



# MIKAMI MOOD BOARDS

NARRATIVE AND PLAY

FGMD7003

MA GAME DESIGN 2021-2022

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# Characters

## Amaterasu

### Character design

Amaterasu is the sun Goddess from Japanese myths. She is the eldest of the trio. She is always shown as a proud leader in Japanese myths. Her color pallet is warm with shades of orange and red as she is the sun Goddess. To know more about her please refer to the personality section in the GDD.

## Amaterasu

Character Design



Battle Attire (During gameplay)

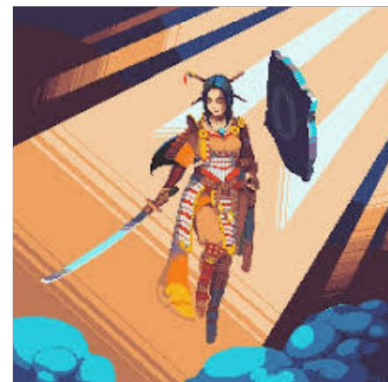


Figure 1

### Travel mode

Amaterasu is often represented as a white wolf in Japanese myths and hence that will be her beast form in Mikami.

Travel Mode



Figure 2

## Weapons

She wields the Yasaka Beads given to her as a parting gift by her father. Yasaka Beads have strong life magic in them. She also wields Yata-No-Kagami also known as the heavenly mirror. This mirror acts like a shield and reflects any incoming damage to the enemy.

Weapons

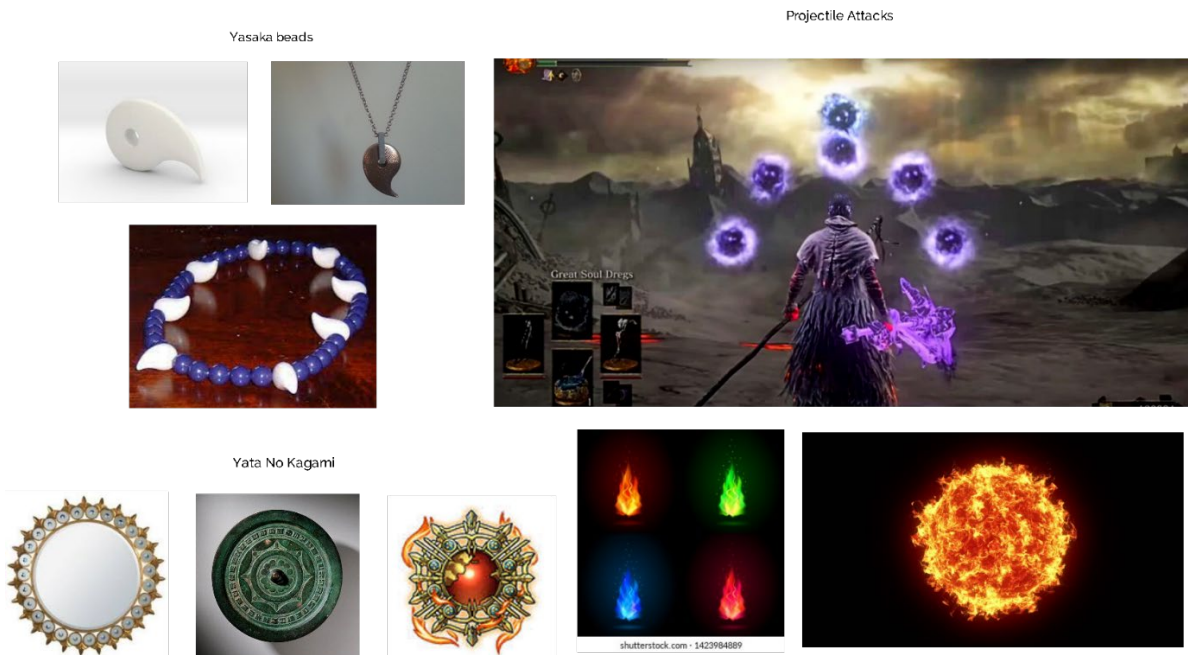


Figure 3

# Tsukuyomi

## Character design

Tsukuyomi is the moon God of Shinto pantheon, and he is the second child of the Godly trio. He is a calm tactician who strikes with precision. His color pallet is shades of grey to black. The difference in shades of grey and black to make the character feel dark as he is the moon God. To know more about his please refer to the personality section in the GDD.

