



Project Lotus

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Overview

What is the game?

The game is a musical puzzle adventure game for consoles meant to invoke the spirit of classic games such as The Secret of Monkey Island and The Legend of Zelda: Ocarina of Time.

Where does it take place?

The game takes place in China during the reign of the Qianlong (*chi-an-long*) Emperor, between 1735 and 1796. The player will travel to various regions in the country.

Why create this game?

The main goal of this game is to present various historical events in the Qing (*ching*) Dynasty through a compelling and personal narrative. This is to promote tangential learning and spark player interest of the historical time period.

What do I control?

The player will control the main character, Feiyan (*fay-in*). Using her musical instrument, the liuqin (*lie-you-kin*), a traditional Chinese mandolin, she will be able to interact with the people and the environment around her.

What is the main focus?

The player will be given quests by the Emperor and will travel through China and these will carry Feiyan through a personal journey of self-discovery and intrigue. The game's puzzles and challenges will all revolve around the liuqin and various songs the player can play.

What is different?

The game's puzzles and writing will be akin to golden age adventure games like The Secret of Monkey Island but streamlined and presented in a way similar to the puzzles and quests of The Legend of Zelda: Ocarina of Time. There is also an interesting control scheme for playing inputting notes on the liuqin.



Character

Background

Feiyan is a young traveling liuqin player who gained notoriety performing strange feats with her liuqin. Growing up an orphan, she masks her insecurities by being an easy going smart aleck. After one day being recruited by the Qianlong Emperor himself, she travels around China documenting the regional music as a part of the Emperor's cultural preservation project. Over the course of her journey, she will encounter an unexpected figure from her past, learning the truth about her heritage as history unfolds around her.

Skills

Feiyan is a skilled liuqin player that will learn a variety of new songs as she visits new locations. Each song will have both an Emotional Use and an Environmental Use. The former will affect a person's emotional state and will get them to perform an action that will help or hinder the player's progress, while the latter will directly affect the environment around the player.

Example:

- A song that when played will fill a person with passion (e.g. making them complete construction really quickly)
- The same song when played in front of a hearth will light a small fire (e.g. allowing you to see in the dark)

Camera

Camera Style

There will be a third-person camera focusing on Feiyan as she explores various locations.

Camera Controls

Since the focus of the game is on puzzle solving rather than action, the player will not need to have absolute control over the camera. Similarly to the Legend of Zelda, the player will be able refocus the camera to point in the direction the character is facing at any time, aiding with navigation in the 3D world.

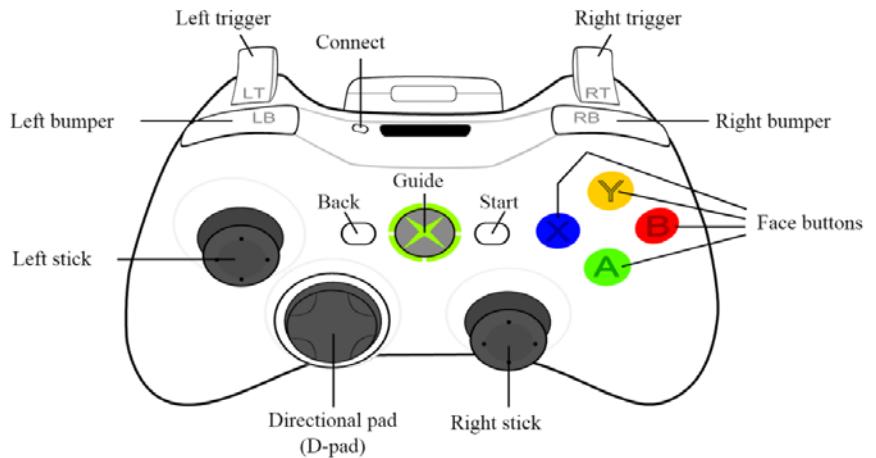


Controls

Feijan

The following is using an Xbox 360 Controller as the input device.

