

# NaNoReNo Game Jam - Ghost Wife

**Premise:** Haunted by a ghost, but ghost protects you from any minor inconvenience, scares off people who hurts you

-Twist, it's your dead wife

-Action, Mystery, Comedy

-Try to reveal why your wife can't pass on

-Gungeon/Touhou shooting mechanics in between cutscenes.

## Game Design

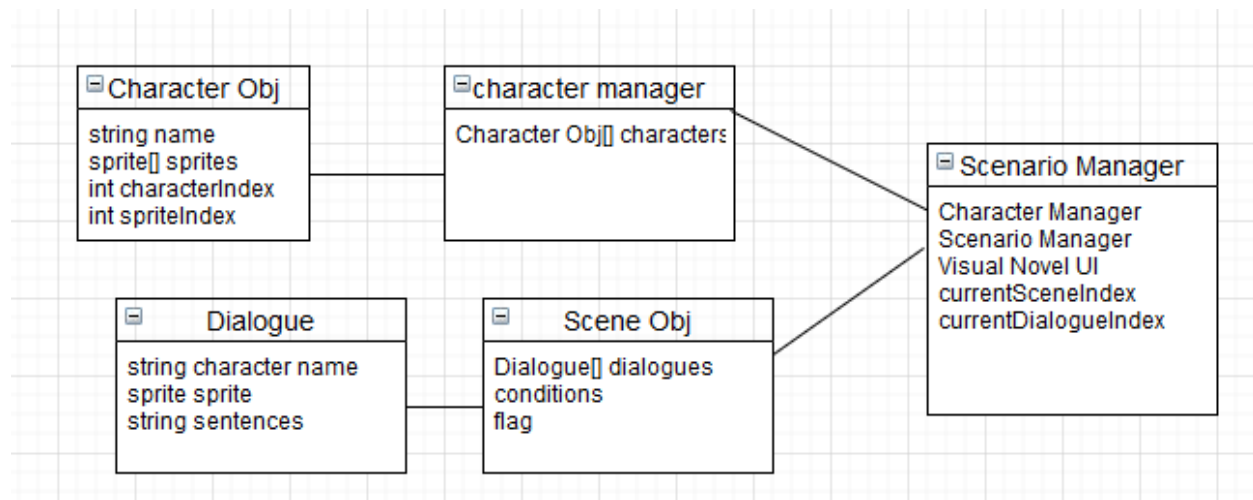
### Dialogue System

#### Main Components

- Text
  - Text stored in a manager to be accessed from
  - Text appears in text box
  - On input, get next text line until done
  - Text appears depending on character speaking
- Character
  - Sprites show depending on who is in the scene
  - Sprites can be animated
  - Sprites can be changed depending on call
- Scene
  - Manager controls which scene to play
  - Holds array of dialogues for that scene to be played
  - Scene is triggered depending on flag
  - Enables/Disables canvas once scene is done
- Scene Manager
  - Stores entire script and data for Scene objects
  - Displays character and text depending on name (might be easier if characters are labeled by tag)
  - Holds reference to canvas UI that calls upon and displays needed
- Dialogue
  - Main Attributes:
    - Character Name
    - Sprite Expression (tells which sprite to use for expression)
    - Animation (holds info on what animation should be played)
    - Text (min 1 line / max 3 lines)
- Character Manager
  - Holds character sprite, labeled by tag

- Array for each character, index 0 is default sprite
- Gets called upon to access the characters sprites

## System Diagram



## Goals/Milestones:

1. Set up VN UI
  - a. VN UI popping up
  - b. Character sprite appearing
  - c. Dialogue being displayed
  - d. Hide VN UI when dialogue is done
2. Set up scenes to be played when flag is triggered
  - a. I.e. scene 1 plays when flag 1 is triggered
  - b. Set up chronological scenes
  - c. Be able to store scenes in scene manager
3. Walking/Shooting mechanics
  - a. Draw characters and character sprites (for gameplay and VN)
  - b. Set up player animations and movement
  - c. Shooting
  - d. Enemy types
4. Level Design
  - a. Draw diagram of level layout
  - b. How many chapters?
  - c. Each unity scene is a level
5. Story writing
  - a. Create dialogue and scenes
6. Play Testing

## Story Outline:

**Premise:** Caius, an exorcist known for always performing an excellent job no matter the cost, has been exorcising ghosts and spirits and other strange phenomena for many years. Stern and

earnest, Caius always had a serious demeanor, taking every job seriously and with the utmost caution. His wife Uzuki, however, is quite the opposite. She is a bubbly, clumsy, and kind of reckless girl, but always handled things with the best intentions. She normally stays at home, cleaning the house, preparing meals, and taking care of their infant son.