## Tsukuyomi

### Character Design



Figure 4

## Travel mode

Tsukuyomi's beast form is a black wolf. Amaterasu and Tsukuyomi are depicted white and black wolves to symbolize day and night.

## Travel mode



Figure 5

## Weapon

He wields a scythe symbolizing the sharpness of the crescent moon. He also wields Shime-Nawa the sacred ropes of Shinto religion. The rope is used in combat for binding enemies and the scythe as main weapon.

## Weapons



Figure 6

# Susanoo

## Character design

Susano is the youngest of the Godly trio. He is the God of storms. He is a hot head who acts first and thinks later. His color pallet contains cool colors, mostly shades of blue. To know more about his please refer to the personality section in the GDD.

# Susano

## Character Design



Figure 7

## Travel mode

Susano's beast form is myths is a Japanese dragon but for the scope of this game it will an eagle

## Travel Mode



Figure 8

## Weapon

He wields Tozuka which translates to a ten-fist sword. He also has control over wind and thunder. He has quick and heavy attacks.

Weapons



Sword Size



Figure 9

## Izanagi

Izanagi is the father of Amaterasu, Tsukuyomi and Susano. He is the husband of Izanami and one of the primordial Gods of Shinto religion.



# Izanagi

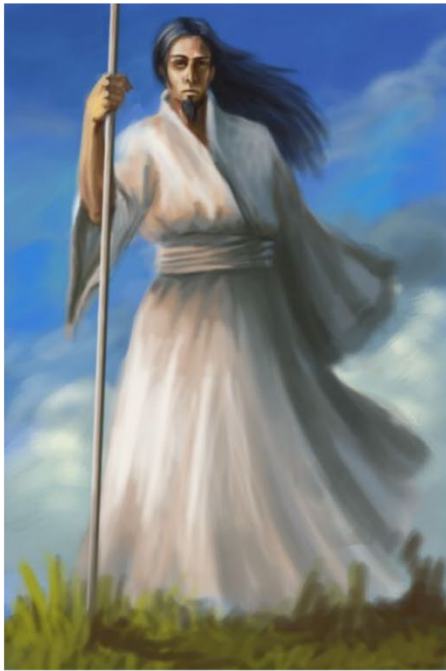


Figure 10

# Izanami

Izanami is the wife of Izanagi. She is one of the primordial Gods of Shinto religion. She is the deity of creation and death.

## Izanami



Figure 11

# Enemies

Enemies in Mikami have a very Godly or demonic design. This is done to fit the narrative and world setting of the game.

