

Whispers Of the Smoke



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Whispers of the Smoke

is a camping exploration simulation RPG game that takes place in a fantasy world. It has elements of RPG, cooperative gaming and its activities include building, crafting, cooking, and exploration.

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Enviornments

Spring biome
Crystal biome
Ocean biome
Beach biome

Characters

Dan / Dani
Flynn
Charlotte
Rita
Noelle
Neil



Purpose

Whispers of the Smoke is a game that allows players to collaborate and work together to achieve goals in the game, and goals they set for themselves. The target audience are students and other young adults who feel isolated. Each player is crucial for making a change in the world, which is the incentive to continue playing. The goal of my game is to impact young adults positively by giving them a sense of achievement through cooperation. By every action that they do in the game they better the environment, and are surrounded by positive affirmations.



Quest

The world of Whispers of the Smoke is always night. Players are tasked with lighting up the campfire of each town to give life to the environment, and hope to the residents so they can start rebuilding their communities. Once players light all the campfires, the seasons will return to the world, allowing new plants and animals to emerge from their slumber.

Train combat, explore, craft and camp together!



Co-Op

Co-op allows up to 4 players to play at the same time. Light the world together and enjoy the dialogue. Fight side by side choosing a profession and class. Learn recipes together to create new things. Collect building blocks from the story to design your camp. Sail across the seas for new biomes and places to live.



Character

What is a Simulation RPG?

A simulation takes activities that can be done in real life and places them within the game. The player is allowed to do whatever they would like as there are no strict goals. A role-playing game is a game where the player is guided by a story quest with other quests to further their class abilities.

Game Mechanics

The players will be able to complete quests together and participate in combat together. Materials are shared during co-op and difficulty scales according to how many players you have in the game at once.



Creation

Character Customization

You can choose between Dan and Dani as default characters. The player can customize their character after selecting it changing their hairstyle, eyes, clothes and coloring. Character clothes can be obtained after progressing through the story or acquiring milestones in specific professions.



System

Crafting will provide you many research opportunities for new recipes, gear, and costumes.

Cooking will provide you stamina and health when you are fighting strong foes.

Alchemy will assist you when traveling across the seas and skies. Tame rare mobs to assist you during your journey.

Allies can be recruited to help you farm.

Landscaping can provide you the ability to flatten mountains, create slabs or create inclines.

Monster book: Monster essence provide passive stats and have a chance to drop.



