

PROJECT EIGHT

NATHAN "ZEWEI" MALOTA



OVERVIEW

HIGH CONCEPT

A 2.5d RPG using a rhythm-based battle system, with emphasis on interacting with unique characters in unique ways.

SETTING / STORY

Reuniting childhood friends, who have separated and taken on other hobbies. You must dance your way back into their hearts; their dancing styles will reflect their hobby and provide ways to mix up the foundational battle system!

GENRE

RPG/Rhythm hybrid

MARKET

Those interested in RPGs and/or rhythm games. Teen-Adult but kid friendly.

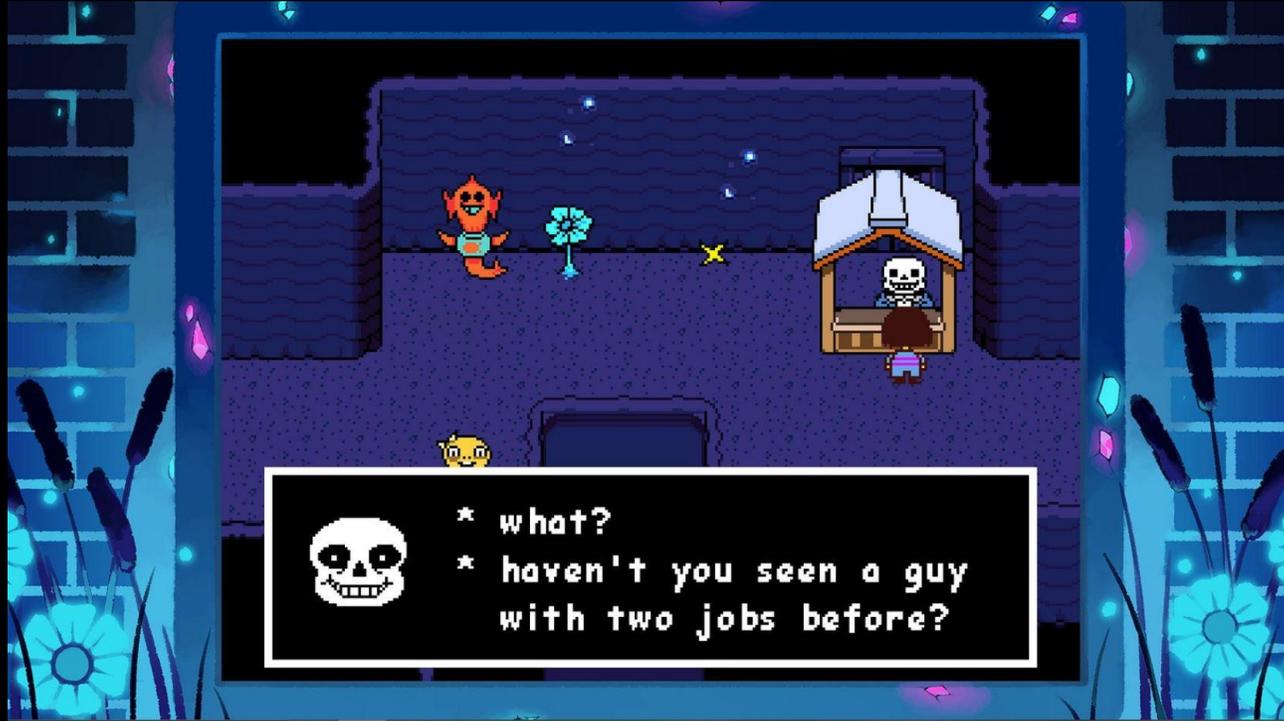
WHAT'S DIFFERENT?

Unlike most other RPGs of this style, Project EIGHT is using a 3d approach rather than strictly pixel art or similar art styles.

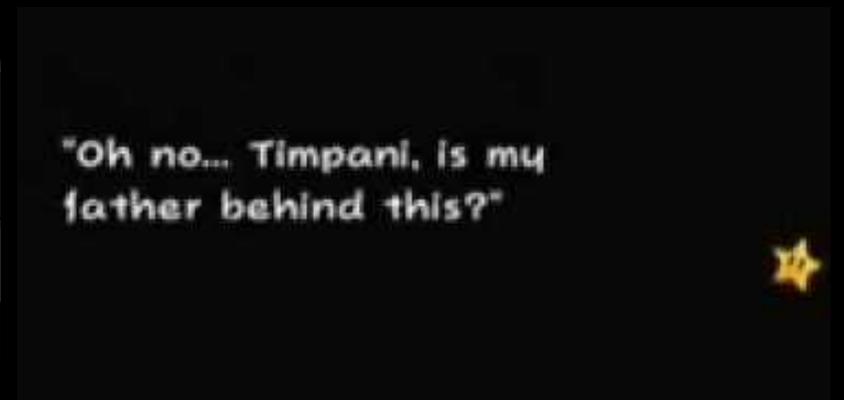
The use of rhythm in the battle system isn't completely original (e.g. Mother 3), but the way it will be iterated on provides a fresh new take on the integration of this gameplay in other genres.

The story will feature a unique climax as the player finds that one member of the friend group is hacking into the game's code.

GAMES OF REFERENCE



GAMES OF REFERENCE, ALSO



CONTROLS – KEYBOARD

Move, click directional notes – Arrow keys, WASD

Interact – E, Enter

Run, Special button 1 – Spacebar, Shift

Pause menu – Q

Special button 2 - Z



CONTROLS – GAMEPAD

Move, click directional notes – Joystick, D-Pad

Interact – A

Run, Special button 1 – B

Pause menu – + (or equivalent)

Special button 2 - X



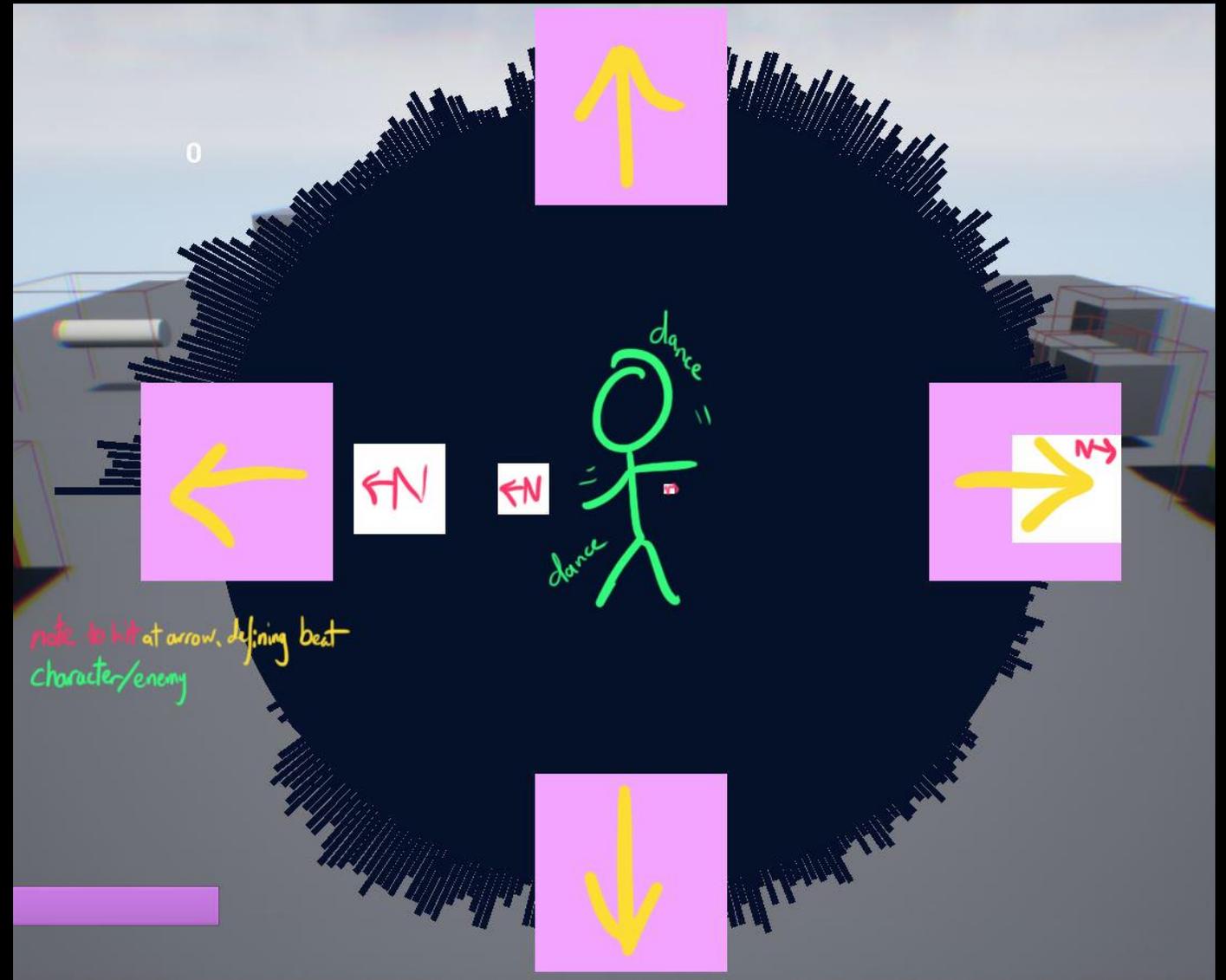
GAME PILLAR 1 – FRIENDSHIPS

Through interaction with characters, the player is meant to form a bond with these characters.

The story of the game will involve reuniting childhood friends who have separated. As the player progresses, they may learn how this friend group worked, and make their own friends themselves; that being with Alt, Shift, and Tab, and the king's friends if they so choose.

GAME PILLAR 2 – DANCE

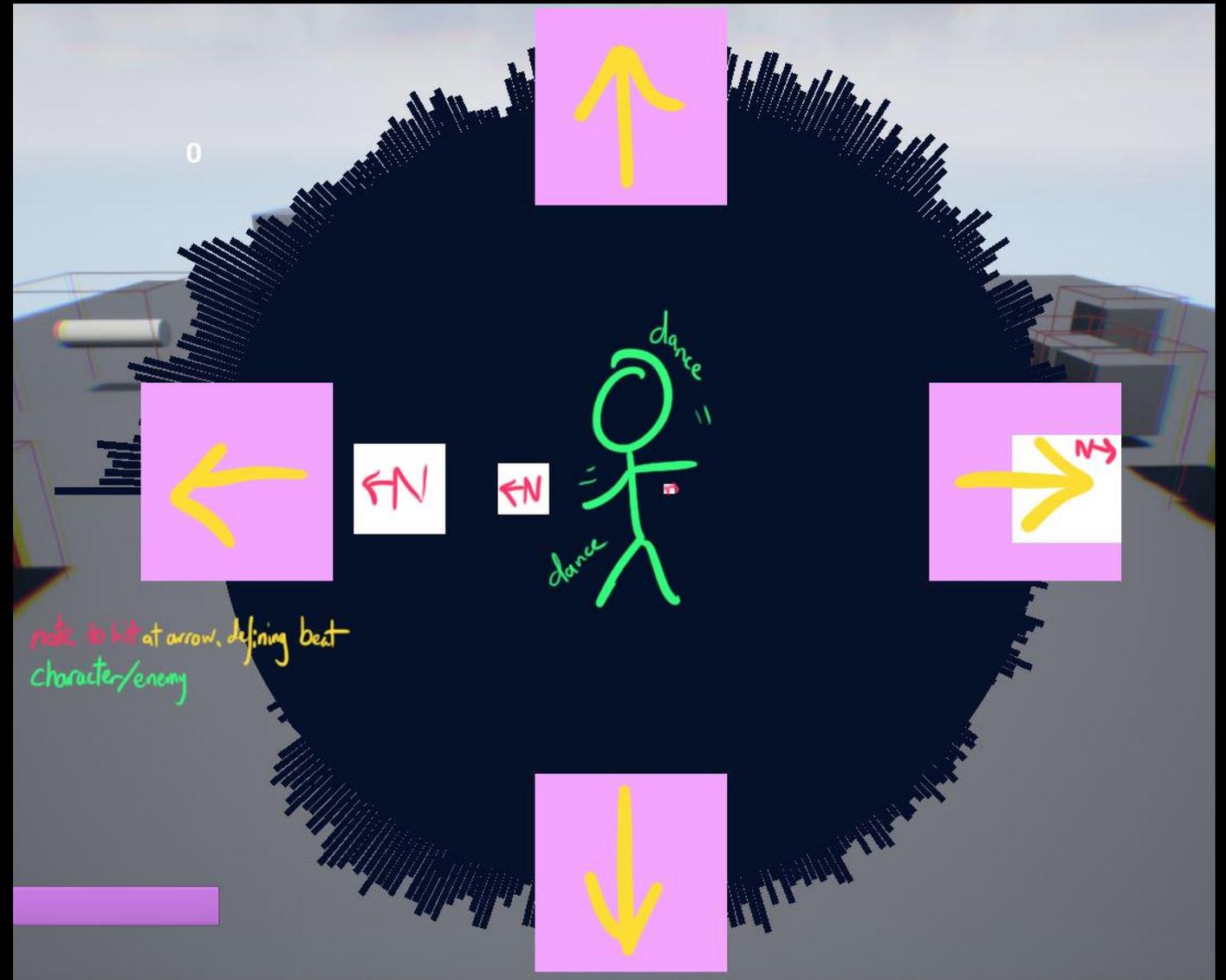
Music and dancing are integral to this world, and is a primary way for the player to communicate with those who are an adversary to them. You learn that the only way to pacify those who oppose you is to dance into their hearts.



DANCE BATTLE SYSTEM

When a dance sequence begins, a large circle cuts out from the center of the screen with arrows flying in, corresponding to Up, Down, Left, and Right. Then, music according to the specific character will begin to play and notes, automated via sequencer, will move from the center toward their respective direction. The player receives points respective to their accuracy.

The battle is considered lost after a certain amount of misses.



GAME PILLAR 3 – SEPARATION

Most everything in this game is separated from each other; the overarching story is intended to close these gaps, emotionally and/or physically.

However, the player may soon learn that some separations are necessary and healthy. They must find a balance and compromise, as closing one gap might cause another to open up.

Alternatively, the player may have the option to further separate everything.

For example: the two clans, the king's friends, Cross's biological mother, etc.

STORY PRELUDE

For as long as you remember, the two ancestries in your world have been separated, and, following a tragic incident 20 years ago, the divide has gotten far stronger.

You have grown up with your father and stepmother in the good clan of fur, known as the Gondurs, after your biological mother was banished away from the Gondurs for being of the evil clan of scales, known as the Vondurs.

Rumors have been going around that the evil Vondur king Zaro has been maliciously stealing the life forces of Gondurs; these rumors solidify themselves as your parents are overtaken by a strange force claiming to be Zaro, and enters the player into their first dance battle.

Upon being defeated, your stepmother begs of you to stop Zaro and the comrades he has spread across the land, mentioning one not too far away by the name of Esmear. She says, as a mix of the two clans, it is up to you to regain peace within the land.

Do you have what it takes?

WHAT THE PLAYER DOESN'T KNOW

During the course of the game, the player is intended to gradually notice the way the Vondurs are actually treated by the Gondurs, and through interaction with the “comrades” as mentioned by your stepmother, the player will begin to realize they aren’t simply evil or any worse than a Gondur. In fact, the Gondurs have been somewhat securing their supposed superiority by wearing badges as a form of patriotism.