One evening, when Caius came back from a supposed finished job, Uzuki was already at the front door awaiting his return, ready to greet him. Caius, relieved to finally get back home with his family, greeted his wife. However, Uzuki asked about the person behind Caius. Caius was confused and turned around to see that his last job was unfinished and followed him home. The evil spirit stormed straight towards Uzuki and stabbed her in the chest. Caius, shocked from the event, instinctively fired a blast from his holy ring and purged the ghost, but it was too late. All that was left of the scene was him and his wife's lifeless body.

A year later, still saddened by his wife's death, Caius returns from a mission...

**Themes:** Loss, overcoming loss, conflict between determination and compassion, love and work, empathy towards others

### **Chapter 0: Mishappens Happen**

- Caius goes to cave on mission to exorcise spirits in cave
- Once done, returns back home to meet Uzuki at front of house
- Uzuki points out spirit behind him, spirits are swarming the residence
- Caius tells Uzuki to go inside, Caius goes around killing spirits and checking on the seals
- Seals are torn off, goes around replacing them
- Finished everything, checks up on Uzuki, notices spirit was in same room with her
- It was too late as spirit has stabbed Uzuki trying to protect the baby
- Scene ends, title appears

### **Chapter 1: A Day in Ruin**

- Goes to Ruins to exorcise spirits
- Discovers gold
- Fights spirits
- Shooter Spirit appears as mini boss
- Fight spirit, leave area

### **Chapter 2: Meeting Her Again**

- Level: Caius residency
- Comes back from job
- Goes to kitchen to get something to eat and coffee
- Hears noise on the other side of the house, explore residency
- Sees ghost in baby's room
- Get holy ring ready to fire, ghost runs away into the halls
- Chase ghost into your room, reveals its Uzuki
- Caius is confused and conflicted, Uzuki just as confused as to why she is a spirit
- Goes to kitchen to get something to drink, talk at table
- Decide to go on quest to find out why Uzuki hasn't been put to rest

### **Chapter 3: Taking On A Job**

- Level: Caius Residence -> Outside Cardale's Residence

- Starts in the morning, Caius goes to kitchen to get coffee
- Sees Uzuki playing with the baby
- Gets a text message from the church notifying him of his next mission. He goes upstairs to his room to get his stuff, Uzuki accompanies you
- \*insert loading screen of driving car\*
- Arrives at Cardale residence, meets Mr. and Mrs. Cardale at the front, as well as a small child. None of them sees Uzuki, but she provides commentary
- They tell you that one of their family members died, been hearing noises around the house, and saw animal footprints sometimes
- You begin investigating the house

#### **Chapter 4: Evil Bunny**

- Level: Inside Cardale's Residence
- Sees some spirits, enter tutorial, press C to go to combat mode, left click to fire, hold to fire burst shot
- Go around killing some spirits, Uzuki can also fire bullets as a slower rate and fires at random targets
- Kill all ghost in house
- Explore house, go to little kids room to see open cage and foot prints
- Follow footprints to kitchen to see bag of carrots eaten
- Hear noise in front
- Goes to front to check it out, sees family scared and a giant ghost bunny
- Enter bunny boss fight
- Exorcise bunny, find out the bunny was the dead family member, child was sad to see his pet bunny die again
- Uzuki commentates on feeling sorry, Caius says its part of the job
- Caius takes the payment and both him and Uzuki leave

#### **Chapter 5: An Angered Individual**

- Level: Caius Residence
- Uzuki confronts Caius about the mission, asks if he feels bad exorcising someone's beloved, Caius replies with "it's part of the job"
- Says he can't get to emotional to too attached to cases, Uzuki questions why he does his job,
- Uzuki asks if he views her as just another spirit to exorcise, Caius hesitates and says "yes"
- Uzuki is angered and storms out the house, Caius about to chase her, hears the baby crying. Goes upstairs to check up on baby
- Then explores house to find Uzuki

