_____

Moonflower

Wolf Apple Games

_____
_____

OVERVIEW

THEME & CONCEPT

Moonflower is a single-player, third-person narrative driven role-playing game with a setting and plot based on Guarani mythology. The game mainly revolves around the player exploring different areas while coming up with creative solutions to defeat enemies and overcome obstacles in order to unravel the story of the game. How the player decides to deal with enemies will affect future gameplay elements such as having different ending sequences.

THE STORY

The story starts off with a girl named Anai, the main protagonist of the game, realizing that her little brother had gone missing and attempts to find him. Through multiple quest sequences Anai eventually discovers that her brother had been kidnapped by a mythical creature known as Jasy Jatere, one of the seven cursed children of the Gods Tau and Kerana. Anai, accompanied by her companion Mimbi, a maned wolf, then has to follow clues and traverse across multiple areas of the world, encountering each of the seven cursed children along the way in an effort to retrieve her brother.

MECHANICS

MOVEMENT

The player can play as and switch between two possible controllable characters - Anai, and her companion wolf Mimbi. Both share similar core movement mechanics while having differing perks, such as Mimbi being able to run faster and jump higher than Anai, allowing Mimbi to reach places that Anai cannot.

In general, WASD keys are used for character movement while the mouse is used to control where the character is facing. The player can also sprint to run faster or sneak to slowly move around more discreetly and silently to avoid enemy detection.

COMBAT

One of the methods that a player can use to overcome enemies is through combat. Combat is primarily performed through the use of mouse buttons, and will mainly involve melee attacks performed by either Anai or Mimbi, depending on which character the player is controlling. Any character involved in combat will die once their health stat has reached zero. Anai and Mimbi shares the same health pool so if one of the playable characters die, the other becomes disabled and the player dies as a whole. The player's performance in combat is affected mainly by the player's Strength stat.

DIALOGUE

Dialogue involves interactions with any other non-playable character in the world for various reasons, be it unlocking story questlines, trading, bribing etc. Aside from being a tool for revealing the story, it can also be used as an alternative way to overcome certain enemies through the appropriate choice of words. The player's performance in successful dialogues is determined by the player's Charisma or Cunning stats.

STEALTH

Another alternative method for overcoming enemies is to avoid conflict and encounters with enemy characters through stealth. This is mainly done through either the player concealing their presence in order to avoid detection of enemies, or by using Mimbi as a form of distraction to allow Anai to sneak into certain areas, or vice versa. The player's performance in stealth is mainly determined by their Stealth stat.

LEVELS & AREAS

The player will start off in a village which acts as a beginning hub area which acts as a "safe zone" for players. Players can interact with various NPC's, upgrade their weapons, craft buff items and such in the village. The player can leave the village to venture the wilderness in order to defeat enemies and gather resources. Once the player leaves an area, the player will be transported to a different loaded area on the map such that there will be only one level loaded in the game at any one time.

Players are free to roam and explore any area of the map they wish, but might find some difficulty in areas which have significance in later parts of the story. Essentially, the story should "guide" the player to the relevant areas for the player to reach their immediate goal. Story content in later areas will not be available to the player until the player has completed the story portions prior to that particular area.