The player will learn later into the game that these childhood friends were actually separated due to the tragic incident of a Gondur killing Shutnik’s father, Mr. Rezansky, who wore a Gondur badge in protest. Looking for some kind of revenge, Zaro has taken on hacking into the game’s code and attempting to manipulate or even delete Gondurs entirely.

Upon meeting your biological mother later in the game, there will also be some pressure to stay with her on the Vondur side.

CROSS

Cross is the name of the player character. They are a silent protagonist and gender ambiguous.

Cross has grown up in the Gondur side, despite being a hybrid. They live with their biological father and stepmother, two squirrels, while their mother (an anole) was banished from their household during the divide.

As such, they have a primarily squirrel upper half with anole legs and tail, as well as some subtle lizard features on their face.



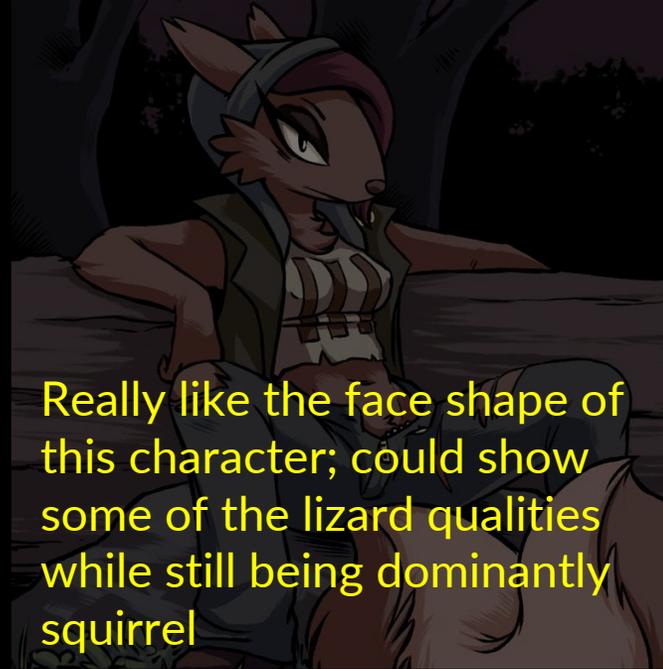
CROSS MOODBOARD



CROSS MOODBOARD



Real life squirrel



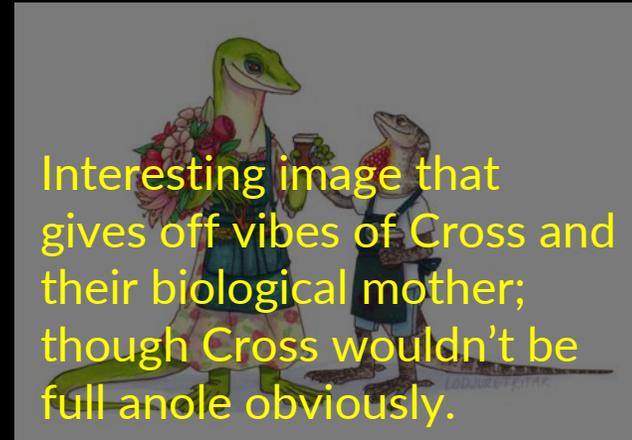
Really like the face shape of this character; could show some of the lizard qualities while still being dominantly squirrel



A little too lanky and generic squirrel-crazy for this style, but interesting to look at



Real life anole



Interesting image that gives off vibes of Cross and their biological mother; though Cross wouldn't be full anole obviously.



(There aren't too many good images of anole characters.)

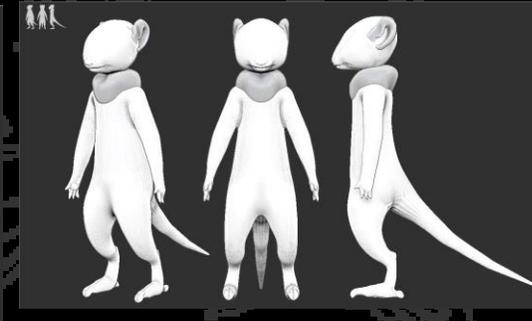
CROSS CONCEPT ART



Concept art by
CT ROGERS

@takaalive

CROSS MODEL



CROSS TURNAROUND

<https://youtu.be/yCo1D9kyybc>

CROSS




nzewel.com

AREA 1 – CRESCENT BLUFF

Crescent Bluff is a large, curved bluff over an undefined body of water. There are indicators of previous snowfall, as there are small bunches of melting snow atop the grass.

Crescent Bluff's western tip houses Cross, as well as Alt, Shift, and Tab. There are paths generally through this area, but they are not often crossed by Gondurs, and therefore have slightly overgrown.

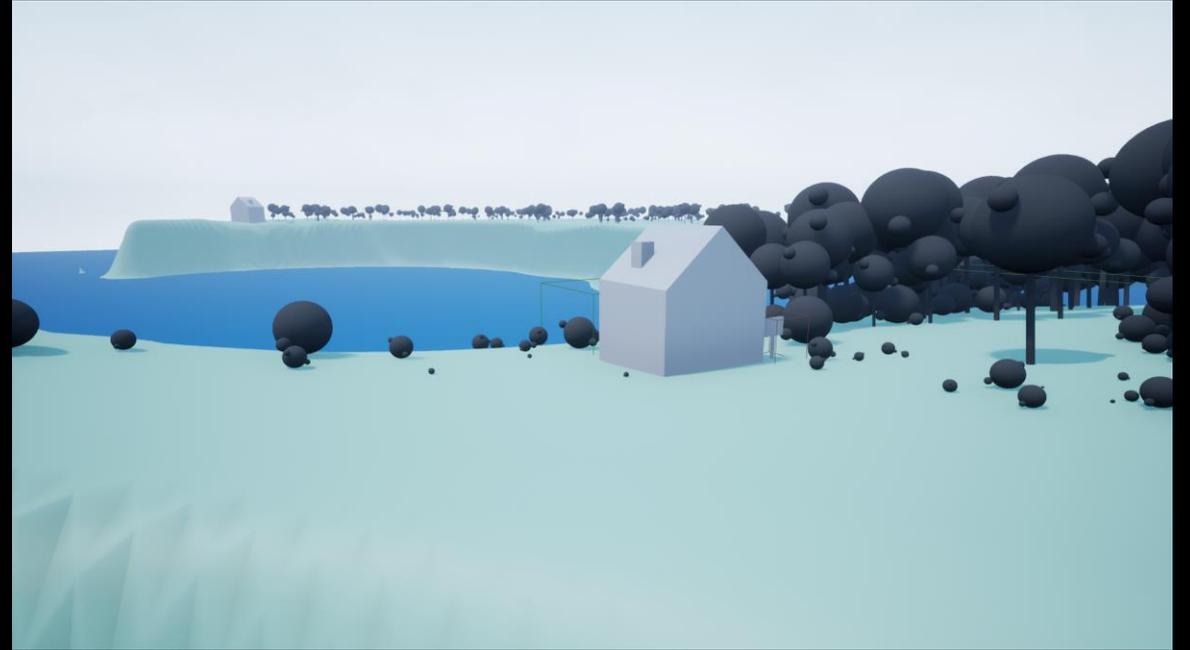
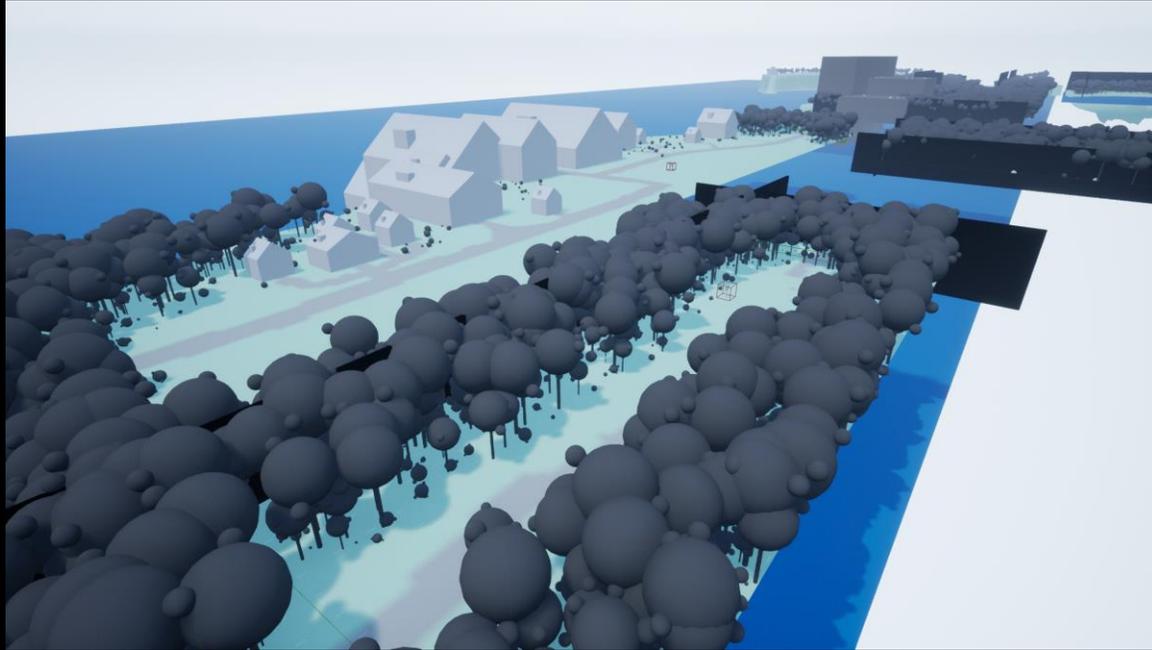
At the center of this crescent shape is Bluffington, a small Gondur village.

The eastern tip of the bluff is Esmear's art studio, with a lookout accessible through the back door.

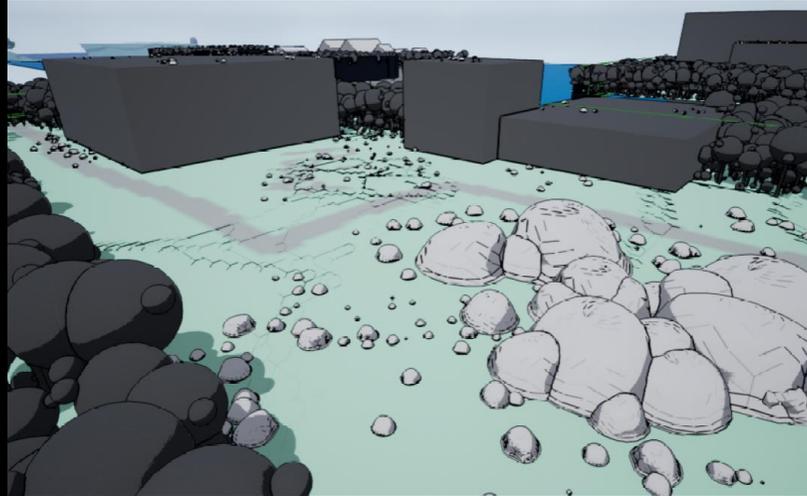
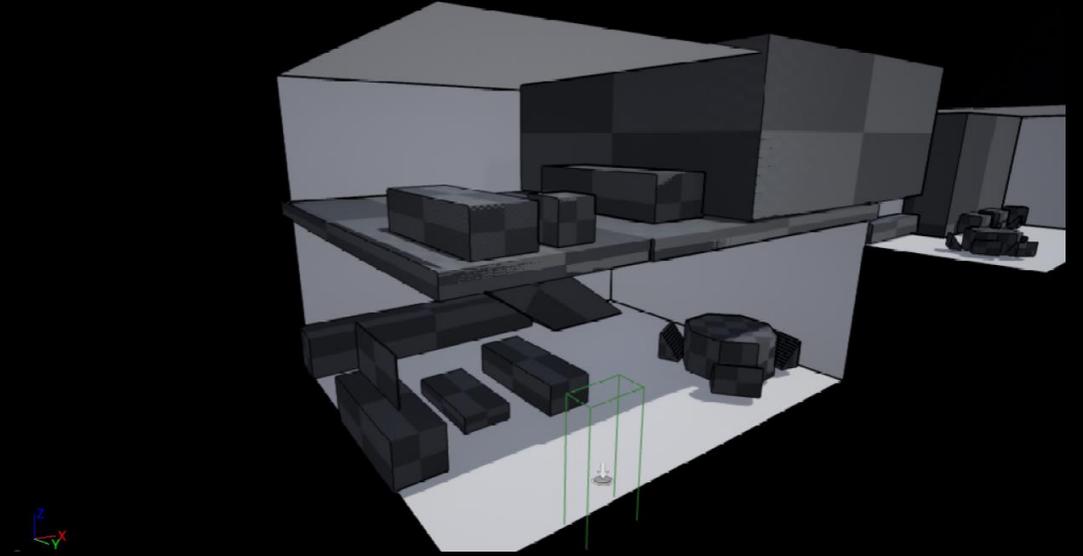
CRESCENT BLUFF MOODBOARD



