

HIGH CONCEPT : LOST - Pulse Of The Ancients

GAME OVERVIEW

> General Outline

Title : LOST - Pulse Of The Ancients

Genre: Exploration/contemplation / Mid-platform-mid-adventure.

Type : TPS

Support : PC

Age : 12+

Target : Casual gamer (16 to 30 years old)

Reference: Journey / Waves Tales / Grey / Sea of solitude

> The idea / the vision

A contemplative game of exploration and mid-platform / mid-adventure.

Immense stretches of desert made of a grey/white sand permanently lifted by the gusts of wind sweeping the landscape. A feeling and an atmosphere of solitude, of organized chaos, lit by 2 white suns and a sky dotted with stars. A silhouette advances on a kind of chariot/sailing boat evolving on this immensity, on these moving lands, on this mineral and silent ocean. To the sound of a tribal music, mysterious and inviting to travel.

See 4'13 : <https://www.youtube.com/watch?v=KRbDxJVjuls>

See 14' : <https://www.youtube.com/watch?v=KRbDxJVjuls&t=800s>

> Project description

Play as LILITH, a 16 year old girl, a rare survivor with her sister RAY on this moving planet made of ashes and silica. Evolve in an environment of immense eternity aboard your Llagut and contemplate the transformations of a decaying planet. Armed with a very ancient artifact, survive the many ghostly creatures hungry for food. Explore a lonely world to find ancient cities. Navigate through a storyline that branches into many scenarios in an attempt to reactivate Pulsars capable of bringing life back to this dying star. And - at the same time - try to save the life of your sister, who is suffering from a strange disease.

> The Add-ons

Incorporate the theories of ancient civilizations, architecture, megaliths, golden number, Pi, sound waves, resonance, water, levitation of objects, making electricity (thanks to water), the different measures (cubit, ampam, palm, foot...), hermetic... associated with a very naturalistic & shintoist vision coming from the Japanese culture

> Themes

Solitude / Travel / Contemplation / Eternity / Exploration / Responsibility / Ecology

> Mechanics

> the Flow = a device using sound waves to (among other things) manipulate/move/lift objects:

- jumping/leaping = see Titanfall 2 / Prince of Persia
- ability to freeze enemies for X seconds thanks to the projection of sound waves
- ability to create shapes/objects from water

(e.g. creation of a water sword / projection of a giant arm version of Robin in OP, reproduction in water of the arm of the protagonist and controllable by the player)

- ability to create electricity associated with a granite ore (to be farmed)

> Real destruction = any environment can be destroyed

> Morality system = possibility to question the player on critical choices to make and/or possibility to fail during a quest or mission and having consequences on the continuation of the game

> Emergent narration = show that the protagonist/player has an impact on the world around him, that this choice influences his environment (by showing the link between RAY and the planet MIUU, aka. the more the planet regenerates the faster RAY accelerates its healing)

WORLDBUILDING

> Planet & Star

- MIUU = planet with a luxuriant fauna and flora evolving in a temperate to continental climate all over the globe until the Great Reset, period/moment when Carybe (one of the moons of MIUU) was vaporized and transformed into dust and ashes falling and covering the planet for centuries. Until it changed the climate, its physical aspect and caused the disappearance of almost all bipeds and the mutation of some species into frightening carnivorous predators.

- CARYBE & SYLLA = originally the 2 moons evolved in the orbital axis of Miuu at different distances until the day when the people of Caral inadvertently vaporized the star. This event is also known as the Great Reset

> Events

- (THE) SIBLING SCHISM= period when the 2 biggest empire-nations of Miuu went to war with each other for a reason that history has forgotten. And leading to the catastrophe of the Great Reset.

- (THE) GREAT RESET = period spread over hundreds of years where the planet Miuu has experienced many upheavals, transformations (climatic, geological ...) and genetic mutations erasing all traces of civilization following the destruction by accident of the moon Carybe.

> Characters

- LILITH = woman - 16 years old - 1.75m - milky skin - grey hair - feline eyes - long)

- RAY (younger sister of LILITH) = female - 13 years old - 1,60m - milky/diaphanous skin

- white hair/white eyebrows - turquoise blue eyes - slim

- LUMINE = WIP

- SHAE = WIP

- MOONWILD (enemies) = types of being between "spirit" & "ghosts" (like the Japanese kami), carnivorous and ferocious that appeared over time following the numerous

climatic upheavals that resulted from the destruction of one of the two moons (Carybe) and threatening species that lurk in the heart of the planet's shadows. The MOONWILD are a kind of slag that feeds on human souls, residues from the slowly decaying star.

> Origin story / Build up character

- Relationship MIUU / RAY = through the story we understand that the character seems connected / linked with the planet and enter in resonance / harmony at different stages and levels of the game.

Why this?

Thirteen years ago, LILITH's parents and herself were exploring the ancient city of Gyptis in search of resources and food when they were attacked by a horde of MOONWILD. While trying to escape, LUMINE (the mother of the two sisters) was bitten by one of the horde members.

