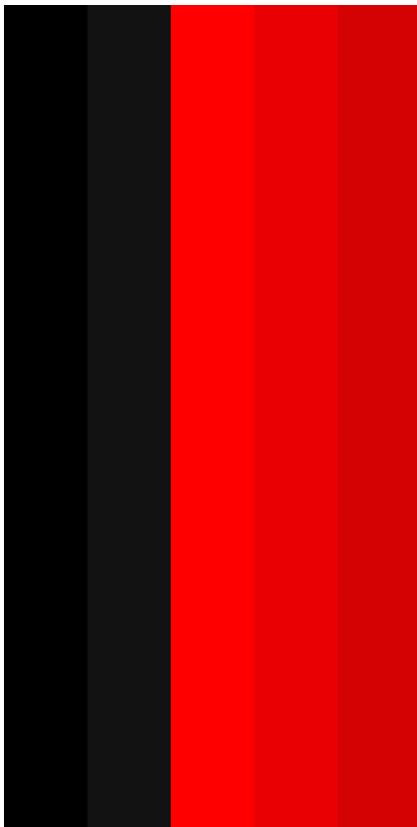


Reference:

Character Design Reference + Artsyle

Colours:

Red and black which red represents blood while black symbolics the darkness or the evil



Attire and colour references (Clothes)

As the background story of the whole game is set in Sabah, the inspiration of the outfit designed for this character is mostly taken from East Malaysia traditional costume.

We could see that the costume that Abas wear is something like long skirt, where the cloak he wears is to show that his leader identity.



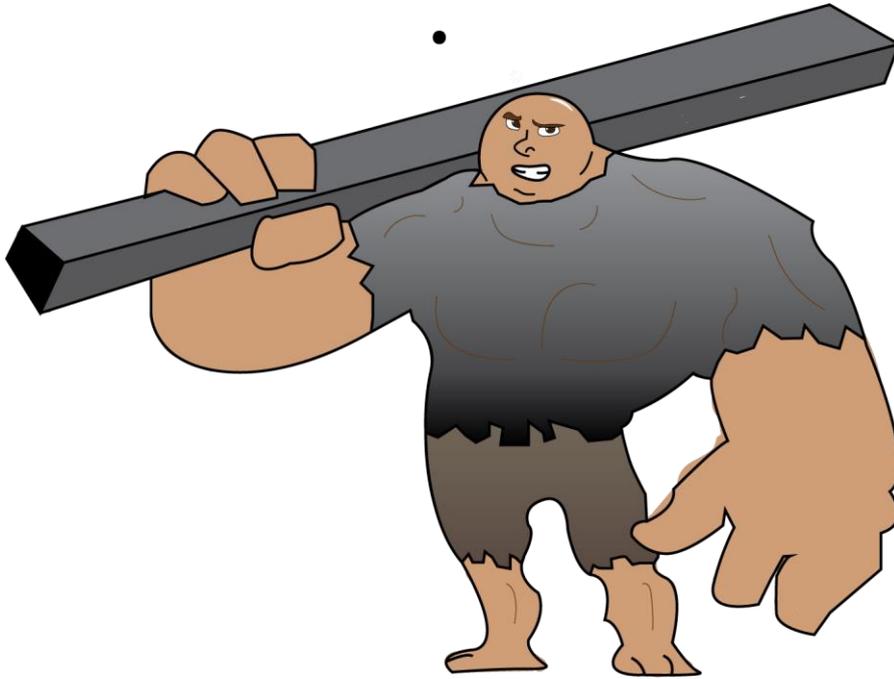
Character Pose Reference

As Abas is designed as the main protagonist which is the leader of Abas's Village and owns an army that able to hunt down the other villages, his pose will mostly like a standing brutal warlord.