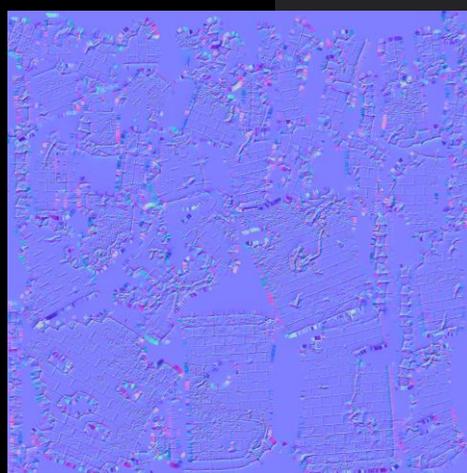
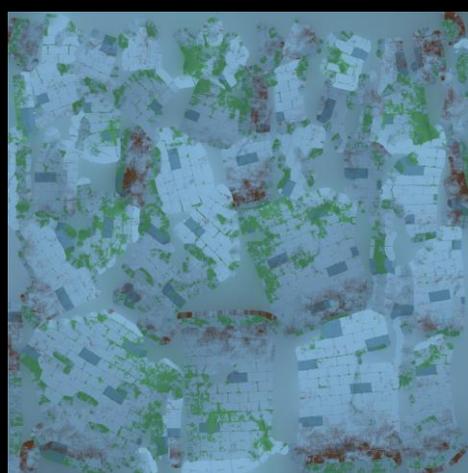
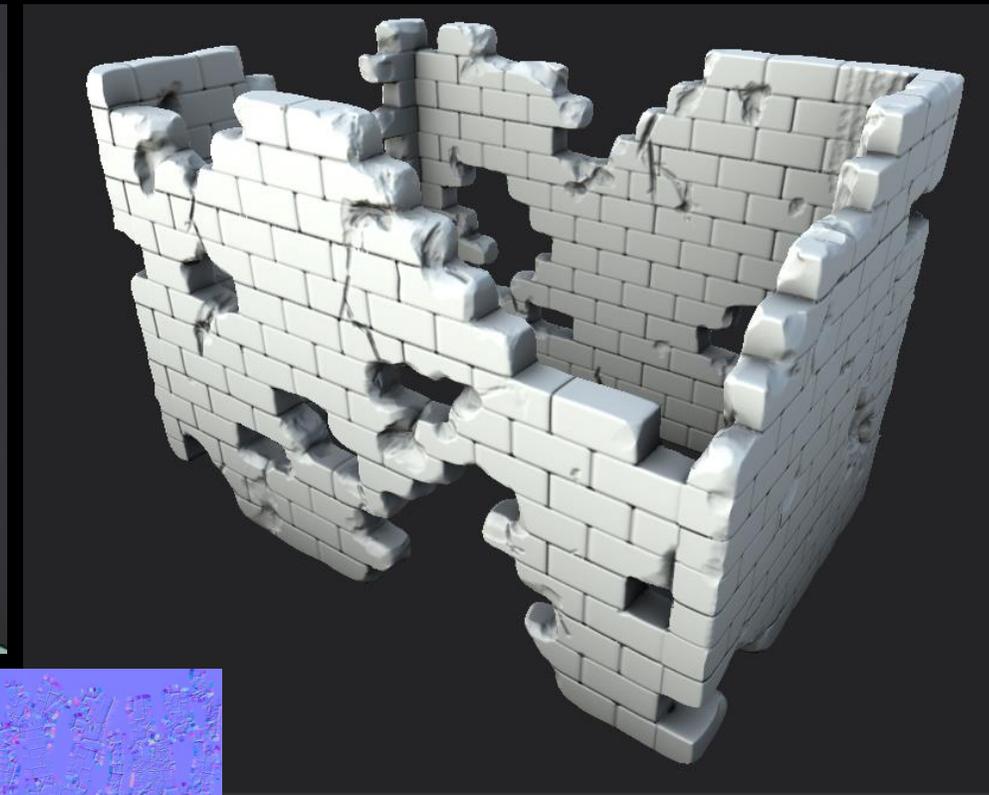
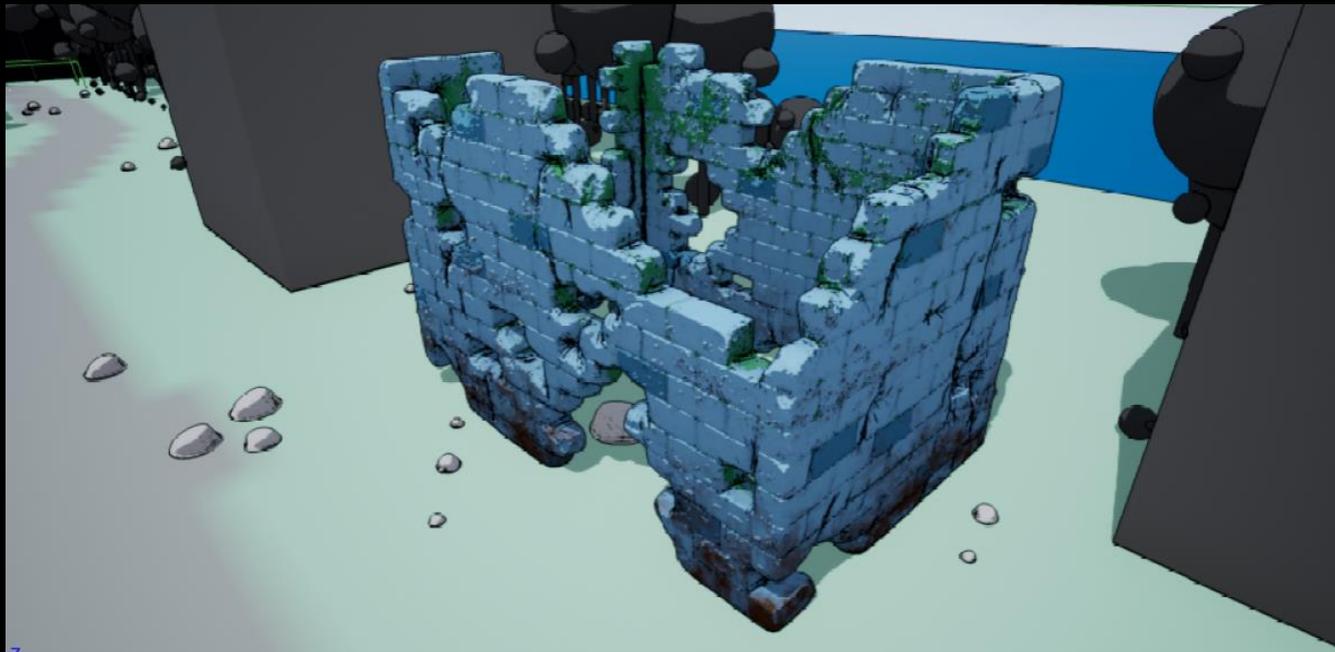
CRESCENT BLUFF BLOCKOUT



CRESCENT BLUFF BLOCKOUT



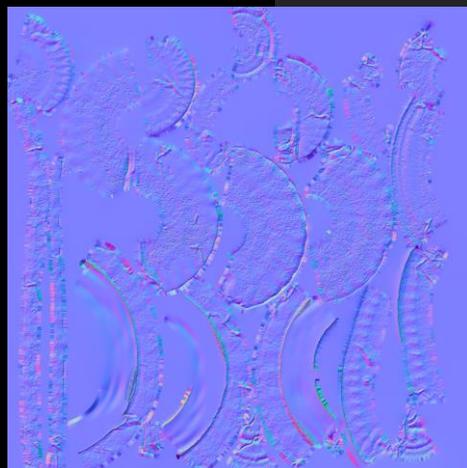
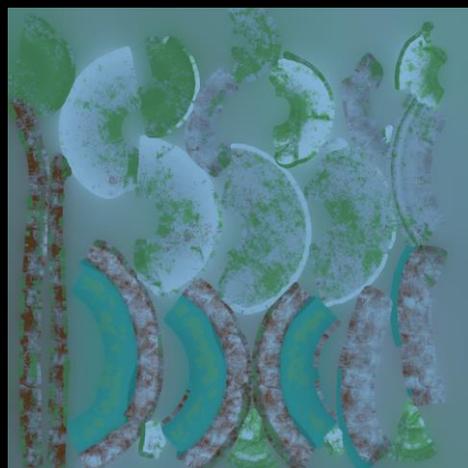
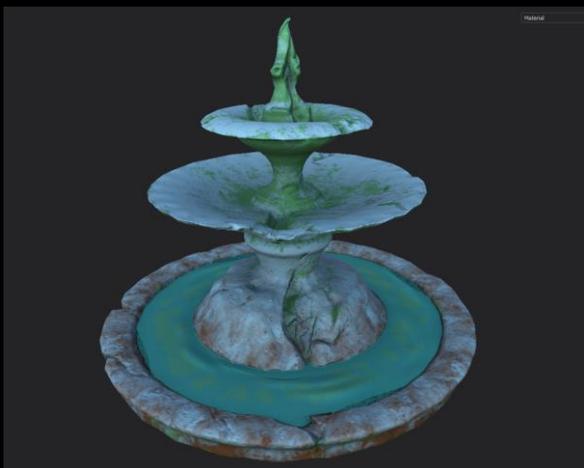
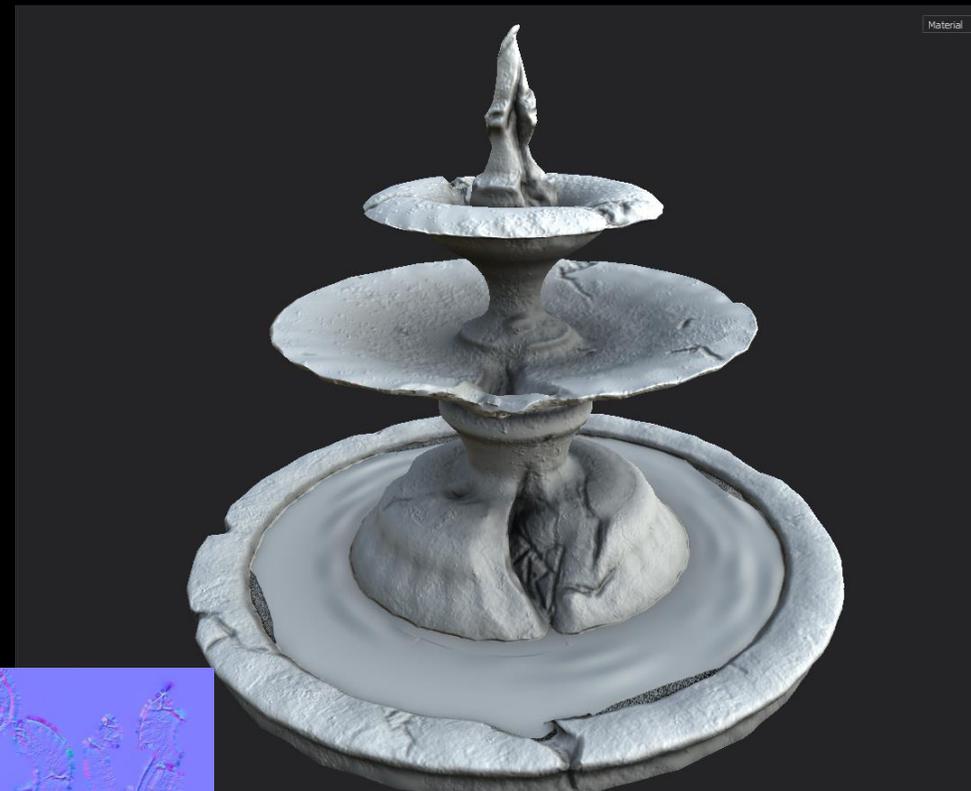
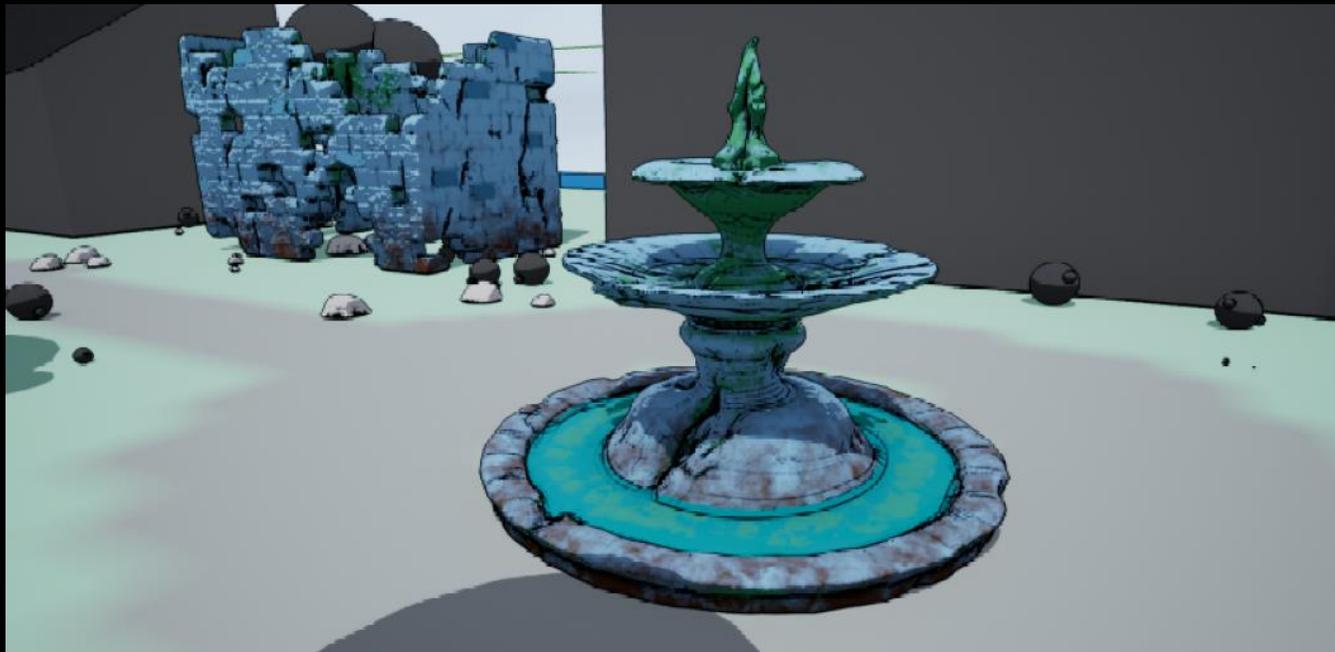
CRESCENT BLUFF RUINS 01



RUINS 01 TURNAROUND <https://youtu.be/hEPSTFkr8yQ>



CRESCENT BLUFF FOUNTAIN



FOUNTAIN TURNAROUND

<https://youtu.be/CqSqkqttGLc>

FOUNTAIN



twinkl.com

Process:
<https://youtu.be/E3AgtwLVcXg>

THE KEYBOARD FAMILY

- ALT – Weasel
- SHIFT – Weasel
- TAB – Weasel
- COUNT ROLL – ??? (In a croissant costume)

D. LEET – Ferret

ALT

Alt is the twin brother of Tab and older brother to Shift. The three live on their own in Crescent Bluff.

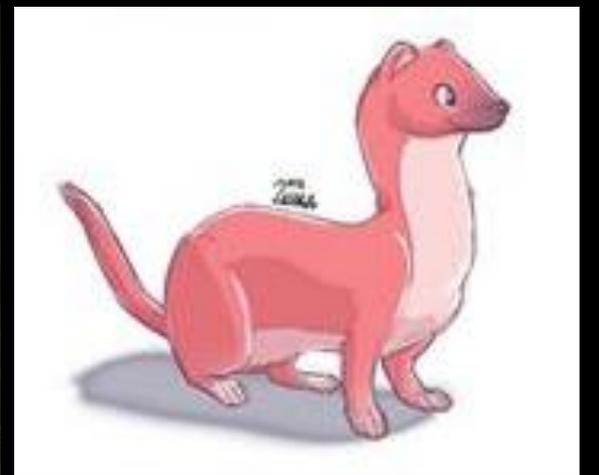
Alt, besides Cross's parents, is the first character the player meets. While he does face occasional nagging from his teenage brother, he is generally calm and friendly, and happy to assist the player.

It is unknown what Alt does for a living, though he does express strong interest in stock investment and shows some impressive mathematical skills.

He gets quite embarrassed upon being misgendered, but understands that there are some people not used to his pronouns yet. He will introduce himself to Cross solely as male.

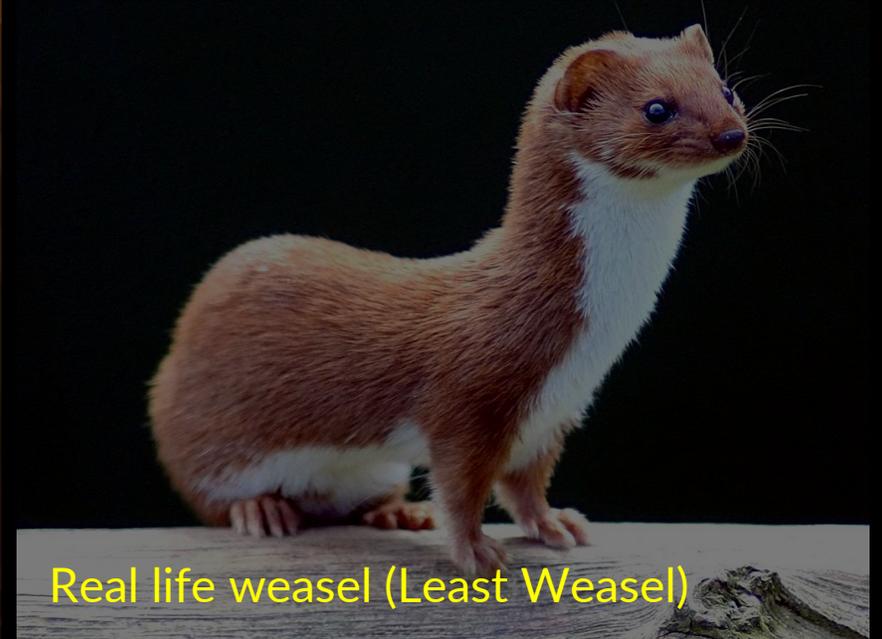
"Hello! You're that kid from next door, right? I don't often see you without your parents, is everything alright?"

