



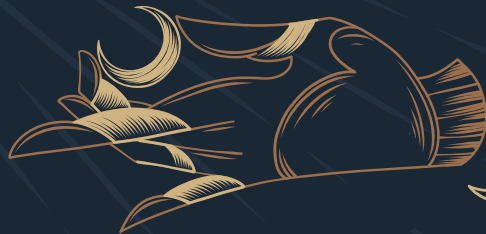
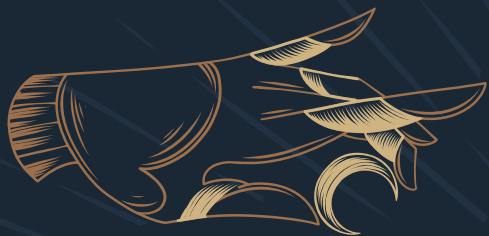
Child of Power

By Callym Lukie & Apoorv Taneja



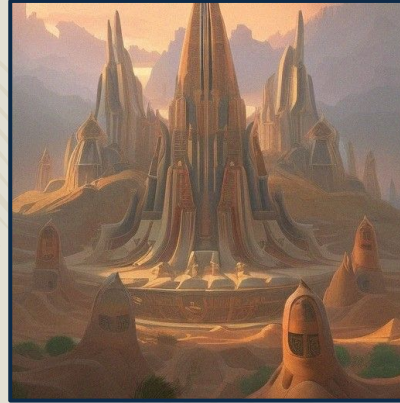
Imagine

You're the most important person in your city, but
only because you are going to die tomorrow.



Summary/Setup

- ❖ Kelthun: a highly militaristic city set in a desert, miles from the nearest forest
- ❖ Warriors almost entirely PoW/slaves
- ❖ At the start of every season, every child from the ages of 10-19 is gathered at the Grand Citadel for observation
- ❖ The High Noble (i.e. city leader) examines each child, looking for a sign that they were chosen...
- ❖ ...for sacrifice, to a greater being – who in return provides powerful beasts to strengthen Kelthun's military forces
- ❖ Families of the sacrifice are rewarded with coin and prestige



01.

Moriah

a green thumb in the
desert city



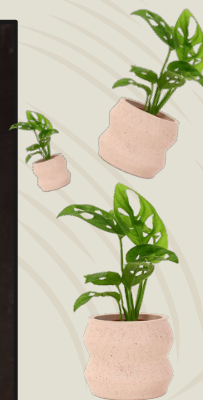
Level 1: Moriah

Overview:

- ❖ Moriah, aged 17, from a noble family near the Grand Citadel gathered at the fall harvest.
- ❖ Determined to be the *Child of Power* by the High Noble.
- ❖ Parents are on board, brother is not.

Gameplay:

- ❖ Make your way to the central courtyard of the Grand Citadel for the fall harvest alongside your brother.
- ❖ Meet the High Noble, and find out you are the *Child of Power*.
- ❖ Cinematic celebrating the discovery.
- ❖ Taken to be held at the citadel overnight



02.

Escape the Citadel

(with some help)



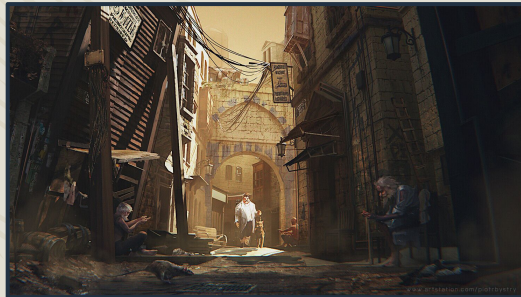
Level 2: Escape the Citadel

Overview:

- ❖ Your brother, Sable, an understudy of the High Noble, visits you at night to help you escape your death.
- ❖ Obtain a *Flune* (sand-strider) when you leave the Citadel and make your way to the border.

Gameplay:

- ❖ Escape stealthily out the citadel avoiding guards and making minimal noise.
- ❖ Navigate the city's paths and gaps using the *Flune* to escape Kelthun's borders.



03.

A Push in the Right Direction

falling slowly...



Level 3 - A Push in the Right Direction

Overview:

- ❖ The Flune is attacked and immobilized. Make your way to the forest on foot.
- ❖ The two of you arrive at a cliff that separates the forest and desert.
- ❖ Sable pushes you off, and soon after is captured by Kelthnic Warriors as you fall.

Gameplay:

- ❖ Platform the fractured Kelthnic Desert terrain to make your way to the forest.
- ❖ Dodge attacks from warriors while platforming in the desert
- ❖ Cinematic of Sable's capture, and your fall off the cliff [TITLE SCREEN]



04.

Silvia of The Forest

she got wisdom..



Level 4: Silvia of the Forest

Overview:

- ❖ Awake bandaged, but wounded, in a forest cabin when a figure emerges from the front door.
- ❖ Her name is Silvia, she lives in the forest by herself.

Gameplay:

- ❖ Explore the cabin interacting with many new trinkets, and greenery assuming what they are used for.
- ❖ Cutscene of Silvia explaining where she found you, and who she is.



05.

The Way of The Forest

plants and stuff..



Level 5: The Way of the Forest

Overview:

- ❖ Silvia offers to take you on a quick excursion. You encounter Kelthnic beasts.
- ❖ Silvia gets wounded in the fight, and you go off to find the herbs to help out, and encounter some more beasts, but these ones are ripped to shreds.

Gameplay:

- ❖ Silvia teaches you some quick defence and attack moves, and together you fight the beast horde.
- ❖ Dialogue interaction with Silvia regarding medicinal herbs.
- ❖ Sent on a quest to fetch some herbs for Silvia's wounds.



06.

The Mark

Oh hi, Mark.



