Theme & Moodboard Document

Design:

Main Character – Frog (different stages of its life) Each world would focus on one aspect of the frogs' life.
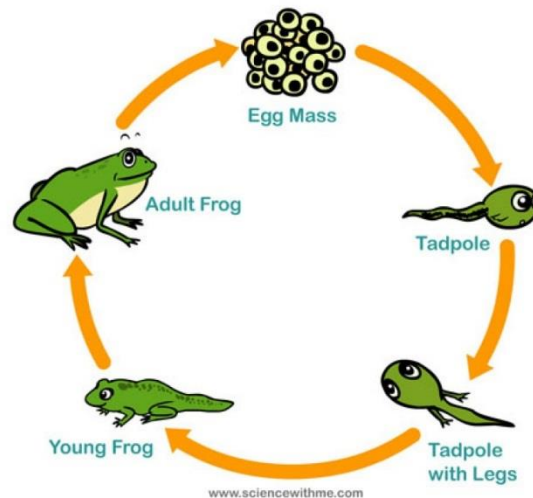
Fig. 1 A picture depicting the passage of the Frog's life cycle.

The game should ideally have an **aquatic/nature theme** so that we can showcase the **growth and death** cycle in the background, which will easily allow the players to notice the **passage of time both forward and backward.**

The setting of the game would be in a **pond-like environment**, so that we can fully portray an **ecosystem**.

Potential Concept for Enemies: Natural Predators of Frogs such as **snakes**, **lizards** and **birds.** Fish and swooping birds are also another concern for the frogs! In fact, even other hungry frogs could be their predators!

Mechanics:

Obstacles therefore, could also follow along this line of being **dynamic**. For example, at the start of a level, **the level could be free of obstacles**, however, as time goes along, **life would start to grow and obstacles could both grow and start to impede the player's movements**.

To show the "Frog" evolving, at the last level of every world, the frog might need to travel in a straight and singular path **which will show its evolution with the passage of time**. E.g. a tadpole growing its leg during the last level.

Additional Mechanics: As the frog grow, with **legs** and **arms** and even the **power to jump**, or the **use of its tongue to catch flies**, can be introduced as **additional mechanics as the level/world progresses**.

Items that manipulate the concept of time:

Red algae can be a "magic" item that **changes the flow of the frog's time manipulation powers**. E.g. Reverse the bindings

Coffee beans can make the time go **slower**

Tea leaves can make the time go **faster**

Potential Tutorial Level: The player will start out in a level full of tadpole eggs, and they will be introduced to the mechanics of time moving forward when pressing the → or the D button. The tadpole egg will grow as the time moves forward, and the player can thus also reverse time by pressing the ← or A button and they will be able to see the tadpole not come out of the egg, but also the environment's time being reversed.

Summarized Levels:

World 1 – Growth

Eggs are destroyed due to rain/windfall, but some survive. The tadpole slowly grows into a young adult as it tries to survive

World 2 – Survival

The adult frog is now fighting for survival, and needs to eat by hunting for insects, while at the same time looking for a mate.

World 3 – Death

Eventually the frog will find a mate, and will need to go through a "challenge" to fertilize the eggs. After which we will show the death of the adult frog and the "new" tadpole will appear.

Theme: 7th Month in Singapore

Main Character: Little girl who sat on the front row of a 'getai' & is possessed by a ghost.

Mechanics

Time Mechanic: Able to reverse and advance time due to the presence of the ghost.

Objective: Make the ghost leave by satisfying its desires.

Obstacles: Talisman which prevents the passage of the ghost (initially), cars (while crossing the road), and demanding parents / concerned citizens who wonder why a little girl is out wondering alone.

Advanced mechanic: As the ghost grows stronger by collecting **offerings**, we can unlock more mechanic such as **temporarily leaving the girl to possess others**.

The little girl can also grow stronger physically by eating all the "imaginary" food that the ghost demands.

Interesting Visuals: HDB blocks, city areas, ulu areas, try to make the whole area minimalistic and very bright & chaotic. Very realistic initially, then gradually starts to become more dreamlike (for plot twist 2)

Summarized Levels:

World 1 – Hunger

Ghost is very weak and needs food & offerings to survive. Demands the girl go around collecting other people's offerings and food "energy".

World 2 – Domination

Ghost uses the little girl to do terrible things like scaring other little kids, and being a little terror

World 3 – Reality / Realization

As the end of the hungry ghost festival draws near, ghost is brought back to reality.

Plot Twist 1: Ghost is repentant for all its bad things it has done and tries to correct its mistakes with the little girl.

Plot Twist 2: As the ghost starts to get weaker, reality is becoming more distorted, before she finally ends up at where she was initially, and the "dream" becomes reality again, she realizes it was all a dream and walks away, before the "ghost" laughs.