ALT MOODBOARD



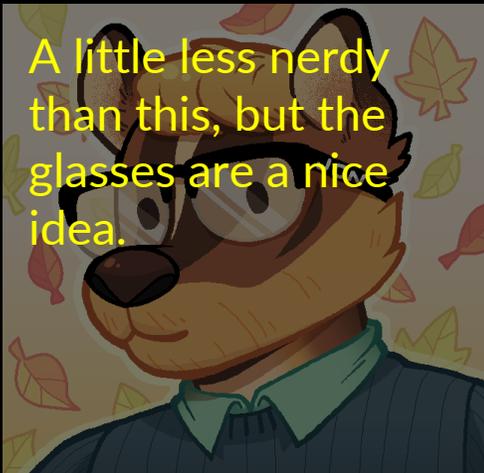
ALT MOODBOARD

Good examples of the calm and friendly personality Alt should exude. The expression on the left image is very nice, and the little fang popping out is a nice touch.



Real life weasel (Least Weasel)

A little less nerdy than this, but the glasses are a nice idea.



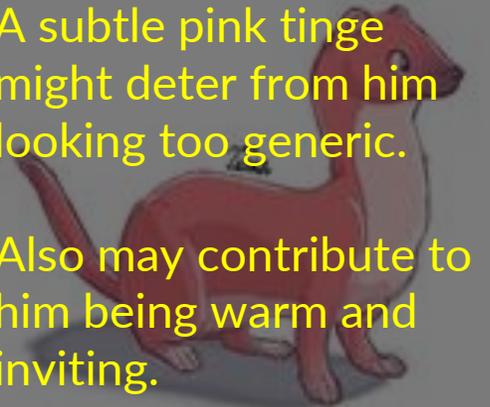
Cute lil weasel with glasses.



Another real Least Weasel

A subtle pink tinge might deter from him looking too generic.

Also may contribute to him being warm and inviting.



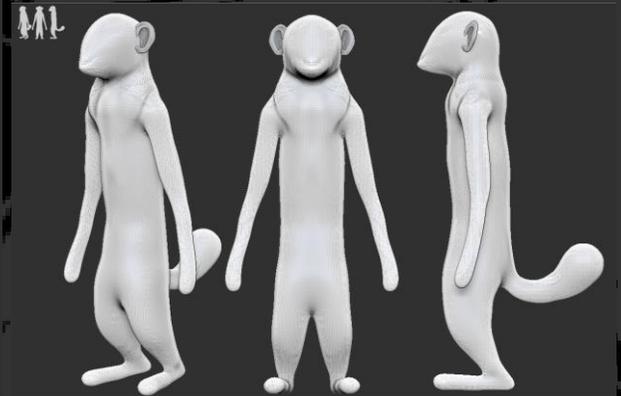
ALT CONCEPT ART



Concept art by
CT ROGERS

@takaalive

ALT MODEL



ALT TURNAROUND

<https://youtu.be/q9Au38xlqqQ>

ALT



nzewei.com

SHIFT

The younger brother to twins Alt and Tab, Shift is a rambunctious and impulsive teenager with a big heart.

He likes to say he plays the electric guitar, and does own one, but it's pretty obvious he really doesn't know how to play it; and will get angry when Alt and Tab will call him out on that.

Shift is, however, noticeably disliking of Vondurs compared to his siblings. He shows some hints of close-mindedness on that regard here and there, and is no stranger to Alt and Tab calling him out on that as well. Due to this, there is a fair bit of tension between them, but Shift is quick to move on.

"Alt! Alt! Look at this amp I found online!! Can we get it? It's not expensive this time, I promise!!"

TAB

Perhaps the most reserved of the trio, Tabitha, or Tab for short, is the twin sister to Alt and older sister to Shift. While not incredibly talkative at first, she will warm up considerably to those she is comfortable with.

Despite her initial demeanor, the player will learn she has a wide range of hobbies and very specific knowledge, and may talk about something for... a little too long.

For example: She apparently plays the French Horn, does martial arts, watches a lot of foreign dramas, writes comics, and can recite the first 51 digits of pi... but please don't ask her to do that.

"Well... Actually, yeah, I've painted a few times before! I wanted to use goache but it was pretty expensive so I got watercolor instead but it was just so runny and hard to use but I bought too much of it and..."

AREA 1.5 – BLUFFINGTON

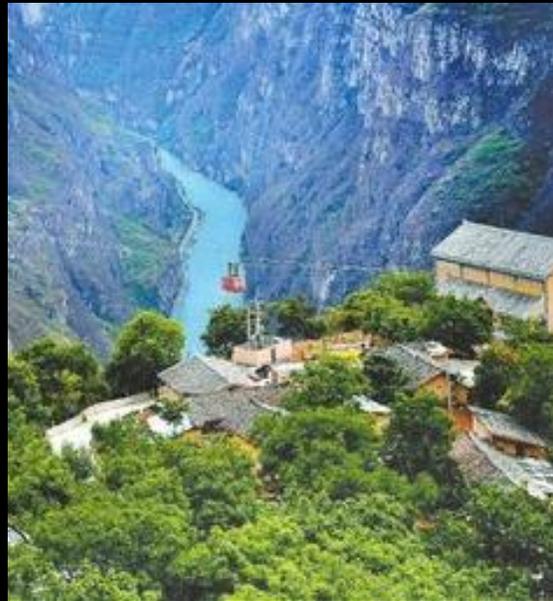
Bluffington, positioned in the center of Crescent Bluff, is a primarily Gondur town. A generally quiet place, the village is most known for its port accessible through the gate in the center of town, as well as its unique architecture of homes surrounding this port on the cliff.

As such, it is home to its fair share of sailor-types who like to hang out at the local La Boulangerie on the western end of town. Bluffington also boasts a well-maintained garden in and around the gate to the port.

Surrounding the village are ruins inhabited mostly by estranged Vondurs, though on the eastern ruins they are more organized thanks to the presence of Esmear. Even then, “organized” is a strong word, considering there’s paint and graffiti everywhere... But the Bluffingtonians sure don’t want to get involved in cleaning up their mess.

Until some of them begin to encroach their graffiti into town...

BLUFFINGTON MOODBOARD



COUNT ROLL

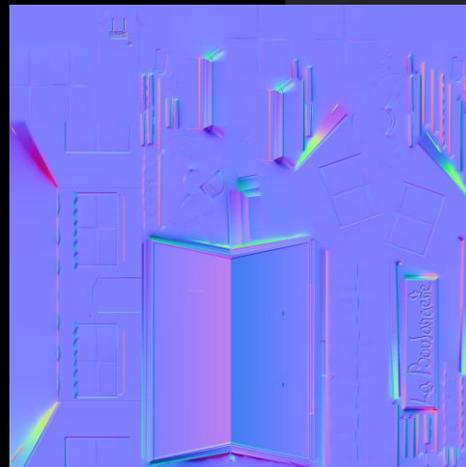
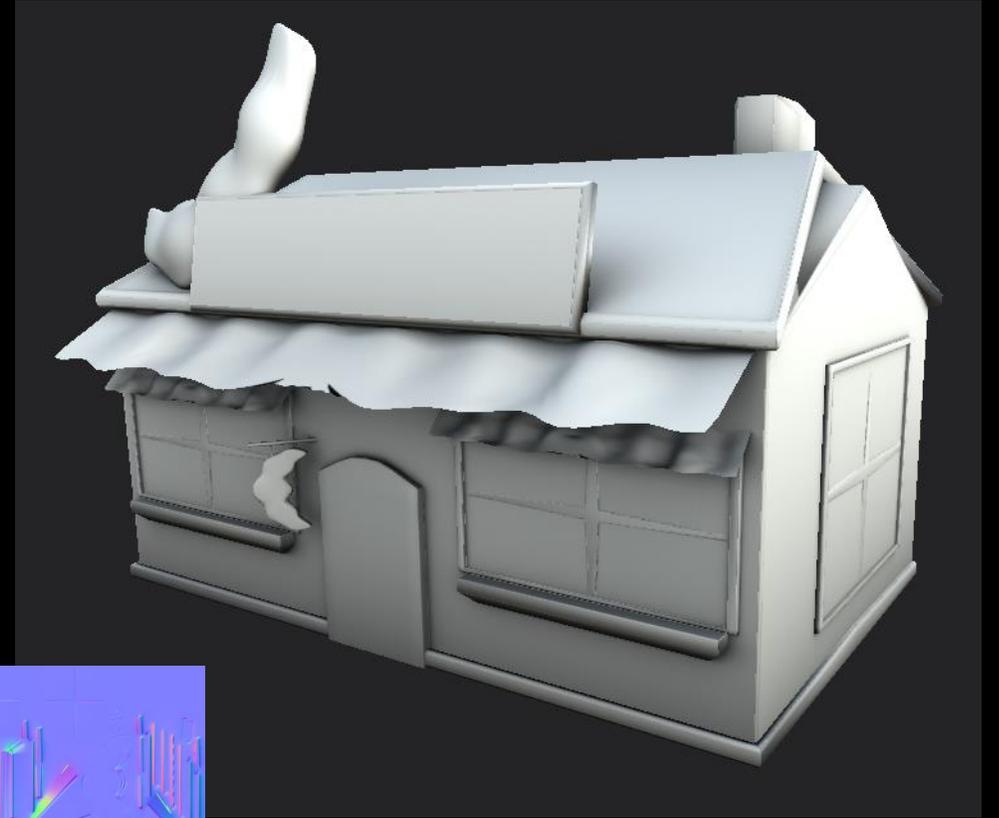
Count Roll is a mysterious, excessively French presence who is the cousin of Alt, Shift, and Tab. He is never seen out of his crescent roll costume to which he insists is not a costume at all.

Despite his puzzling tendencies, his baking is spectacular and he runs a chain of bakeries “La Boulangerie” main-based in Bluffington. Strangely, any La Boulangerie that Cross enters will have Count Roll in there with no explanation of how he got there.

Though one might initially write off Count Roll simply as crazy, the player may begin to notice his disturbingly omniscient presence as he pops up randomly in unexpected places outside of La Boulangerie.

“Bonjour! Welcome to La Boulangerie de Count Rolle. May I intréste you today our complementarie chouquettes?”

LA BOULANGERIE



LA BOULANGERIE TURNAROUND

<https://youtu.be/AhnZoe0fK5c>

LA BOULANGERIE



nzewel.com

EIGHT FRIENDS

(names and order pending)

- ESMEAR – Artist, Chameleon

YEDA – Chef, Snake(?)

NIKA – Engineer, Chameleon

ATELO – Bodybuilder, Alligator

KLEFFE – Musician, Pangolin

RYSTAR – Tabletop gamer, Snake(?)

ZARO – King, Snake(?)

SHUTNIK – Jester, Salamander/Skink

FRIEND 1 – ESMEAR

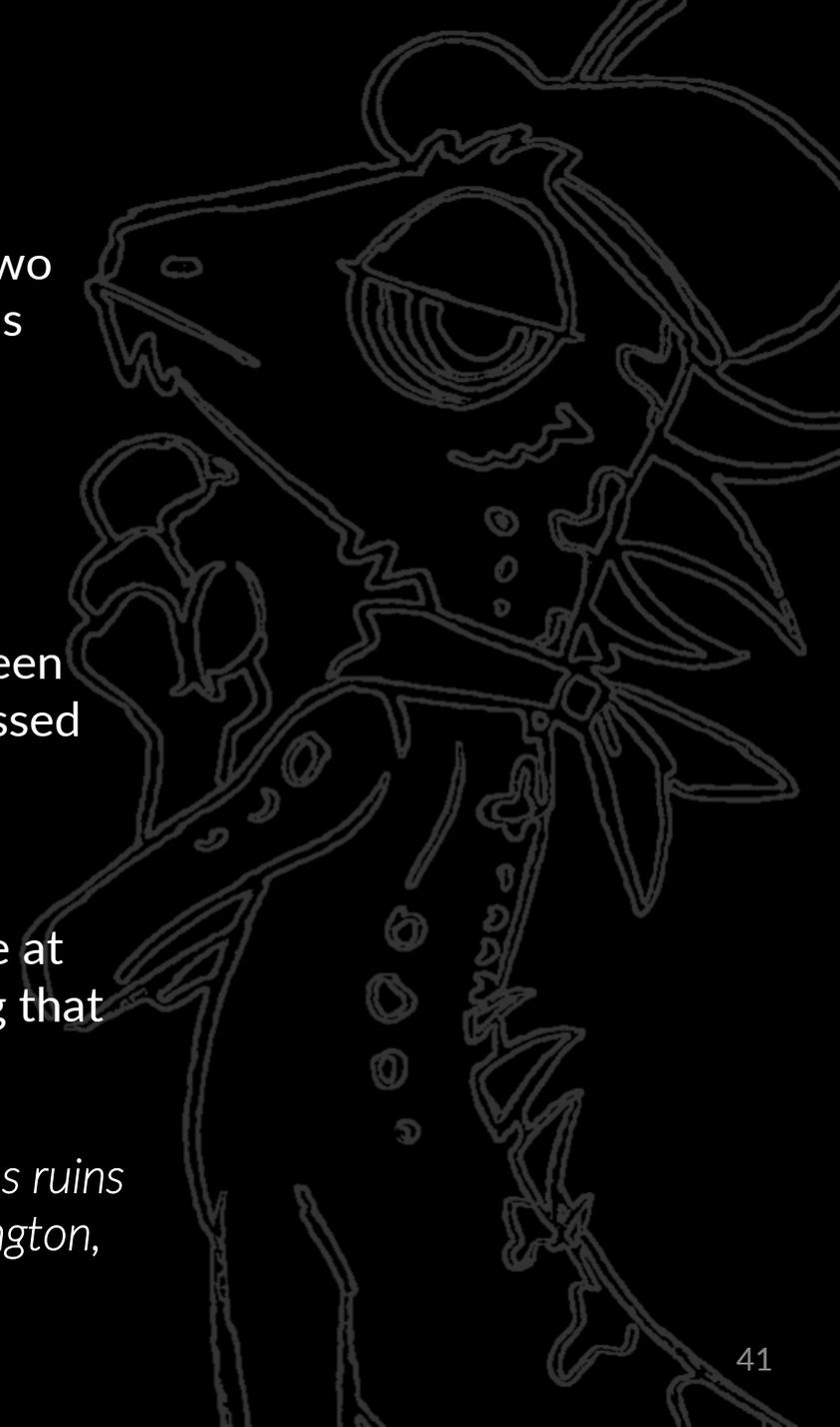
Esmear and Kleffe were the youngest of the friends growing up, and the two often clung to Nika, Esmear's older sister. While his relation with Kleffe has since separated, he and his sister still communicate via text.

