

# **The Darring Tales of Sienna Gold**

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# Game Overview

**“Two Sibling Orphans are doing anything to find their way out of the slums and to the top with the help of each other”**

## Gameplay Synopsis

The Daring Tales of Sienna Gold is a 3 Person, single-player, adventure and roleplaying stealth game for PC, Xbox and PlayStation that uses Unreal Engine 4 to put the player into the adventure and life of Sienna Gold who together with her brother are trying to survive in a harsh world under the blazing sun in the desert.

The player will experience the life of Sienna Gold as she grown up and gets older making her way through life as best as she can with her Brother. You will start with nothing and must hone your skills and get better at sneaking, stealing, and talking your way through the streets where most of the game will take place. The city you live in is a behemoth of commercial trade, a best you must learn to live with as the city is always towering above everything and everyone you can never be above the city. The player will have the feeling of being small compared to the city starting off in the slums in the shadow of the outer walls and only seeing the colorful spires and cloths from the houses of the upper levels, and later living in the upper levels now seeing out over the city you still have its hearth towering above you as if telling you will never leave its shadow. The player is meant to make mistakes with missions, stealing, talking, hiding contraband and who they trust with the only person they really can count on being their brother who is also a thief and charmer, rather talking his way out of trouble then fighting. Fighting is something the player can by accident or on purpose encounter with guards or the underbelly of the city. The game will take you on a journey throughout the city as Sienna Gold as you do bad deals, work for the wrong people and in the end getting to the upper levels where you always dreamed off, now with enough gold to live an easy life you are left alone. Your brother left the city and Sienna is left empty in a dark room with the moon being the only light shining through an opened window and so Sienna makes the decision to also leave the city. The player is meant to be left with an empty feeling in the end now with everything but still nothing.

**Genre:** Single player, Adventure, Platform, Stealth, Roleplay

**Platforms:** PC, PlayStation, and Xbox

**Target Players:** This game will target people of 18+ who want to experience a good solid story and gameplay taking them on an emotional and thrilling experience as Sienna Gold

# Gameplay

**Overview:** 3-person, choice-based roleplaying, platforming stealth where the goal is to amass a fortune by petty thefts and larger operations.

**Description:** The game is based on amassing fortunes for different goals, the goals change depending on what age you are as a child your goal can be to buy sweet fruit for everyone at the orphanage or buying a meal for the day. But when you get older you must repay a loan shark pay for protection or buy new equipment. An underlying theme in the game is a story about a Thief Hero named Caleban this character is never described as male or female but is always described to be Brave, Daring, Kind, Charming, Cunning and Caring. This character Inspires both Gold and Silver to become thief's themselves and throughout the journey learn to be Brave, Daring, Kind, Charming, Cunning and in the end Caring. As they themselves end up just as the Thief Hero Caleban. The underlying theme being a hero's journey for both Silver and Gold.

You are constantly in need of more coins as you lose money each day for food, house, and simple needs costs. The player can steal money from simple folk, rich houses or even the underground groups which all have different dangers and benefits. Stealth and talking are the players main weapons during conflicts when you would rather not be caught or seen by people because they can remember your face and what you did. Combat is also a solution, but it is a means to an end since you are not a fighter and will have a hard time winning against guards or mercenaries. Choices you make in the game matter do you trust a man telling you to steal a painting or is it a setup? How long can you work for the same person until they think they are done with you and will try and discard you? The player will never know and can prepare for the future.

## Controls:

- **PC** Movement by W,A,S,D, look around with the mouse, interacted with F, Space for jump Hold-space for climbing, right mouse button to lock onto a target, Left to attack or use object, cycle between equipped items with Q and E
- **Xbox** Move with the left thumbstick, use the right thumbstick to look around, interacted with X, jump with A, climbing by holding down A, lock onto a target by clicking the right thumbstick, press right trigger to attack or use object, cycle between equipped items with left and right bumpers
- **PlayStation** Move with the left thumbstick, use the right thumbstick to look around, interacted with X, jump with Circle, climbing by holding down circle, lock onto a target by clicking the right thumbstick, press right trigger to attack or use object, cycle between equipped items with left and right bumpers