Professions

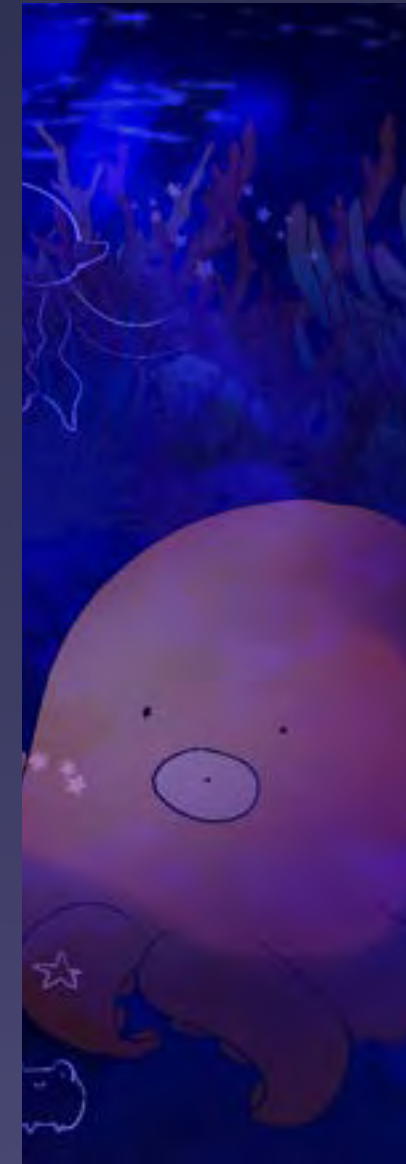
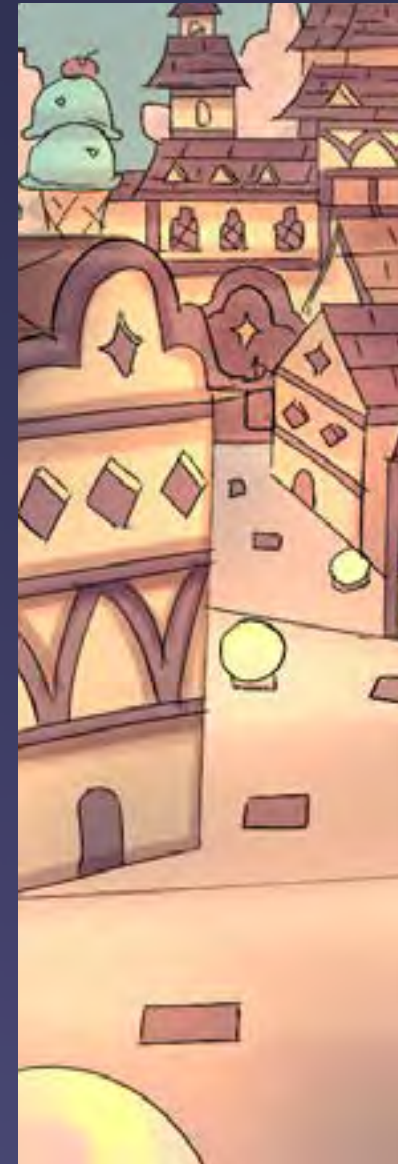
Classes and Trees

Hero: Sword/Hammer/Shields/Mace/Claymore
 Researcher: Relics, Books, Gems, Golems/Ghosts
 Acrobat: Acrobatics, Boxing, Martial arts, Tonfas

Choose a Career:

Cook/Fisherman - Extra food, double jump, climb cliffs, swimming bonuses, bug catching.
 Tamer/Foraging - Mounts, summoner, creates meals for buffs, musician for buffs/locating people.
 Alchemist/Merchant - Creates healing potions.
 Blacksmith/Miner - Weapons, Armors, Ore collecting bonus, strength, can mine all ores.
 Carpenter/Woodcutter - Furniture, extra wood and strength to trees, can cut all trees.
 Crafter/Tailor - Cosmetics, Building costs less stamina, free repairs for tools.

Environment



Spring





The player arrives at the continent through a sunken ship and finds that they are on an island. Their goal is to reawaken an ancient bear that is asleep due to the seasons disappearing.

A quiet spot with a blanket of sunlight shines through the leaves. Gentle winds sweep through the grass and tree leaves. An ancient spirit sleeps in the tree in the center of the forest.

Arden





Houses are built inside of caves where magic is abundant. Perfect for mining, foraging cave mushrooms, and fishing for deep cavefish.

An abundance of gems are placed on each street and there is secret library filled with magic spells and recipies. The sound of glass clanking and potions brewing can be heard.

Sealaze





Has vents that release magic that causes all sorts of effects on the ocean floor. This biome is turbulent or completely sound, which cause different aquatic life to appear.

The vast ocean has various colors. Turtles swim carrying islands on their backs, and a giant whale sings underneath. A sunken town can be seen on the seafloor.

Snowsquall





There are several quarries and miners under this town. They have created several ways of securing the treasures in the mountain, while keeping its natural look with magic.

A gentle snow sits at the top of the mountain. You can see a city through the snow globe and its many minerals. The sound of a fireplace can be heard in each home.

