

Hull Ghosts

The War Comes from Below · Game Design Document

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Part #1

HIGH CONCEPT

Story Premise

Embark on a thrilling pirate adventure, filled with fast-paced action and unexpected attacks from your troubled past. Navigate through a world of romance and political intrigue while customizing your own unique story. Will you rise to the top or be brought down by the anoxia of your past? The choice is yours in this epic pirate tale.

Player Motivation

Unravel the mystery behind the political tyranny plaguing the land, while growing stronger with each step. "Plunder Ghosts" will keep you on the edge of your seat with unexpected plot twists, pushing you to uncover the secrets of the corrupt government and its shadowy mastermind. As you gain power and uncover the truth, the game will become even more thrilling and rewarding. Get ready for an epic adventure that will keep you coming back for more.

Target Customer and Platform

Platform: PC, major consoles; PS5 and Xbox Series X.

Target Customer: Action RPG lovers, pirate life enjoyers, narrative fans, 17~35 age range.

Genre

An Action RPG, first- and third-person narrative, and combat-heavy in a magic pirate life.

Target Rating

Mature 17+

Goals

The goal of my game is to offer players an immersive experience that empowers them to conquer the world alongside a team of fearless adventurers. As they progress through the game, players will feel a sense of comfort and familiarity with the narrative and combat mechanics, honing their skills and adapting to new challenges with each mission. However, just when players think they have it all figured out, the story will take a dramatic turn, leaving them feeling unsettled and unsure of who to trust. Whether players choose to pursue romance, embrace madness, or betray their allies, the narrative will be shaped by their choices, offering endless opportunities for exploration and discovery. With plenty of suspenseful combat encounters, rich lore to uncover, and foreshadowing that drives the story forward, players will be kept on the edge of their seats, eager to discover what happens next.

Part #2

GAME BACKSTORY

Backstory – page 1

The Gambler's Groove was a mystical and enigmatic land that captivated the hearts of many. There was something special about it, an alluring fragrance that tantalized the senses. Those who dwelled there were fiercely devoted to it, their love for the land was unwavering.

For those who arrived on its shores, the experience was transformative. It was as if they had finally found their true home, a place where they belonged. The continent exuded an intense energy, passion, and love radiating from every corner.

The roads of Gambler's Groove led to a world of endless possibilities, a place where one could uncover hidden secrets and achieve great feats. Its citizens knew that there was more to the land than met the eye, a stirring feeling that there was something more just waiting to be discovered. And so, they waited, eager for the awakening that they knew was inevitable.

Gambler's Groove was a land that could only be reached by ship, and the first to arrive were loveless nomads and hopeless navigators. But when they arrived, they were filled with an overwhelming desire to make it their home.

The land was vast, seemingly without end, and at night the sky burst into a mesmerizing display of colors that left its inhabitants in awe.

As people settled into Gambler's Groove, they built homes and businesses, and the land began to thrive. Commerce was based around the water, with fishing being the primary industry.

The sea yielded a bounty of seafood, including clams, oysters, and even sharks caught for profit. But it was the exotic creatures that drew the most attention, like the giant eel found near the coast of an island near the capital.

The citizens of Gambler's Groove were a fiercely independent lot, and they loved their freedom. However, as the land grew more populous, some began to seek out ways to establish order and control.

The government slowly began to take shape, regulations were implemented, and bigger cities were built. The once lawless land was becoming more structured, much to the chagrin of those who preferred things the way they were.

Despite the changes, Gambler's Groove remained a special place, a land of endless possibilities where one could achieve their wildest dreams. It was a place where love and passion filled the air, and the possibilities were limitless.

Backstory – page 2

This land is truly extraordinary. It lacks the towering beasts that often roam other regions, yet it boasts a wealth of unknown and mystical places. Unfortunately, the knowledge of these secrets corrupted many individuals, making them desire power and control over this stunning paradise. Pits, mines, beaches, and ancient relics - all of them kept secret from the general populace - became the haunts of smugglers, who trafficked both illegal substances and exotic, unknown creatures.

The purple aura that permeated the Gambler's Groove was the color of the underground trade, a sign of the criminal underworld that was beginning to thrive.