By: Avenesh Nair A/L Vijaya Kumar Gopalan

Character Biography – Antanum



Gender: Male

Age : 53

Village: Formerly apart of Abas' Clan

PC/NPC: NPC

Character Diamond:

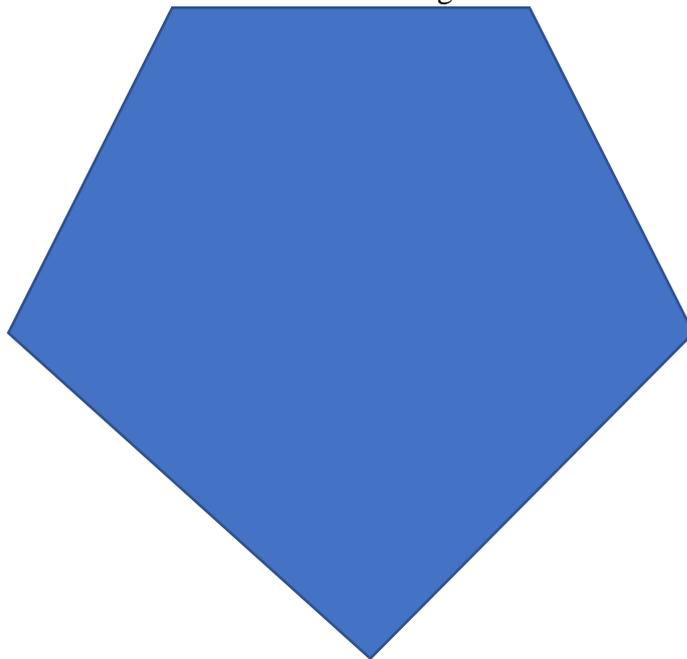
Character Diamond: Antanum

Primary strengths:

- Strict & Disciplined
- Caring
- Kind
- Fearless
- Understanding

Supporting Traits:

- Resilient
- Compassion
- Reliable



Back story:

Appears at the very start of the game. Antanum was a part of Abas' squad but had decided to stray away from the dark deeds demanded by Abas. Constantly being associated with Abas, Antanum is often not welcomed in villages as the people have not forgotten and forgiven for his past actions. He was considered an outcast for many which affected him mentally hence making him to go on a journey in search of peace of mind. While travelling, he learns and masters' multiple martial arts throughout the continent and created an infamous reputation of him. Years passed by, now settling down in a jungle, he hears horrifying screams and explosions nearby which reminded him of his past. Determined to right his past, he followed the terrifying sounds just to find out he was too late. He did however find Junita, the protagonist, in which he takes her in and trains her to be the best version of herself.

Role and abilities:

Acts as the mentor and the father figure of Junita. He trains her for 10 years since he found her unconscious after an attack on her village. Story wise, he was the main reason the protagonist, Junita, to start her journey in finding her true self and fulfilling her destiny. Trains her in multiple martial arts as well as self-control as he realises her abilities. Compared to Junita or other villagers, Antanum does not possess any supernatural abilities but he is a master in multiple martial arts that took him years to learn as he was travelling the continent.

Antanum's involvement in the story:

He is the mentor and also the father figure of the protagonist, Junita, where he teaches her the martial arts that he had mastered over the course of 10 years. Other than combat abilities, he also teaches Junita on self-control as he realises over time that she is the prophesised child that Abas have been searching for. Antanum's story ends in him dying trying to protect the village he had built while also setting Junita off to her own adventure to defeat Abas.

References

Character design references (Colour) & Art Style

- Grey and Brown – Dark colours to fit in the bright colours of the forest.
- Cartoonish art style with the huge body stature



Attire and colour references

- Ripped up clothes to represent the troubles and fights that he went through over the years.
- Dirt all around his shirt to represent his loneliness and his lack of self-care



Character Pose References

- Carrying something that looks heavy to signify his strength



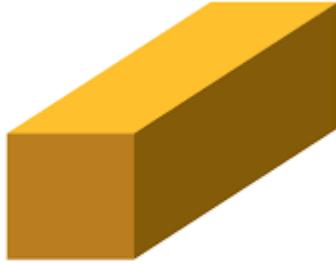
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Accessory Reference

- Grey looking log or metal



CUBOID

VectorStock

VectorStock.com/12546260



By: Rashed Suhail Muh'd Khalifa



JOEY

Gender: male

Age: 29

Tribe/village: Owl

PC/NPC: NPC

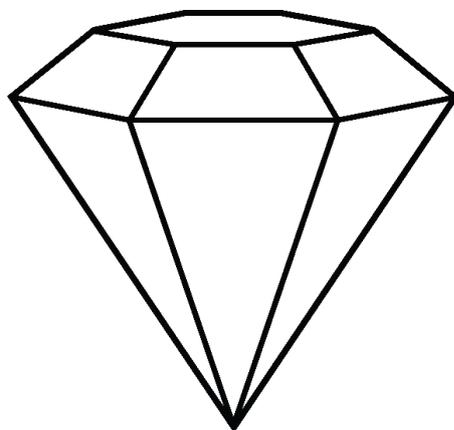
Primary strengths

Smart

Knowledgeable

Supporting traits

Problem-solving



Fatal flaw

shy

Backstory:

Ever since joey was a kid, he was always curious about everything, he would always sneak into the village's library, and he would get punished for that, but that never stopped him.