**Camera:** The camera for the character will be over the shoulder and very close to the character zooming next to Sienna's head when you focus on objects or people, all the things you can use, equip or are carrying will be shown in this way on Sienna's person. The camera is made to show Sienna as much as possible she is the center of attention in the game since the game is about her as a character seeing her move and interact with the world showing how small she is compared to the city or how she grabs hold of corners to peek as you try to see around it or just covering her face as a sandy is blown around. Cuteness are all in game with no loading screen or fade to black in-between you just start of where the scene left your character and each scene has everything played out in Sienna's perspective. The city will always have a bird eye view over you wherever no matter where you go or how high you climb the city is always something you must look up to. All senses that involve her brother named Silver will always introduce him where you see him from a low viewpoint to indicate that you look up to him. The city watches over you from a bird eyes view constantly looming over everything.

**Rules:** There are two important rules that persists throughout the game and are only broken in the last scene that is that you can never leave the city and you can never be in a higher position of the city (looking down on the city). You are a self-taught Thief and not a fighter as such the player is not meant to win every fight he or she end up in and the player should be more prone to escape from battle and conflict than standing their ground. The player can climb walls, hide inside objects run and try to blend in with crowds and even give gold to poor people for information or just to let them eat another day. You can make deals and accept contracts with different groups of people such as rich merchants, underground thief groups. The players objective is to amass an amount of wealth and at first survive in the slums later get out of the slums then get enough gold to never have to steal again. You and your brother both try to amass gold together Silver will always bring in small amounts of gold since he gives most of what he collects to the Orphanage where both Silver and Gold were raised this is not told to the player but can be found out if they go back to the orphanage and listen to what people are saying and then connecting the dots. Equipment and upgrades to yourself will also cost gold and most of the upgrades are a must have since this is a magical world you need to be able to nullify magic in vaults or homes to get to treasures or use magic yourself to see magical objects around you. The game won't force the player in every decision they make only making it so that you owe a debt to a crime lord when you are an adult after you finish a random mission that the player has taken. This then involves you with a lot of bad people who aren't as charming as you or your brother are, now you have to work and pay them for protection while trying to find a way out and in the end you do a grand heist leaving the crime lord captured but both you and your brother with all the riches the climax of the whole plot being successful ending you up on the top of the city for the first time now you can look down upon the entire city and the sands beyond the walls. A few days later as you still do missions and must clear your names so that no one will go looking for the two of you. Soon after Silver leaves the city. Soon after you are left

alone for the first time in the game and the story is left with Gold either leaving or staying (this part is never shown to the player but left opened ended).

**Levels:** The game has one persisting level with many other smaller levels the big level being the city that you live in, the player never leaves this city but can look out over the wall and in the climax of the game you will for the first time stand atop the city looking down on everything and everyone. The city is vast and is referred to as a Behemoth almost a living creature, the city is built outwards each 5<sup>th</sup> year with a new wall being constructed creating a new circle around the city. The further in you go the older the walls and buildings will get each circle being a new level for the player to explore. The other environments and levels are all inside the city and its houses, the sewers and other housings these zones are not behind a loading screen, but some are hidden behind a fake or invisible loading screen the world must remain as a continues experience with no loading screen to interrupt the story or feeling.

## Game Characters:

**Sienna Gold** is a humanoid cat person moving around like a normal human with dark red-brown hair with black patterns and golden eyes. She is tall and thin, dressed in two different ways, plain cloth as a child much like the other orphan children and later when she is older, she wears mostly dark green cloth that covers a dark leather underneath. Gold is a mistrusting person after her childhood only trusting her brother and mother Quicksilver, she is quick on her feet and a dreamer always talking about the future and never talking about the now or past.

**Mother Quicksilver** – A dark grey cat-woman the owner of the Orphanage where Gold and Silver were raised, she is a caring and loving mother of all the children she can hit hard to scold the children and be kind when they are good. She would never abandon her children and they are always welcomed back home if they want to. She is hiding something from her past, but she would do anything for her children.

**Brother** – Brother only in name he and Gold are not related in anyway more than both being raised in the Orphanage he is called Silver a whitish-grey cat-man, tall thin and charming, he loves his little sister Gold and spends most of his time with her, He will guide Gold and protect her trying to protect her from the worst people. Silver is dressed in fine clothing of many different colors such as orange, blue and red.

