

Meeka's Echo

Written by
Keenan Stafford

Executive Summary

Falter with hope is a PC/Mac narrative, point and click game. The game is based around the concept of a mother cat being forced out of its natural habitat and being forced to deal with humans. The target market for this game would be 15-30 year olds who are looking for a simple, yet interesting storytelling game.

Audience Analysis

The audience in mind for this game are people who are eager to step into games that put their core towards storytelling. This video game's story telling will be in great pair with the gameplay if not overshadowing the gameplay. This game is not going to try to break boundaries, but rather bring forth a pleasant experience.

A main concept that I want to weave into this is acceptance and denial. Nature will not always succumb and accept what we have done to it. It is quite often that we must face off against a great opposition that nature puts before us after we strike against it. Either way, nature may simply suffer, if we wish to see it or not. This concept is something I want to use to make the experience not just pleasant, but somewhat enlightening. The story that will be told in this game will be one that can be put into consideration in the world we live in. How we as a human race are expanding and demolishing the habitats of other animals and forcing them to live in it. While I don't plan on this being the main message of the game, I would like people to start thinking about the environment.

Story

The mother cat lives out in the wild with her two kittens. She struggles to survive with the lack of prey around the area, but she tries her hardest. The mother cat's kittens are taken away by people and she attempts to rescue them. The mother cat rushes after the humans that captured her kittens, but she passes out. The mother cat is exhausted from running after the car. She is captured by another human, eager to keep her and sent to a city.

The mother cat wakes up to find herself in a car. She jumps out of the car and lands on the sidewalk. The feline is lost and confused. The mother cat takes a moment to take in her surroundings of the grey city. A downpour of rain has taken over the town. Along with the sound of rain she hears the sound of one of her kittens crying for help at the sewer drain. The mother cat notices her cat just about to fall into the sewers. The mother cat jumps into the sewers and chases after her kitten, but in the end, she fails. The kitten is just out of reach of the mother cat before he is cast away by the sewer water. The kitten sinks under, ending its struggle. The mother cat is devastated after such a fate that befall her children, frozen in place as he takes a moment to remorse and meow for her kitten.

Hope seems faint while the feline is in the big city. She is able to get out of the sewers, but on the surface, she wonders what her next plan of action would be. This is the point where the player discovers at least three citizens of the city, and then the human who started it all. The player, also known as the mother cat will choose to trust or not trust the citizens she comes across in various locations. The player will perform actions that will give the player different kinds of stories and reactions to citizens. Fully trusting or extremely hostile. There will be at least five citizens that the mother cat can come across.

In the end, the mother cat is able to get her only kitten back. She can choose to join with the human and live with them or escape from the human entirely and run away into the city. This will be decided by how the player will approach humans. It will depend on how much trust the mother cat believes they will have in humans from the actions before.

Characters

Mother Cat

Mother cat is a few years old, an adult cat with no one but herself and her kittens. She simply wants to keep her babies safe from harm, but the journey she goes on will test her and her values.

Fredrick

Fredrick is a bar owner and tender to his own bar. He opens up late at night, but occasionally cleans up and hangs around during the day. Sometimes he will invite friends over to his bar for a quick drink and conversation. With the player/Mother cat he is cautious, but willing to become friendly with them. It won't take long to make him hostile and defensive if the player decides to play hostile.

Vanessa

Vanessa is a librarian. She's not shy, but she's not talkative. She's taken the job of a librarian to find herself at ease. Vanessa will take a liking to the mother cat quite quickly and easily. It will be considerably easy to gain Vanessa's affection.

Gerald

Gerald is a car mechanic. He is a stubborn toned southerner. He's one of the most unfriendly citizens that the mother cat can encounter. He will appear bitter towards the feline's first appearance it will take a while to gain any sort of trust or companionship.

Competition Analysis

There is a large supply of narrative games. Undertale is one of the biggest competitors that this game will have to face off against. While the game itself is not being constantly played at the moment, it is still a game that has left a powerful mark in the narrative game industry. The moral ideas that is presented in this game is similar to the one in Undertale. However, the true demand has rose up when it comes to specific narrative games. I believe that my game will fulfill a niche, but general demand. This game will stand out with it's better graphics that can help tell it's story and invoke stronger emotions.

Gameplay

The gameplay will revolve on interaction with the environment and map design puzzles to receive items. The player will have to get the bartender's car keys from a pile of trash, but the player has to figure out how to get up the massive pile of trash.

The player will walk around and discover the city and the world around them. They will determine who to trust and who not to trust. This will open up choices for the player that may make changes to the mother cat's appearance and behavior. This will follow in with the moral system that is constantly at play and a vital aspect to the game's ending. If you help enough people, you will trust the human in the ending and get that good ending. While behaving in a more hostile fashion will give the player the bad ending.