So, when he grew up as he finished reading all the books in the library.

After years of being an apprentice of one of the village's elders as well as a student of the librarian, he was appointed as the main researcher of his village (owl village).

He started using his curiosity to find out more about the different villages and trying to have a deeper understanding of the world he lives in, and how each village had a different animal power that they could use in their daily lives, or for their defence.

And one day he came across a prophecy of a child that would have the ability to learn all these different animal powers, as he rechecked the library for more information, there were not enough scriptures or books that fully explained the prophecy.

So, to try and learn more about the prophecy, he started his journey throughout all the villages, until he got all the information he could about the prophecy and wrote it all in a book which he decided to keep a secret, as there was still evil in the world that wanted to kill the special child.

Role in the game:

He meets Junita randomly in the forest as he was foraging for mushrooms for research, as they start talking, he notices a mark on her neck, he is surprised and amazed by what he sees...

He is the one that teaches Junita about the prophecy, tells her all about the villages that she needs to visit, and which skills are vital to learning to be able to defeat abas, so he helps her travel to each village, and along the way tells her more about herself, and the things that she can do with her powers.

Abilities:

He has the power and skills of the owl, so he is very observant, and intelligent, and has so much knowledge about the world that he lives in, arguably more than anyone else.

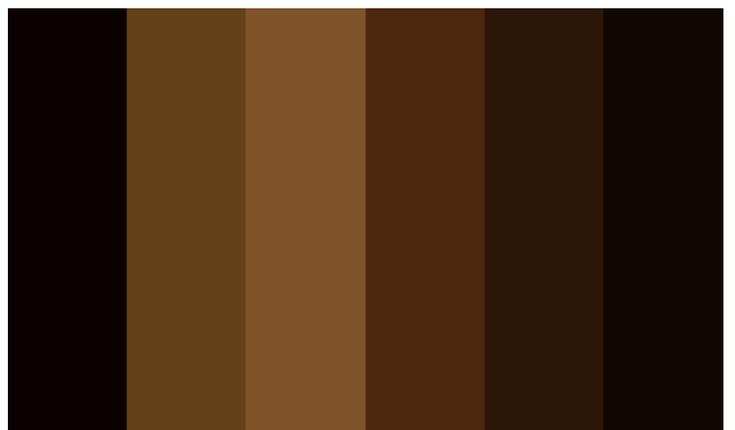
Can place traps to hunt for prey, as well as traps that hurt enemies.

References:

Character design references (colors) + art style

Colours: brown and black to some which represent the colour of most owls.

Bland colours to help blend in with the trees and environment.



Attire and colour references (headgear/clothes)

The main idea/theme of the game is supposed to be set in Sabah, a state in Malaysia, so we used their national attire/clothing, which was included in most of the character designs.

As well as the pattern seen in joey's clothes, as most of the national clothes have patterns throughout their whole outfit, same as the feather-like headgear(owl village).