**Caleban** – Caleban is a hero from a book, there are many volumes about this Thief hero from start when Caleban is a simple thief going through life survive by stealing from the richer people who don't need all that gold they are carrying. The books are about Caleban learning to be a hero step by step, learning to be brave, daring, charming, charming, and caring.

**The City** – The city is a person in its self-it's good, bad, ugly and beautiful. The City and world will shift between High Dynamic and Low Dynamic depending on where you are in the city some areas are more High Dynamic such as the Market while the other and lowest levels in the city are low dynamic.

## **Game World:**

will be alive meaning that all the sounds you hear you can find a source for in the city if you hear a blacksmith hammering you can find the source of this noise, people yelling you can find them. The streets should not be obvious to the player but something you must learn about when you play as the child version of Gold. Small alleyways just big enough for one person leading up between houses, backstreets or nowhere. The Main streets where more people are moving and having a big difference between slums and upper levels. This city is living, and growing buildings are built on buildings and the walls have been built outwards time after time creating a new lower level each time. The city will never be shown fully it will only be shown as a large behemoth of a city (You will never see the city from a bird's eye view the city will always be a giant to you, you always looking up at it. The city will always be alive and full of life people moving around with some places being quieter and relaxing such as the Orphanage and your own house later when you are an adult I will use bright colors that stand out in different ways to show the player's targets or points of interest, the sunlight and Gold's brother can also be used to show the player where to go.

The movement of the world is a mix of one overarching camera and way of seeing the city is that you can never be above the city, the city will always stand taller than you. As a child going outside the slums you will get the feeling that everyone is taller and looking down on you the slums being in the lowest parts of the city you can always look up at the upper levels or market. As an adult you will now look down on the slums as you are living in the upper levels now, but the city still stands above you, but now you can look down on the market below and the dark and dim slums, with the hearth of the city still looking down on you. People will not be above you anymore and will act with the respect they think you deserve. You will travel the city by running, walking, and climbing day turns to night and night turns to day as you walk around the world with a Realtime time lapse. The city is built upon trade and as such there are a lot of different races and people in this city, they accept any and all but only the rich will live a normal life. Sometimes new traders enter the city with new faces. How people dress and act is very reminiscent to old time Arabian courts Arabian countries with a dash of old Egypt.



This picture describes how the market should feel and look like colorful and beautiful, magical tools crystals, jewels, food, clothes and much more are being sold here. This is supposed to be warm and impactful, a lot of movement with people of different races walking around doing their own thing looking at wares. The market takes use of the Zigzag dramatic effect of lines as people are always moving back and forth and not only do people go zigzag but the stores and cloths hanging above also go in a zigzagging pattern.



The richer parts of the city the upper levels are supposed to be beautiful and calm with bright cloths hanging from above the streets to give shade and a cheerful environment. People here walk calmly and dress well. The richer streets use Horizontal lines to give you the feeling of calm and relaxation, while the slums use Diagonal Lines giving you the feeling of unrest and unnerving.



The slums use Diagonal Lines giving you the feeling of unrest and unnerving with only a few people moving around from alley to alley some workers with carriages being pulled by animals. Many more children are here but no color anywhere near the colors of the market or upper levels.



The Orphanage is the only place in the slums that uses Horizontal Lines do give the player the feeling of calm, they are home now and safe. The mother of this home is kind and understanding and will do anything to protect the children.





The city is a giant Behemoth in the empty desert it is big looming, shining, beautiful, cruel, kind, wealthy and poor. Different places in the city has different types of narrative environments. The city itself is based on Vertical Lines an having a natural stability with house tops reaching for the sky like trees like a force of nature an untamable force.

## Game Story

Sienna Gold is from a warm desert land she was raised in the city of Yok' Antheen, in here you have the upper level, bright and warm with dazzling colored silks of purples, reds, and blues, glass reflecting the suns light into a myriad of colors, markets bustling with people's voices and clinging of coins. If you go lower you get to the cooler darker alleyways with broken-down houses and people just as broken.

