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SVEUČILIŠTE U ZAGREBU

AKADEMIJA LIKOVNIH UMJETNOSTI

ZAVRŠNI RAD

EMPEROR MOTH

Eva Radiković

3.god. OZAFIN 2021./2022.

Kolegij: Realizacija završnog rada

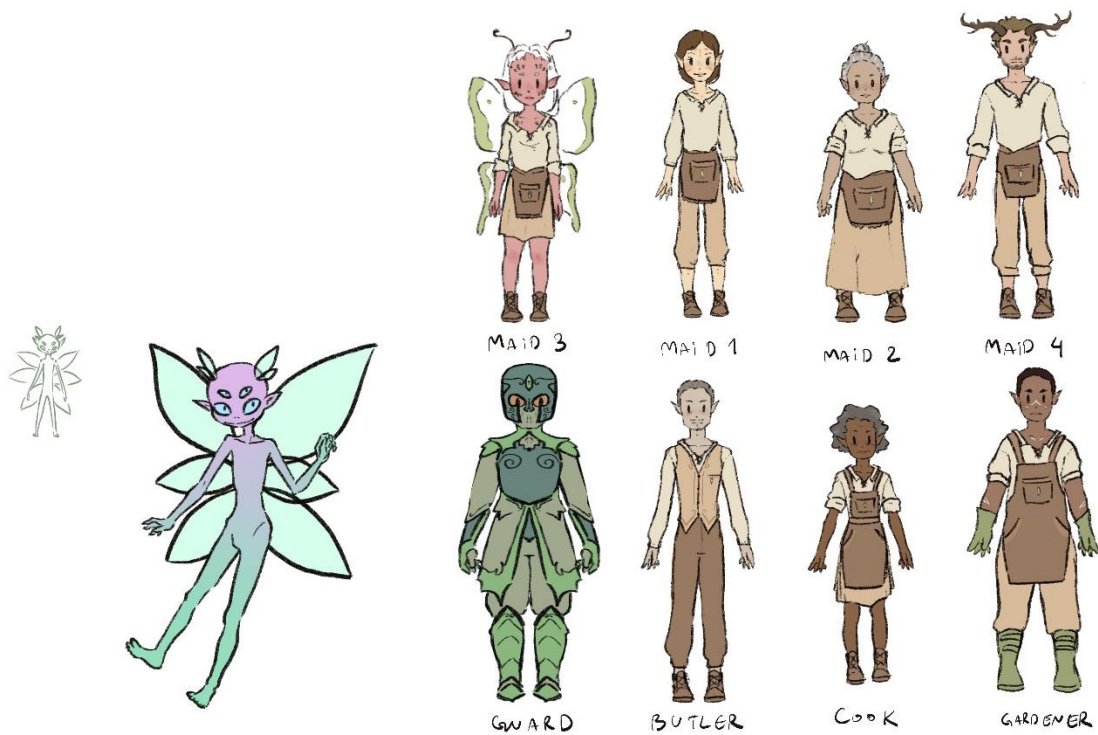
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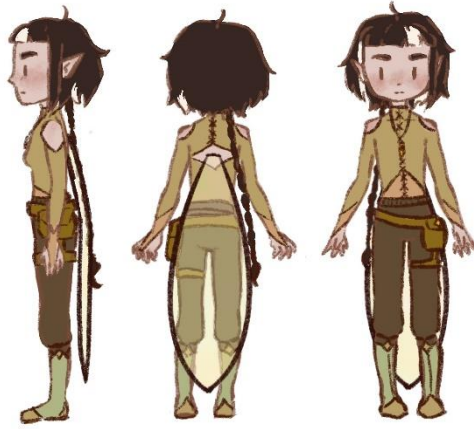
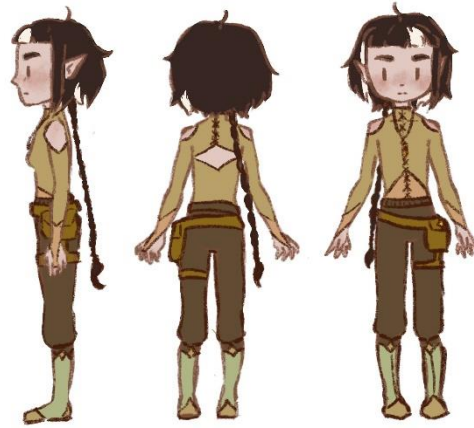
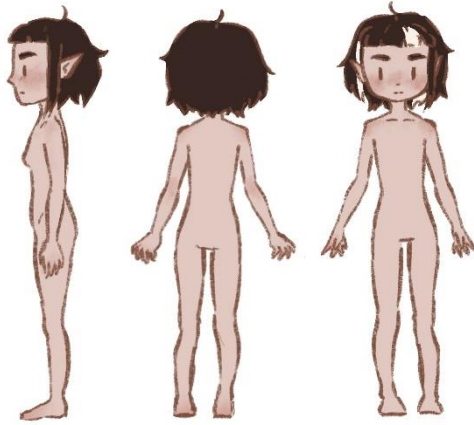
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Sinopsis

