



MIKAMI CHARACTER DESIGN DOCUMENT

NARRATIVE AND PLAY

FGMD7003

MA GAME DESIGN 2021-2022

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Amaterasu

Character history, Weapons, and Beast form

Amaterasu is the sun Goddess from Japanese myths. She is the eldest of the trio. Her father is Izanagi. She is always shown as a proud leader in Japanese myths. 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. Amaterasu is often represented as a white wolf in Japanese myths and hence that will be her beast form in Mikami.

Mood Board

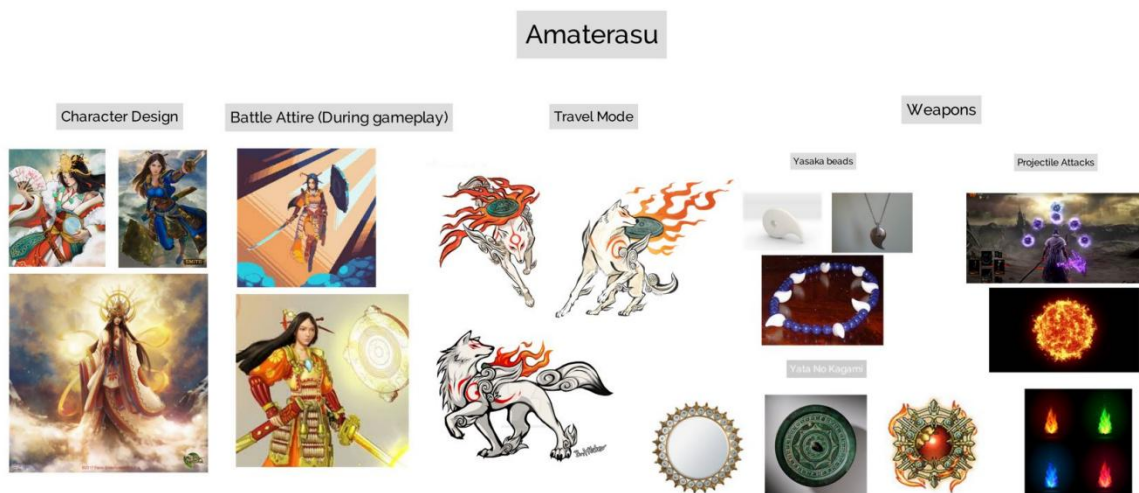


Figure 1

Personality

Amaterasu will exhibit some leadership qualities from the opening sequence of the game, but she will be filled with self-doubt. She always goes out of her way to help others. Her character alignment is lawful good. During the journey she will build confidence and grow as a leader.

Amaterasu is always depicted in myths as the ruler of heavens and the leader of Japanese pantheon. There is information on when she becomes the leader of Gods but there is not a single story that says how she attained this title. Hence, I want to fill in that void with my creative vision for Amaterasu. Because I want to stay true to the myths there is no alteration of events in which she receives Yasaka Beads or when her worshippers start growing. My aim is to show that Amaterasu had her own set of personal difficulties that she worked hard to overcome and attain the title of leader of Gods.

As combat plays an essential role in Mikami, so does the character's personality in combat. Amaterasu will give more call outs (help) during combat when not controlled by the player. Her attacks are medium to long range with the magic of Yasaka beads. The heavenly mirror helps to defend when a character is being

revived or Amaterasu is being attacked at a close range. When a player is not controlling Amaterasu, she will mostly stay next to the controlled character to neutralize incoming damage. As the player progresses through the golden path Amaterasu will develop as a strong leader. Her character development will be on a tangent of conquering her nervousness and believing in herself.

Tsukuyomi

Character history, Weapons, and Beast form

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. He wields a scythe symbolizing the sharpness of the crescent moon. He also wields Shime-Nawa the sacred ropes of Shinto religion. Tsukuyomi's beast form is a black wolf. Amaterasu and Tsukuyomi are depicted white and black wolves to symbolize day and night.