Enemies

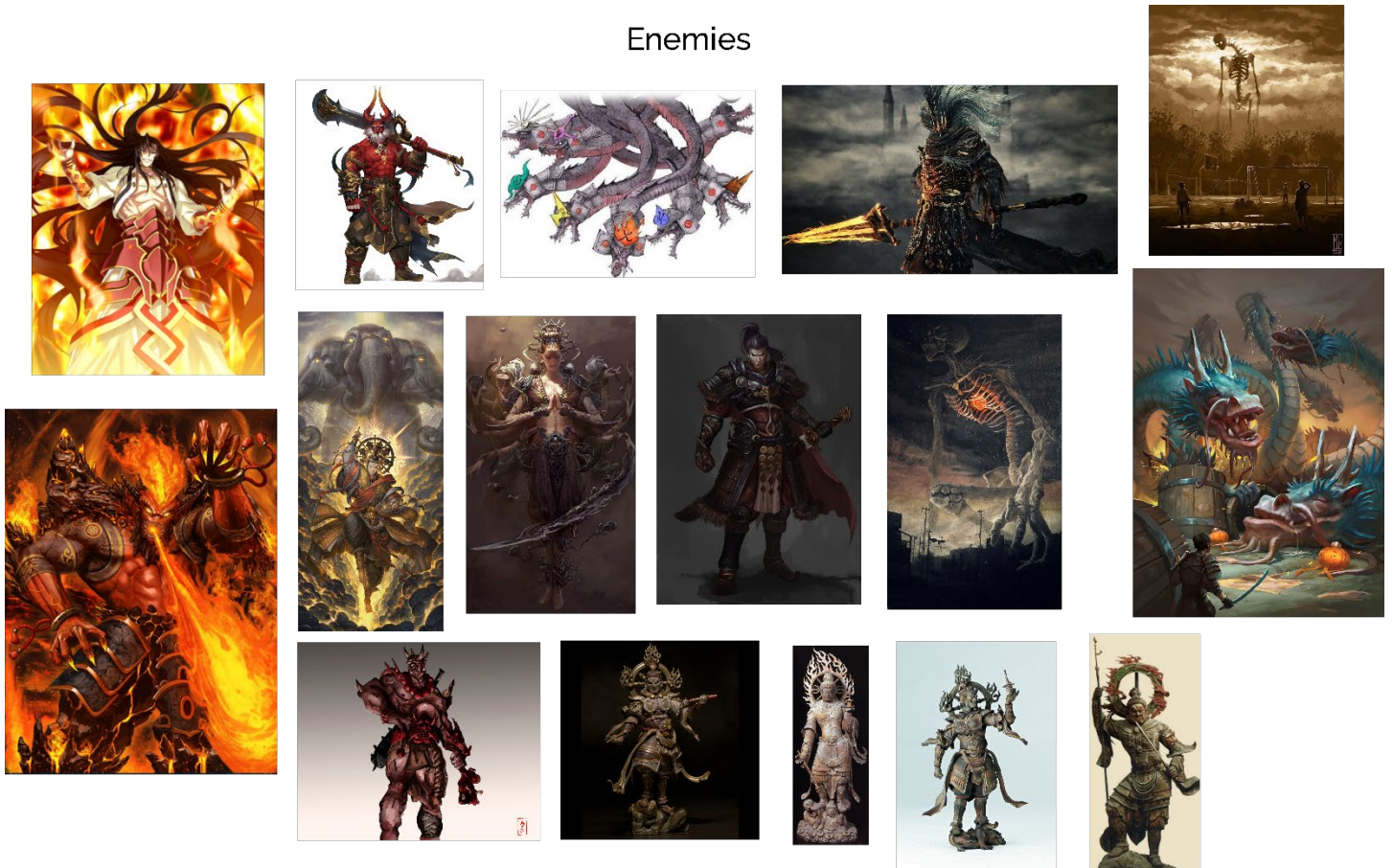
