

A Game treatment for

Ozelot

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Synopsis

Story

The game takes place in Central America during the 8th century and you play Ozelot, a young girl who have been infected by Hunab Ku, the infinite and sole God, who is believed to kill Ozelot if she doesn't find a cure for the infection. Ozelot is seen as a bad sign from the gods who entered the city shortly after she was born and after that there have been something in the air that makes people anxious which have lead to Ozelot being an outcast in the city. She is now living outside the city of Tikal in a small hut with orphaned children

One day when Ozelot is out on her daily mischief an old woman catches her and tells Ozelot that she knows about a cure that would heal Ozelot from her infection but that it takes a lot of courage to gather all the ingredients that is needed for the potion.

Gameplay

The game will be played in a third person perspective and will take place in a large, open jungle environment with villages, caves and large cities. The jungle will be inhabited by different animals such as Tapirs and different species of cats and birds but also smaller animals like snakes and spiders, the jungle will also be inhabited by different tribes.

The goal of the game is to gather all the ingredients that are required by the old woman to make Ozelot free from the infection again. The hunt for the ingredients will take the player over different parts of Central America. The world map is divided into several zones that the player travels between either on foot or with teleportation after an area has been visited once.

The game genre is adventure with focus on exploring for the reason that the player has to find the ingredients. The game will let the player sneak into villages, attract animals into traps and climb trees. The control should be easy and flexible; the player should travel through the jungle with ease and s/he should not be hindered at every obstacle but should instead traverse the obstacles with a flow and grace much like people practicing free running or parkour as it also is called. The player will be able to climb trees to hide from dangers or to gather something and will be able to use weapons to other things than fighting.

The game should be historically correct in a sense that the leader of Tikal in the game is the one who was leader at that same year in the real world. Also the architecture of all cities should be similar to what it could have looked like at that time and all the different Gods that were worshiped under the Maya period should be a part of the game with the correct name.

Characters

Ozelot

Name: Ozelot

Age: 11

Date of Birth: December 5, 750

Gender: Female

Height: 130 centimeters

Hair color: Black

Eye color: Brown, deep

Marks: Black markings in the face which she received of Hunab Ku in her early age and which have given her the name of Ozelot.

Clothing: A dirty and worn vest/tank top and a pair of shorts that are worn from the life on the street in poverty.

Accessories: Small bags that she carries around her waist where she keeps different small stuffs. She has to find or steal them although so in the beginning she has no bags.

Weapons: Knife, slingshot and bow is all weapons she will be able to use if she chooses to but none of them is standard weaponry and have to be found or borrowed. If she borrows an item of someone she has to return it to the owner aswell

Motivation: Want to get rid of the black markings in her face to be able to live a normal life with her family and be around people without being and outcast.

Weaknesses: She's short and has a hard time saying no to people.

Strengths: Curious, driven and responsible.

What causes; fear: unknown shadows and sounds.

Anger: Injustices and maladministration

Happiness: Approval.

Background:

Born December 5, 750, she is the child of B'alam Chan K'awiil and Ix Cu'to Lix's second child. For starters everything is normal and she's growing as a normal girl in Tikal, joyful and curious. But when Ix Cu'to Lix gives birth to another child it turns out that the new born child is dead at birth and at that point strange stuff starts to happen in their lives. One night the almighty god Hunab Ku descent to Tikal and transfer a small part of his godly powers to Ozelot; it first shows when she is four years old as black markings in her face. Ozelot gets excluded by her own family except her sister who saw what happened that night when Hunab Ku entered their hut and transferred some of his powers. When she has been excluded from her family she moves out on the streets of Tikal where she soon is taken care of by a couple of elder orphanage children who have taken an old hut in custody and uses it as their home. Ozelot grows up with these people and gets a lot of friends and she treats them as her family and vice versa. She spends her days doing pranks in Tikal, explore the jungle and take care of the younger children who have been excluded by their families. The older she gets the more of a mother she becomes to the children in the hut. Before she turns 11 and gets caught by Dark Sky her life is like everybody else's in the small hut.

Dark Sky

Name: Dark Sky

Age: 51

Date of birth: Mars 3, 710

Gender: Female

Height: 150 centimeters

Eye color: Green

Marks: Many scars from her time in the jungle, a full body tattoo as a memory of all the people she has slain, at each kill a new tattoo appears on her body.

Clothing: a full body suit with cloak and hood to not show any of her tattoos.

Accessories: Necklace made by teeth, three jade rings, a piercing in her nose and in her right eyebrow, one earring in each ear.

Weapons: A walking stick that she uses to walk around with and that can be used to hit people with.

Background:

The year is 710 and a small girl is born who later will receive the name Dark Sky. Her mother dies at her birth and the father gets the responsibility to raise her and her eight siblings. The night after Dark Sky's birth the death god Au Puch rises from the deepest of hell and put a curse on Dark Sky. In the beginning nobody notice something but with time her sibling's starts to die by unnatural causes and she is blamed for it because she always get out of the danger with her life intact.

After a couple of years she is the only one remaining of her family and she then decides to flee into the jungle and away from Tikal where she is treated like an outcast due to her curse. Many years later she returns to Tikal determined to find a cure for her curse and starts to talk to people high up in the hierarchy with powers, mostly priests and their kind.

Interactivity and Game mechanics

Interactivity

The player is free to choose in which way to gather the ingredients and also how to tackle the problems s/he is confronted with. If the player should gather a tapir ear s/he can either sneak into one of the villages in the jungle and borrow a weapon and then try to kill the tapir by herself, s/he could also choose to talk to the inhabitants of the village and ask them if they could help her catch a tapir and that they might keep it for their own use as long as she gets the ear. The player could also tell the villagers that s/he could act like bait and attract it to one of their traps or talk to them when they have killed one and ask for the ear.