Esmear is a passionate and talented painter, using his flexible tail as a paintbrush. He is a bit of a pessimist and has strong emotions.

While he can change his coloration at will, he generally will default to a green with a gradient to red on his tail. He will turn near fully red when embarrassed and will have more blue tones when sad.

His initial feelings toward Cross are those of uncertainty, as he doesn't remember much of the incident which separated his friends, due to his age at the time. But, he will generally dislike those of the other clan, and, learning that Cross grew up on the other side, will treat them the same.

"Mmm, yes, I did hear you were coming... To stop our 'vandalism' of your precious ruins that we as Vondurs call home now. This is simply because it's too close to Bluffington, now isn't it?"



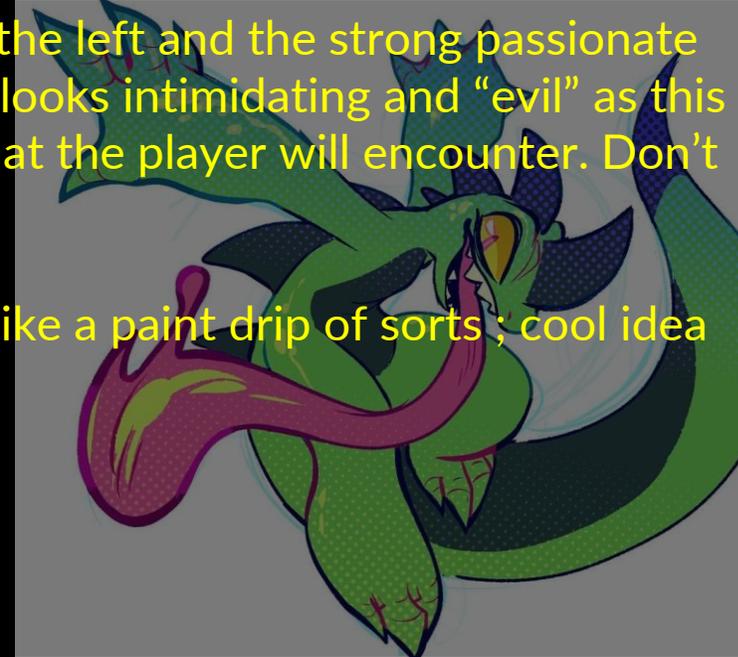
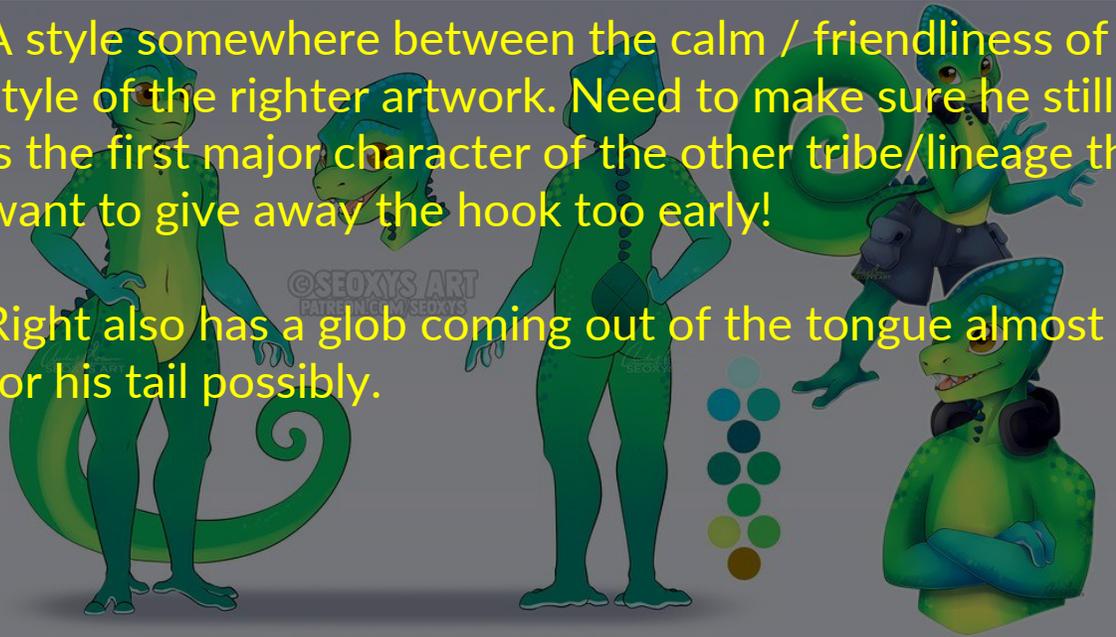
ESMEAR MOODBOARD



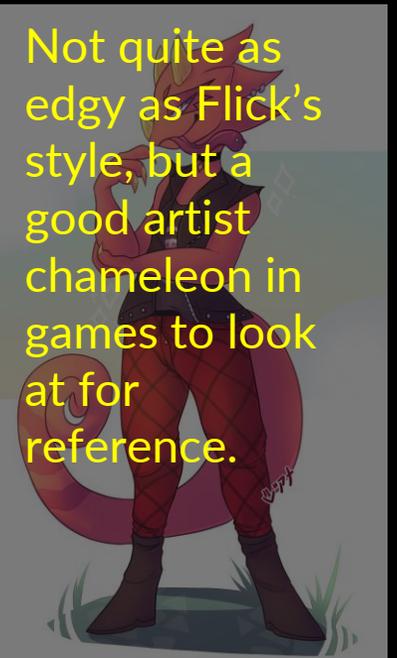
ESMEAR MOODBOARD

A style somewhere between the calm / friendliness of the left and the strong passionate style of the righter artwork. Need to make sure he still looks intimidating and "evil" as this is the first major character of the other tribe/lineage that the player will encounter. Don't want to give away the hook too early!

Right also has a glob coming out of the tongue almost like a paint drip of sorts ; cool idea for his tail possibly.



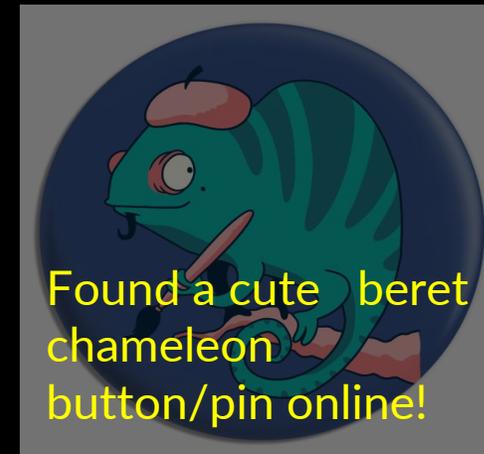
Not quite as edgy as Flick's style, but a good artist chameleon in games to look at for reference.



A good example of the type of beret on his head.

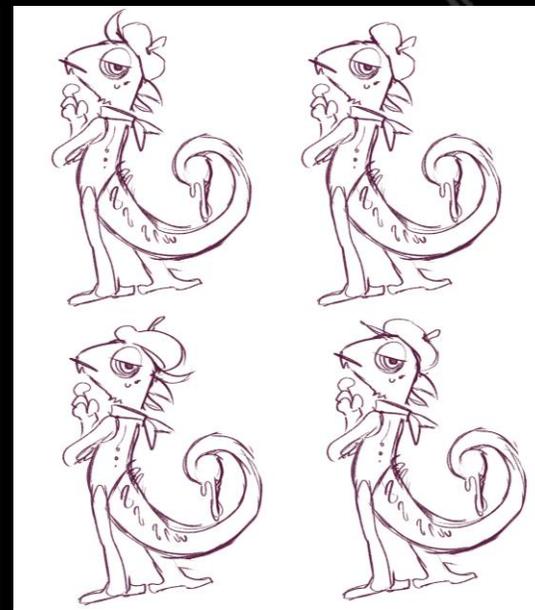


Real life chameleon



Found a cute beret chameleon button/pin online!

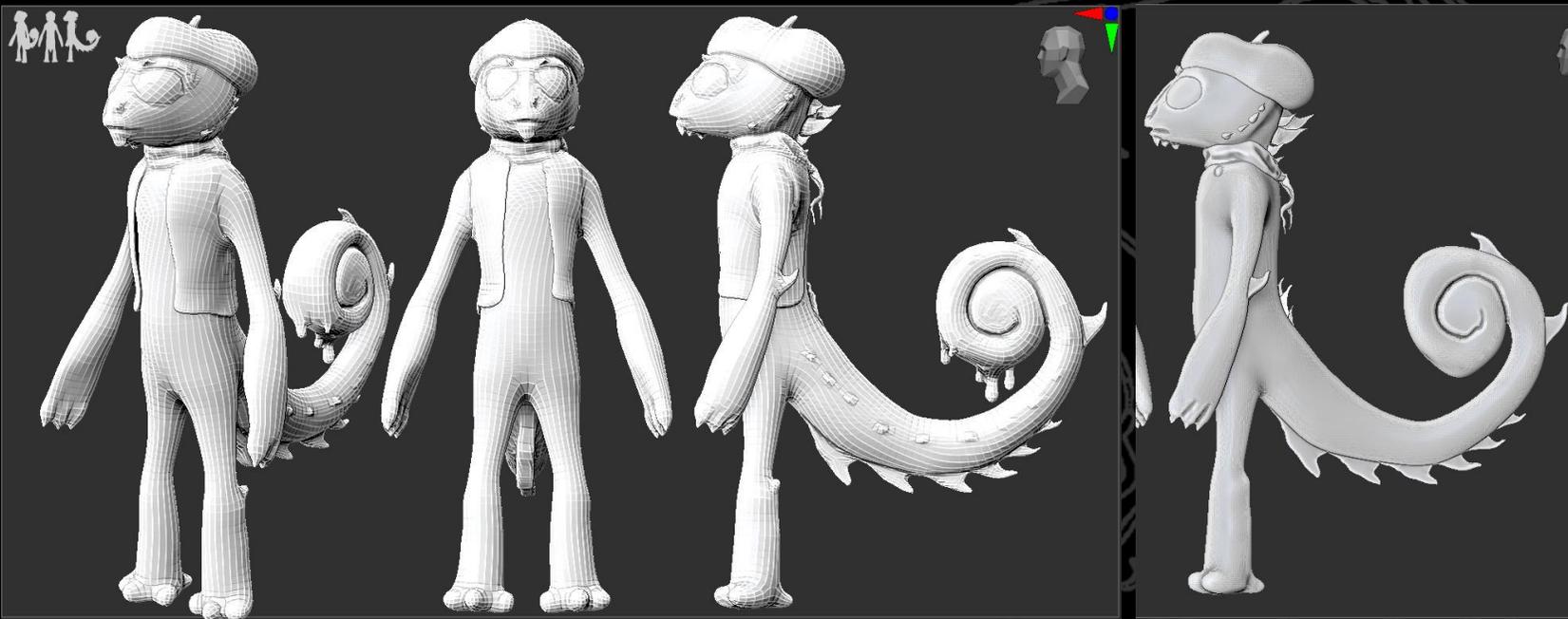
ESMEAR CONCEPT ART



Concept art by
COLORS GIRALDO

@ColorsOfDoom

ESMEAR MODEL



ESMEAR TURNAROUND

<https://youtu.be/MC0l4IbhcUs>

ESMEAR




nzewel.com

Process:
<https://youtu.be/24DcssHyGMA>

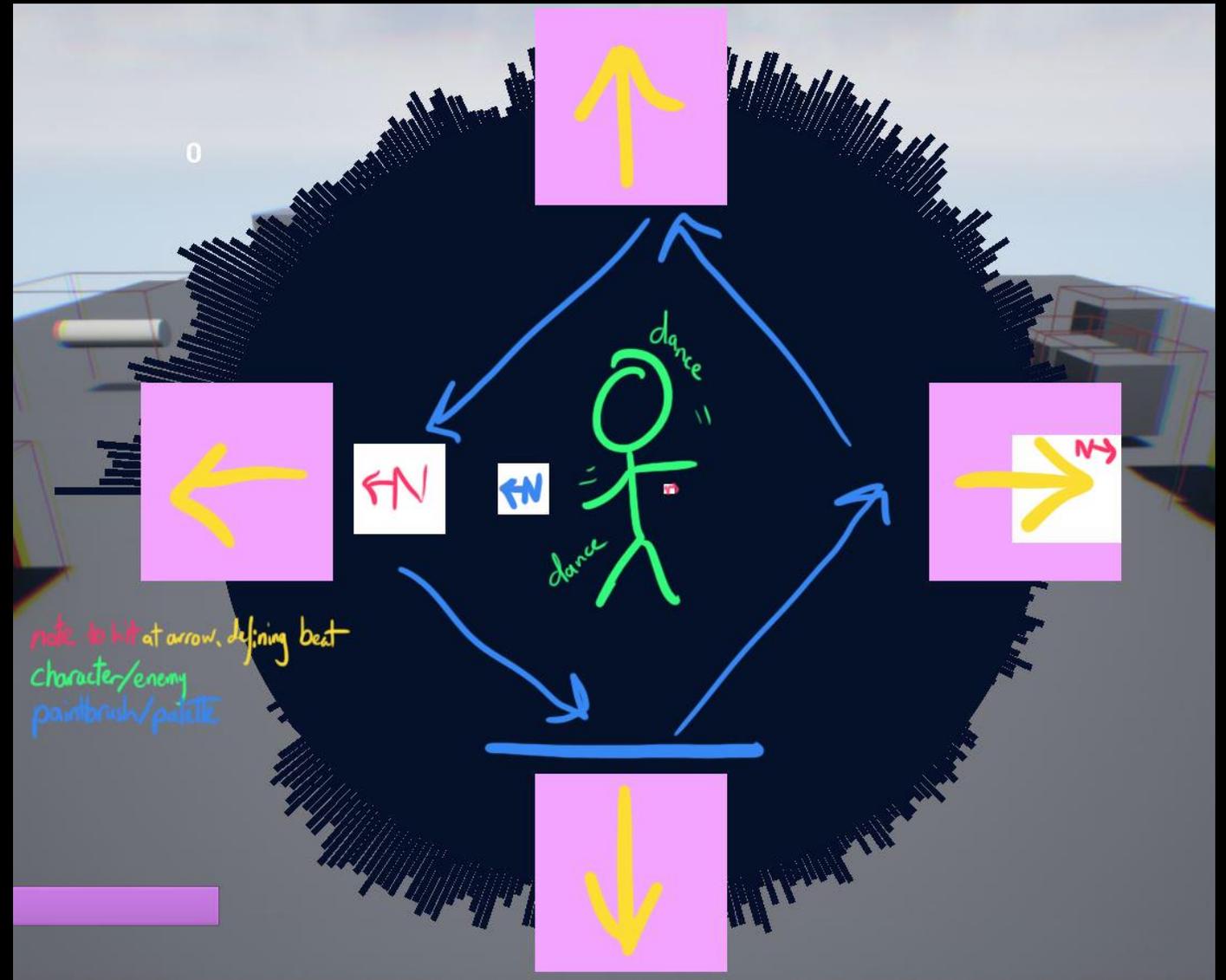
ESMEAR'S DANCE STYLE

Esmear's dance style will include a paintbrush or palette, and another color of note.

The palette will be in front of one note by default, and can be toggled between them with a button press to move counterclockwise.