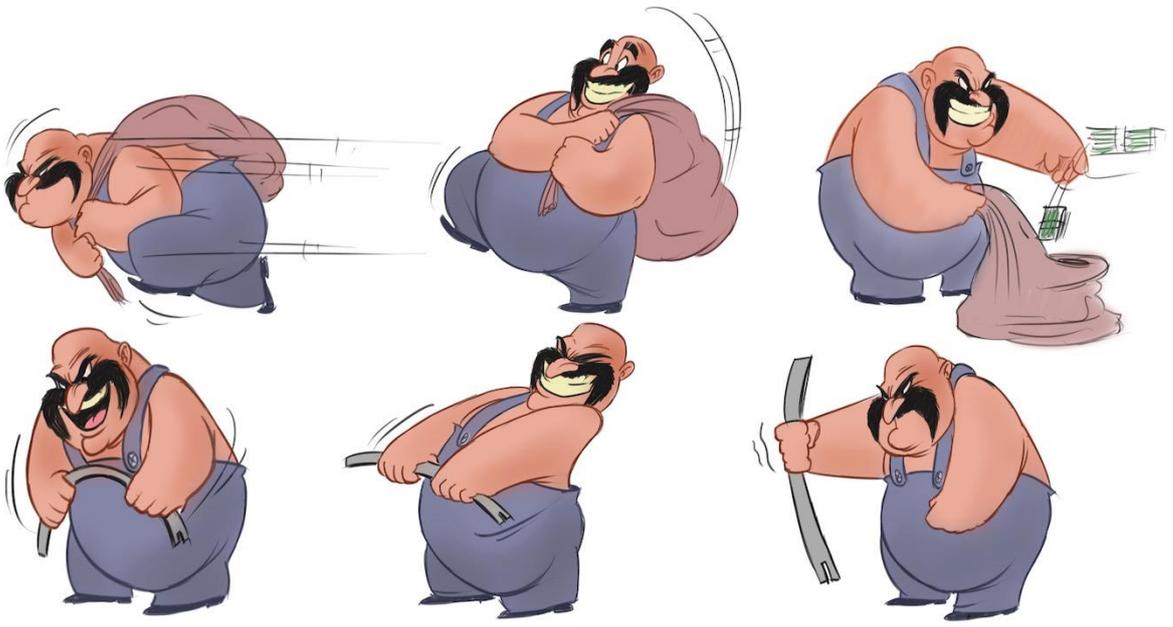


Character pose references

since joey's character is a fat guy he always has a slouched back, and the heavy sack of books and items on his back also affects his pose



Accessory reference (sack of books and items)



By: Chong Guo Jin Clement



Name : Amelia

Age : 21

Role : Companion

Abilities: A genius of combat, also the best at the Buffalo-styled combat

Background : Born in the Buffalo Village, where strength means everything. Amelia has a natural talent in the art of Buffalo combat. Therefore, she slowly rose and became the general of the village, leading the army of the village. She stepped down from being the general of the village after being defeated by Junita in a duel to accompany Junita on her journey.