In response, the government initially formed a republic, hoping to represent the people and keep the peace. However, corruption slowly seeped into the system, as individuals sought to gain more and more control over the land. Rumors began to spread that the government's corruption was just the beginning of

something far more sinister. Faced with this growing unrest, the people of the Gambler's Groove turned to an unlikely solution: they elected a king.

King Droys and Queen Xaym became the monarchs of the capital, beloved by the citizens for their fairness and trustworthiness.

The monarchy was a popular era, a time of great productivity and growth for the land. However, piracy soon emerged as a problem, with criminals attacking the monarchy from the shadows. To combat this, the monarchy chose not to implement heavy security measures, instead relying on the trust of their citizens. Unfortunately, this led to resentment from some quarters, who felt the government was not doing enough to protect them.

This resentment boiled over into violence, with the separatists launching a full-scale attack on the government.

The separatists wanted order and stability, but their tactics were draconian and oppressive. Crime continued to rise, with the government now firmly in control of every aspect of life on the land. It became a dark, toxic place to live, with a pervasive atmosphere of mistrust and betrayal. The government even began hiring criminals to do their bidding, a testament to their greed and lust for power.

However, despite the darkness that had engulfed the Gambler's Groove, there was still something magical about the land. As new families were born and new generations came into being, the offspring of the original settlers began to develop special gifts. Some had stronger gifts than others, but no one realized that this was due to the unique properties of the land itself. It was a reminder that, despite the many hardships and challenges they faced, the Gambler's Groove was still a gifted and wondrous place.

Part #3

CHARACTERS

Vanessa Wyve - Protagonist

Character Physical Description:

Name: Vanessa Wyve

Age: 24

Height: 5'10"

Weight:172 lbs.

Physical Appearance: Long brown wavy hair hitting her middle back, long sharp eyebrows, narrow, but tiny brown eyes,

bigger nose, smaller lips. She has light freckles. Golden honey skin.

Character Analysis:

Growing up in poverty, Vanessa's childhood was marked by constant struggles to obtain basic necessities such as food and water. Despite the difficulties, she learned to be resourceful and developed an innate talent for using tools. Her father's selfless nature also inspired her to help others whenever she could, which eventually evolved into her desire to protect the vulnerable.

Vanessa's mother worked in the fire industry, building weapons for the military for low pay. While her mother's determination and hard work taught Vanessa the value of perseverance, her father's alcoholism taught her the importance of selflessness. Even though her father struggled with addiction, he still donated a lot and helped people whenever he could. These opposing parental influences created a complex dichotomy within Vanessa, where she was driven to succeed and protect others, yet struggled with emotional control.

Vanessa's passion for protecting others led her to become a modern-day Robin Hood, targeting those who steal from the innocent. She initially honed her skills by fishing, catching the biggest fish at just ten years old. However, she quickly learned that some market groups would take advantage of her and began to outsmart them. She eventually turned to pirating, finding, and stealing from pirate ships to help those in need. Vanessa's unwavering sense of justice and her innate talent with tools made her an excellent pirate, but her fiery passion could also lead her to act recklessly.

Despite her accomplishments, Vanessa remained single. She believed that no one could measure up to her parents, who were both imperfect and perfect in their own ways. Her proudest moments were not when she was recognized by attractive people, but when she earned the trust of others. However, her biggest challenge was controlling her emotions. Her inner fire would drive her to act without thinking, which could lead to disastrous consequences. Vanessa was generally laid-back and quiet, with a short temper that could be easily provoked. Although she enjoyed being in groups, she preferred to keep interactions to a minimum, suggesting a deep-seated fear of emotional vulnerability.

Vanessa Wyve - Protagonist

Biographical Story:

The fire inside a cup crackles and sizzles, filling the silence of the void with warmth and light. It dances and flickers, a small flame contained within the confines of its ceramic prison. But the fire inside a forest is different. It rages and roars, consuming everything in its path. It devours trees and underbrush, animals and insects, the very air itself. It is a force of nature, untamable and uncontrollable.

Vanessa's flame is somewhere in between. It burns bright and hot, fueled by her emotions and her experiences. She was born into a lower-middle-class home, with parents who were both flawed and yet perfect in their own ways. Her mother worked tirelessly at a military facility, designing, and building weapons of fire and destruction. She was skilled and intelligent but was undervalued and underpaid by a corrupt government.