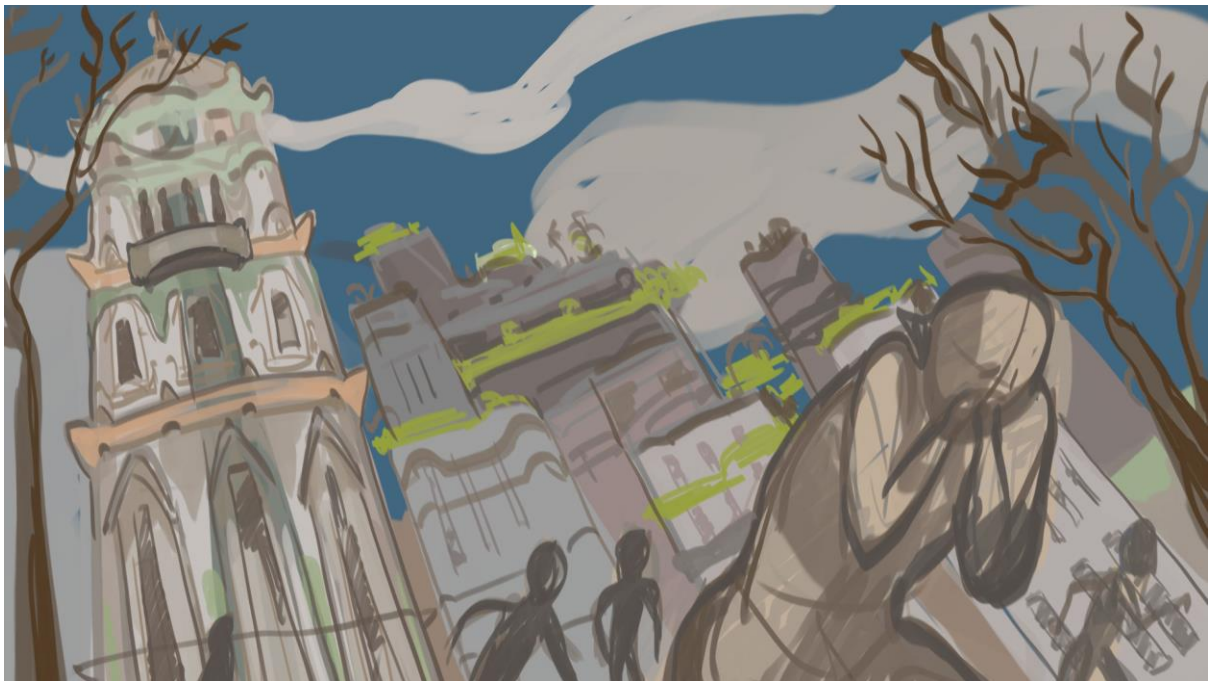
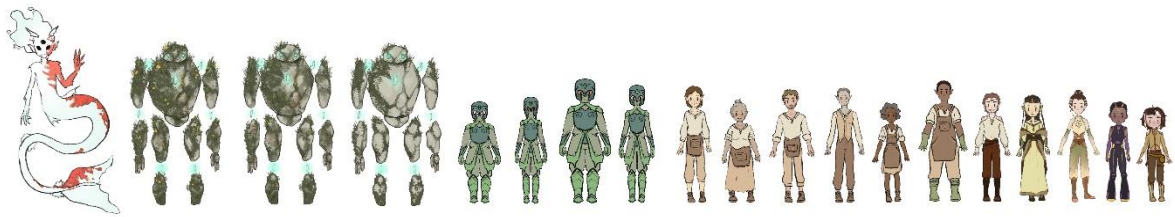
Tatiana je vilinska princeza rođena s invaliditetom: ima jedno nefunkcionalno krilo. Zajedno s njom krećemo se dvorcem Wonderglow, saznajemo povijest svijeta, družimo se sa stanovnicima vilinskog naroda i otkrivamo tajne njezine kraljevske obitelji.