#### **Chapter 6: House of Jiangshi**

- Pending

#### **Missions Lists:**

##### **Chapter 0:**

1. Exorcise All Spirits

2. Meet with Uzuki
3. Exorcise All Spirits/Check on Seals
4. Replace seals
5. Check on Uzuki

#### **Chapter 1:**

1. Go to kitchen and make coffee
2. Check upstairs
3. Talk to Uzuki downstairs
4. Exit the residence

#### **Chapter 2:**

1. Talk with the Cardales
2. Explore the house for clues
3. Ask Cardale for keys to cage
4. Investigate cage
5. Go outside

#### **Chapter 3:**

1. Defeat Spirit Bunny
2. Talk with Cardales inside
3. Exit residence

#### **Chapter 4:**

1. Talk with Uzuki
2. Try to find Uzuki
3. Try to find Uzuki again...

#### **Sprite List:**

##### **Chapter 1-4**

##### **1. Caius**

- Normal
- Speaking
- Angered
- Indifferent

##### **2. Uzuki**

- Normal
- Speaking
- Confused
- Happy
- Happy (Cheering)
- Sad
- Worried

##### **3. Mr. Cardale**

- Normal

##### **4. Mrs. Cardale**

- Normal

## **5. Charlie Cardale**

- Normal
- Speaking

## Dialogue

### Level 1

-Caius enters the forest, scans the area

Caius: This seems to be the place

Caius: Dirty paths, overgrown flora, eerie aura...

Caius: The higher ups couldn't pick a more cliché location for a job.

-Inner thoughts

Caius: [Not that I should be complaining]

Caius: [The faster I get this done, the sooner I go home]

-Talking

Caius: Can't keep Uzuki waiting.

Caius: I bet she is waiting restless...

Caius: She'll be angry if I keep her waiting.

Caius: [I'd imagine I'll hear an earful from her]

Caius: Better get this job done quick.

Caius: Investigate the area and exorcise any spirits.

Caius: Seems simple enough...

-Explore forest

-Trigger cutscene:

- Pans to ghost
- Pans back to Caius

Caius: A spirit!

Caius: What is it doing out by itself?

Caius: Wait the more I look at it...

Caius: It appears to be a lesser spirit.

-Exposition

[Lesser spirits are really weak]

[But their strength is in numbers, so be careful]

Caius: It makes me wonder what is it doing by itself

Caius: ...

Caius: No point in thinking about it...

Caius: It's best if I put it to rest and exorcise it.

Caius: Let me get my ring ready...

-Enter combat mode by pressing [C]

-Defeat ghost and continue exploring forest

-Trigger cutscene:

- Pans to cave entrance ahead

- Pans back to Caius

Caius: This must be the place...

Caius: Why am I not surprised it's a cave...

Caius: As if rubble and skeletons surrounding the entrance weren't welcoming already.

Caius: I can get a sense that there are more spirits inside.

Caius: Well... that's why I'm here in the first place...

Caius: Standing here isn't doing me much favor...

Caius: ....

Caius: Alright time to take a look inside...

-Enters cave

-Transitions into inside of cave

-Triggers cutscene:

- Pans to center of cave by, revealing 3 lesser spirits and broken seal
- Pans back to Caius

Caius: As I thought...

Caius: There are more of them in this cave...

Caius: [There seems to be a lot of skeletons and rubble here]

Caius: Looks like this area was used as a gathering area a long time ago.

Caius: Ok...

Caius: Time to do my job!

-Enter combat as ghost moves toward player

Caius: That takes care of that...

Caius: I guess the spirits weren't able to rest in peace here.

-Exposition

[When a person dies, their spirits are put to rest as well and moves on]

[However, if the person dies with lots of regrets or malevolence]

[Their spirit manifests itself in the physical realm]

[They are limited in the real world, and can't interact much physically]

[And they can only be viewed by someone with enough spiritual awareness]

[They can harm other humans by channeling their malevolence]

[And creating certain phenomena that can directly affect people]

[And if they attack someone with high spiritual awareness]

[The victim can experience high levels of mental stress]

[Which in turn damages their bodies]

-Exposition end

Caius: These spirits won't be bothering anyone anymore...

