# ASTRAL COMMIT

Raven Powless

# What is ASTRAL COMMIT?

# What is ASTRAL COMMIT?

- Narrative focused Turn-Based Combat Adventure Game
- Developed for PC/Mobile
- Episodic story

# Inspirations

Fate/Grand Order (FGO)
- Simple Turn-Based Combat
- Visual Novel Storytelling

Nier: Automata
- Narrative / Theme

Persona
- Character Stat Progression

Jojo's Bizarre Adventure: Steel Ball Run
- Characters on a "Journey"

# Story Overview

- 3 Protagonists in 3 Distinct Settings
- 4 Chapters
    - New and recurring characters each chapter
- Player decisions that affect the narrative
    - Multiple endings for each chapter

# Chapter 1 - Premise

Connor, a close to graduating high school student encounters a murderous cult and is gravely wounded, in the sky he notices a shooting star which dissipates alongside his consciousness.

Upon waking up, Connor finds himself in a hellish landscape alongside several others from around the world with one thing in common, a fresh scar, each representing 1 of the 88 constellations which grants them unique abilities that must be used to battle against the obstacles and enemies in their way on their mission to restore the planet.
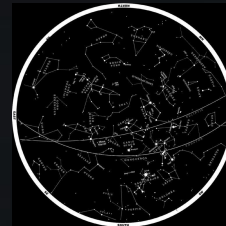
# Project Features

# Project Features

- Turn-Based Combat
- Strategic Level Traversal
- Visual Novel Storytelling
- "Transferable" Gameplay

# Turn-Based Combat

- Turns cycle between Player's party and enemies
- Player chooses from list of actions for character to perform
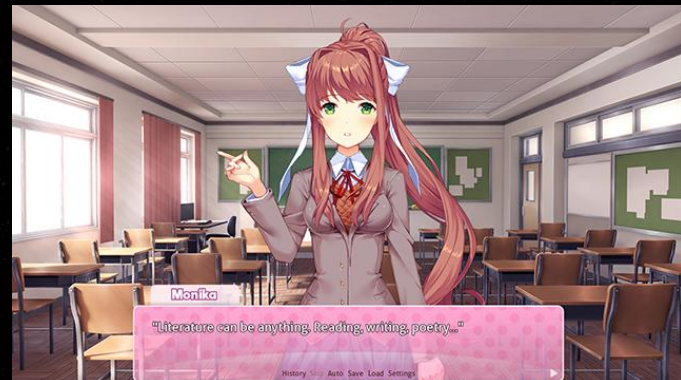- Simple affinity system
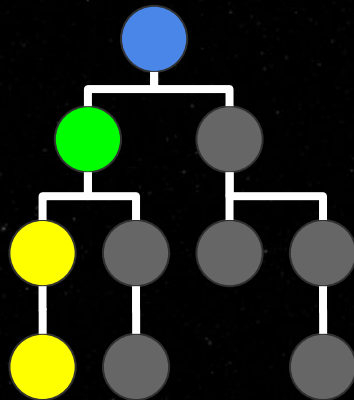
# Strategic Level Traversal

- Level traversal that affects battles in various ways:
    - Who attacks first
    - Who receives buffs/debuffs
    - What is traversable
- Levels consisting of *tiles* and *paths*
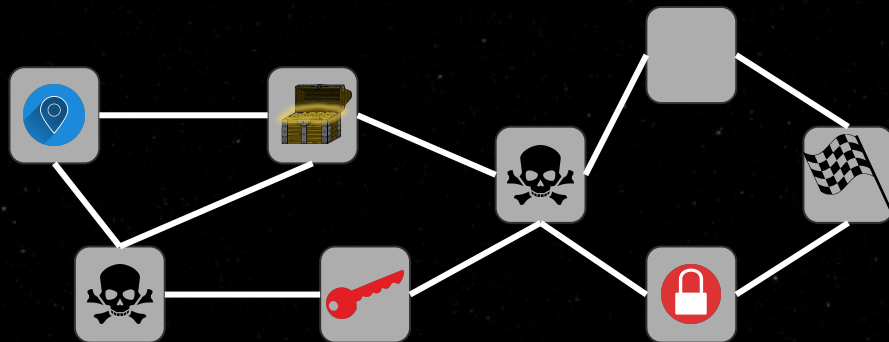
# Visual Novel Storytelling