Umjetnička koncepcija









EMPEROR MOTH

Video game cutscene script

Narration accompanied by storybook- like illustrations

ILSE

(soft, confident, motherly)

Long ago Vaso and Khin coexisted peacefully. Mother Nature blessed human folk with numbers, while she blessed us fae folk with magic. While we accepted her gifts with open arms and let her care for us, human folk had other plans. They destroyed her creations with machines of metal and grease, greedily grasping for every miracle she created. Their machines carried them far from their land, finding more and more places to dig their nails in and rob her of her treasures. Meanwhile, we were unaware of these tragedies, as our land offered us all we could have ever needed. Mother Nature created us; Xyrlins, to lead and protect the fae folk as well as hold her creations sacred. We thrived for centuries, claimed the trees as our homes and gathered knowledge of enchantment from magical beings. When human folk approached us we knew nothing of their crimes. They had different beliefs and a way of life, and they did not look like us. But my mother, a foolish queen, believed we could learn from one another. We created Lyn together. My brother went to partake in a shared human and feyfolk council which decided the fate of Lyn. But we could not foresee the destruction of earth their monstrous machines caused. The air became heavy, the plantlife withered, magical beings ran and barely escaped from Lyn as our magic was corrupted. As we plead for them to stop their polluting ways, the human council attacked our people and started pushing further into Vaso. We had no other choice but to fight back. Many lost their lives, including my brother, but we succeeded and pushed the humans back to their lands. Lyn is now deserted, a mere shell of hope we once had. The chance for a peaceful alliance between Mother Nature's children was shattered, and now no one is permitted to cross the border. My mother lost her way from the guilt and grief of losing her son, and soon disappeared without a trace. All that pain brought us a powerful lesson however; to protect what is ours. To protect Mother Nature and all her gifts.

Level Plan

Wonderglow castle

1

Starts with a cutscene- series of images in a storybook style shown with narration in the background. After the cutscene there is a loading screen.

We start in Tatianas room, she is on her bed drawing. When a bell in her room rings she says
“ Its dinner time already? Im not hungry yet.”

The player has the option to look at the drawing she is making or get off the bed right away. The player can investigate items in Tatianas room, and she comments on them.

Drawings on the wall: “ Ill be getting back to you soon enough!”

Fountain on the desk: “ One of the few things I made that actually work... Probably because dad helped me with building it.”

Box with tools: “What my mom calls: useless junk. I bet she wouldn’t say the same for the royal scientists tools.”

Note on the wall saying – Use the long way around to get to dinning room. Love, mom. :
“Why is it that every time there are guests coming over everyone decides my way of getting around the castle is an eyesore?”

Dress on the couch: “What my mom wants me to wear to the ball tomorrow. So uncomfortable.”

Crystal: “ Not leaving without you my precious!”

She has to pick up a crystal from her desk to progress. If the player tries to leave the room prematurely she says:” I have to get my crystal first”. If they stand around too long she says “I should get going”.

She also has the option to go to the bathroom where she can look herself in the mirror.

“ Why is it that im by far the shortest one in my family? Akia will never stop rubbing it in my nose. “

When she exists she get into hallway 1 where she is greeted by a maid 1.” Good evening princess Tatiana. How are you today?”. Tatiana responds with “Im good!” She has the option to talk to her. If she does the conversation goes as following:

Tatiana: Are you done for today, Kala?

Maid: Soon! I just need to clean your room first, if that’s okay, princess?

Tatiana: Yes, of course. My room is unlocked, so you can just do a quick check, but then go home and get some rest!

Maid: Right away!

If the player tries to talk to Maid 1 again she says " Ill be quick!"