Level 6 - The Mark

Overview:

- ❖ Silvia discovers your mark, and gives you a herbal medicine to unlock its powers.
- ❖ A Kelthnic warrior accompanied by beasts discovers your location.
- ❖ The guard mocks Moriah about his brother's imprisonment, and future execution. Moriah decides to rescue Sable.

Gameplay:

- ❖ Test new powers in combat against beasts and capture the warrior.
- ❖ Dialogue interaction with captured warrior.
- ❖ Accept Silvia's help in getting to the prison using a secret *Flune* in her cabin
- ❖ Start travel with brief dialogue before cutting to arrival near the prison



07.

Kelthnic Prison

reunited with the homie



Level 7 - Kelthnic Prison

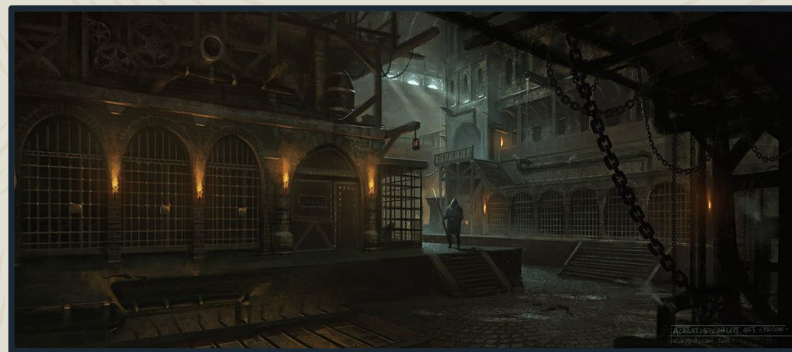
Overview:

- ❖ Arrive at the prison and enter from the ceiling. Track down Sable's cell, and learn he was taken away this morning.
- ❖ Escape the prison after the alarms are sounded, get ambushed outside.
- ❖ Saved by a blood-hungry Silvia moments before death.



Gameplay:

- ❖ Stealth and combat with platforming inside the prison as you avoid being detected by guards.
- ❖ Escape with platforming and heavy combat using powers.
- ❖ Escape out the front door to be greeted with an ambush, and Silvia's new form.



08.

Children of Power

the past is deep



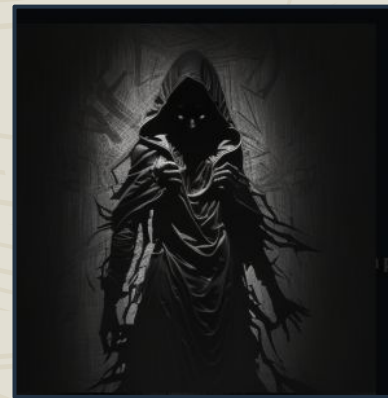
Level 8 - Children of Power

Overview:

- ❖ Flashback to the discovery of the entity by Felix and Ikorai in the ancient city of Sija.
- ❖ Ruins of Sija held the entity, younger brother Felix was bestowed power by it, but later killed by Ikorai when he got jealous.
- ❖ Ikorai is the High Noble of Kelthun.
- ❖ Silvia is from Sija, and was to be married to Felix.

Gameplay:

- ❖ Play as Felix platforming the discovered ancient ruins with Silvia's narration.
- ❖ Cutscene where Ikorai kills Felix/Silvia runs
- ❖ Dialogue interaction with Silvia explaining Kelthun's current connection with the entity.



09.

End the Cycle

no more mages



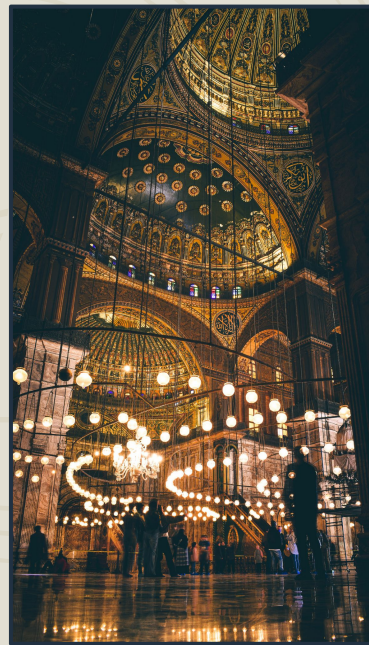
Level 9: End the Cycle

Overview:

- ❖ You learn that the dagger in Ikorai's grasp is the only weapon capable of killing him.
- ❖ Silvia pulls out her old *Flune* and the two of you head out to Kelthun.
- ❖ You sneak into the Citadel only to be informed of Sable's early execution.

Gameplay:

- ❖ Flume navigation and platforming on your way back to Kelthun.
- ❖ Stealthily avoid guards, and civilians on your way to the Citadel's central courtyard.
- ❖ Dialogue interaction with Ikorai regarding your brothers whereabouts.



10.

The High Noble

he up there



Level 10: The High Noble

Overview:

- ❖ Enraged by Sable's death, you charge into battle, but are quickly overwhelmed. In the final moment Silvia saves you one last time.
- ❖ Ikorai harvests most of her powers but Silvia manages to give you a little too. The battle is now a 1 on 1.

Gameplay:

- ❖ Begin the fight with Ikorai while Silvia takes on beasts that he summons.
- ❖ When Ikorai reaches low health he overwhelms you with superior control over his powers, and hits you.
- ❖ Cuts to a cutscene where he tries to deliver the final blow to you, but Silvia sacrifices herself, and he absorbs most of her power through the dagger.



11.

The Low Noble

well that wasn't expected



Level 11: The Low Noble

Overview:

- ❖ Silvias death allows Ikorai to become stronger and he starts to fight you solo.
- ❖ Silvia managed to give you some of her power before her death and you use that extra strength to defeat Ikorai.
- ❖ The entity appears from Ikorai and says that a new pact must be made.