Wispy



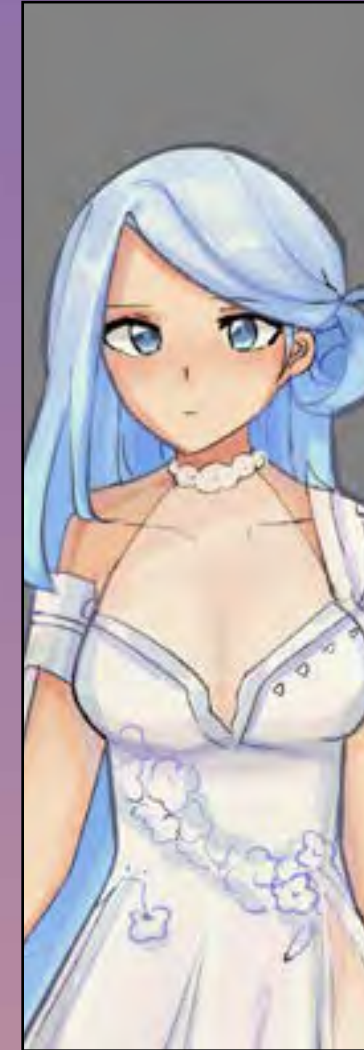
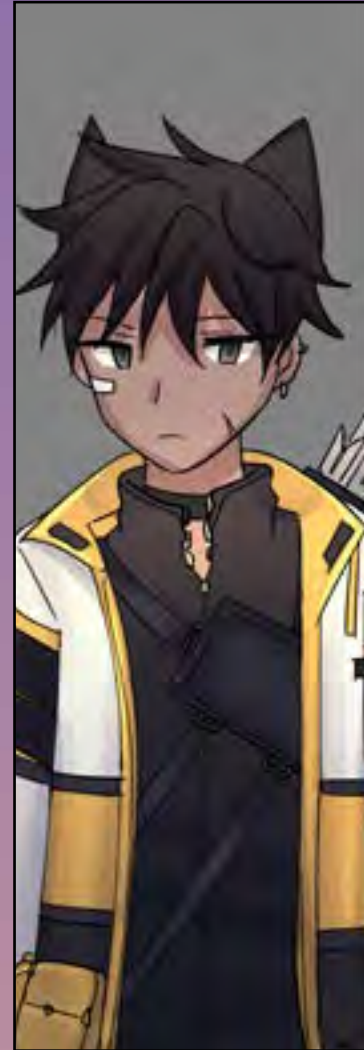
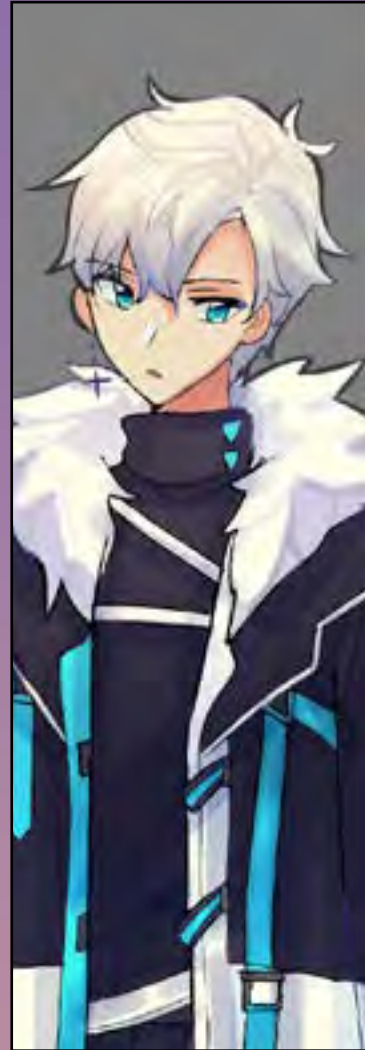


The player can visit the Wispy beach to capture gigantic birds to mount, slay ancient monsters or revisit boss battles.

Soft waves crash along the shore here. The player will need a specific tent to battle against the wind here and pegs to keep the tent in place.

Characters

npc





Flynn

This is the first companion the player will meet who will cook for the team.

Flynn is from Snowsquall and wants to bring back the seasons in order to scavenge for ingredients.



Charlotte

This is the second companion the player will meet who will create potions for the team.

Charlotte is from Arden and wants to bring back the seasons because they wanted to fulfil a legend they heard often as a child.