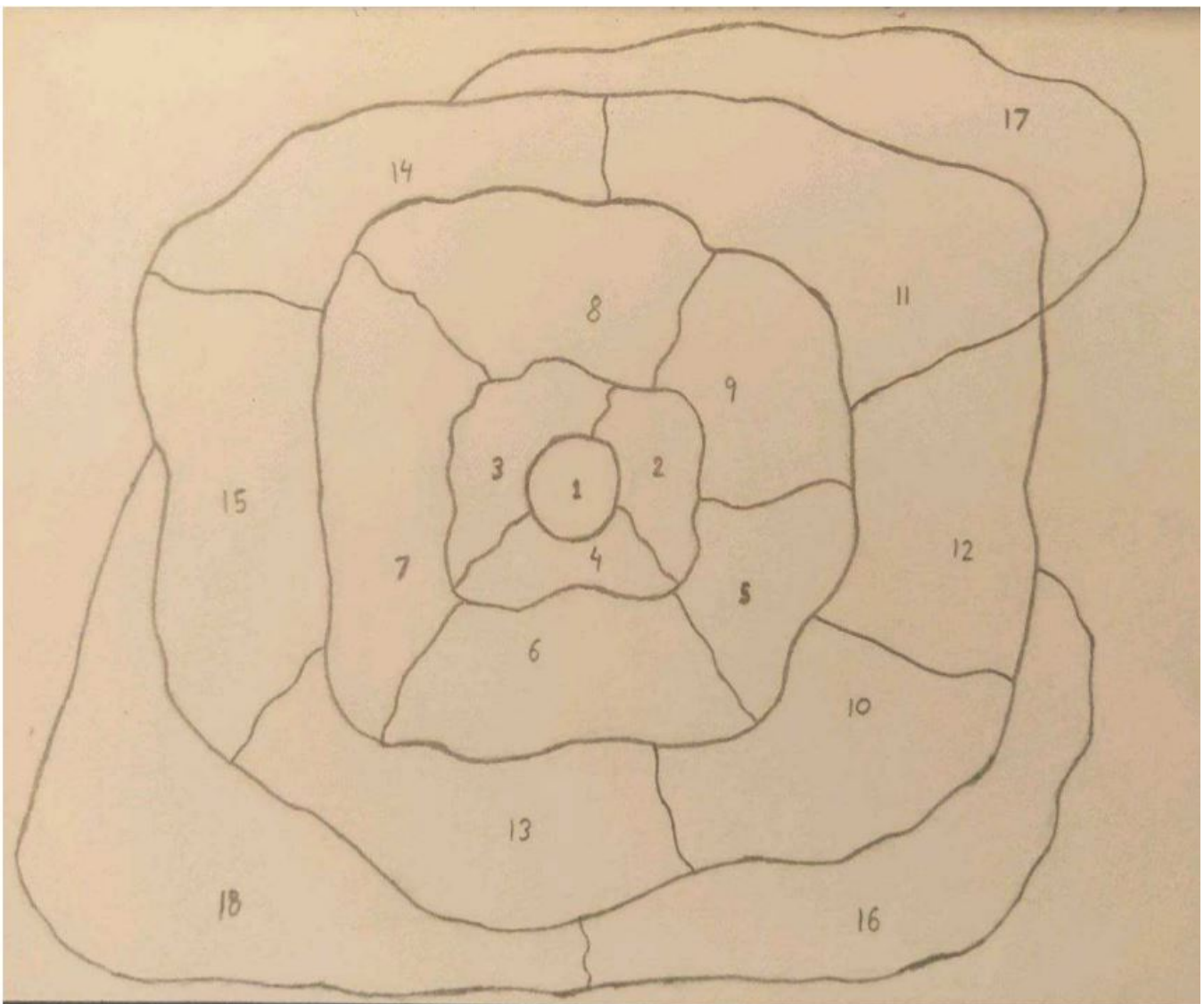