Gameplay:

- ❖ Second form of Ikorai boss fight. Take on his new powers using your boosted stats.
- ❖ When Ikorai is low Silvia speaks to you and tells you to unleash a destructive ability that makes Ikorai immobile.
- ❖ Entity appears before you.



12.

A New Pact

rebirth, rejuvenation



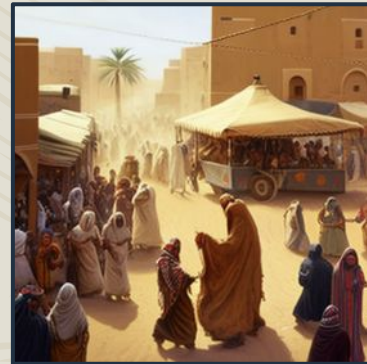
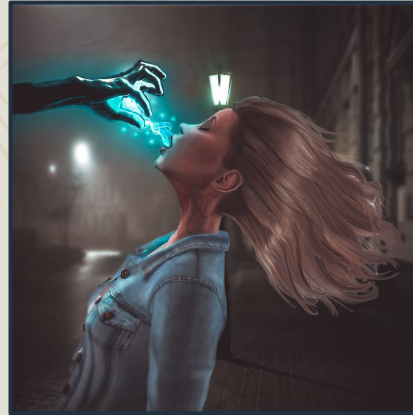
Level 12: A New Pact

Overview:

- ❖ Ikorai is now at your mercy.
- ❖ The entity takes interest in your body as the combined power of you and Silvia should offer them enough power to stock the seasonal harvests.
- ❖ A new pact is made between you and the entity offering up half your lifespan, and your body as a vessel upon your death.

Gameplay:

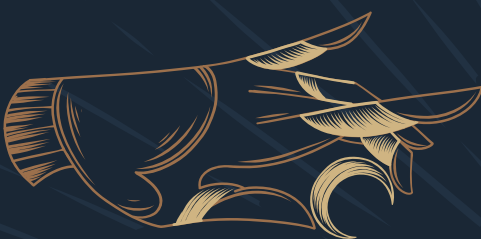
- ❖ A decision to either kill Ikorai, or give him to the guards of the Citadel to do as they please.
- ❖ Dialogue interaction with entity to create the new pact.





Level Breakdown

By Apoorv Taneja & Callym Lukie (still)



Level 7 - Kelthnic Prison

Can you save Sable before he gets taken to be
executed?



01.

Find a way in

(Not through the front)



Obj 01. Find a way in

1. The front entrance of the prison is too heavily guarded for you
2. You scout the prison with Silvia and find an opening in the ceiling just big enough for you to use.
3. Silvia offers to stay behind to protect the *Flune* & act as a lookout.
4. Stealth around and platform to the top of the prison in order to sneak in.



02.

Where's Sable?

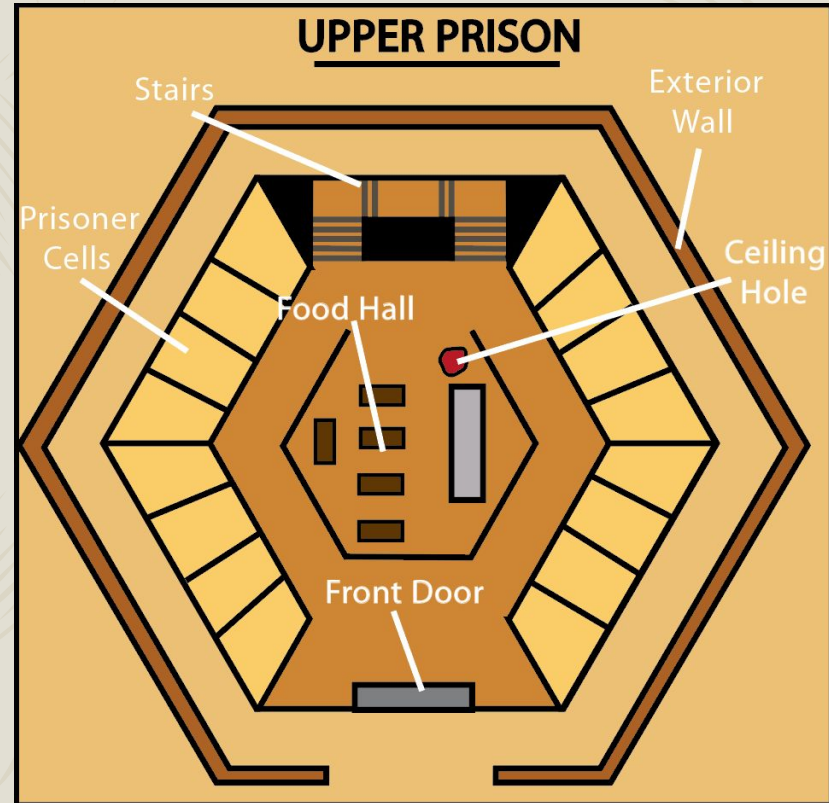
Like, where in the prison?



Obj 02. Where's Sable?

Branching Moment!

1. **Stealth**
 - a. Avoid guards and ask prisoners if they know Sable/where he might be held
 - b. More guards for combat later
2. **Combat**
 - a. Defeat/interrogate guards to find out where Sable is being held
 - b. Less guards for combat later



03.

Get to Sable!