This palette must be placed in front of an alternately colored note to change its color back, for the beat to be counted as a hit.

This will introduce the player to being aware of the notes themselves rather than simply what direction they are facing, as well as the possibility of other iterations in the rhythm system.

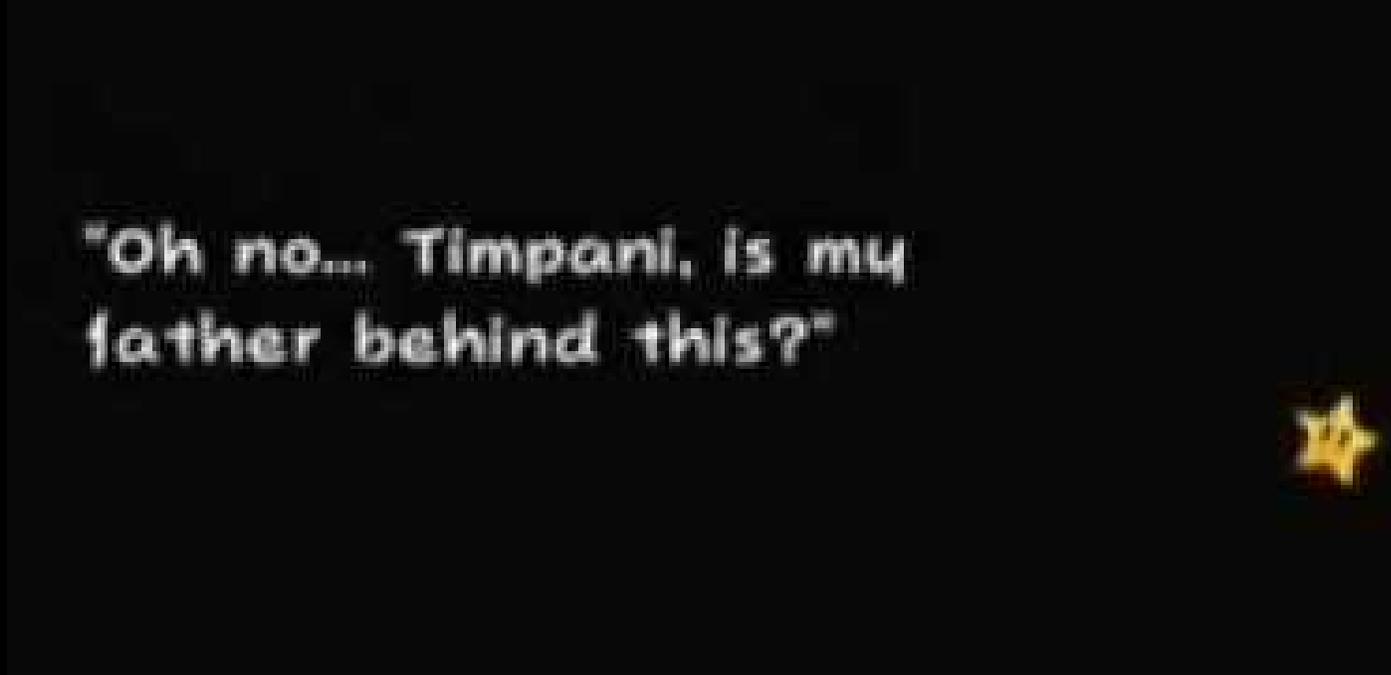


OUR MEMORIES

After defeating a boss, the player will be directed toward some kind of reflective place; in Esmear's case, the studio being on the opposite side of Crescent Bluff means that they will be able to see their house in the distance.

As the player leaves the area, it will simply lead them to a black screen with white text, reciting some dialogue that over time the player will realize is memories of these bosses.

There is no explanation of how the player is seeing this and is merely for story purposes. However, it may be argued this is the work of Zaro.



"Oh no... Timpani, is my father behind this?"



DEMO α PLAYTESTING NOTES

Beginning cutscene needs a strong clarifying, animations and image cards for the sky section will probably help with this

A LOT of very unplayable bugs needed rerouting with debug inputs

The random encounter dances aren't fun enough yet. Possibly due to lagging inputs, unclear UI, repetitive music, current uselessness of points, etc

Audio is ridiculously loud (but consistent, at least)

Paintbrush movement needs reworking

Every playtester's favorite character(s) were different!

Everyone got excited when hearing the Crescent Bluff music!

- *"Reminds me of Pokémon!"*
- *"Your writing has so much personality."*
- *"You've got to squash those bugs before you try to pitch this to anyone..."*
- *"Mark my words, I am the #1 Alt stan!!"*
- *"Can I not just talk to Alt, Shift, and Tab voluntarily?"*
- *"I want to pick ALL of the berries, not just at home..."*
- *"I am thoroughly impressed you did all this in 10 weeks! I was expecting a fourth the amount of content that I got."*

Courtesy of

Paul Demers, CT ■

Kira Kirson, CA ■

Daniel Pelletier, FL ■

FRIEND 2 – YEDA

Acting almost as a mother figure for Zaro and Rystar, Yeda is a mature woman that has taken on cooking after the separation of Zaro's friends. She has found success on her hit VTV cooking show, "Yeda's Yummies".

She is not afraid to get a little spicy, and she is a bit notorious for losing her temper too quickly; especially in the kitchen. Her initial feelings toward cross are primarily distaste, and, depending on how the player treated Esmear, may get severely violent toward the player.

Additionally, Yeda will show animosity toward another character: Count Roll. She has quite the history with the baker, hates his attitude and finds him detrimental to her business; especially after his constant slander of her anger management problems.

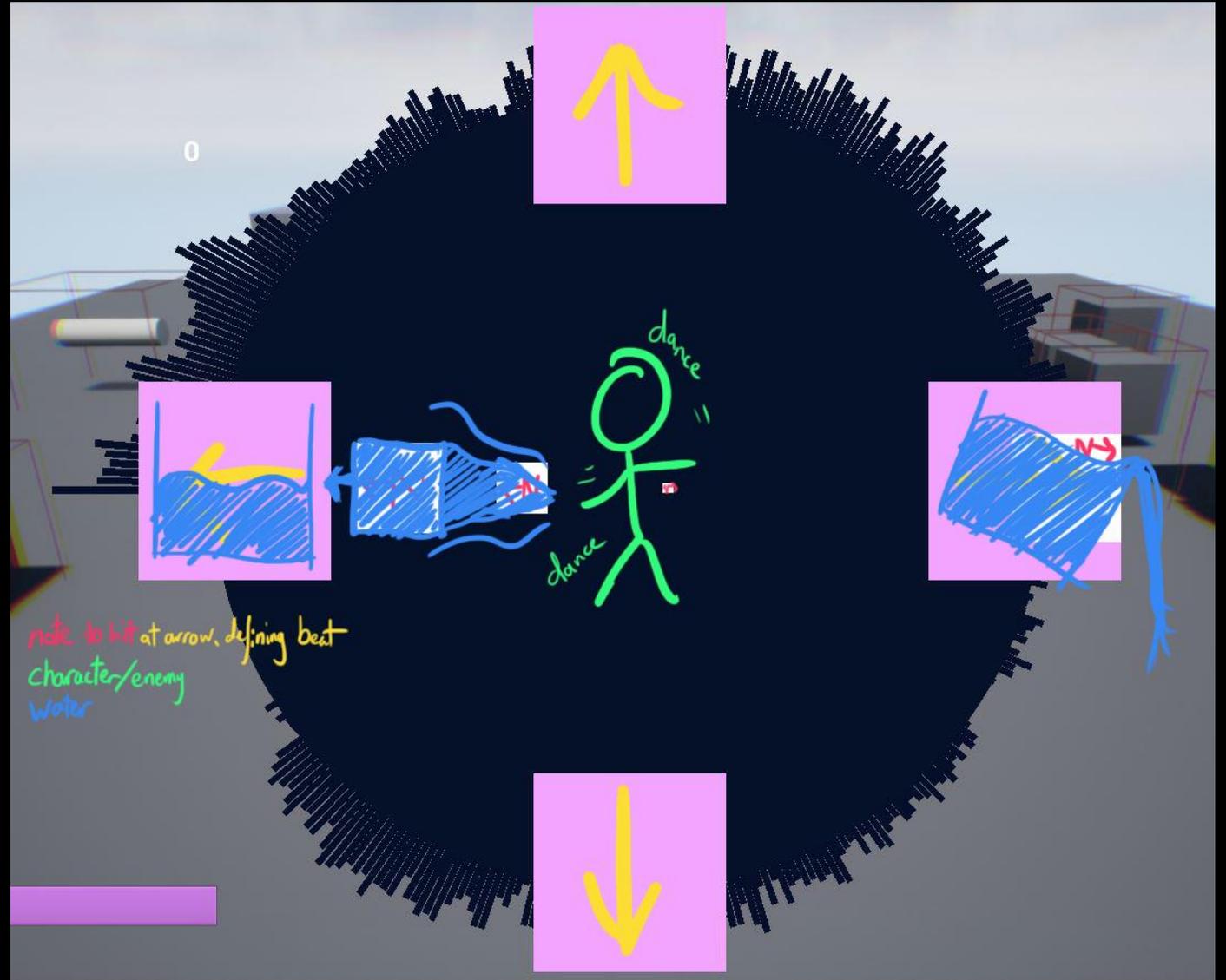
"So you think you can waltz into MY kitchen, mister croissant freak, and criticize MY taste? Huh?? Show me your cottage pancakes!! ... That's what I thought, twat!!"

YEDA'S DANCE STYLE

Yeda's dance style will replace some normal arrows with pitchers, and the player must hold the note for long enough to fill the pitcher but not too long for it to overflow.

The thing being poured into the pitchers will change only cosmetically; it could be water, batter, etc, and would all go into her cooking.

At its core, this is something fundamentally familiar to those who have already played rhythm games, and therefore should not be too overwhelming.



AREA 2 – APARTMENTS

Originally ideated by Nika during the separation, the Apartments were a refuge for Vondurs banished from the divide. At their construction they were an ambitious and successful project, and with a grant from Zaro the apartments were able to be finished.

After a few years, Nika had been unable to fund it on her own and tension rose between her and Zaro. Not knowing what to do, Nika began evading some expenses and taxes, and soon after the Apartments were left to disarray.

They are still lived in, however, as many Vondurs have no other place to go. Nika has refused to abandon what she considers “her mistake”.

Nika has built an elevator from these apartments up to Stratus for easier access, though the Stratusians aren't too happy about that.

Nearby this elevator is the apartment of Cross's biological mother.

APARTMENTS MOODBOARD



FRIEND 3 – NIKA

Largely motivated by her Apartments project, Nika has taken on engineering as somewhat of a full-time career, and continues to try and assist those in the Apartments in any way she can; despite her lack of materials or funds.

She has made the effort to continue communication with her younger brother Esmear in Crescent Bluff, albeit solely through text. Even so, she has yet to tell him specifics about her declining relationship with Zaro as she knows the painter still looks up to him.

As Nika is a chameleon just like Esmear, and will change her colors somewhat involuntarily when she's focused on her engineering work, especially when she's connecting colored wires.

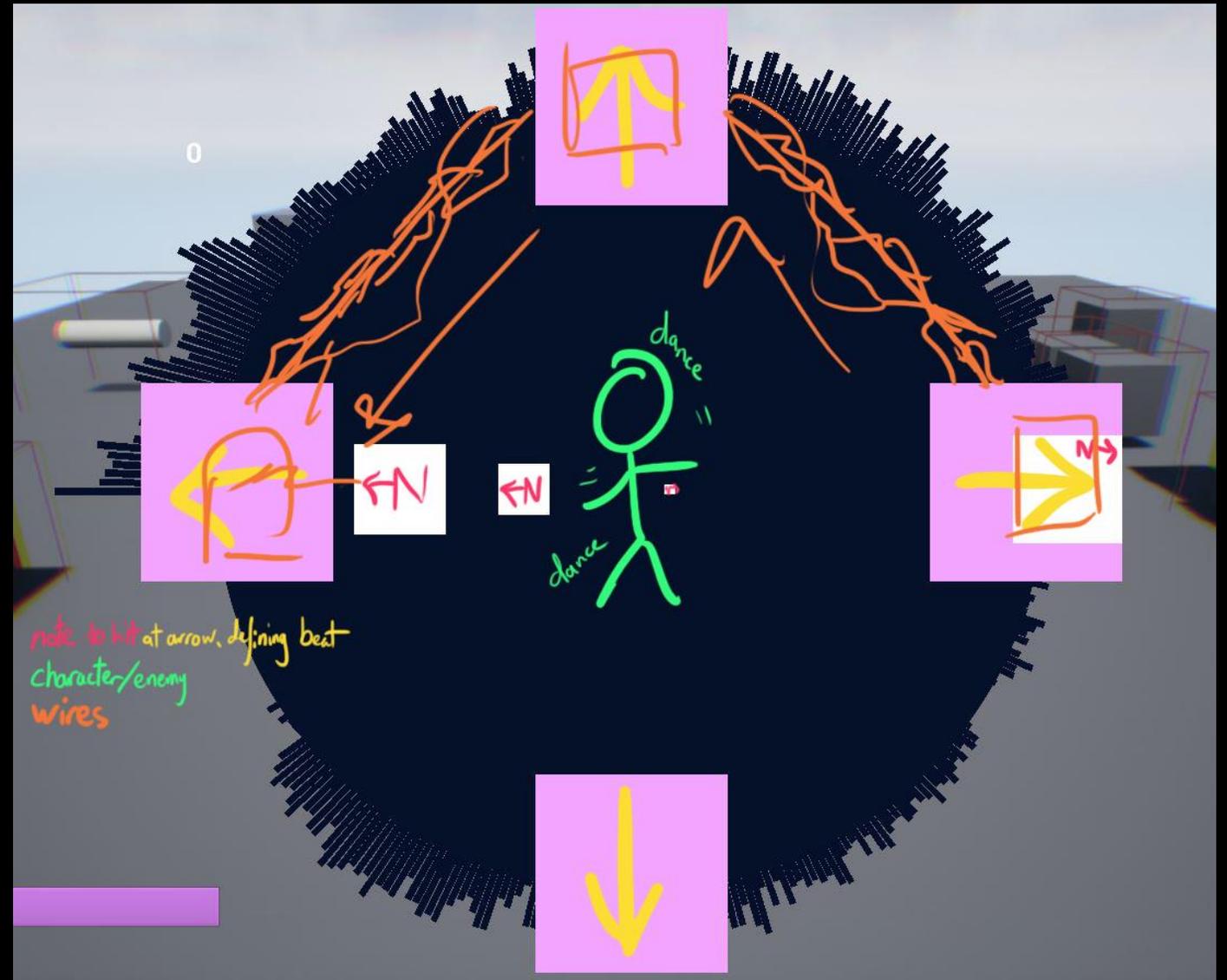
“Oh come on dude, this is a Gondur! In our apartments! Grow up little bro, don't you see they're trying to take this thing down? ... n-no it's... not in the greatest shape but... it's okay! You know I'm fixing it. Come on...”

NIKA'S DANCE STYLE

Nika will connect some arrows via wires, so that a hit on one arrow will hit all connected arrows on a short delay.

These wires can change position to possibly connect different arrows to keep the player on their toes.

This dance style would be able to take advantage of strong arpeggios without overwhelming the player with quadruple the notes to hit. However, it also means that if the player misses, they miss all those notes if they don't quickly make up for it.