Vanessa's father was a different story. He was addicted to alcohol, spending most of his money on his habit. He was likable and charismatic, with a rough exterior and a heart of gold. He worked with helping people, donating to newcomers, and making sure that others lived up to their goals. He was selfless to a fault, always putting others before himself.

Growing up, Vanessa learned to fish from her father. It was a boring and tedious activity, but she was exceptionally good at it. She could catch fish that no one else could, and she quickly learned how to sell them for a profit. Unfortunately, she was also scammed by market leaders who took advantage of her youth and inexperience.

But Vanessa was no pushover. She quickly figured out what was going on and started to prank and steal from the market leaders. When she was really angry, she could even cause catastrophic events to occur. Cabins would collapse, people would get trapped in closets, and storage rooms would mysteriously catch on fire.

As Vanessa grew older, she started to realize that the flame inside of her was special. It gave her powers that others didn't have. When she was really bored, she could catch the biggest fish. When she was really angry, she could start fires and cause explosions.

She started to use her powers to fight against bigger enemies, like pirates and corrupt government officials who stole from the poor. She joined a separatist group called the Coalition, which was dedicated to taking down the government. Little did she know that Fernan, the leader of the group, was the very person she was trying to take down.

Despite her initial misgivings, Vanessa worked alongside Fernan and the other members of the Coalition. She fought fiercely and passionately, using her flame to burn away the corruption and greed that plagued her society. And in the end, she found that the fire inside her was capable of more than she ever imagined.

Vanessa Wyve - Protagonist

Hero's Journey

Vanessa's story is one of vengeance and altruism, fueled by a deep inner fire that has burned within her since she was young. Even as a child, Vanessa knew that there was something different about her, something mystical and powerful that set her apart from those around her. But it wasn't until she was 20 years old and out fishing with her father that she truly began to understand the full extent of her abilities.

At first, the signs were subtle: a twitch of her fingers, a sudden rush of warmth inside her chest. But as she continued to fish, she began to notice that impossible things were happening. Huge, otherworldly fish were latching onto her line, and the power within her was growing with every catch.

It wasn't long before Vanessa's reputation as a talented fisherman began to spread. Despite her youth and inexperience, she quickly earned the respect of her peers and the admiration of those around her. Her parents, who had always known that their daughter was destined for greatness, watched with pride as Vanessa's star began to rise.

But Vanessa's journey was far from easy. Along the way, she encountered plenty of naysayers and detractors who doubted her abilities and sought to hold her back. Merchants in the marketplace treated her with disdain, and even some of her fellow fishermen scoffed at the idea of a young woman making it in such a male-dominated field.

Despite the obstacles she faced, Vanessa refused to give up. With the support of her parents and a few close friends, she continued to hone her skills and push herself to new heights. She set her sights on new challenges, venturing out to sea with her friends to catch exotic fish and explore the world beyond her small village.

It was during one of these voyages that Vanessa's life took a dark and unexpected turn. Ambushed by soldiers from a brutal new regime, she and her friends were forced to flee for their lives. In the chaos that ensued, one of her friends was killed, sparking a deep and unquenchable rage within Vanessa.

With a dagger in hand, Vanessa unleashed the full force of her powers. Flames, lightning, water, wind, and even the power of the universe itself erupted from the blade, obliterating the soldiers and leaving behind a path of destruction.

But Vanessa's actions had consequences. The energy she had unleashed had attracted the attention of a monstrous creature lurking in the depths of the ocean, and soon it was bearing down on her and her friends, intent on their destruction.

In the chaos that followed, Vanessa found herself washed up on a deserted island, her friends gone and her powers weakened. But she was not alone. A man named Fernan had stumbled upon her and taken her in, introducing her to a group of rebels who were fighting to overthrow the corrupt regime that had destroyed her life.

Together, they embarked on a dangerous and thrilling journey, facing down enemies both within and without as they worked to topple the regime and restore peace and justice to their land. And through it all, Vanessa never lost sight of the fire within her, using her powers to protect her friends and fight for what was right.

Fernan Luis - Antagonist

Character Physical Description:

Name: Fernan Luis

Age: 29

Height: 5'5"

Weight: Around 180 lbs.