Runia

This is a side character for the main story. They provide sunlight to the world and balance the seasons.

Runia is a new sun that has to create light in a dark world. They are hopeful and cheerful, however struggles to succeed out of pressure. When they meet the player they are taught that one failure does not mean it's over.



Noelle

This is a side character for the main story. They provide moonlight to the world and balance magic.

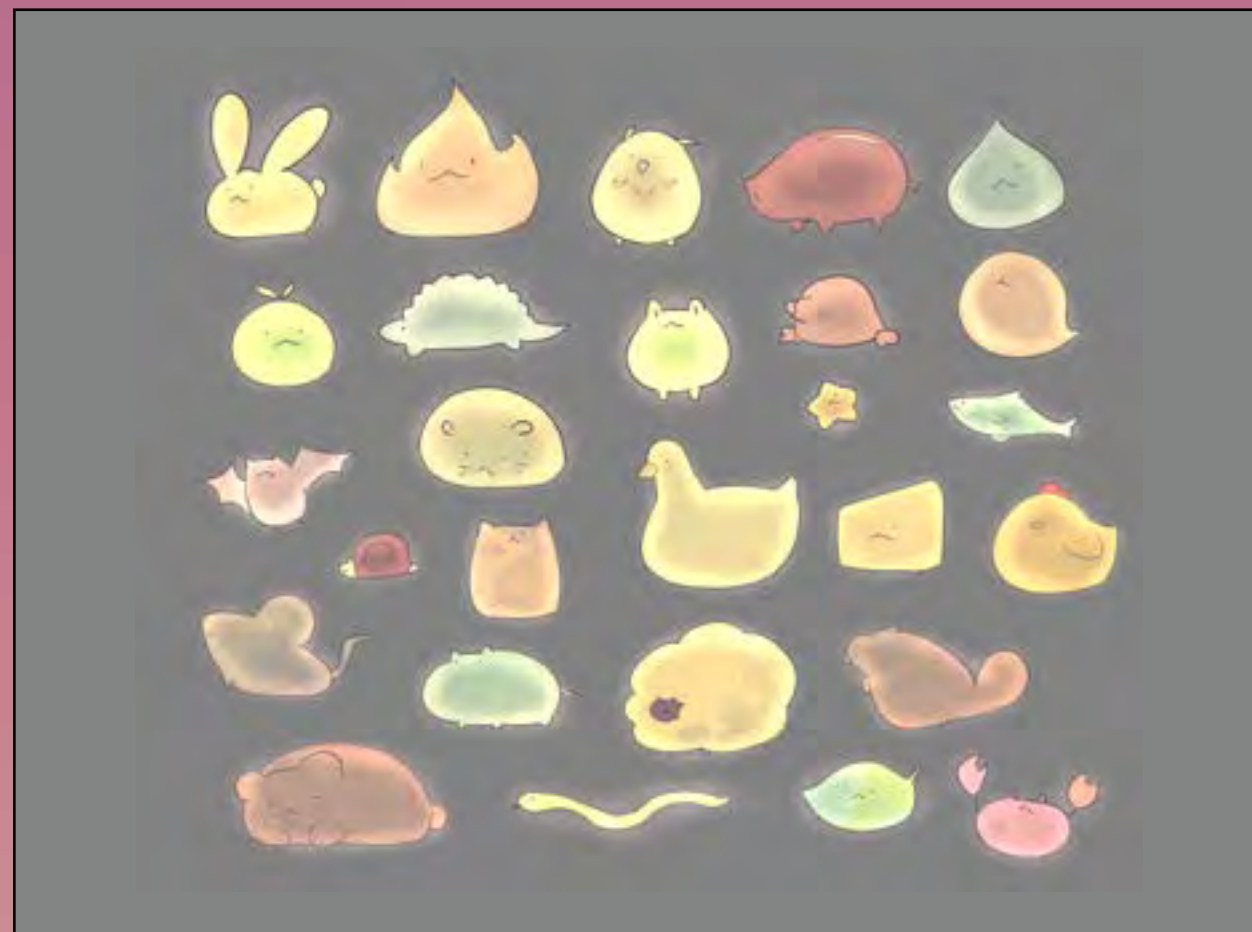
Noelle is a moon who mentors Runia. They enjoy collecting swords but does not believe they can create them. When they meet the player they learn that they need to have courage to try new things.