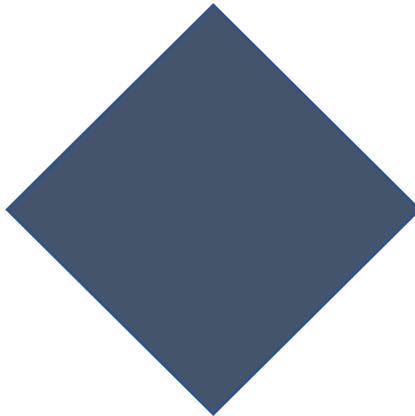
Character Diamond

PRIMARY STRENGTHS

- Gritty
- Adaptive
- Persistent

SUPPORTING TRAITS

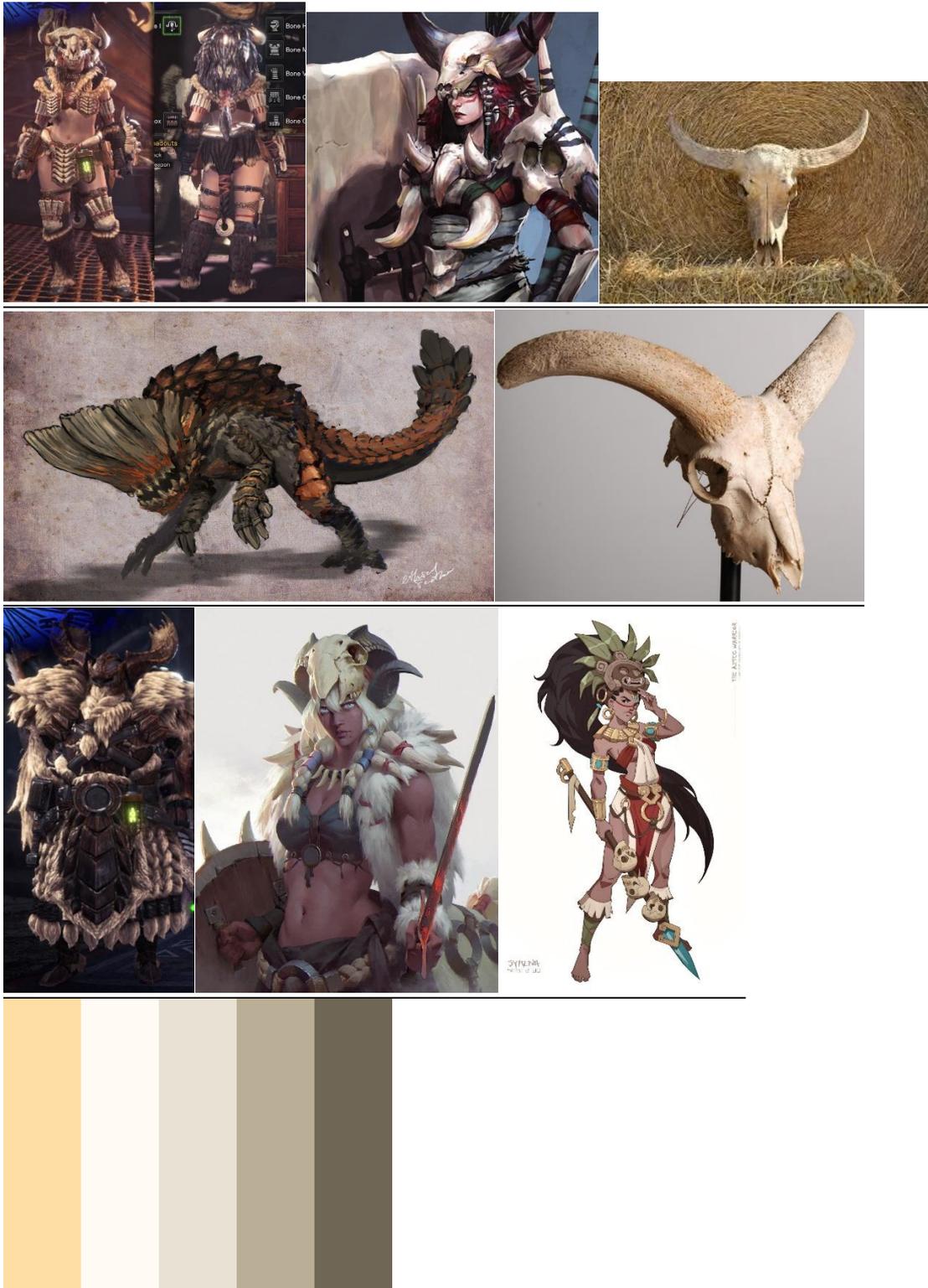
- Confident
- Dependable
- Flexible



FATAL FLAW

- Stubborn
- Reckless

References



These reference photos are put into mind when designing Amelia's armor and her colors. Amelia would look like the people from a tribal forest based on the armors. Due to her being in battles since she's young, she has many gears, tools, durable armor that she wears on a daily basis. There are also bones/trophies that she wears to commemorate her memorable kills throughout her life.



Amelia's pose is heavily inspired by this pose.