Figure 12

# Environment

## Map

Each zone of Mikami's map features unique type of Japanese environment. Japan has a variety of aesthetics in nature and the zone approach for the map was taken to display this variety. Each type of zone sets a mood for the player to explore, thus supporting one of Mikami's core pillar i.e., exploration. The environment also helps to deliver the tone and mood of the narrative segment available in that zone. Environment lighting is usually dark and tense to fit the narrative of the game. The lighting and aesthetic are heavily inspired from *Sekiro: Shadows die twice* (2019) by From Software.



# Lighting

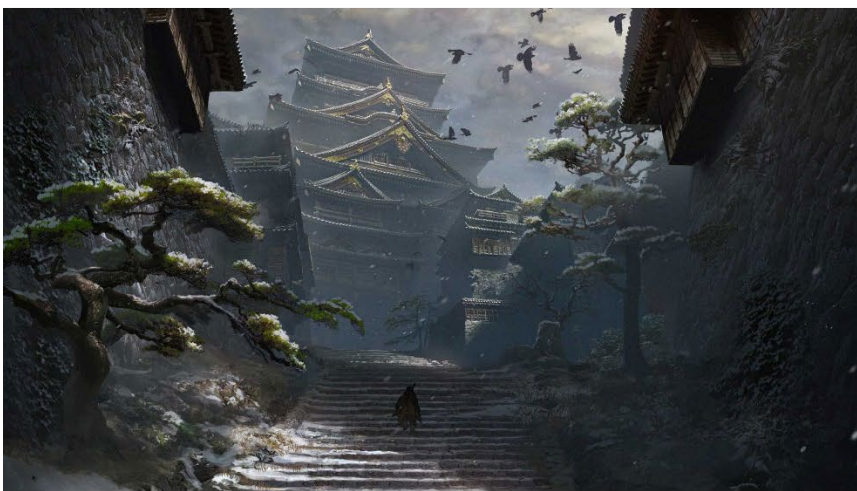


Figure 13

## North zones of the map

The northern zones of the map feature open lands, rivers and streams that eventually meet the open sea. These zones are inspired by Hokkaido and Tohoku regions of Japan.

### Zone 8, 11, 14, 17

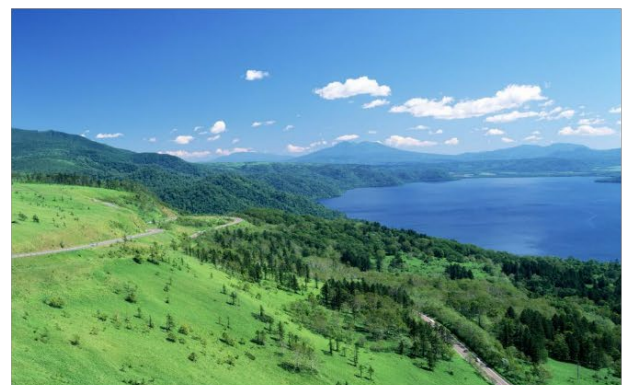


Figure 14

## West zones of the map

The western zones of Mikami consist of major amounts of shrines, villages and land habituated by humankind. In-game visuals and themes could be compared to Toyotama region (2<sup>nd</sup> region) from Ghost of Tsushima (2020) by Sucker Punch. The environment is inspired by Kanto and Chubu region of Japan.