Caius: "May the heavens guide your soul, salvation comes"

Caius: Saying that never gets any easier

Caius:...

Caius: I should finish what I was sent to do here in the first place...

Caius: Time to look for a good spot to place a seal...

Caius: That pole in the center looks like a good spot.

-Move to center of cave, interact with pole

-Placed the seal

Caius: Ok, that should do it...

-Exposition

[Seals were created by the Church to repel spirits]

[Or prevent any soul from becoming a malicious spirit]

[It's area of effect varies depending on how many are placed in the proximity]

[But if you place a seal at the source, it eliminates the problem all together]

[Not to mention...]

[It saves paper...]

-End exposition

Caius: That should do it...

Caius: Best, if I leave as soon...

Caius: Can't keep Uzuki waiting...

-Exit cave

-Navigate forest to entrance of level

-Trigger cutscene:

- Caius walks down the path
- Camera pans upward to reveal mysterious figure
- Pans down to Caius, he turns around
- Pans back up and the mysterious figure has disappeared
- Cuts back to Caius

Caius: ....

Caius: It felt like someone was there...

Caius: I could have sworn...

Caius: ....

Caius: Must be fatigue from work...

Caius: I placed a seal anyway...

Caius: Best I get home before Uzuki gets angry...

[That's my wife for ya]

-Transitions level

-Walk up to house

-Reveals Uzuki by the entrance waiting.

Uzuki: CAIUS!!!

Uzuki: You took awhile to get back.  
Uzuki: I thought you had overtime.  
Caius: My work doesn't work overtime...  
Caius: Some jobs just take longer than others...  
Uzuki: Is that how it is?  
Uzuki: I just don't want you to overwork yourself.  
Caius: I'm fine, I came back in one piece, right?  
Uzuki: Indeed!  
Uzuki: You coming in multiple pieces would be weird.  
Caius: That's not what I meant-  
Caius: You know what, nevermind...  
Caius: Is everything alright at the house? Is Kei doing fine?  
Uzuki: Kei is doing well.  
Uzuki: Today I thought she was going to say her first words.  
Uzuki: But instead...  
Uzuki: She was like "BWAH"  
Caius: [What does that even mean]  
Caius: ...  
Caius: Well, I'm just glad you and Kei are alright.  
Caius: It's because of you two I have something to look forward to after jobs...  
Uzuki: Caius...  
Uzuki: Did you hit your head against something?  
Uzuki: You're usually not one for being all feelsy.  
Caius: [...]  
Uzuki: Anyways, dinner is almost ready.  
Uzuki: I'm making something that will knock your socks off!  
Caius: Looking forward to it...

-Head towards door

-Trigger cutscene

- Uzuki walks through door

Caius: I guess I should take her advice.

Caius: I should rest up...

Caius: [Might as well take a look around the house while I'm at it]

-Rest up and take a look around

- Interact with garden
  - The garden has been well tended
  - Uzuki really knows how to care for the little things...
- Interact with pond
  - The water is so clear
  - I can see my own reflection
- Interact with tree

- I need to find time to cut this tree..

-Enter house

- Interact with Uzuki
  - Uzuki is preparing dinner
  - I shouldn't eat anything... yet

-Go upstairs

- Interact with Kei
  - Kei is sleeping so soundly...
  - I shouldn't bother her...
- Interact with items in storage
  - There's some old weapons here
  - Uzuki is scared of this stuff...
  - Why did The Church give me these anyways...
- Interact with book case
  - There's some old books and tomes here
  - All pretty archaic...
- Interact with closet in bedroom
  - There's some clothes in here
  - Uzuki must have been doing the laundry today

Caius: [Uzuki is calling me from downstairs]

Caius: That must be her cue...

Caius: I should change my clothes upstairs.

Caius: Uzuki doesn't like it when I'm eating in "work" clothes...

Caius: ...

-Interact with closet

Caius: [Uzuki is yelling "BWAH" downstairs]

Caius: I still don't understand what that means...

Caius: I got the message the first time.

Caius: Should get down there soon...

Caius: I wonder what she made that will "knock my socks off"

-Scene fades to black

-Fades back to room, Caius is now in casual clothing