By: Micoud Wang Di Wen



Name : Rita

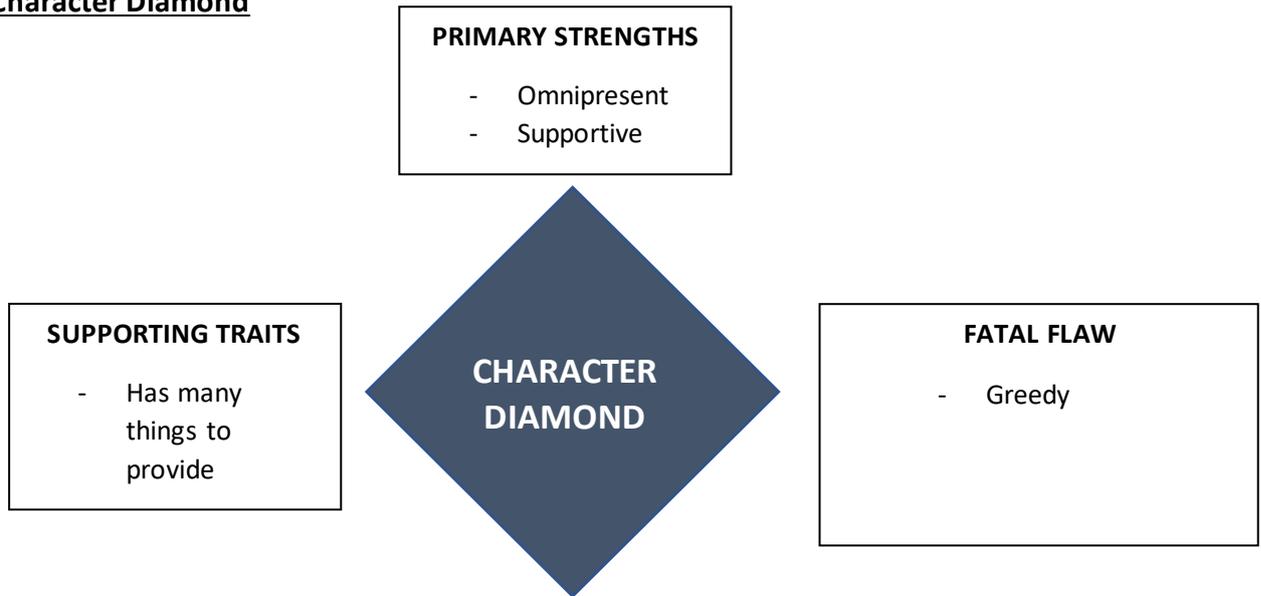
Age : Unknown

Role : Merchant

Abilities : Provides potions and weaponries/armours with the right fee, Enchants armours/weapons(Upgrade)

PC:NPC : NPC

Character Diamond



Background: Rita from the dweller's perspectives, she is nothing but a wandering lady seeking to sell magical items to anyone in need. But secretly, Rita is one of the God's messengers that have spread prophecies through her own legion of young worshippers and to spread throughout the land. Rita knows what is needed to be done to kill the evil warlord. The merchant knew when the prophecy initiated and have prepared any items to sell to Junita as a discreet way in helping in her journey.

Role In the Game: Acts as the provider for the main character (Merchant). Gives Junita the knife crafted by God that can kill Abas (When the time is right).

Abilities: Have the ability to teleport (Unexplained) in the game to serve as a convenience for the Main Character to buy/upgrade items/armours

References:

1. <https://www.pinterest.com/pin/764486105511339571/>



Inspiration: The way it holds the bag

2. <https://www.pinterest.com/pin/297096906680642654/>



Inspiration: Colour schemes from this character

3. <https://www.pinterest.com/pin/914862408312609//>



Inspiration: General poses/Ideas

4. <https://www.pinterest.com/pin/607211962275379440/>



Inspiration: Clothing ideas/poses

5. <https://www.pinterest.com/pin/52213676916849666/>



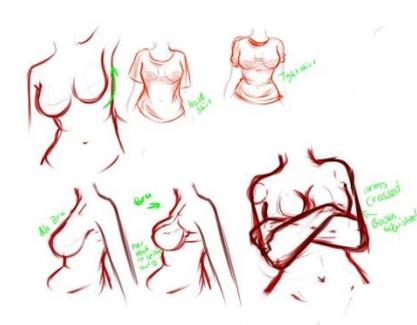
Inspiration: Kadazan's outfit for clothes design

6. <https://www.pinterest.com/pin/4151824634146593/>



Inspiration: Decision on hair designing (Curly or not)

7. <https://www.deviantart.com/pastelpyon/art/boobs-320149036>



Inspiration: Upper body general sizes

8. <https://www.pinterest.com/pin/404057397819975417/>



Inspiration: Gave the idea for the split part* at the lower end of the clothes.

9. <https://www.deviantart.com/pastelpyon/art/butt-327606856>



Inspiration: To create the right curve for the character

10. <https://www.shutterstock.com/image-photo/ranau-sabah-malaysia-may-12018-beautiful-1087037309>



Inspiration: The hat design from their culture

Reference

Story references

Avatar: the last Airbender <https://en.wikipedia.org/wiki/Avatar: The Last Airbender>

Kung Fu Panda https://en.wikipedia.org/wiki/Kung_Fu_Panda

Clothes and cultural references (visual design for the characters and environment)

Sabah <https://en.wikipedia.org/wiki/Sabah>

Weapons references

Tribal weapons <http://www.karlssonandwickman.com/tribal-weapons/>

Gameplay references

God of war [https://godofwar.fandom.com/wiki/God_of_War_\(2018\)](https://godofwar.fandom.com/wiki/God_of_War_(2018))

Assassin's Creed <https://www.ubisoft.com/en-us/game/assassins-creed>

Ghost of Tsushima <https://www.playstation.com/en-us/games/ghost-of-tsushima/>

Sifu <https://store.epicgames.com/en-US/p/sifu>