Physical Appearance: 5'o clock shadow, short curly blonde hair, small nose, tiny brown eyes, medium ears, small bottom

lip with a more than average lip. Skin is tanned.

Character Analysis:

Grew up on the planet of Organa. Rich aristocratic family, supporters of the anti-militia government. No siblings at home, so he always learned from his parents. Lived and learned a lot about ships, travel, government, trading, and combat. Fernan is a jack-of-all-trades. His parents were always fighting, so he learned the art of gaslighting, lying, and delusion. Fernan has a lot of trauma from his parents, but no one knows about it, since he was young he remembers love and hate in the same household. Sooner or later, he understood it and became like his parents.

With a lot of his father's seeing, he became a sailor. But he wanted to find treasures, and not sail for rich companies and "boring rich people".

For a while, he started learning a lot about law, psychology, and deception through his travels. The young boy always wanted to learn more about everything and anything, he became very interested in combat after meeting a military personnel who saved his ship from a pirate attack. So, he practiced and sailed boats to make his own money.

Fernan is single and mingles with the close friends he has around him. Fernan doesn't realize this but craves short relationships due to the nature of his parents. He also tends to manipulate their loved ones, he doesn't have much of a preference, but his thing is their voice. He loves hearing people talking and finds interest in people's voices.

His challenge is quite contradictory. His parents became very infamous for a scam that they were doing for the new regime in the Gambler's Groove. Because of that, many people ostracized his family, and they became very poor. But he couldn't directly work for the government due to his parents' greediness, but he also did not want to work for the opposition, due to his beliefs in an authoritarian regime. Therefore, he found a balance by working with the opposition to get ahead of his own goals.

Fernan is very charming, good with words, and has a really good vocabulary. His voice raises when he is lying, and gets very nervous when he hears someone's voice that he finds interest in. When people show interest in him first, he builds a persona to fit exactly what that person wants. He is flirty, fancy, quick, and witty on the right occasion. His overarching personality thought is that he will do anything to achieve his ultimate goals.

Fernan Luis - Antagonist

Biographical Story:

Fernan was born into the rich aristocratic Luis family. Where his dad, and mother, always found themselves having dire arguments. Ever since Fernan was a young boy, he listened and learned the drastic arts of lying, deception, and hunger. Hunger. Hunger for power, like his dad. His mother showed him that love is nothing but a sharp knife, "If you are ever unarmed" his mother said, "Fernan, your voice kills". Already was Fernan a very positive person when it came to love, but his love was different. His love was for himself, his love was to use anyone to get where he needed to. Soon, with his father's guidance, he started to learn how to maneuver boats and ships like no one. He quickly rose in rank and always had a flagship of people knowing his name and connecting him to his quick movements.

From his early jobs, he realized that he wanted more, he wanted richness. Unique richness. Not his parents' scummy wealth, but his own white gold. He wanted something no one else did. He heard important people talk in the boat, and he learned the art of psychology and started to use that for his own

gains. He would choose his friends very meticulously, to make sure he knew their potential, and so he could use it for himself. He found his very first love, this beautiful dark skin pirate with a huge red mane of hair. He wasn't so interested in her looks, her personality, or her wealth. But her melodic, and mermaid-like voice mimed the ocean, it followed the air like a lullaby. He was enchanted. Unfortunately, young Fernan was only 14 at the time, and this lady was much older than him, but he always dreamt of her voice. He was sound of voice, that he wanted a whole orchestra for him that evoked, even a scent, of the tone of the lady's voice. He quickly found out the new regime had an uprising, and she was on the front lines, she was the leader of the marches and infiltration. He became obsessed with the government's ideologies, simply because he loved her voice so much, he would do anything to be around her just to hear her cello-like timber.

His hatred of his parents began due to their parents failing in a massive scheme, his parents tried to steal a lot of money from the new regime and were caught red-handed. Shattering his dreams, he knew that the public would hate him, so wouldn't be able to work for the government anymore. But he still wanted it, he wanted to be the leader of the new regime, and he wanted to rule the nation.

He wanted power and have legacy. Gambler's Groove was his, and he wanted people to sing his name for decades to pass. The way he does this is he joins the Separatists, the people who want the livelihood of a fake republic, the citizens to be well but stolen from, and the government that supports its star criminals. He joins them but as an undercover agent. Keeping his worst enemies right beside his shoulder. Making them love him, lust him, brother him, just for him to get a sliver closer to his own beliefs.