Spirits

This is a supporting character that the player can encounter.

Spirits are animated items that set the player on their quest. They are a family of tea pots and cups. Even when times are hard they are happy because they have each other. They are a sign that there is an guardian spirit.



Wisps

This is a supporting character that the player can encounter.

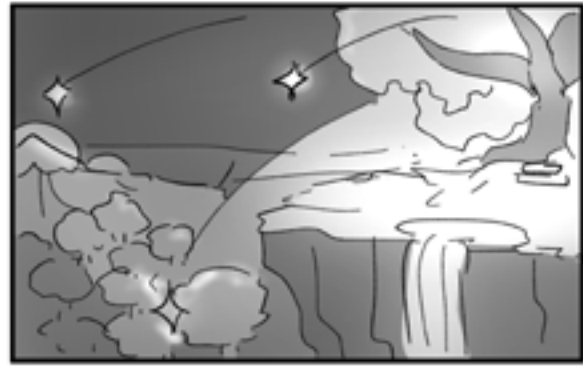
Wisps are old campers that give tips and tutorials to new players. They tell stories on past events and give recipes. If the player talks to all of them they will receive a achievement and exclusive rewards.



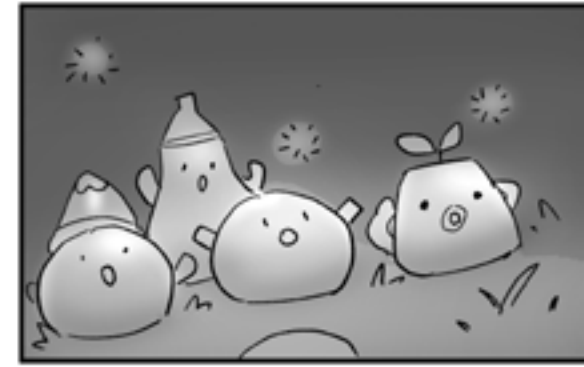
1) Players light the final beacon



2) A bright light shines



3) World begins to light up