The conversation is handled with a system where you choose which question to ask and what you will answer when getting questions.

Goal

The goal of the game is to gather six different ingredients to the potion that Dark Sky can make to heal Ozelot from the infection she believes she is carrying. The ingredients can be gathered in any order but there is one way that is simpler than other because you receive information and items that can help you later in the game.

The Ingredients:

- Tapir ear
- Herb
- A specific bird egg
- Snake skin
- Talisman from Chichen Itza
- A Jade gem

Each ingredient require its own search technique, first the player have to find out where the ingredient can be found, than locate the place where it can be found and then to acquire it with the right type of tools. If the player is looking for an herb s/he can start by talking to someone, a priest or doctor maybe, and ask where it could be found. Then when the player has received an area where it should be s/he has to travel there and then search the place for it. The places aren't empty, there can be cats or other dangerous animals there and then the player have to avoid them vile search for the herb or what other ingredient s/he is looking for.

Beginning and End

The game starts in Tikal with the player getting used to the controller and how the game works and the small tutorial part ends when Ozelot walks by Dark Sky's house and get caught by her and the goal of the game gets presented. After that the player is back on the street and free to gather the ingredients or to do what s/he feels like.

The game ends in one of two ways; the first is when the player successfully have gathered all the ingredients and when it turns out that Dark Sky have let Ozelot gather them all for her own sake and that she is about to drink it. If the player kills Dark Sky and drink the potion the game ends with Ozelot being cured and she gets to live with her family again.

The alternative ending is activated if the player gathers all special items throughout the game, then after defeating Dark Sky, Hunab Ku will descend down to earth and pick up Ozelot as she is the chosen one and then they fly away into space as Hunab Ku actually is an alien.

Control and cycles

The control should be flexible and easy, it requires one button to be able to run over uneven ground. Climb trees, jump between plateaus, sneaking and whatever the player wants to do, it is possible and done with one or as most two buttons.

The game has a build in day and night cycle as well as a weather cycle which changes the environment and possibilities. If it is raining, rocks and trees gets slippery and the risk to hurt Ozelot is greater than if it is dry and sun out. Some animals are only out at night and it is easier to sneak into villages and steal or borrow items at night time.

The World

The game takes place in an open world environment which should be a close to replica of Central America during year 750, to make the game more fun and not just a matter of running back and forth, the distances are shrunken. The world is divided into several areas or zones and Tikal is the first area and is where you meet your friends and can ask Dark Sky for information or new items to gather. You move between areas either by foot or teleportation when you have visited an area already. When using teleportation the day and night cycle moves to a correct time.

Hunt and traps

The hunt of animals can be done in different ways; either the player is active in the hunt, maybe as bait that runs in front of the animal, else the player chooses to climb up a tree and watch when others hunt and then go down and ask for an item when it is all over. It is possible to hunt by yourself if the player thinks s/he got the courage and knowledge that is required but Ozelot isn't a big girl and the player should think twice before attacking a large enemy.

The hunt requires that the player study the animal s/he wants to kill, its habits, where it eats and sleeps and then the player should build traps that s/he then has to attract the animal into. If the player gets help from a tribe s/he can take on the role of bait but if the player is unsuccessful in his attempts to gain any help s/he can build a trap close to the animal's lair and scare it that way. Hunting requires the player to use his own imagination and that s/he knows a bit about how the animal moves.

Traps are either pre built or the player has to gather parts from different tribes and the environment to build them. They are used to kill animals but could also be used if the player is getting hunted by something, s/he can then use one of her traps to get rid of the thing.

Own traps can be built when the player has learned the mechanics at a hunting master that is located in different villages. The hunt masters are often the leader of the tribe who has been hunting for a long time and with much experience, they can also be asked for advices about certain animals. Sticks, a knife and a mix of plants for camouflage are required to build traps and everything except the knife can be found in the jungle. The construction of traps are made with small mini games where the player should press the right button at the right time and the challenges are made to

simulate the real process, if you have to combine two things it is more precision involved then if you dig a hole or draw a bow.

Combat

From time to time you will be required to fight and it takes place in real time. The enemies vary from humans to different animals and most of the times the player has a disadvantage since she is an eleven year old girl. The player might have to use some tricks to defeat the enemy instead of trying with brute force.

If the player get caught stealing something the player can try to flee, if still followed s/he can climb a tree and start throwing stuff on the follower. If the follower starts to climb the tree, the player can start to kick him in the face to make him fall down and get some precious time to flee. If attacked by an animal the player can pick up rocks from the ground to use as weapon in close combat, they can also be thrown.

Heads Up Display

The HUD will consist of a compass for the player to see where s/he is running and when Ozelot is losing health her body will turn black gradually and when she is dead she will be all black. Maps, inventory and similar stuff can be found in the menus. There will be a journal where important notes have been written down to make it easier for the player during his hunt for the ingredients. On the map the player will be able to put out texts to mark traps and animal behaviors.

Sound

The sounds in the game will consist of animal sounds, ambient background music and trees that moves by the wind. The music is dynamic and changes due to the tempo, if the player is hunted by an animal it is upbeat and if s/he is running around in Tikal or the jungle it is almost like it isn't even there. The sounds will also work as a sort of sonar which tells the player when s/he is close to a trap so it can be avoided.

Health

The games health meter is Ozelots body and face, she starts with a couple of black markings in her face but as she is hurt or injured the markings grows and when she is covered in them, she dies. The game should work as if the player jumps down a cliff s/he get a little hurt and limps for a while but if s/he is caught in a spike trap death is immediate.

To heal wounds the player can look for a safe place and rest for a couple of hours or eat fruits or food from villages to heal over time.