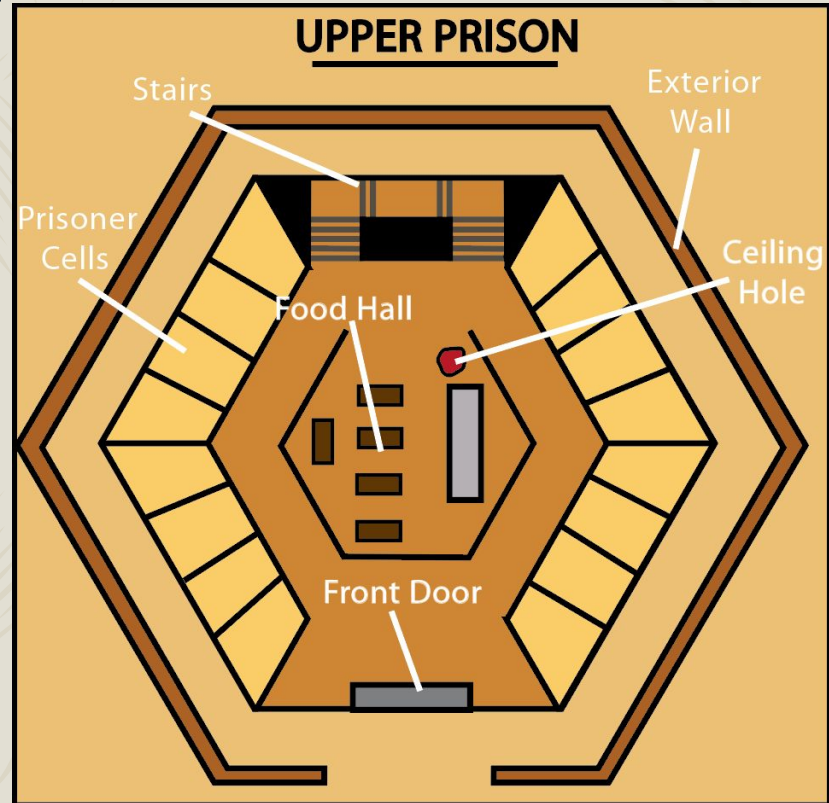
Break him out!



Obj 03. Get to Sable!

GAP!

1. **Expectation**
 - a. Find Sable, break him out
 - b. Happy outcome
2. **Result**
 - a. Sable is not in his cell
 - b. Where did he go?



04.

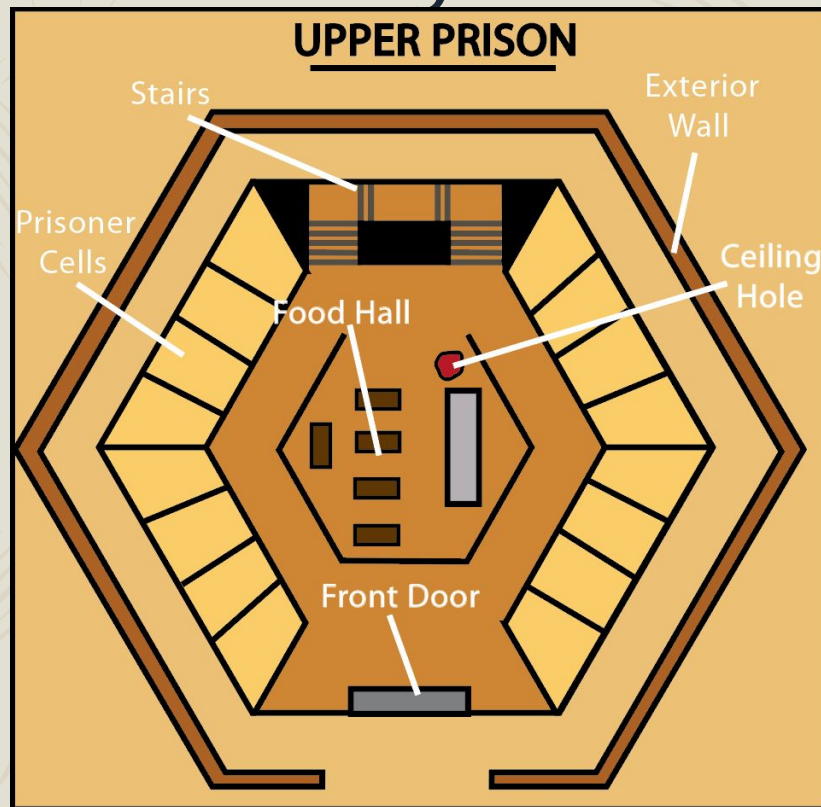
Where'd he go?

Investigate



Obj 04. Where'd he go?

1. Sable's cellmate, Mus, notices you
2. Cellmate says the warden probably knows/has information on Sable's whereabouts
3. He tells you the Warden's Chambers are in the deepest part of the prison.



05.