- Standard visual novel features
- Route map showing which decisions have not yet been selected

# Transferable Gameplay

- Game designed with PC & Mobile in mind
    - The game will feel *natural* on both platforms
- Core gameplay designed to adapt to Gacha format
    - Stamina system, free/premium currencies, obtainable characters, events, etc.
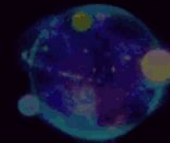
# Competitive Analysis

# Competitive Analysis

- Visual Novels
  - There are a lot...
- Turn-Based Games
  - Persona 5
- Gacha games
  - Fate/Grand Order
- Games sharing same release window
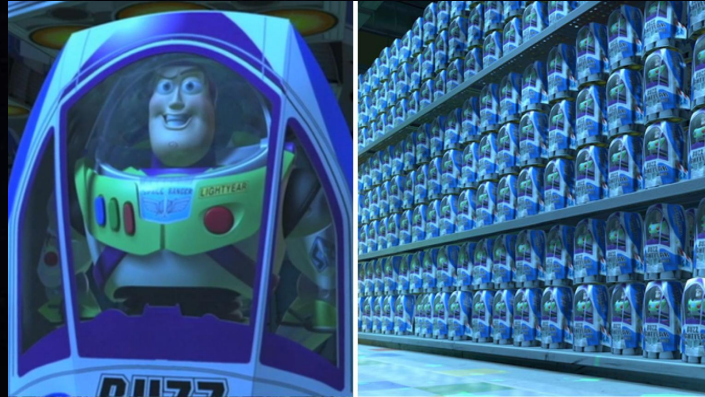  - Dependant on release date



Visual Novel fans pressing nothing but A for 60+ hours

# What makes ASTRAL COMMIT unique?

- Blend of genres
- New gameplay elements each chapter
- Drawing strengths from inspirations
- Visual novel with gameplay on PC/Mobile

# Commercialization/Monetization

# Commercialization

- Created for portfolio
- Project *could* be expanded
- Released on storefronts

# Monetization

- Mobile and PC handled differently
  - Ads on mobile, removed after purchasing second or third chapter
  - PC will require each episode to be purchased separately
  - OR purchase all episodes as part of a discounted bundle



|  | PC | Mobile |
|---|---|---|
| Full Game | $19.99 CAD | $14.99 CAD (removes ads) |
| Chapter 1 | $7.99 CAD | Free (w/ ads) |
| Chapter 2 | $7.99 CAD | $7.99 CAD (removes ads) |
| Chapter 3 + 4 | $7.99 CAD | $7.99 CAD (removes ads) |

# Development

# Deliverable

- Vertical Slice demonstrating:
    - Combat
        - Demonstration of combat
    - Level Traversal
        - Level with normal tiles and paths
    - Narrative
        - How narrative is delivered during the game

# Development Team

- Artists
  - 2D
  - Animation
- Programmers
  - Gameplay
  - AI
- Sound
  - Music
  - Sound Effects
- Designers
  - Economy/Balance
  - Gameplay
  - Narrative

# Development Schedule

1. Design
2. Combat
3. World/Level Traversal
4. Narrative Delivery

# Additional Resources

- Hardware allowing for easy development on iOS and Android platforms

# Mentor

# Mentor

- Brad
- Mike

# Thank You!
## Questions/Concerns?

How do you pronounce MNEMONIC?

Can you tell me more about _____?

Pineapple on pizza?

Why is this in a different colour?

Is Australia real?

Is it better or worse to have no one to let down?

How will you handle asset creation?

Why mobile?

Why is this question going off of the scr

Artstyle?

Why is this written in a different font?

Would you want to experience eternal happiness?