Mood board

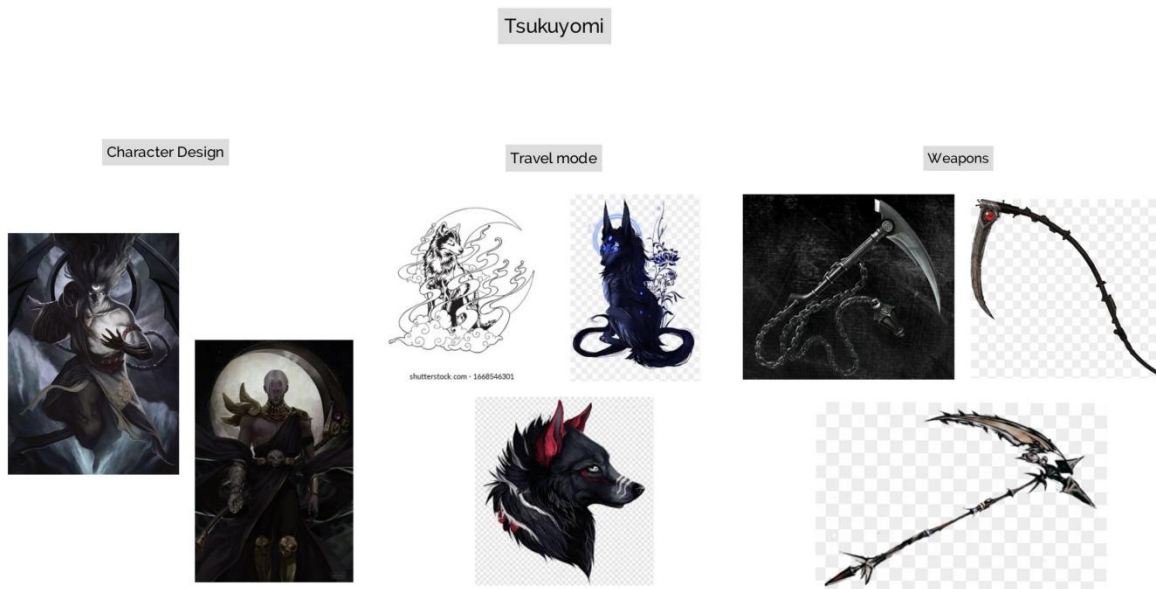


Figure 2

Personality

Tsukuyomi is a born genius tactician. His personality is usually calm and observant but in the heat of battle he is bound to get emotional and make mistakes. He is effective and proficient in every task he undertakes. His character alignment is neutral good. During the journey he will hone his reading of the battlefield and decision-making skills.

Tsukuyomi will learn how to control his emotions in the heat of the battle and chart the most optimal strategy. He will be the calm but deadly character in combat. His attacks will not be as powerful as the other two characters but his movement and attacking speed will be faster. His attacks will expose weakness of enemies, especially in boss fights. When a player is not controlling Tsukuyomi, he will give hints in voice lines both in and out of combat. Thus, the character himself sort of a hint system for the player because I feel this is a better way to keep players immersed.

As the player progresses through the golden path Tsukuyomi will develop as a battlefield commander. His character development will be on a tangent of gaining control of his emotions.

Susano

Character history, Weapons, and Beast form

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 but throughout his journey he learns the importance of patience and discipline. He wields Tozuka which translates to a ten-fist sword. He also has control over wind and thunder. Susano's beast form in myths is a Japanese dragon but for the scope of this game it will be an eagle.

Mood board



Figure 3

Personality

Susano is a proud but also arrogant Kami. He acts first and thinks later. He has the strength to defeat most of his foes, but raw strength is not always the best way to solve every problem. He starts off as an emotional knuckle head who is impatient. His character alignment is chaotic neutral. Along the journey he will learn how to focus, be patient and humble.

As the combat starts Susano will always be super aggressive. He is the heavy hitter of the team in terms of power. As his title suggests Susano will take the battlefield by storm. When the player is not controlling Susano in combat, he will usually charge in on every possible occasion to deal damage. Out of combat Susano's personality is partly goofy to his siblings but to others who don't know him well, he seems intimidating.

As the player progresses through the golden path Susano will start cooperating with his siblings during the fight and come out as a mature warrior. His character development will be on a tangent of humbling himself and letting go of his ego.

Izanagi

Character history

Izanagi is the father of Amaterasu, Tsukuyomi and Susano. He and Izanami were sent from heaven to shape the world. It is believed in Shinto folklore that Izanagi and Izanami made the world and all its being.