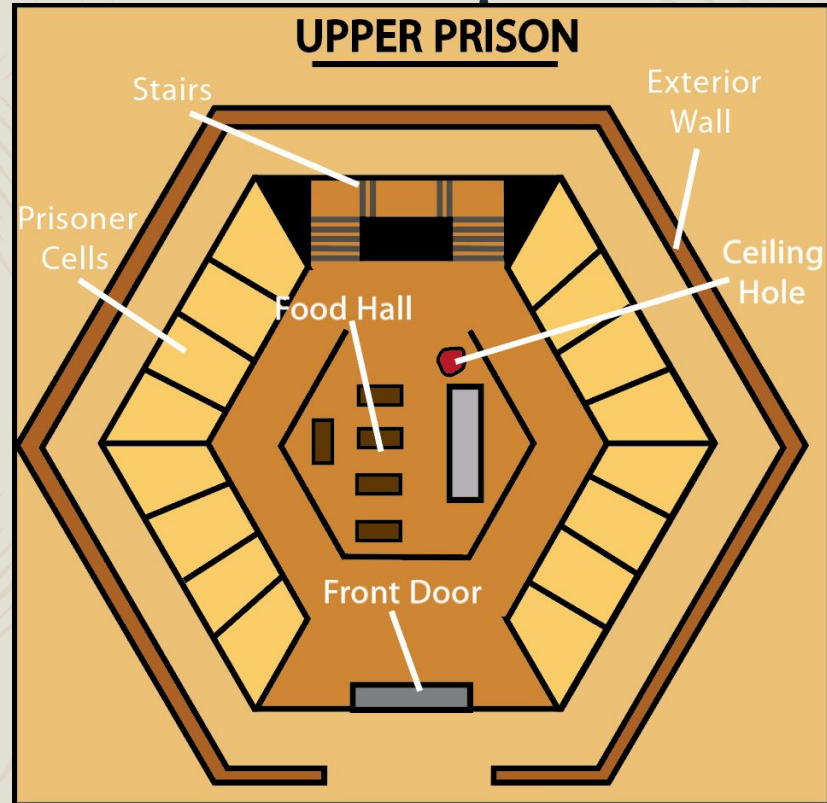
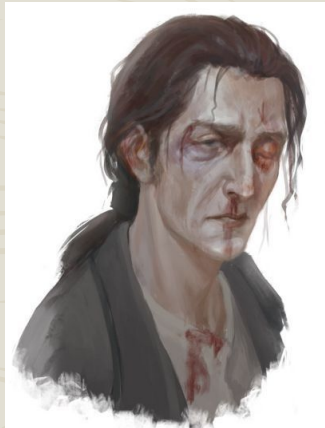
Get some help

Break out cellmate



Obj 05. Get some help

1. Mus offers to help you get to the Warden's Chambers if you help him break out of his cell
2. Use your powers to break open the cell
3. Gain a new ally!



06.

To the Lower Prison

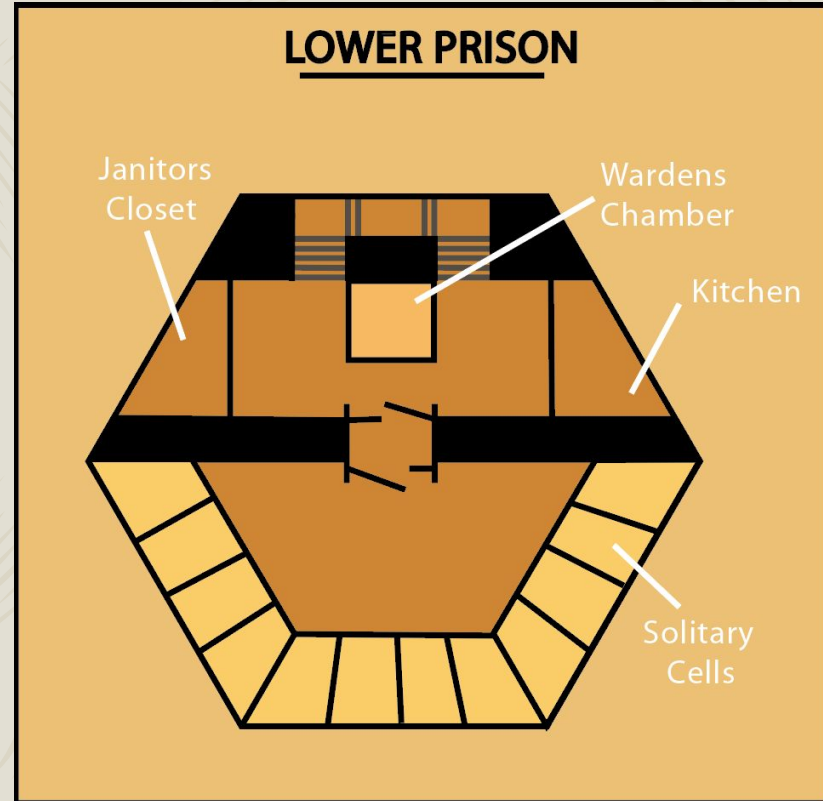
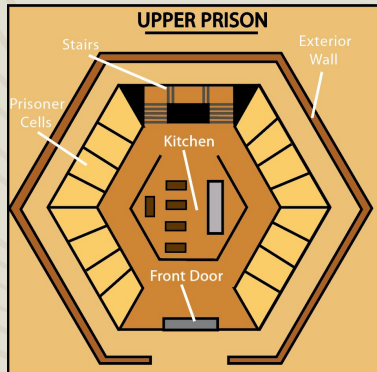
Be careful!



Obj 06. To the Lower Prison

Branching Moment!