You can either keep walking into hallway 2 or enter the small living room. If you go into the living room Tatiana will comment "I.. didn't come here in a long time, huh?" She can interact with the following items:

Akias desk: "Akia seems to still come here sometimes. I wonder if she hopes ill come too. Wishful thinking, probably."

Tatianas desk: " I don't like being here. Too much pressure to be around my sister."

Shelves: " Our old books and notes... We used to study here together. I would always steal Akias notes, tough."

Couch: " Our parents moved my room here so its easier for me to get around, but Akia came here with me willingly. Well, too bad she became a prick."

Drawings with curtains : "Now, whats behind here."

Drawings without curtains (pulled down from beneath): " Oh, I forgot this was here. She used to draw with me sometimes. Then she got too busy."

Tatiana proceeds trough the hallway 2 and gets to the staff rooms hallway where she encounters Maid 2: "Hello Tatiana!" If you choose to talk to her the conervation goes as follows:

Maid 2: "Hi little one, going to dinner?"

Tatiana: "Yes, what about you?"

Maid 2: "I am, my daughter is waiting for me home! Its her birthday today! Shes about your age you know? I still havent picked out a gift for her, ill have to think of something on the way home."

Tatiana:" Oh, tell her happy birthday from me! Maybe I can help, what does she like?"

Maid 2: "Oh don't worry yourself, dear. Ill get her a nice flower, they seem to make her happy. Though I can never find her favorite, the orange marigold."

After this conversation the “journal” has a sidequest notification: Birthday present- go to the garden . If you try to talk to Maid 2 again she says “ You should get to dinner dear.”

You pass through the hallway and have an option to either enter the elevator for the garden through a door or keep walking forward.

If you choose to go to the garden you enter a small elevator with a platform. When you shut the door its pitch black inside and you can light crystals along the way to light up the ride down revealing platform gardens around you. When you get to the garden you can go left or right.

If you go left you can inspect various kinds of plants, as well as meet little helper golems fertilising the crops. One of them gives you a fruit which replenishes HP.

“Oh, thanks!” Tatiana says to the little golem.

Youll end up in an area with no light and upon lighting a crystal youll find the gardener who just woke up from sleeping on the bench.

Gardener. “..Huh?” –shaken awake

Tatiana: “AAH!!”

Gardener: “AAAAAAH!!!”

Tatiana: “Why are you here in the dark?!”

Gardener:” Why are YOU here in the dark! By the mother you scared the life out of me.”

Tatiana:” Im sorry, I was just looking for a flower for Maid 2. Its her daughters birthday.”

Gardener: “ Oh, makes sense. It’s a good thing youre here actually, I was supposed to bring some produce to The Cook before I go, but youll be passing through the kitchen anyways, right? Would you be so kind to bring it to her instead?”

Tatiana: “Yeah, no problem! But before that could you point me to where I can find orange marigolds?”

Gardener: “Oh yeah, of course, they are on the right. And the produce is here right next to me.”

When going to the right Tatiana finds various flowers growing on floating crystals. There are a couple of flowers, Tatiana will say one of these things:

“These are pretty, but I don’t think they are what im looking for.”

“Hmm.. no.

“Nope”

“Pretty, but definitely not orange.”

“Youre not even a flower!”

“No.”

“You are not the chosen one.”

Orange marigold: “Oh, that’s the one! Of course it’s out of reach.”

“ Hmmm.. I should be able to knock it down.”

After inspecting them she has to knock the orange marigold down with her melee ability.

When she returns to the gardener she finds him sleeping again and says “Oh dear...” If you try to talk to him you can hear him talking in his sleep: “ No! Get away from the pot you little rascal!” if you talk to him again: “ Bad golem! Shoo!” and again: “Why are you like this?” She can take the bag with produce next to him with her.

When you return through the elevator you’re back in the hallway and you can go back to the Maid 2. When you click on her you have talk or give flower option. If you talk the same dialogue will happen, but if you give her the flower the following conversation happens:

Tatiana: Hey Maid 2, I was going to get something from the garden and I happened to stumble upon some very pretty flowers! So I got one for your daughter!

Maid 2: Oh, honey! Youre a treasure, you know that? She will be so happy. Thank you so much.”