### Zone 2, 3, 6, 12

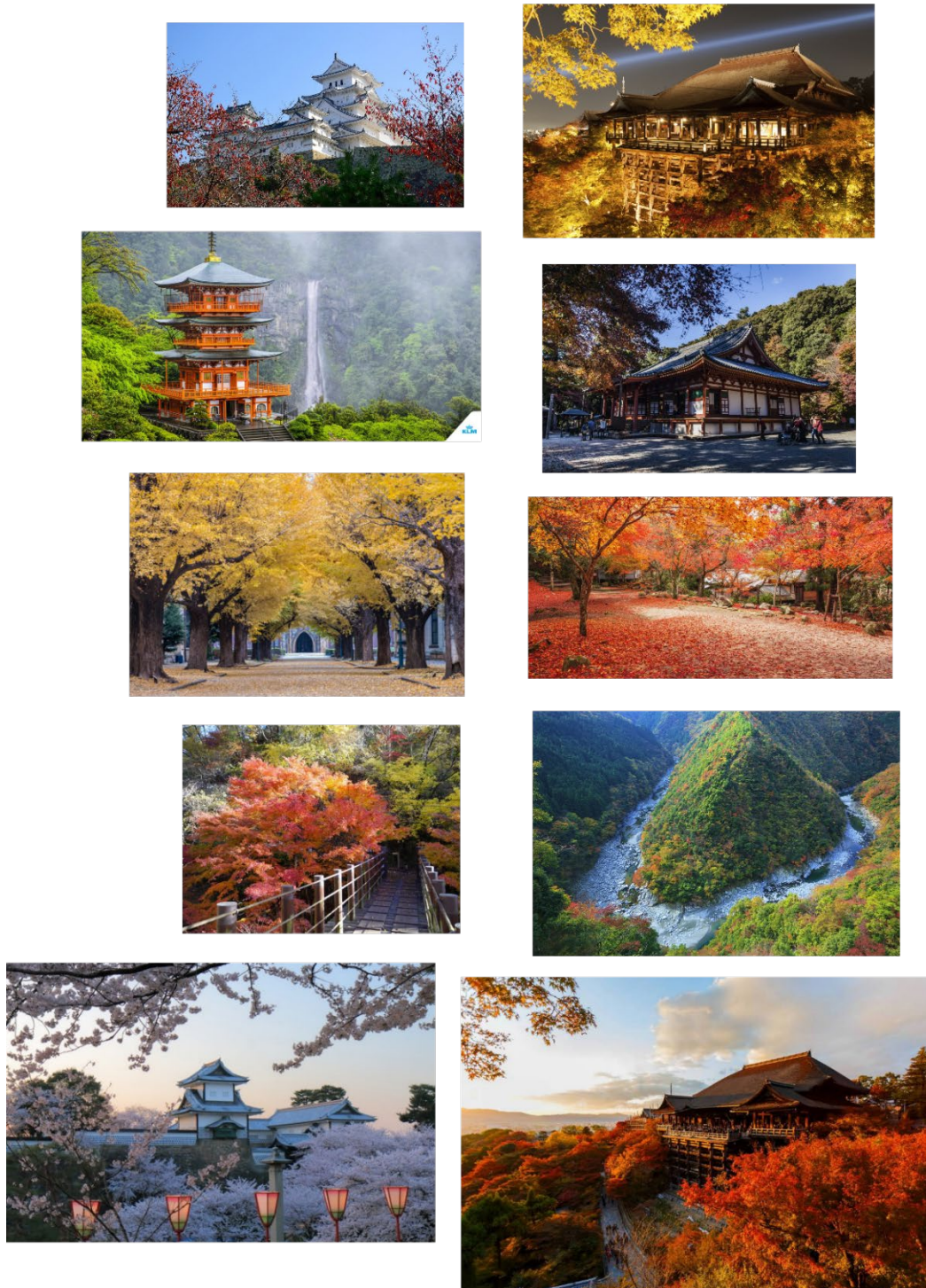


Figure 15

## East zones of the map

The eastern zones of Mikami are the most diverse zones in terms of fauna. They consist mostly of forest and small shrines. These forests depict the colorful natural environments of Japan. The in-game visual and theme could be compared with Izuhara region (1<sup>st</sup> region) from Ghost of Tsushima (2020) by Sucker Punch. The environment is inspired by Kansai and Shikoku region of Japan.

Zone 4, 5, 7, 9, 15



Figure 16



## South zones of the map

The southern region of Mikami is mostly a seaside region. It is inspired by Chugoku and Kyushu region of Japan. As Japan had no definite map in the pre-Jomon period, Mikami tries to catch a glimpse of all of Japan's current regions through its zones on the map.

## Zone 10, 13, 16, 18

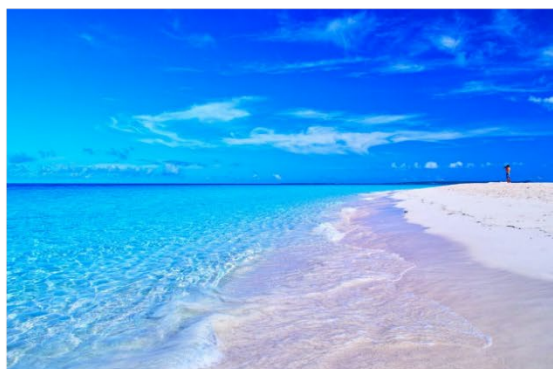


Figure 17

# Architecture

## Villages

Jomon period of Japan had small villages with usually a couple of watch towers at the entry or exit of the village.

### Village



Figure 18

# Huts

The huts of pre-Jomon Japan had three types majorly depending on the region of Japan they were based in. The major difference is in the type of roofs they have and this is to tackle the weather of those regions. The villages of Mikami will feature these huts depending on the location of the village on the map.

Central Japan huts



Northern Japan huts



Southern Japan huts



Interior of huts



Figure 19

## Shrines

Shrines are an important point of interest of various reasons in Mikami and during the game as players progress through the story, npc would build shrines like the ones shown above. The heroes saving the world increases their worshippers in the world and this will be shown via environmental story telling by npcs construing new shrines.

### Shrines



Figure 20

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