1. Stealth your way down
 - a. More guards for combat later
2. Fight your way down
 - a. Less guards for combat later



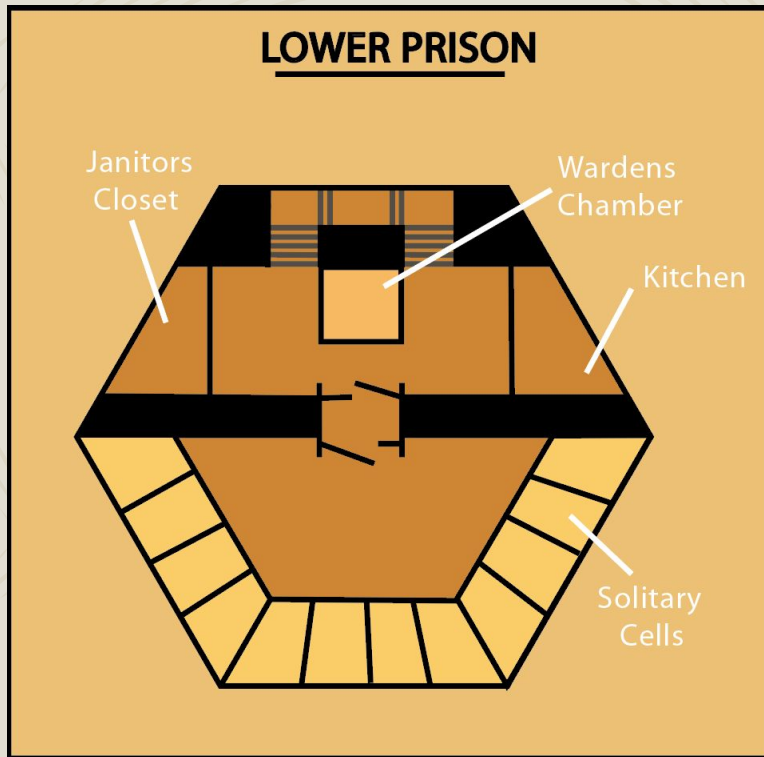
07. Warden's Chambers

Find 'em



Obj 07. Warden's Chambers

1. Follow Mus and get to the warden's chambers
2. Fight off or sneak past guards on your way there



08.

Investigate the Chambers

Sable, remember?

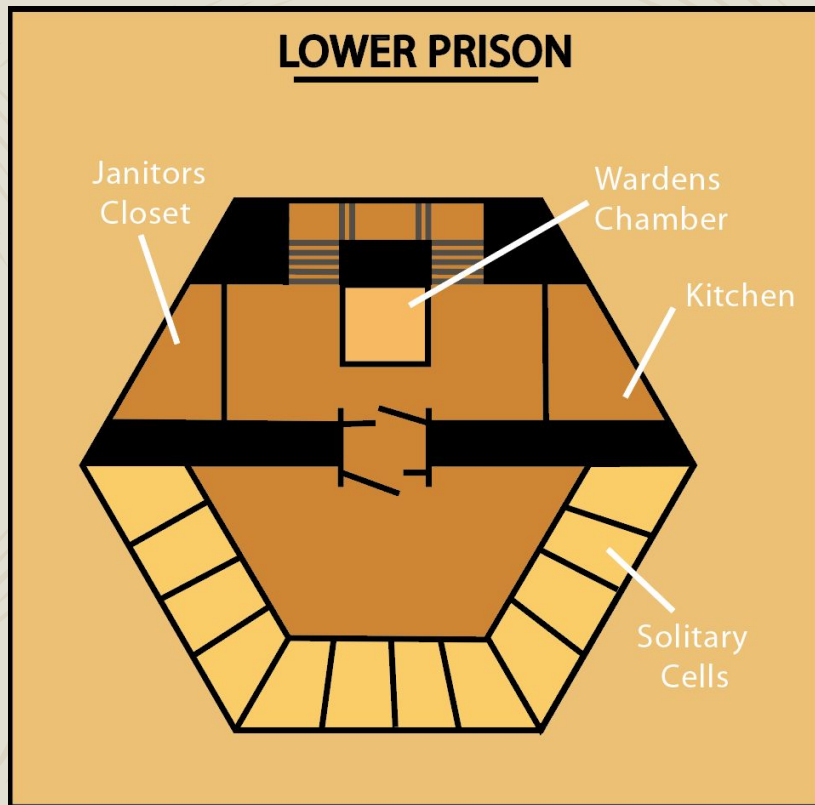
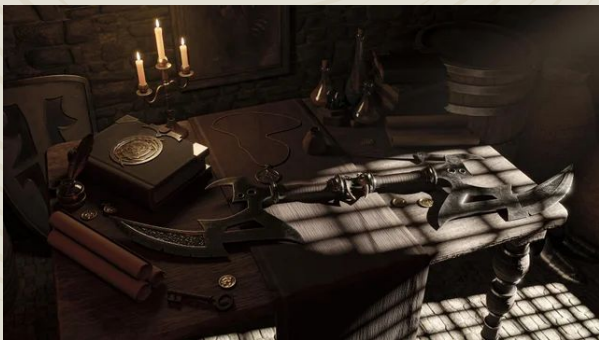


Obj 08. Investigate the Chambers

1. Go through the the cabinets/desk in the Warden's chambers and look for documents regarding Sable

Structure Twist! A Hostage is Taken!

2. Find out that Sable was taken back to Kelthun to be executed the following day!



09.

Warden's Back!

Oh shit.



Obj 09. Warden's Back!

Structure Twist! A character changes sides!

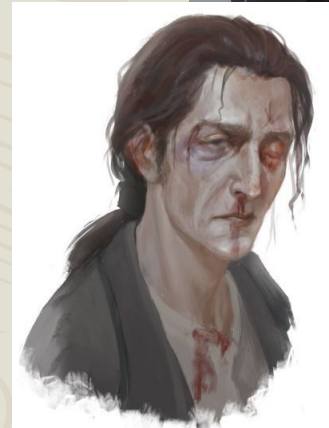
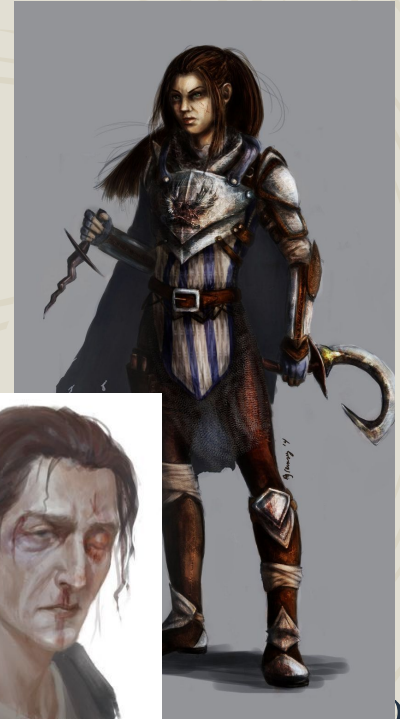
1. Mus gets caught by Warden and rats you out!