Input	Action
Left Stick	Move character
A	Talk/Read/Interact
LB	Enter Liuqin Input Screen
LT	Focus camera in front of Feijan
Start	Open Inventory/Song List

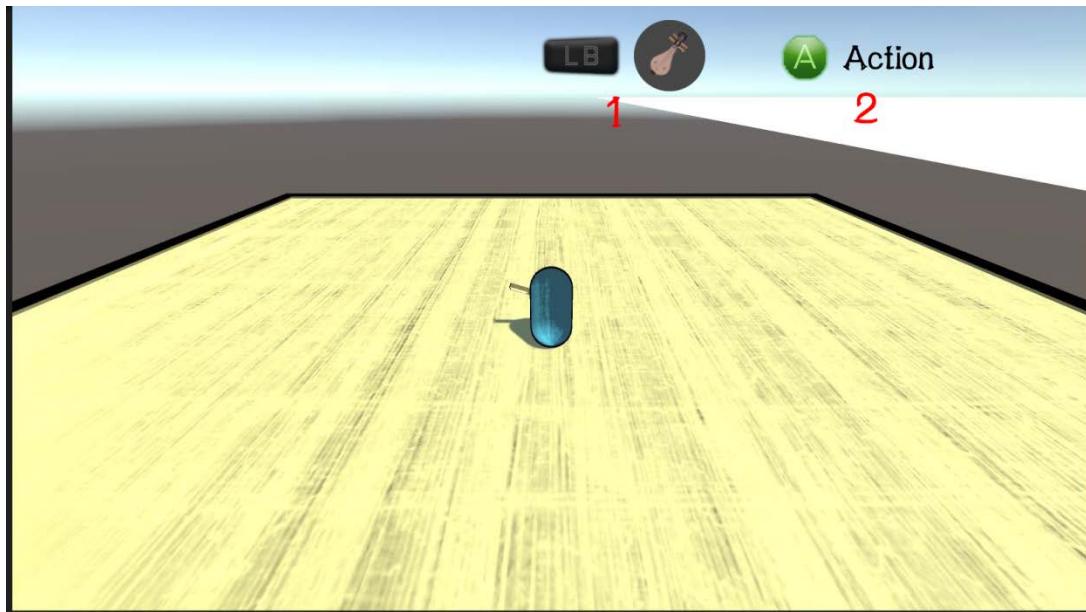


Liuqin Input Screen

Input	Action
A + Left Stick Up or Down	Play Note (E)
X + Left Stick Up or Down	Play Note (A)
Y + Left Stick Up or Down	Play Note (C)
B + Left Stick Up or Down	Play Note (G)
RB + Left Stick Up or Down	Play Note (D)
LT	Hold to Overlay Songs
LB	Return to controlling Feijan

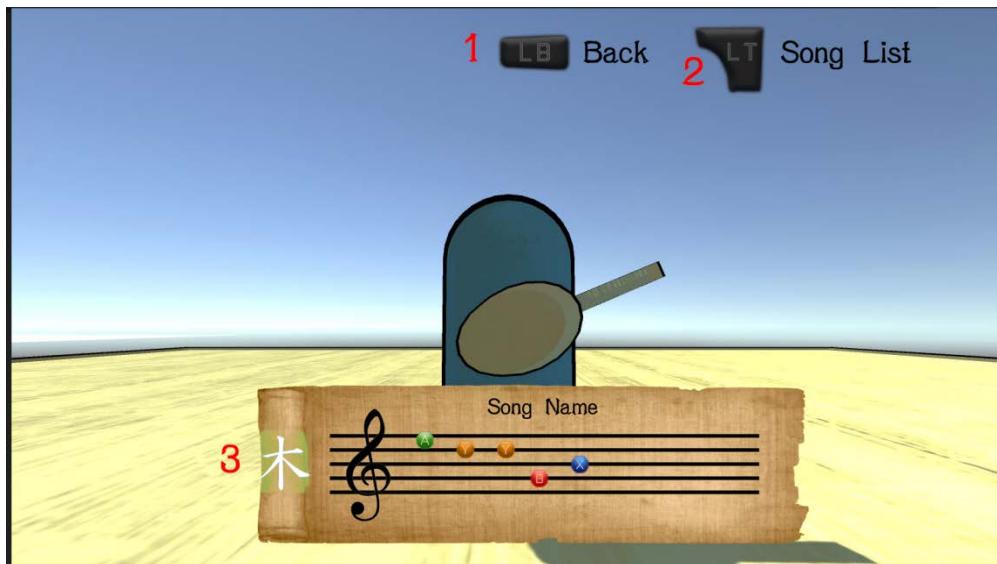
User Interface (Mockups)