And then you can proceed to the storage hallway. Here you get across using a platform, and when entering the guest room area you have to jump across to another platform. In this area, if you want to talk to Maid 3 you have to stop the platform with your sleep ability, which Tatiana comments on a few seconds ahead. The platform stays still until the conversation is over, which goes as follows:

Maid 3: “Oh, good evening princess. Do you need something done before I leave for today?”

Tatiana: Oh, no thanks Anani! Go home and get some rest! Im sure the preparations for the ball are exhausting.”

Maid 3: “ Well the schedule is intense, but nothing to be complaining about. Im happy to help.”

If you try to talk to the maid again she will quietly say: “ I wonder if my application will get a response soon...”

You have to jump over a few cleaning carts or floating cupboards to pass this area.

Then Tatiana passes through the terrace where a few non-interactable pixies are drinking a cup of tea. She walks to the guest dining room where she can inspect the fountain in the middle.

Fountain: " Sometimes I like to eat here alone. the cook always sneaks me food when I want to be away from family drama. Im glad shes looking out for me.

Then she arrives to the butler room where she has to get a map of the world to proceed. When she notices the map she says: "How did that get here?".

If the player tries to walk out without the map Tatiana will say "I want that map".

To get the map Tatiana needs to talk to the golem (she just bends down and whispers) and he causes a distraction by climbing on the bookshelf, so the butler has to put him down. Then Tatiana can grab the map. If she misses the chance, and the butler sees her he'll say "Oh, no princess, that belongs to your parents. Give it back please." And its game over, Tatiana respawns at the last save point.

When you talk to the butler the conversation goes as follows:

Butler" Pleasant evening your majesty, are you well? I believe your family is awaiting you at supper. You should join them shortly."

If you talk to him again he says "Don't keep them waiting long, princess."

After passing to the office hallway you can knock on the door of the secretary.

Every time you knock you get a response until you reach an easter egg.

"Yes, yes im almost done."

"Soon"

"Im working"

"I said im working"

"Im not gonna finish any sooner if you keep knocking"

"Seriously?"

"Stop."

"W.o.r.k.i.n.g."

"I. SAID. IM. WORKING."

"Interrupt me again. I dare you."

" DOBRO PA FRAJERU REKLA SAM TI DA RADIM ŠTA TI NIJE JASNO JEL DOSTA SAD AJDE PELJAJ DALJE!"

"Ugh." – this one keeps repeating if you keep knocking.

When you try to go up with the platform it goes up a bit and then the crystal malfunctions and the platform falls and breaks. The butler yells from the other room: "Are you alright? Do you need assistance?"

Tatiana replies: "No, no, im good!" Then under her breath she says "Mostly. Ouch." When she gets up she says: "I could keep it together for a few seconds." Then a tutorial pops up for her to use her seal ability to keep the platform together long enough to get to the upper level. She has to jump though to make it. If she falls again she and the butler don't repeat their lines.

Then she proceeds to the waiting room and goes up the stairs to enter the throne room. While passing she comments on the room "I hate the idea of sitting in that throne one day. I know that's what mom wants from me but... I don't think I could ever see myself there."

She continues in the hallway with staff work rooms where her platform goes up in the air leaving her floating in the space. A whole lot of stuff is floating around and pixies are wreaking chaos around the room. One group is eating jam out of a jar, while another is pulling Maid 4-s towel and laughing. A golem is floating around too. You have to move around the room using your melee ability and get across moving objects to push yourself with. When you get near you can hear Maid 4 arguing with the pixies: "Let go! I don't have time for this! Now I have to clean up after all of you again! Stop it! Knock it out! Will you let go already?! I just want to finish up and go home! STOP IT!" If you try to talk to him he'll say: "Haha, everything is fine princess!" If you try to talk to him again you'll just hear the arguing dialogue again.

You launch yourself in the next room in front of the scientist lab, where you wake up a guard who quickly stands up in his position. If you talk to him he says "Please don't tell Akia." Tatiana can comment on the door "I love the idea of working in this lab one day. Or any lab really."

You walk into the hallway with classrooms. Upon entering this area Tatiana comments "Ugh. Study rooms." You have the option to go inside the classroom. There you can interact with many objects.:

Back desk: "I used to sit here. I really did a number on my table" – a doodle appears with stuff written/ drawn on the table.

Front desk: "Akia used to sit in front of me, always all organised and well prepared. She was hard to keep up with."