AREA 3 – STRATUS

Stratus is a long stretch of clouds situated above the apartments, accessible by elevator. These clouds are dense enough to walk on and hold construction.

It is considered a tropical-type vacation spot thanks to its high-altitude view and unique vegetation. The area features trees not dissimilar to what we know as palm trees, and a plethora of blue firefly-type insects that light up the night and into the day.

The clouds have the ability to support a few large buildings, though a large amount of the population lives in smaller homes. It is mostly Gondur with a few pockets of Vondur populations around the Apartments entrance and elsewhere.

STRATUS MOODBOARD



D. LEET

Older cousin to Alt, Shift, and Tab, Devin Leet is a ferret living on Stratus. She is a programmer and is known to be quite the obnoxious jokester.

The kids, particularly Tab, aren't too fond of her, but realize they must ask for her help regarding her profession.

Given her proximity and similar field of work, her and Nika have been in contact with each other; though their relationship is unknown, they seem at least somewhat civil with each other despite differing clans.

Devin is, however, notably materialistic, and Tab especially will be the first one to point this out; not to her face, at least. She will mention that she needs some kind of monetary compensation for most any favor she does.

"Yup, I've got this baby here with a 256gb RAM, and some people tell me that's too much, but I need it! Seriously."

FRIEND 4 – ATELO

One of Zaro's good friends, Atelo is a bodybuilder living on Stratus with his partner Kleffe. The two have been together for about 6 years after meeting up by chance on vacation in the place they now call home.

While he officially considers himself a bodybuilder, he is a fan of most all forms of sports activities, as evident in his dance style as well.

Atelo doesn't necessarily understand the ins and outs of his partner's music talent, and will admit he blanks out a little bit when Kleffe tries to explain. But, he supports them all the same. He will jokingly nag Kleffe about trying a sport of some kind, but isn't terribly serious about it.

"Yo, Kleffy here is a home run. They may talk about weird mix-liddy modes or whatever but they're awesome and that's what matters, dude! ...mostly."

FRIEND 5 – KLEFFE

Kleffe is a multi-talented musician and partner to Atelo. While they do not remember much of the incident due to their age at the time, after meeting Atelo on vacation in Stratus they began to realize how they knew each other, and, after some time, became partners.

They are relatively reserved, choosing to spend a lot of their time on their music skills and have been known to compose as well as play several instruments such as piano, flute, fiddle, and harmonica.

They admit they're not necessarily into sports and physical activity as Atelo is, but the two mutually support each other.

"N... No, no, Telly, hun, it's Mixo, lydian. It's a mode, which is sort of like a scale... You know those right? Major and– ...yeah that's okay, I didn't think you'd get it, hah."

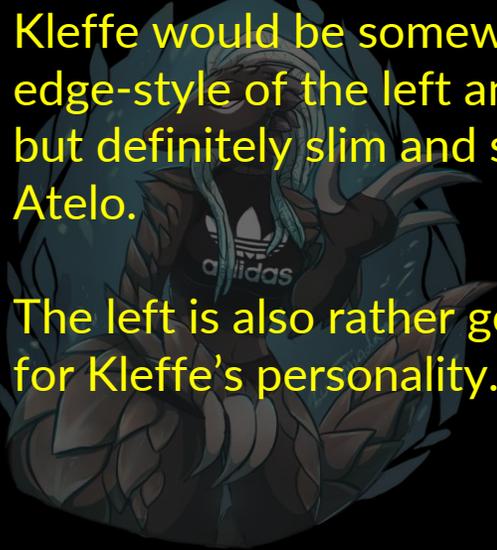
ATELO AND KLEFFE MOODBOARD



ATELO AND KLEFFE MOODBOARD

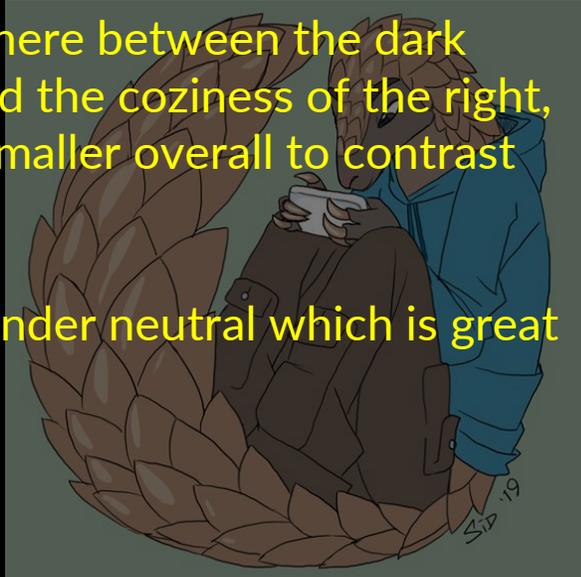


Big buff gator man!! Talkative and easygoing, though not the brightest guy around.



Kleffe would be somewhere between the dark edge-style of the left and the coziness of the right, but definitely slim and smaller overall to contrast Atelo.

The left is also rather gender neutral which is great for Kleffe's personality.



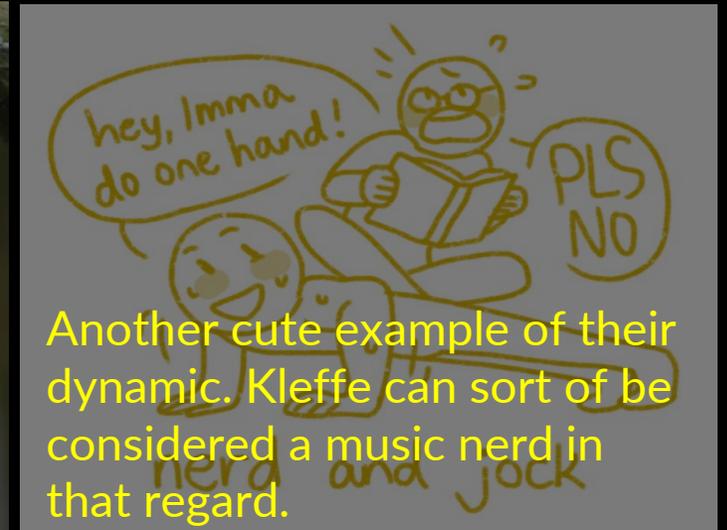
A really cute dynamic between the two characters. No strong PDA or overly romantic toward each other, and sometimes it looks like they don't get along, but it's pretty obvious that if they were separated they would be VERY upset. i.e. a tiny bit more obvious than CJ and Flick's relationship is implied in Animal Crossing.



Real life alligator (with a fun face)



Real life pangolin



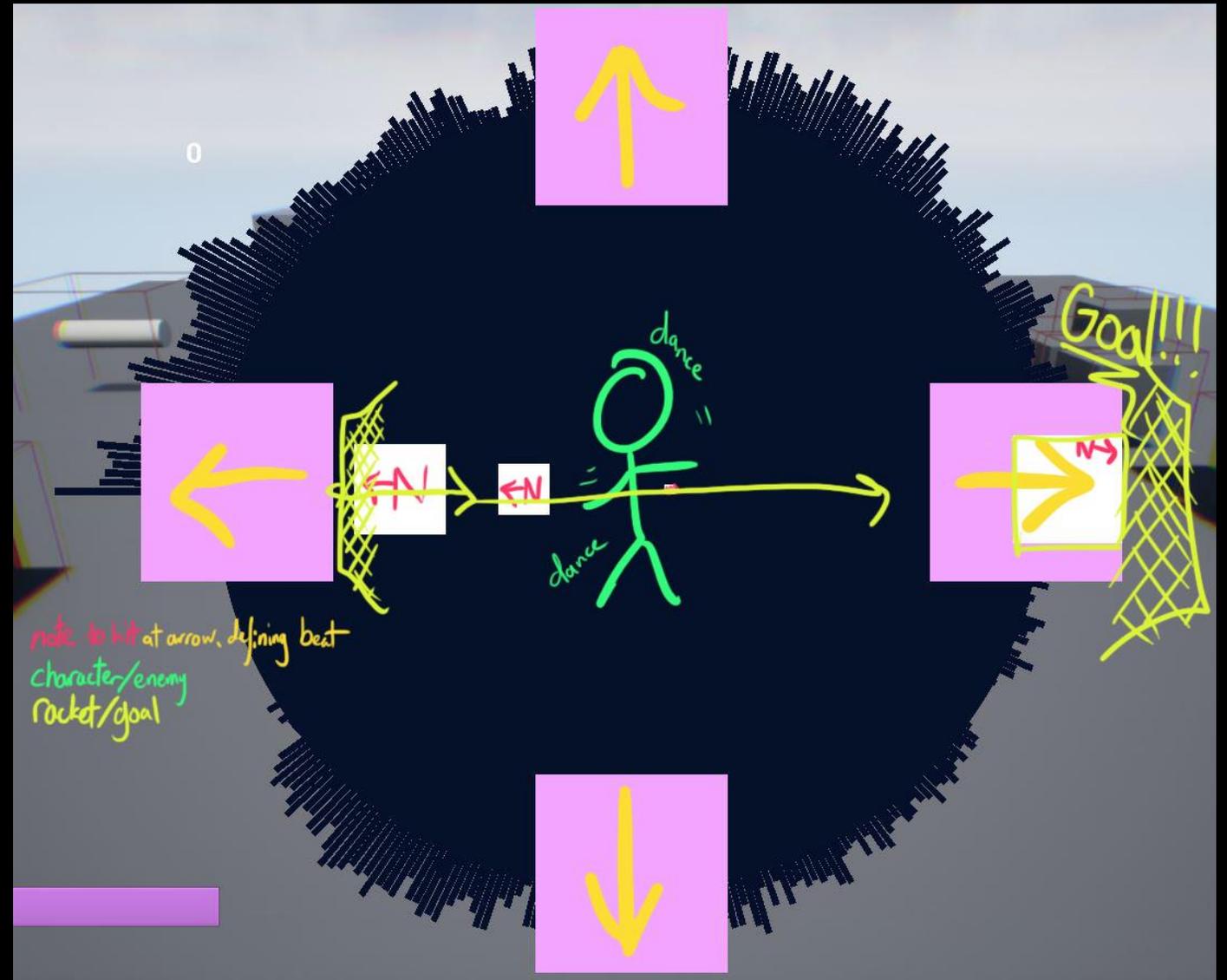
Another cute example of their dynamic. Kleffe can sort of be considered a music nerd in that regard.

ATELO'S DANCE STYLE

Accompanied by Kleffe, Atelo will occasionally take a racket to a note and bounce it to the note on the opposite side. This can work in any of the four directions, and the racket will not be in one place permanently.

These bounces along with when they reach the arrow will all be timed in the music to make sure it still feels good and looks intentional.

There is a lot of potential for visual jokes and interest with the goal behind the opposite arrow, which also gives the player a more solid sense of direction for the bounced note.

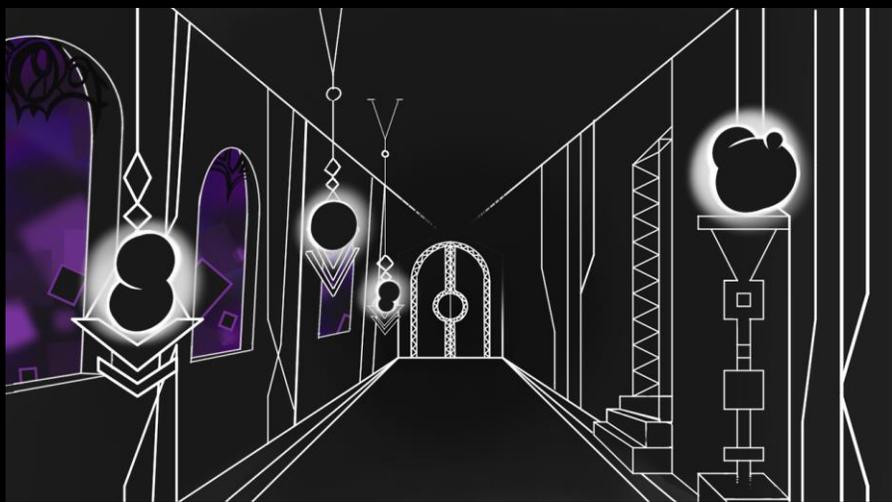
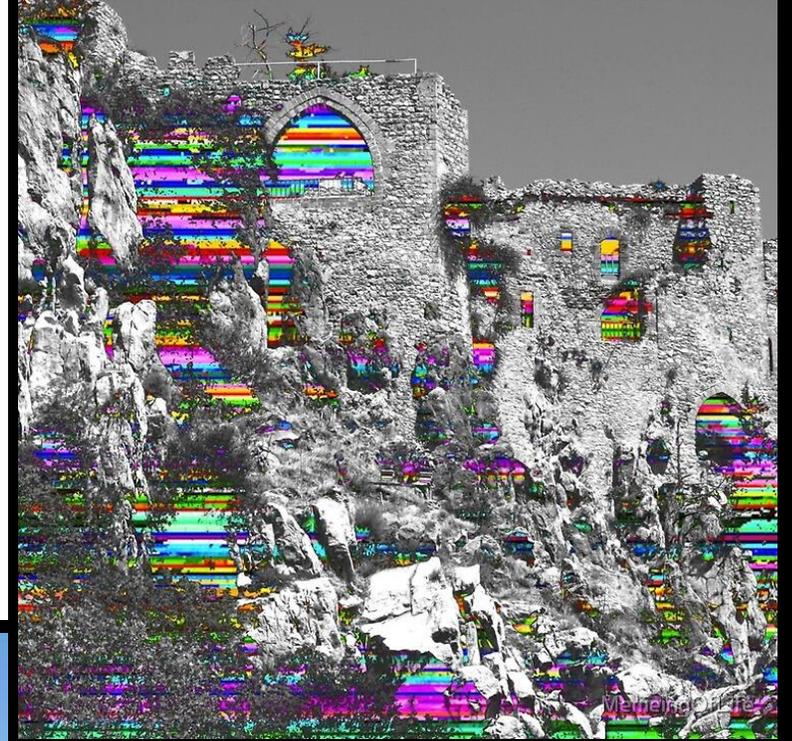
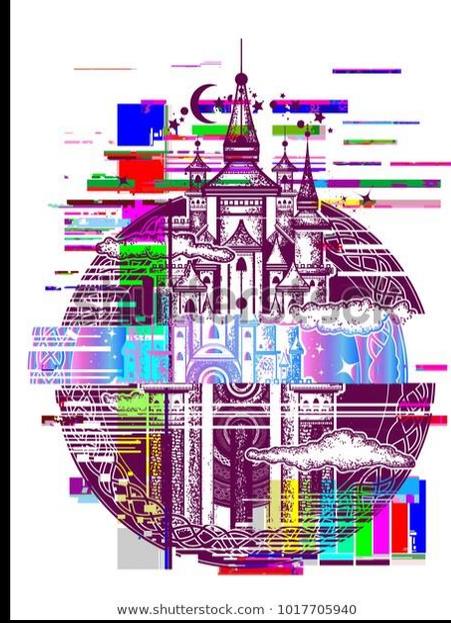


AREA 4 – ZARO'S CASTLE

Situated on the ground at the edge of Stratus, the Castle of Zaro is a large, looming figure casting a shadow onto the Apartments. While most of it is run down equal to the ruins around Bluffington, some areas are still lived in and taken care of by Zaro and those who work for him. These run-down areas are still used, however, as they have been somewhat repurposed into testing grounds for the king's hacking experiments. As such, the area is quite volatile for the player to traverse.