HUD



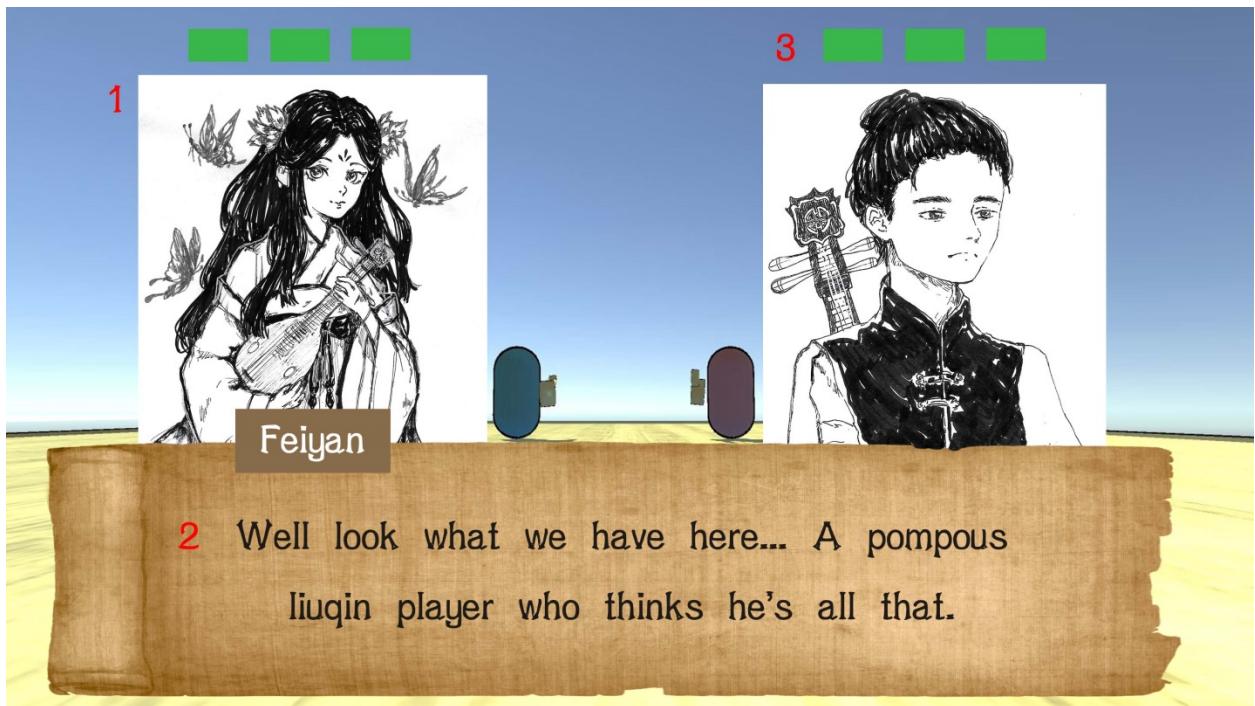
1. Button to enter Liuqin Input Screen, this will glow if playing a song will trigger an event at a particular location.
2. Will display an action to interact with an element of the environment (Talk, Read, Examine, Pick Up, Listen, etc.)

Liuqin Input Screen



1. Button to return to controlling Feiyan
2. Hold to overlay all song inputs
3. A successful song input will result in the song playing in full (short cutscene)

Dialogue/Duels



1. Character Portraits will give the players a hint of that character's current emotional state
2. Spoken Dialogue will give players the context and information needed to proceed.
3. (Only in Duels) The musician's Stamina Points. An NPC would play a song and the player would have to "counter" with the appropriate song. Countering successfully will reduce the NPC's stamina points, while failing will reduce the player's.