Mood board

Izanami

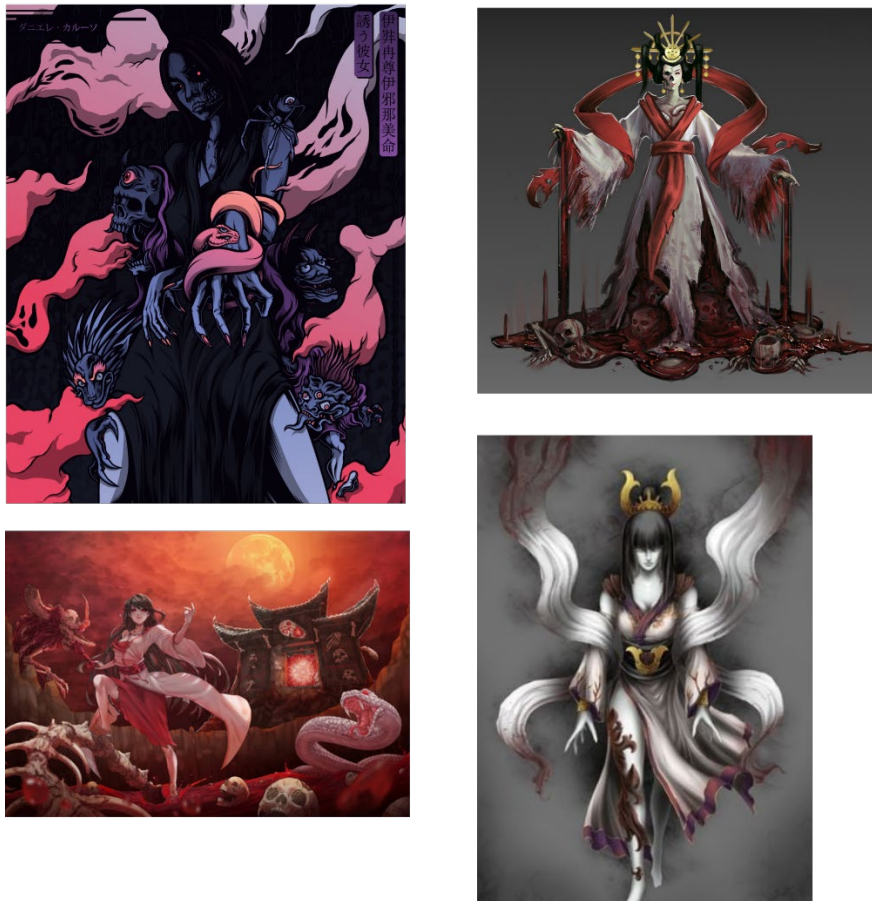


Figure 4

Personality

Izanagi is depicted as the hero in the opening sequence of Mikami, who sacrifices himself for the greater good but throughout the story the players will discover that he was not perfect despite being a hero. In the Japanese folk tales, it is clearly mentioned that Izanagi does things that are not befitting a God, but the tales never elaborate on the consequences of those actions. This is the reason that a majority of the plot of Mikami happens due to Izanagi and his actions. The idea here is to depict that even if a hero is perfect in the world's eye there might be personal issues, he/she struggles with.

Izanami

Character history

Izanami is not the biological but in relation the mother of Amaterasu, Tsukuyomi and Susano. She and Izanagi are sent from heaven to shape the world. All the elements of Mikami in which Izanami gives birth to demons, dies in childbirth of Kagu-Tsuchi and gets stuck in underworld are true and directly taken from Japanese folklore.

Mood board

Izanagi



Figure 5

Personality

Izanami gets her on screen time briefly in the opening sequence but in shadows and majorly in the ending sequence, but she is mentioned throughout the game. Izanami is the character that binds the plot of Mikami together. The first half of the plot introduces her to the player and establishes the fact that she is a strong deity who has turned evil. The second half of the plot explains to the player why she turned evil. Izanami is not a villain at her core. She is still a caring mother, but the situations and incidents of the world make her into a villain.

Kagu-Tsuchi

Character history

Kagu-Tsuchi is the first son of Izanami and Izanagi. He is the God of fire. While he was being born Izanami dies in childbirth and Izanagi blames him for his mother's death.