Fernan loved every single second of being in that group, his eyes would glow every time he was there because he knew he was good. He knew that he could play everyone like a modern puppet. People would think this is a mere ambition, but he quickly rose to the ranks of the Separatist group, becoming the main source of missions, and leader of trades. He made his mission sound like the group would get close, and closer to a way to crumble the new regime but, they were getting further and further, but helping Fernan, they were. Fernan found Vanessa in a battle between a huge monster, a small ship, and a pirate ship. He took her in, and saved her. He has an interesting bond with her, he wants to protect her, but he also wants to use her, but he knows at the of the day, all he is doing is building the stone blocks to be the leader of the new regime, without a soul knowing. Until a soul did find out his true intentions.

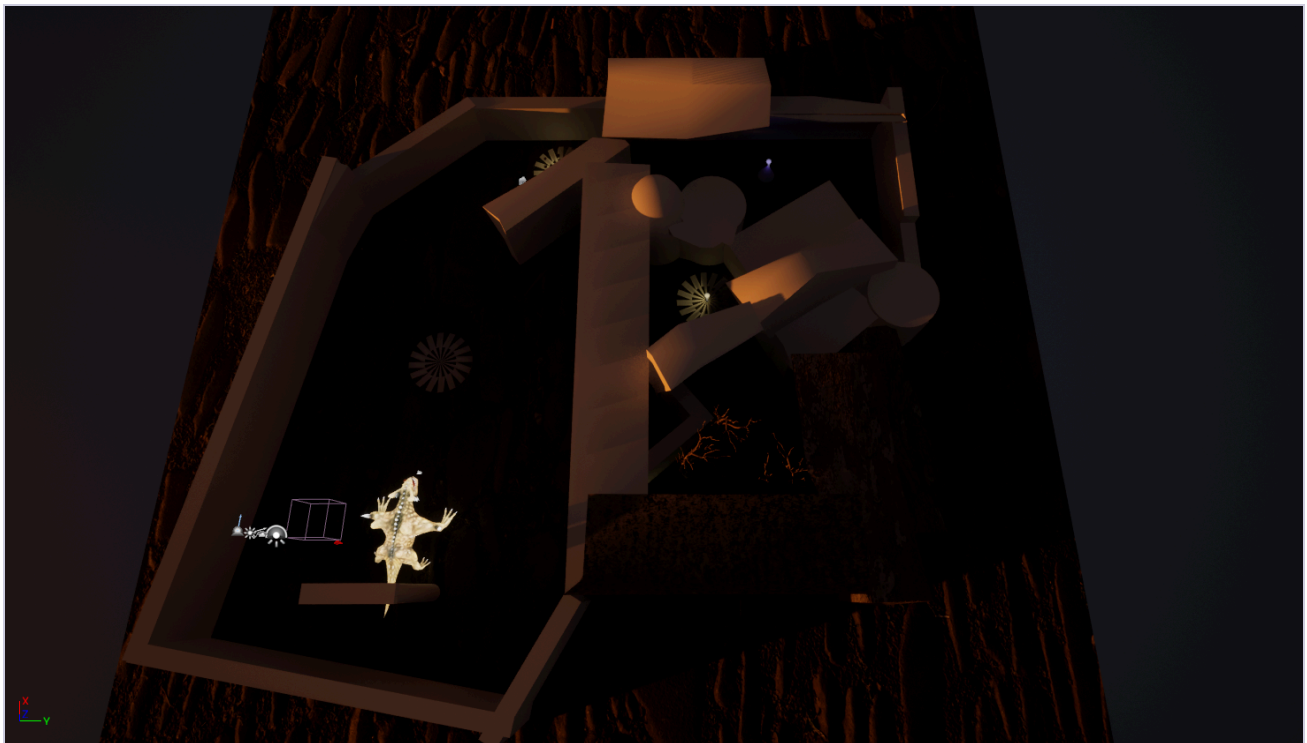
Part #4

LANDS AND WORLDS

Level Layout with Legend



Level Walkthrough



Walkthrough of WIP: <https://youtu.be/tGkmg-dhdT0>