GAP!

2. Expectation
 - a. Sneak in/out of chambers and get info without being caught
3. Result
 - a. Warden get back to chambers and you have to deal with it

Branching Moment! What to do with the Warden?

1. Use knife to incapacitate her (Allows stealthy escape)
2. Use knife to break window (Alarm sounds, must fight to get out)



10.

Friend or Foe?

Mus is sus

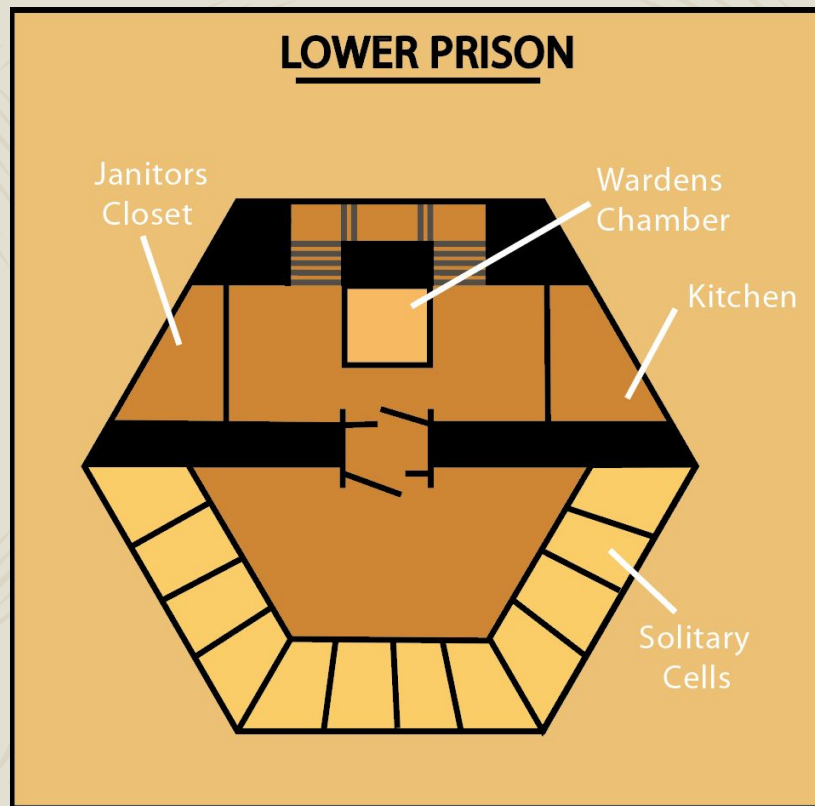


Obj 10. Friend or Foe?

1. You leave the Warden's Chambers and run into Mus, who insists the Warden threatened and forced him to rat you out

Branching Moment!

2. Abandon Mus and get out of there
 - a. No help for combat (# of guards based on past choices)
3. Reluctantly let Mus follow you
 - a. Mus' help for combat (# of guards based on past choices)



11.

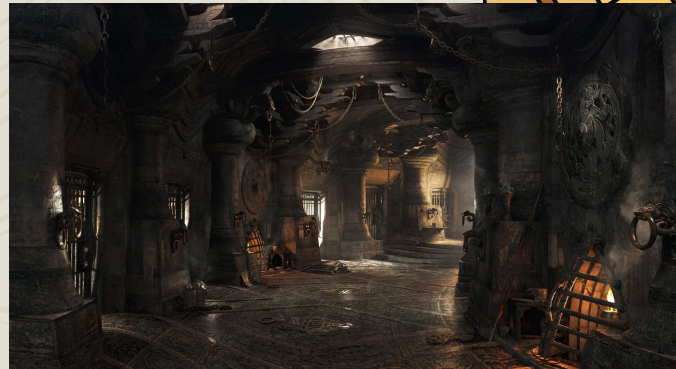
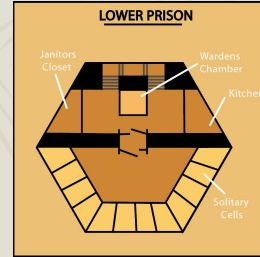
Escape the Lower Prison

Alarm? No alarm?



Obj 11. Escape the Lower Prison

1. *If player incapacitated Warden*
 - a. You have the ability to stealth out, unless you are discovered in which case the alarm sounds
2. *If player ignored Warden*
 - a. You have to fight or run past any guards in your way
 - b. Number of guards to fight affected by past choices



12.

Find a Way Out

How even?