Mood board

Kagu-Tsuchi

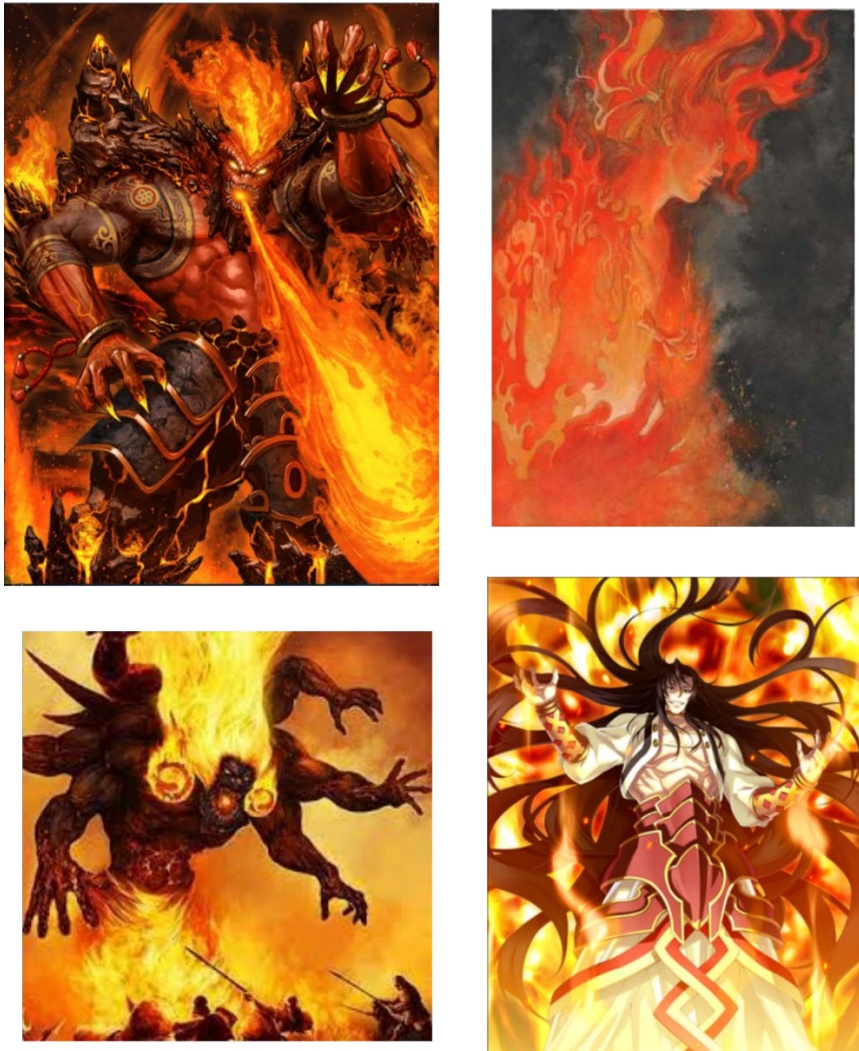


Figure 6

Personality

Kagu-Tsuchi craves love deep down as he never met his mother and his father abandoned him. He hates his father and does not hesitate to attack him.

Jikokuten

Character history

Jikokuten is the King of the East. He is the guardian of the nation.

Personality

Jikokuten has a very noble aura around him. He is reliable and promising as a deity. Image



Figure 7

Daikokuten

Character history

Daikokuten is one of the seven Gods of Luck in the Shinto religion. He is also the God of wealth and fortune.

Personality

Daikokuten is snobby and only talks, deals with people he thinks are worthy of his presence.

Image



Figure 8

Bishamonten

Character history

Bishamonten is the God of War and punisher of evil doers.

Personality

Bishamonten is a brave and righteous warrior. He never backs down from a fight. He is aggressive and enjoys taking on a challenge.