4) Spirits return to the forest



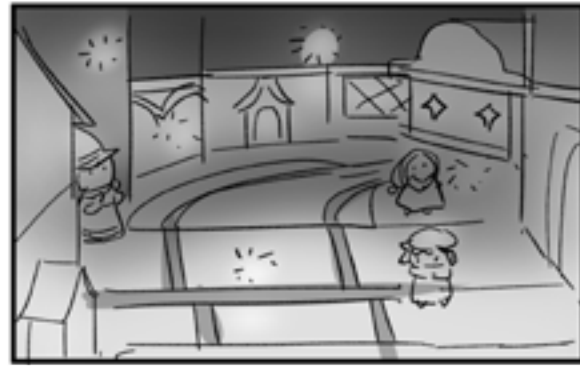
5) Spirit bear wakes up



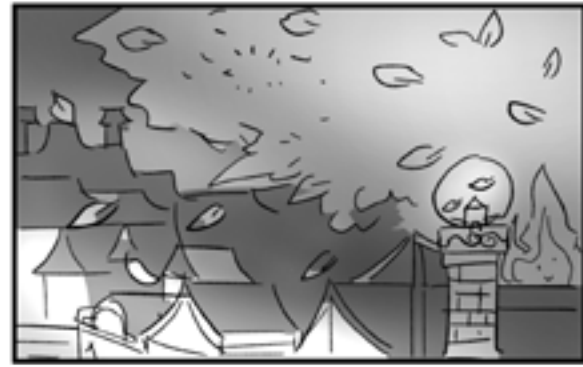
6) They watch the first sunrise



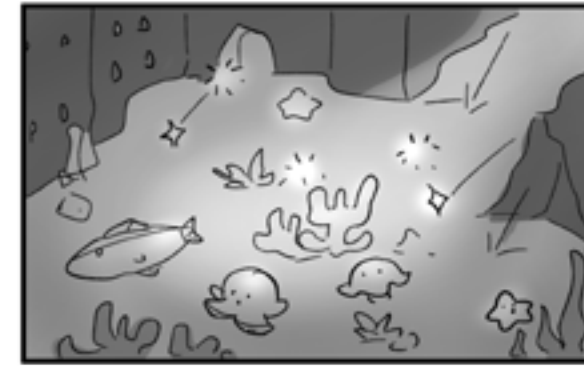
7) Arden residents watch the sky



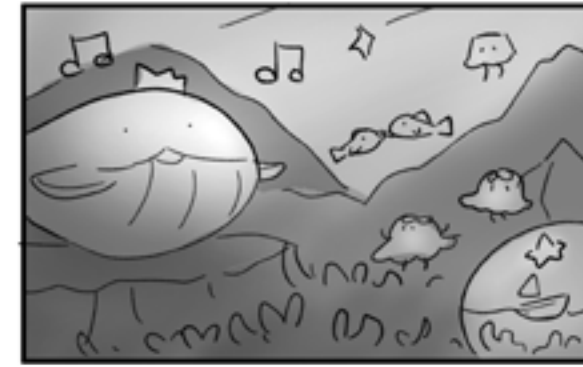
8) Lights rain from the sky



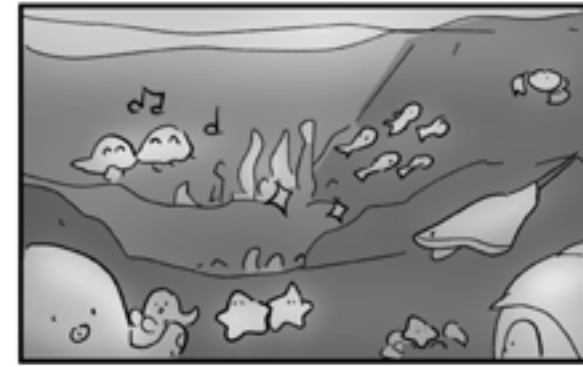
9) Fall returns back to the world



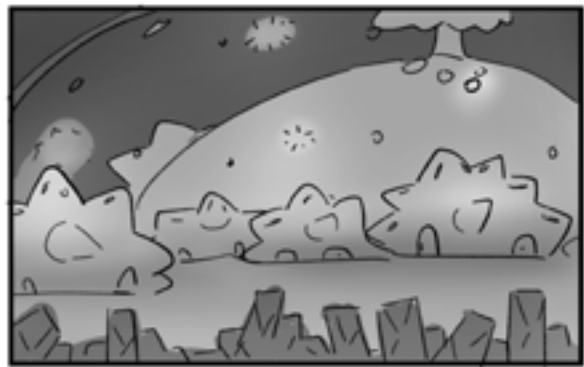
10) The ocean becomes clear



11) The whale begins to sing



13) The sea residents dance



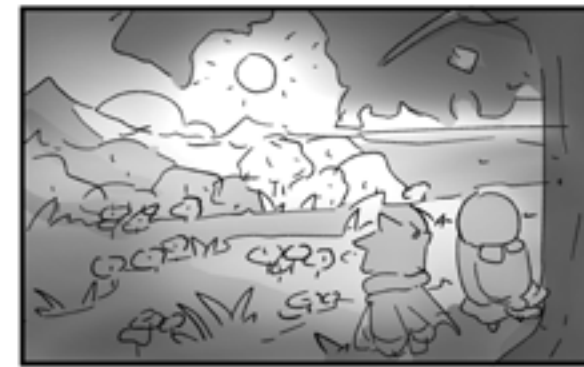
13) Snowsquall begins to snow



14) Residents open their doors



15) They rejoice



16) Wideshot of the world



17) Player runs through tunnel



18) Spirits all cheer