Why?

13 years ago, LILITH's parents and herself were exploring the ancient city of Gyptis in search of resources and food when they were attacked by a horde of MOONWILD. Trying to escape, LUMINE (the mother of the two sisters) is bitten by one of the entities.

Fighting with all her strength and trying to continue to advance in spite of the ball and chain holding her back, a great beam of light suddenly fills the whole space and annihilates in an instant all the creatures. Pregnant with RAY at the time of the facts, LUMINE does not suspect yet that a part of the MOONWILD merged with the embryo in full development.

LUMINE will die a few months later during the birth, followed shortly after by the death of their father - SHAE - leaving the two young girls orphans in a world in perdition.

BACKGROUND

What is the setting?

A desert and moving world made of ashes covering the whole planet and seeming to evolve like a big ocean during storms. On which one can navigate and walk.

Where ?

On the planet Miuu. A star formerly similar to our Earth with a rich fauna and flora, ocean, forest, mountain ... orbiting around a star but lit by 2 suns. One very far away but still giving this impression of half daylight even at night. And another sun around which the planet orbits and alternates between colder and hotter periods depending on its exposure.

In addition to Carybe & Sylla (its 2 moons), Miuu also has a satellite, a dead giant planet (Balbec) always visible in the sky.

When?

Compared to our contemporary civilization, it could very well be before or after. Only technologies can betray the level of evolution of these societies.

Who is it?

LILITH, a young girl of 16 years old (1.75m, milky skin, eyes color of feline, long), rare survivor of this environment become during centuries hostile following the destruction

of Carybe by the people of Caral (having involved the modification of the fauna and the flora). LILITH finds by chance an ancient artifact (the Flow) - probably from a very distant civilization - leading her to lost cities where in their bosom lies a mechanism (the Pulsars) capable of changing the climate of the planet and, by the same token, saving the life of her little sister, suffering from a mysterious disease.

Why?

Millennia later, LILITH, one of the last humans still alive, travels the world in search of a cure to save her little sister until she unearths an ancient artifact that reacts to sound (the Flow), which can give her certain abilities/skills and serves as a GPS compass indicating very old sites scattered all over the planet. LILITH then goes in search of these mythological cities having preceded thousands of years and of its technological relics being able to calm the magnetic flows of the planet. Like acupuncture points allowing this world to live again and find Harmony.

How did this happen?

Miuu had 2 moons and 2 suns. A long time ago, during the conflict between the two great nations of Caral & Egia, one of them conducted military trials on Carybe in order to test a new weapon to destroy the enemy. But the bomb was miscalibrated and vaporized the satellite, causing ash and silica residue to fall for centuries, forever altering the atmosphere and climate of Miu. This is what the survivors called the Great Reset. From now on, the planet seems to be frozen in time forever.

Pitch?

On a planet that has become inhospitable...

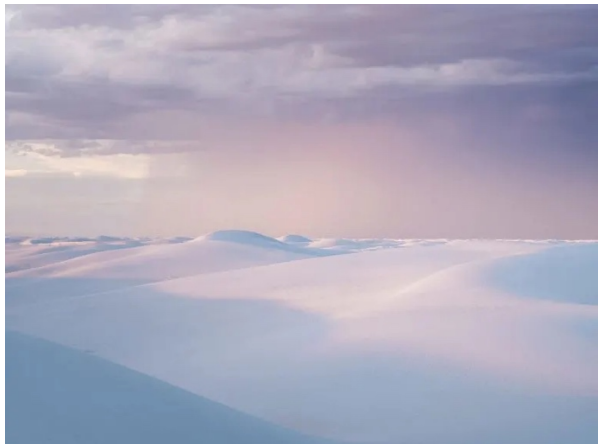
On these oceans of silica and ashes, LILITH, the rare survivor of Miuu, tries - in this sea of immaculate infinity - to find the "pulsars". An ancient technology capable of terraforming his planet and reactivating its magnetic field.

Short synopsis ?

Hundreds of years after the Great Reset which led to the destruction of one of Miuu's two moons, the planet has gradually been transformed into an ocean of white sand where only a few survivors survive on the entire planet. Navigating in an unexplored area, LILITH finds an ancient artifact (the Flow) with technology from the first ages of civilization. As she inspects the object, it comes back to life by chance following her cry of exasperation which produced a sound wave on its coating. The revived object seems to be able to give certain abilities to its bearer and indicates - like a GPS compass - a whole series of mysterious sites to be explored, scattered all over the world. And capable - if they are all activated again - of changing the magnetic flux of the planet, allowing it to regain its former appearance.

Equipped with his Flow, LILITH goes on a quest to find these ancient cities on this celestial body that has become hostile and inhospitable, but the only hope to revive their planet and save her sister.

INSPIRATION / VISUAL ATMOSPHERE



STILL WORK IN PROGRESS...

... TO BE CONTINUED !