Image

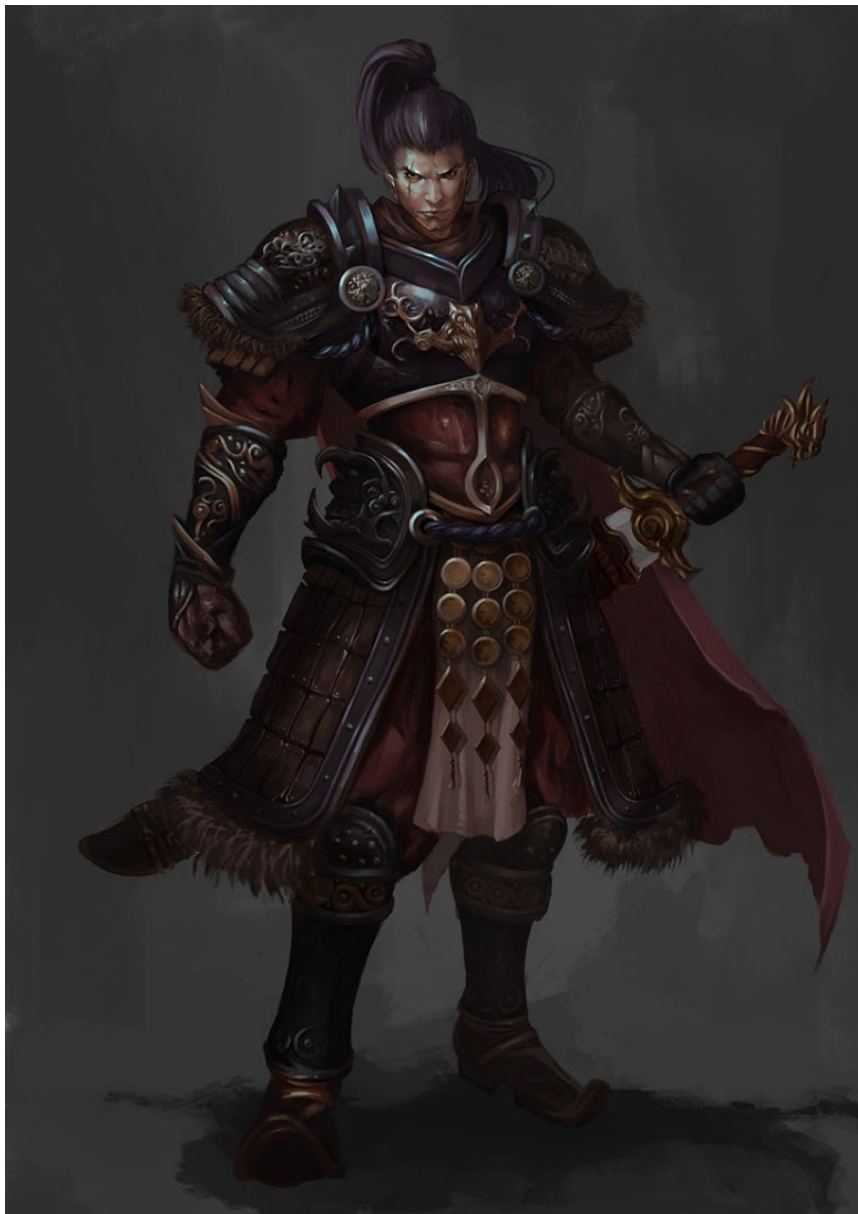


Figure 9

Jizo

Character history

Jizo is the protector of children. He is a monk who was offered Godhood, but he postponed attaining it because he wanted to take care of children. He takes orphans under his protection and helps any children in need to the best of his abilities.

Personality

Jizo's personality for Mikami is inspired by Paimon in Genshin Impact. Jizo talks in third person. He is small and cute in terms of looks. He believes in protecting the weak and fights only to save lives.

Image



Figure 10

Benzaiten

Character history

Benzaiten is Goddess of reasoning faculty. She is also one of the seven Gods of luck.

Personality

She thinks that the world needs to be rebuilt. It can only be rebuilt into a better world if it is destroyed first and hence, she supports the ideology of Izanami.

Image



Figure 11

Suijin

Character history

Suijin is the Goddess of water. She is also one of the oldest Gods of Japanese pantheons.

Personality

Suijin is charming Goddess. She is filled with the essence of life and has a very warm comforting presence.

Image



Figure 12

Ryujin

Character history

Ryujin the King of Dragons. He is the God of sea and the master of all serpents. He is one of the elder Gods of Japan and he is immensely respected even among the Gods.

Personality

Ryujin is a noble Japanese dragon God; his presence demands respect. He only answers the call of Gods that he seems as worth. He is neutral in the affairs of the world as he rules over the heavens.

Image



Figure 13

Raijin

Character history

Raijin is the God of lightning and one of the elder Gods.

Personality

Raijin has a loud personality like thunder. He comes off as an aggressive personality, but he is very empathetic.

Image



Figure 14

Fujin

Character history

Fujin is the God of Wind and one of the elder Gods.

Personality

Fujin has a calm but shrewd personality. His judgements are swift and cold as his wind.

Image



Figure 15

Zonchoten

Character history

Zochoten is the King of the South. He is the lord of spiritual growth and wisdom. He is one of the four great Kings.

Personality

Zochoten is a polite character. He is wise and preaches about Zen.