Map: "I wonder why we always just learn about Vaso. Even if humans really are as bad as were told- which I doubt, still we share the earth with them."

Spirit drawings: "It was always so fun to go out of the castle and talk with spirits. It's a shame they can't leave their home. "

Board: "Ugh. Thank the mother I don't have to look at this thing anymore."

When you enter the balcony you can sit down at the bench and Tatiana will monologue: “ Even though I always hated sitting here and staring at the board while mister fancy royal scientist got lost in all his explaining, I always imagined myself being in his shoes and just walking a door away and making amazing things the whole day. That sounds like so much fun and excitement. Making new things, always.” After this you can get up and leave to the hallway, then proceed to hallway with Dillons and Ilse's offices.

While passing here Tatiana comments: “ Dad never really let me into his office. He always joked that he had secret jobs of the utmost importance hidden in there and that I was too young to see them. But I've seen Akia go in there, so that's not really fair.” When she gets to Ilse's office she comments “I remember playing in there when I was little while mom worked. She always got mad at dad for not removing all the key crystals from his door when he left the office. But mom makes a big deal out of everything. After all, you can't enter if even one is missing!”

When you enter the meeting room you'll catch a golem with a paper crown pretending he is the queen of the table. When he notices you he slowly backs out and hides very badly behind a plant.

Then you end up in the library where you have to jump over and duck under items while moving on a platform.

After you get to the living room, and move through the hallway where you can enter the pantry. In the pantry you can get an item that replenishes HP, as well as a collectable: a little booklet with recipes and a drawing that little Tatiana made for the cook.

Tatiana enters the kitchen and can give the cook the produce from the gardener.

Cook: “ Well, well, if it isn't the wrong person to deliver me these goods. Again. Did he fall asleep and made you bring these to me instead?”

Tatiana: “Yeah, but I don't mind! He seemed very tired.”

Cook: “ Ugh.. What am I gonna go with you two. He's lazy and you're too good. Well if you're the delivery person today, might as well give this to your father. He dropped it earlier today when he snuck in for a snack.”

- The cook gives Tatiana a crystal that unlocks the door to Dillons office.

When you just talk to the cook regardless if you completed the sidequest or not, it goes as follows:

Cook: “ Hey, kid. Still tiny I see.

Tatiana: “Well I still have a chance to outgrow you!”

Cook “ HAHA if you do I'll make you sweets for every meal for a week!”

Tatiana: “Deal.”

If you talk to the cook again she'll say: "Get your tiny ass to dinner. I don't want your mother making a scene instead of enjoying my delicious work."

If you try to take cut up vegetables from the cutting board the cook says: "Uh-Uh! Dinner is waiting for you. Run along now."

Now, assuming you have completed all sidequests you can either return to Dillons office or go to dinner. There will be a notification that if you go through the right door in the kitchen you'll go to dinner. If you go to Dillons office you pass through all the same rooms, nothing has changed except the golem in the meeting room has fallen asleep behind the plant. When you get to the office, you can't push the door completely open because the door is stuck, but through a gap you can see a board with research, and a red glowing light. You can reach in for something on the floor, but when you do you hear a growling inside the room. Tatiana gets scared and falls back, but when she does the door slams shut, causing the crystal to fall out and crack. "What... Was that?" she says. You get a collectable- a sketch of a normal and a corrupted spirit.

After this Tatiana can go back to the kitchen and enter the dining room where the cutscene starts.

After the cutscene Tatiana is in her room (which is slightly tidier from the cleaning, and in different light since it's night now) and you can interact with items again.

Objective: gather 5 things to make an escape rope

Files: "Yeah, yeah, keep judging me."

Cloak: take

Bedsheets: take

Blanket: take

Tools: "Much help you are. You just help me make my useless trinkets right?"

Dress: "Right, I'm supposed to wear this tomorrow and act like nothing at all has happened."

Bathroom-

Mirror: "I need to go out."

Shower curtains: take

Small living room-

Long curtain: take

Akias table: "You just love proving over and over again how you're better than me don't you? Like everyone doesn't already think that anyways? Some sister you are."

Tatianas table: "Not returning here any time soon."

Drawings: "..."

After you gather everything you need and make the rope with bedsheets you can sneak out through the window.