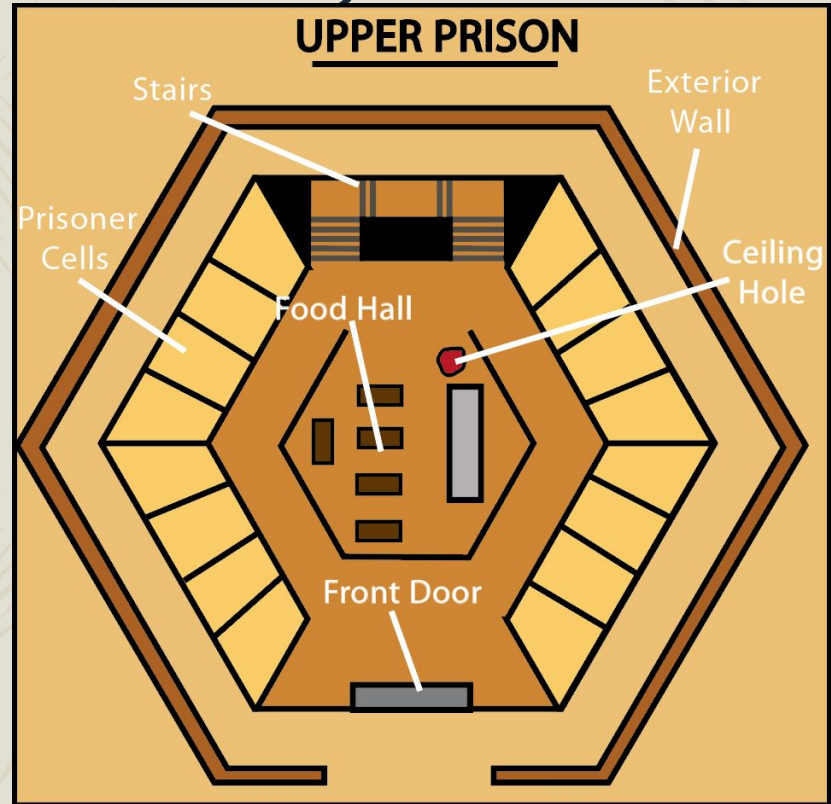


Obj 12. Find a Way Out

Optional Gap!

If player stealthed out of lower prison

1. **Expectation:**
 - a. Use the gap you used on your way in to get out!
2. **Result:**
 - a. Get caught and the alarm sounds! Find another way out!
 - b. Also applies if player didn't manage to stealth out of lower prison



13.

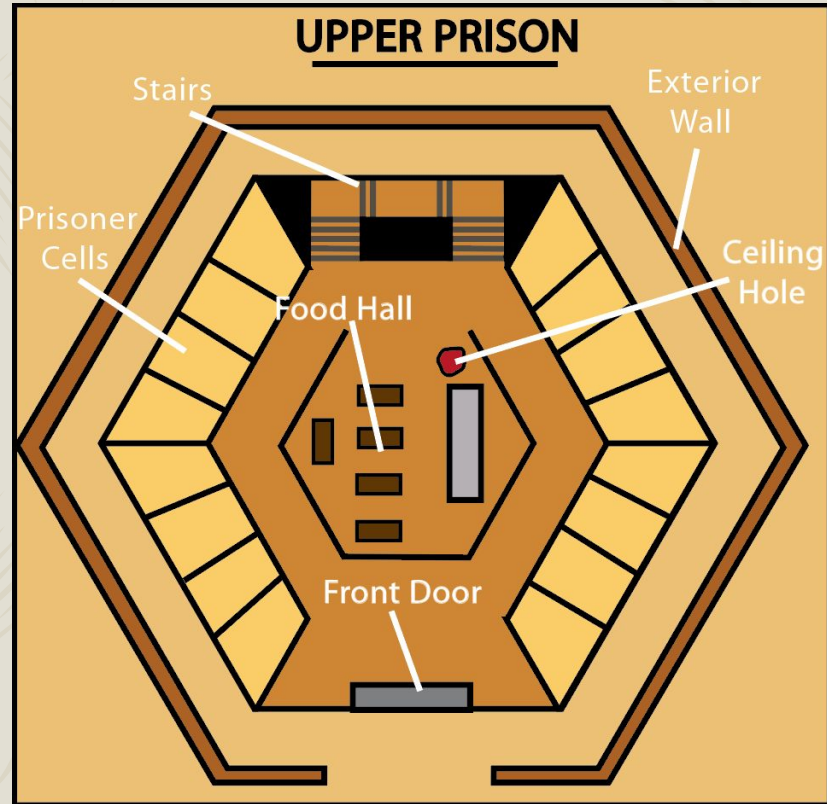
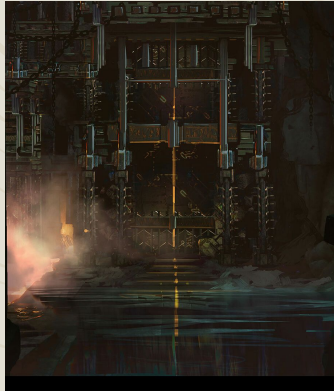
Exit the Prison

Only one way out



Obj 13. Exit the Prison

1. The only way out that is possible is to go through the front
2. This requires you to fight through any guards that you didn't apprehend earlier in the outer prison
3. Make it out to the front, but just barely



14.

Ambushed!

WHY???



Obj 14. Ambushed!

1. Barely breathing, you make it out to the front and even get a little distance between you and the prison...

Gap!

2. **Expectation:**
 - a. You (both?) made it out safely!
3. **Result:**
 - a. Another group of guards?!
COME ON!
 - b. *If you allowed Mus to follow you out, the ambush begins with a spear through his head ;(*



15.

Is that? Silvia?

What is that aura?



Obj 15. Is that? Silvia?

1. With little to energy left in you, the guards have you grounded and are about to make the final blow...

Gap!

2. **Expectation:**
 - a. Get killed by guards
3. **Result:**
 - a. Silvia jumps in, shrouded in a beastly red aura, and tears them apart to shreds

Structure Twist! A Revelation that changes everything

1. Silvia clearly knows more about the powers than she had revealed – *What else is she hiding?*
2. No strength to escape, so you have to hear her out → **Level 8**





Arigatou para
listening desu

The image features a dark blue background with a radial pattern of fine lines emanating from the center, creating a starburst effect. Scattered throughout are small, solid yellow circles of varying sizes, resembling stars or dust. The central text is in a white, elegant serif font. Above and below the text are symmetrical, ornate flourishes in a light cream color with yellow highlights, featuring intricate scrollwork and a central floral-like motif.

Thanks!

Do you have any questions?

youremail@freepik.com

+91 620 421 838

yourcompany.com



Please keep this slide for attribution

CREDITS: This presentation template was created by **Slidesgo**,
including icons by **Flaticon** and infographics & images by **Freepik**