Image



Figure 16

Komokuten

Character history

Komokuten is the King of the West. He sees through evil. He is one of the four great Kings.

Personality

Komokuten is fierce and assertive King. He is unprejudiced towards his followers, welcomes everyone in his kingdom with open arm but he does not tolerate evil.

Image



Figure 17

Tamonten

Character history

Tamonten is the King of the North. He is the all-knowing King and he hears everything that goes throughout the kingdom. He is one of the four great Kings.

Personality

Tamonten is the most honorable among the four Kings. He has never broken his word. He is levelheaded so he listens first and then acts.

Image



Figure 18

Taishaku

Character history

Taishaku is the King of Kings and he commands the four great Kings.

Personality

Taishaku has a very noble presence. He is respected and followed by all the other Kings.

Image



Figure 19

Gashadokuro

Character history

Gashadokuro is a humongous skeleton that was spawn in the underworld as a compilation of all negative human emotions.

Personality

He wanders around aimlessly and only attacks someone if he is attacked first. He is a very neutral character unless provoked.

Image

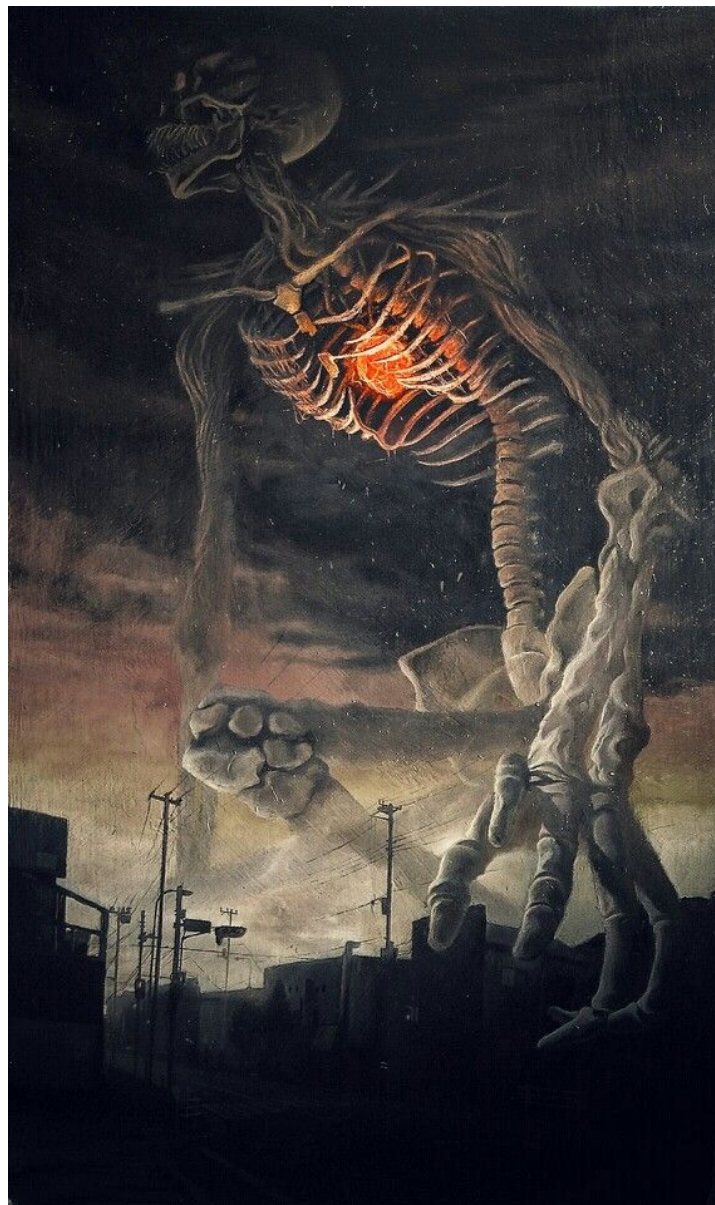


Figure 20

Onihitokuchi

Character history

Onihitokuchi is a demon from the underworld. He was the first demon Izanami helped after coming to underworld. He is also the prince of underworld.

Personality

Onihitokuchi has a big soft spot for Izanami, he follows her teachings to become a powerful demon. He respects Izanami a lot and follows all her commands.