The large castle has been a symbol to Gondurs of the inferiority of the Vondurs, as they are still stuck in a monarchy. Often caricatures of this castle are used to ridicule Vondurs for being lesser.

CASTLE MOODBOARD



FRIEND 6 – RYSTAR

Rystar is the younger brother of Yeda and Zaro. Growing up with an older brother heir to the throne, he began to play pretend with Zaro. Over time, Rystar developed a love for tabletop role-playing games, using them as a release from the stress of having a king brother.

He is the closest of the group to Zaro, staying nearby his big brother in case he needs any help, but keeps a comfortable distance in order to feel independent.

He is in love with all things fantasy, and wears dragon wings regularly; which looks very convincing since he's a reptile already.

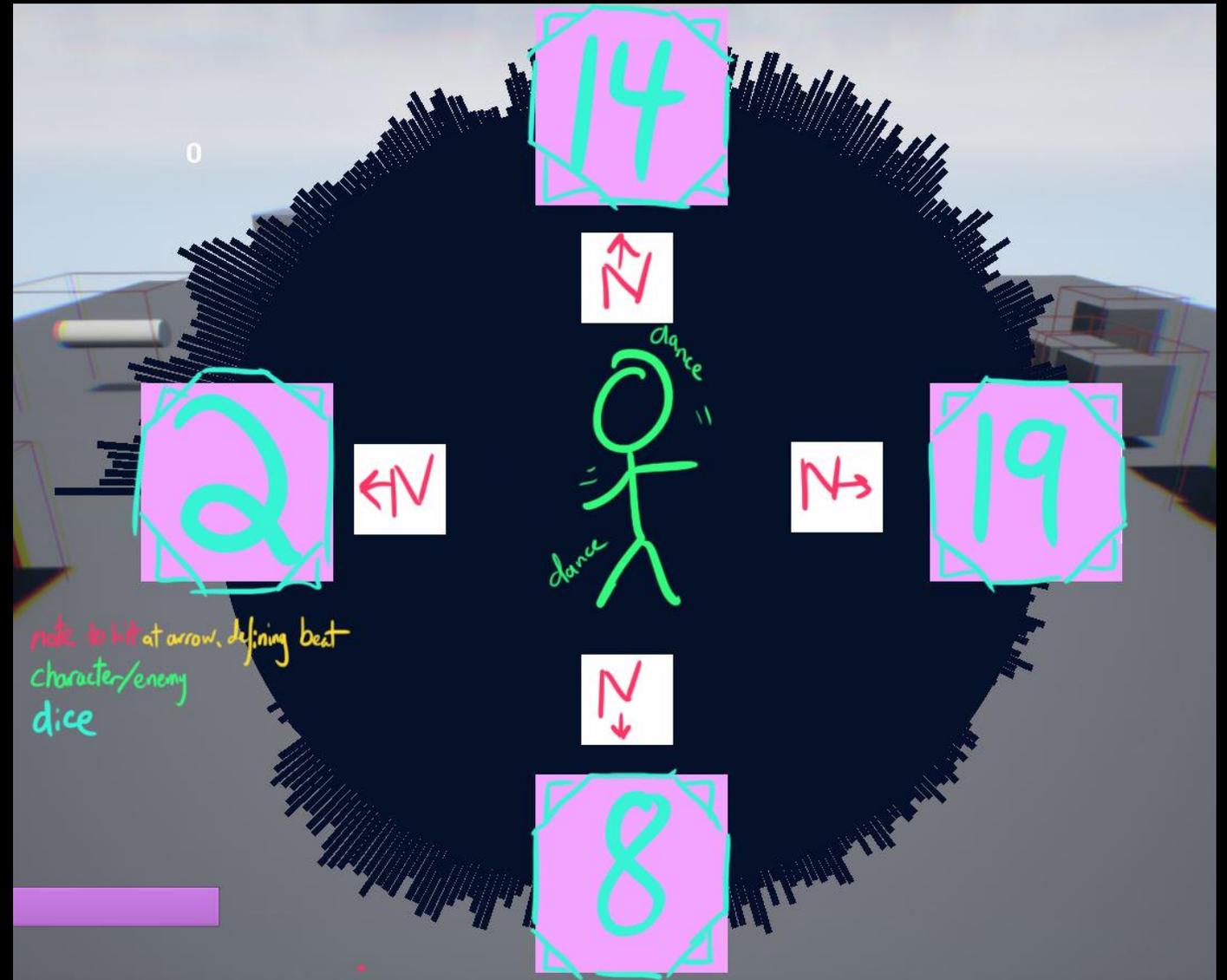
“Hah! A natural 1 roll. Prepare for the critical fail of your life!”

RYSTAR'S DANCE STYLE

Replacing the arrows, Rystar will routinely roll four 20-sided dice which will fill their respective places in the arrows.

On a beat, four notes will go in from all directions and the player must find the highest number and click it on the beat. This changes up what the player is looking for, as they now must pay attention to the arrows themselves rather than the direction of the notes.

The points will instead be calculated by the number hit, and 20s will be considered criticals for double points.



FRIEND 7 – ZARO

King of the Vondurs, Zaro has had a lot of responsibility. Due to the incident, he succeeded the throne at 15 years of age and organized the separation of his friend group to look after the land and keep his lineage safe from the Gondurs.

Over time, he took on programming, and made the discovery that they are inside a game themselves. With this knowledge, he has slowly begun to reverse-engineer the game's code in an attempt to manipulate or even delete Gondurs entirely.

Due to their mixed clan, Cross is seen as an enemy to Zaro; especially when they start talking to his old friends. If Cross is nice to them, the friends will convince Zaro that this is for the better and the friends will be reunited... Except for Shutnik.

"I am THIS close to getting it: the variables which store you Gondurs. You saw what I did to your parents. You saw what I gave Shutnik. I can ERASE you; and through this firewall here, is how I can do that."

FRIEND 8 – SHUTNIK

Shutnik, child of the old king's jester, wears his father's old clothes for an unknown reason; possibly as some kind of coping mechanism. He has gone near completely mute outside of laughs and covers his face with a jester mask.

It is nearly impossible to tell what is going through his head thanks to his muteness and covered face, along with his mysterious demeanor. The other friends will sadly say that he has gone crazy after the incident, and may talk about how kind and friendly he was.

Shutnik possesses some unknown magic, as he is able to float and manipulate the environment in uncertain ways. In reality this is thanks to Zaro's influence on his abilities in the code not only as an experiment, but also as some kind of consolation for what he knows Shutnik has gone through.

He will appear in several places throughout the game, particularly Stratus to which he seems to call home.

“ .. ”

CONCLUSION – GOOD

If Cross treats the friends kindly, they will band together and convince Zaro that they need to get back together. They learn, through Cross, that hostility toward the Gondurs is not how they will reach equality.

Zaro, who had been holding Cross's parents in a limbo-like prison within the game's code, releases them and reunites the parents with the player. Confused, they ask everyone what is going on, and the king (along with the friends) greet them warmly and ask for forgiveness, as well as asking for a new start in equality.

Angered from being held captive, the parents lash out verbally at Zaro and try to keep the player away from him. They seem to have retained some glitchy properties from being held there for so long, and are having difficulty controlling them.

However, they are not the only Gondur unconvinced.

CONCLUSION – GOOD, cont

Disbelieving their promise of forgiveness is Shift, who, despite attempts from Alt and Tab to hold him back, runs up to the friends and begins to attack them, unsuccessfully.

Cross's parents recognize Shift, given their home proximity, and join forces with him. Their volatile glitchiness starts to manifest around them, and the player must intervene and fight these three Gondurs which were very close to Cross.

Despite attempts from everyone else, Shift and Cross's parents only get stronger, and Zoro begins to speak with D. Leet about something. Reluctantly, she agrees, gathering Alt and Count Roll together along with herself, and together they run straight into the fight as the game itself seems to break. The player is left with a black screen.

CONCLUSION – GOOD, epilogue

Upon reopening the game, the player is met with a funeral in Bluffington for Count Roll, Alt, and D. Leet. Zaro seems to have another idea, and dips out halfway through. The game resets again.

The game opens once again in Bluffington, but things are arranged differently. Gondurs and Vondurs are much more integrated within the village. While Shutnik is notably absent, the rest of the characters the player has met gather at night for some kind of party or festival.

Only select individuals seem to have memory of the event. Your parents seem clueless, though Shift is left with every memory intact and extreme guilt. He admits that maybe Vondurs aren't forces of pure evil like he and many other Gondurs treated them.

Alt and D. Leet don't have any recollection, and Count Roll, in typical fashion, does not give a concrete answer.

FIN

CONCLUSION – BAD

Zaro, angered at the way Cross treated his friends, will lash out with his ultimate experiment: his old friend, Shutnik and his father, Mr. Rezansky, who he has been attempting to resurrect through the code.

Shutnik and his father reach some horrible fusion with unprecedented levels of dancing power, seemingly fueled by anger itself. This creature, piloted remotely by Zaro, begins to suck the life energy from all the other friends which the player has fought previously until it is simply a mess of forms and dance styles.

By this point, Alt and Tab feel you may have gone too far, but Shift is still somewhat supportive of you.

Upon defeating Mr. Rezansky and any other abomination that's sent their way, Zaro begins to run out of options. He himself steps in, begging for mercy to no avail as he gets quickly defeated.

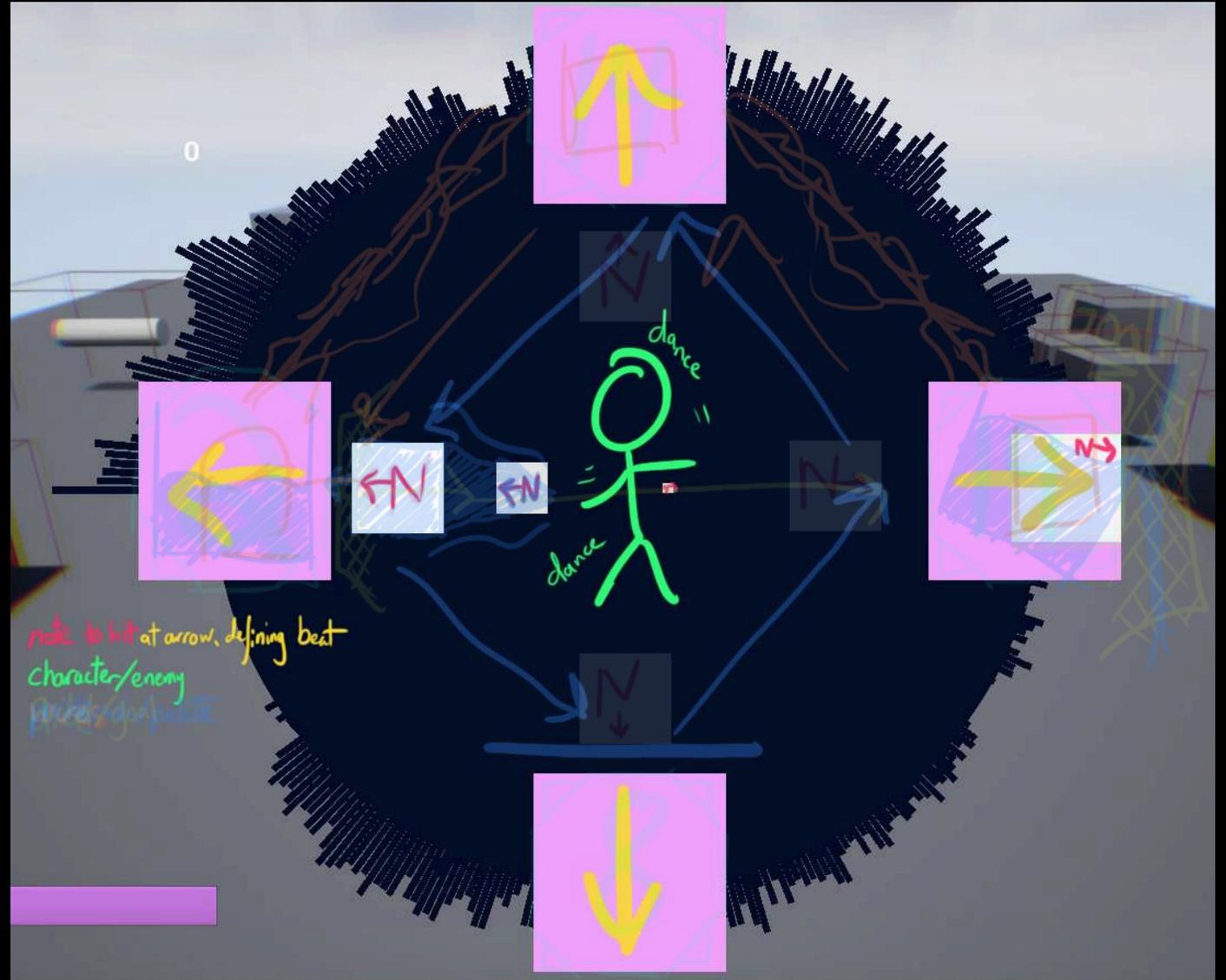
But there is one Vondur who has not yet been part of the picture.

SHUTNIK/REZANSKY'S DANCE STYLE

Mr. Rezansky and Shutnik will take every other dance style the player has previously played against; Paintbrush, Pitchers, Wires, Racket, and Dice; and interchange them via glitches.

As the dance progresses, Rezansky will also rotate the entire dance circle as a whole, including the notes within it.

Similarly to Shift, this dance style features sudden changes in tempo and key.



CONCLUSION – BAD, cont

Secretly following the player since the Apartments has been Cross's biological mother, enraged by how the player has been treating Vondurs. She yells at the player, reminding them that they too are a Vondur and that their action has been one of betrayal.

The game prompts the player to fight her, but every time notes come up she grabs them and throws them away. More and more notes come, and she begins to tire. The player only needs to hit one before she is defeated.

Afterward, the player is left alone in Zaro's room. They can find a broken section of his wall reaching into the games code. There is a small section where they can break the firewall, and delete all Vondurs from the system.

The game resets, and upon trying to play again, the game tells the player that they have been deleted.

TOKENIZATION

	Cross											
Cross	X	Characters										
Characters	INTERACT DLG	COLLISION	Interactables									
Interactables	INTERACT NORMAL	X	COLLISION	Arrows								
Arrows	X / PRESSED	X	X	X	Notes							
Notes	X / DISAPPEAR	X	X	HIT	X	Paintbrush						
Paintbrush	X / ROTATE	X	X	X	CHANGE COLOR	X	Pitcher					
Pitcher	X / PRESSED	X / SPAWN	X	REPLACE	X / FILL	X	X	Wires				
Wires	X	X / REWIRE	X	CONNECT	TRANSFER HIT / X	X	CONNECT	X	Racket			
Racket	X	X / SPAWN	X	X	BOUNCE	X	X	X	X	Dice		
Dice	X / PRESSED	X / ROLL	X	REPLACE	HIT	X	REPLACE	CONNECT	X	X	Rotation	
Rotation	X	X	X	ROTATE / X	ROTATE / X	ROTATE / X	ROTATE / X	ROTATE / X	ROTATE / X	ROTATE / X	X	