Gold as a child grew up in an orphanage with many other children in the lowest level, she has an older brother. He read the story of Thief hero Caleban Gold and her brother were enthralled by this story and wanted nothing else then to be just like Caleban, a hero who was brave, clever, dazzling, heroic and kind. But those were only stories, and dreams and in the lower level dreams do not feed you. This led to their defining moment when they stole for the first time, they had a few coins both and they plan to buy sweet fruits to share with the other children, an accident happens and the fruit that they bought is crushed under a wagon. Gold now with low spirits is thinking about going home but her Brother won't go home empty handed, this is the first time they steal. The Brother is talking to a shop keeper distracting him while gold takes fruit in her clothes the tension is rising as gold is almost discovered but, in the end, they get away with it safely, they run back home to share the fruits with the other children as they cheer and get happy about the fruit they can only think about the stories of Caleban. So as a child you do petty thefts to survive and help others sometimes you use your skill to climb trees to get a cat down for its owner. Later in the game you will have to make a living by finding opportunities to collect riches from people who were more fortunate than others by making friends with other criminals. Gold was living the dream she always had she could buy silks with all the colors of gems, eat delicious food whenever she wanted to and sleep in a soft bed each night. But this was not enough for her brother he grew contempt with this way of living he wanted to see more of the world, meet more people and experience more things. And so, he left leaving Gold by herself. Gold now left with a life full of riches and no worries felt empty coin meant nothing if she could not share it with her brother, food had the taste of sand when you ate it alone, wine was like water. And so, she left not to find her dear brother he would not listen to her world even if she found him, no she must show him she was better than the rest of the world so he would look at her again and come back home.

This story is a hybrid taking place in the past when both Gold and her brother are children must survive by stealing for the first time, playing around and finding food in different ways by solving problems as Thief hero Calaban would. Running around in the world, the game takes place inside Yok' Antheen as you must maneuver through the streets, rooftops and small alleyways in different ways as a child and adult both having to avoid guards using their different skills ways having their own strengths and weaknesses such as a child not being able to reach some heights and the adult not being able to hide in small spaces.

The plot is all about overcoming the Monster, the monster in question here is the city itself and the people living in it, Sienna must overcome this monster to grow as person and beyond what this city has to offer her so that she won't become like all the other scum of the city. The Conflict that Sienna Gold is experiencing in the story is her having to fight the world outside which is in this case is the city itself and all the people living in it and the fight within to become a better person. Sienna goes through the game self-searching for herself trying to find out who she is in the world and where she fits in. This leading to her leaving the city after her brother went beyond the desert and left her alone with all the gold they had collected.

**Assets:** The assets that are important for the game are character designs for all the creatures living in the fantasy city. The city will be the biggest hurdle for the game to make it full of things and feel alive, moving and breathing with all the different elements such as magic, cat-men, lizardmen, half-demons and so on and with all these creatures' animations will have to be done for creatures with tails and strange looking physics. The music and sound in the city must be done in such a way that the play can feel the city's life and hear it breathing, the sound of merchants yelling about their wears or children laughing to guards chasing some poor souls down the streets. The music will be complimenting the city's own sounds by switching between different rhythms and speeds depending on how many people are around you, if a target is close, if you have stolen something and guards are nearby or if you are sitting alone on a roof top alone. While on a roof top the music will be calm and relaxing letting the player take in the world around them, while on the market they music will have a faster past to give the player the feeling of things happening around them. The music will only shift when the player is inside a zone with different activities and when the player is looking directly towards it. Colors in the city are also very important to different between the poor and rich parts of the city, the city in general will have a lot of warm colors with all the brightly colored cloths and silks that people wear and decorate the streets with. The interface will be hidden when not in-use and will be as immersive as possible having as little of information on the screen as possible and keeping everything organic and in the game world such as everything you have equipped will be shown on your body, armors and weapons will have different uses but Sienna can only use small blades and swords with some other magical and non-magical tools to help her on her way.

**Technical Specs:** The game will have a cell-shaded style and will be made in the Unreal Engine 4 with support for controllers from both PlayStation and Xbox. The game is supposed to be made in such a way that everyone can play it without having the newest tech,