Image



Figure 21

Kunshu

Character history

Kunshu is the monarch of underworld. He is father of Onihitokuchi and Shikome. Even though he is the monarch of underworld he still follows Izanami as she is a higher being than a demon. His goal is to become the absolute monarch of the living and the dead.

Image



Figure 22

Shikome

Character history

Shikome is the princess of underworld. She trusts Izanami for than her brother and father. She respects and serves Izanami by acting as her right hand.

Image



Figure 23

Oni

Character history

Oni is a demon from the underworld. They act as greater demons in the underworld under the command of Kunshu.

Image



Figure 24

Content warning for next page: **If you are sensitive to gore, please skip the next page.**

Shoshiki

Character history

Shoshiki are the undead from underworld. The greedy souls of humans gathered to form a single greedy entity.

Image



Figure 25

Kiba no otoko

Character history

Kiba no otoko are the demons formed by the dead animal spirits. They roam around in dense jungles and mountains.

Image



Figure 26

Akuma

Character history

Akuma was a rich, successful but dirty vendor when he was alive. He died in the demonic war 100 years ago and his soul traveled to the underworld. He became a successful demonic vendor in the underworld over the next 100 years.

Image



Figure 27

Agyo and Ungyo

Character history

Agyo and Ungyo are the guardians of shrines. They are brothers and always travel in pair from shrine to shrine.

Image



Figure 28

Bakeneko

Character history

Bakeneko is a demonic cat it wanders in the underworld. It always stays at the edge of the underworld trying to lure mortals to cross the boundary so that it can devour them.

Image



Figure 29

Ukemochi

Character history

Ukemochi is the God of food. She usually invited Gods and Goddess for meals. She catered for every major event in heavens.

Personality

Ukemochi is very welcoming and warm Goddess. She is nurturing, caring and a good host.

Image



Figure 30

Yamata no Orochi

Character history

Yamata no Orochi is an eight headed sea serpent. It used to disrupt and eat the people living by the coastal area.

Image



Figure 31

Enemies

The enemies of Mikami will be mostly demons. These demons will have monstrous and humanoid features. The enemies can be broadly divided into five categories grunts, stronger grunts, mini boss, sub boss, main boss.

Grunts will be present all over the map and the easiest to defeat.

Stronger grunts will be a variation of grunts in the higher-level regions of the map. The variation in these stronger grunts will be either stats or the status they can inflict upon players.

Mini bosses will be easy to find in each zone. They will be zone specific, defeating them will grant players tangible rewards.

Sub bosses will be a little harder to find. Players can either find them via exploration or by triggering certain quests. Defeating them will grant players tangible and intangible rewards.

Main bosses will be present on the golden path of the game. There will be nine main bosses in the game. Defeating each of the main bosses will grant players a substantial number of tangible rewards and progress the lore of the game.

Mood board

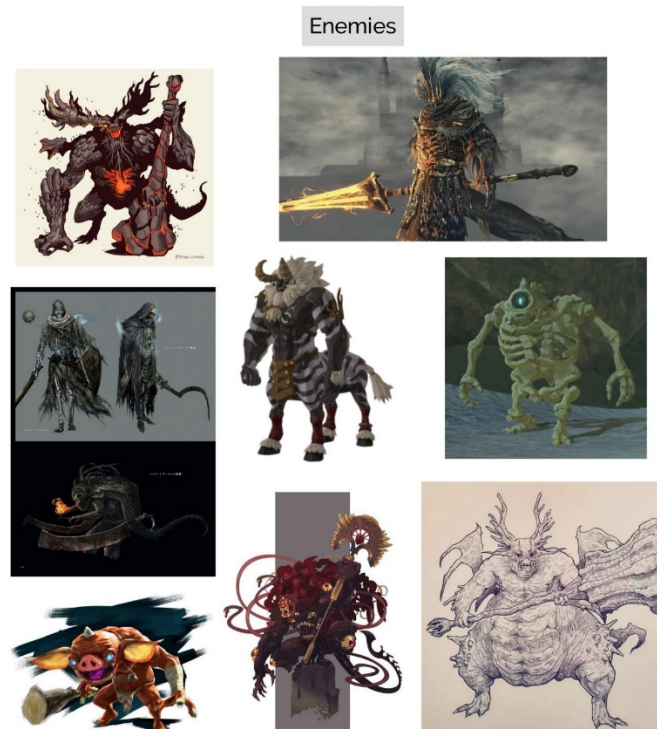


Figure 32

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Figure 21

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