



# Worldbuilding Design Document

Ely Diop

## New San Francisco - Logline

"**Creatures and cryptids** from folklore and mythology that used to live in their regular habitats, now have to live together in walled cities around the world designed to keep them in by humanity. In **New San Francisco**, North America's **creature city**, many creatures from mixed cultures and places long for freedom as they have to make do with what they have in their day to day lives."

### Gameplay Scenario

I imagine this game being a story driven fighting game, where you can play as a few select characters and explore different parts of the cities where you might potentially get into fights, using the varied abilities of the different creatures and cryptids that come into your party. The main party mainly consists of young and rebellious creatures with different fashion and aesthetics come together to hang out around corner shops and old playgrounds. Upgrades and items can be purchased at shops with themes like trinkets, stickers and other things teens like to collect. Several food places run by weird creatures from different cultures can be eaten for a boost of your abilities in combat. This way, the player feels like theyre actually a creature living in this city and interacting with its other citizens.



## Keystones

### Market/Festivals

Every week or so, a festivals or markets will be held in different areas of the city, where creatures showcase and share their cultural food, art, clothing, or magical artifacts.

### Dragon Blood

A drug like substance that enhances abilities in an extreme way, used by creatures to fight eachother in underground arena's but has negative after effects.

### Music genres

Many strange new music genres have emerged in the city, influenced by the creatures different origins. This music can be heard everywhere in gameplay.

### Mechanical Cops

It seems the humans care so little about this city, that they don't even use real humans as their police force in NSF. These robotic police officers follow a code and can't be reasoned with for that reason.

### Constant mist

In the bay area of San Francisco, a perpetual mist comes from the sea. This makes it misty and cold even during summer, where just outside of the walls its always sunny.

## Thematics

The most important thematic in the game is the solidarity between different marginalised communities.

This is implemented in every part of the game, from the shops, music, but also the major plot points and character progression in the narrative. I want to show how different marginalised communities can come together and be stronger when under a suppressive rule.

## Personal motivation

There are many personal motivations I want to incorporate in this story coming from personal experiences of feelings, both positive and negative.

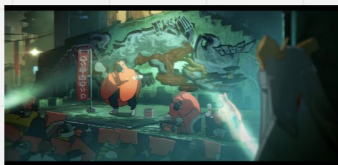
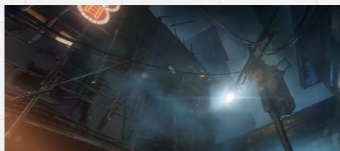
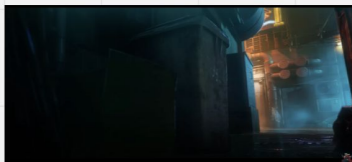
Firstly, researching and learning about different mythologies and cultures from around the world is one of my favorite things about art and history, which is why I chose to have real world mythology inspiration.

The reason I chose America, specifically San Francisco, is because I noticed many interesting things when travelling there. You simultaneously have a strong mix of cultures that live and mash together, but also very outspoken prejudice against certain groups. I want to show both these positive and negative effects side in my story.

With that, I also want to show certain experiences of marginalised cultures around the world and how they've been affected. This comes from a personal place, as I've seen and experienced some myself. The main character in this narrative is Abby, a mixed human and spider creature (Anansi) who has trouble connecting with both of her origins.

She lives in this city with other creatures that dislike her because she's part human, but humans outside the city probably hate her even more. As a mixed race person myself, I wanted to represent some of the feelings I sometimes experience living in the Netherlands. Although representation of for example Africa is amazing, it is rare for me to also find media that represents the specific experiences of being from 2 different cultures.

# Moodboards



# Sample 1 - Character and boss design

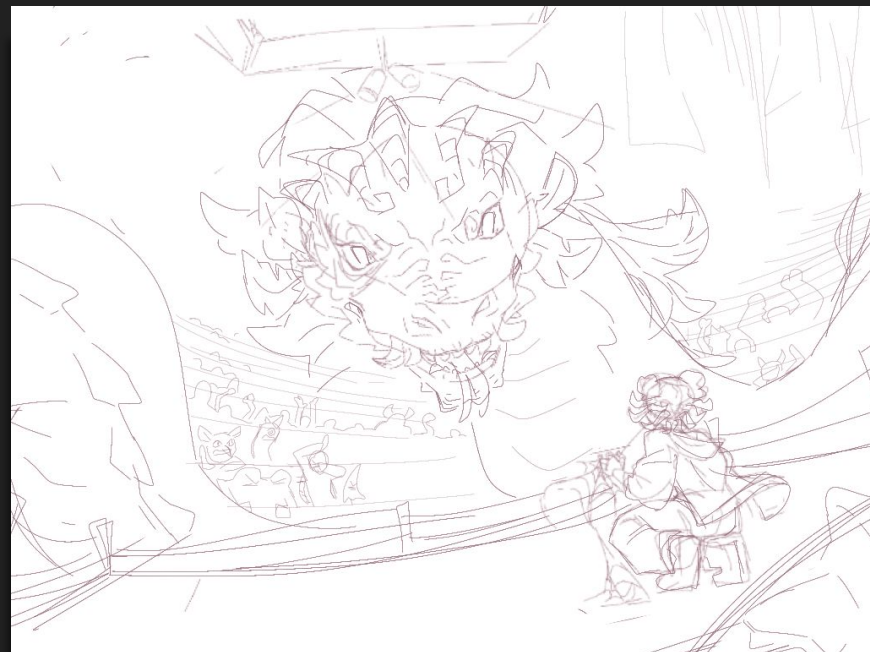
Abby



Quetzalcoatl

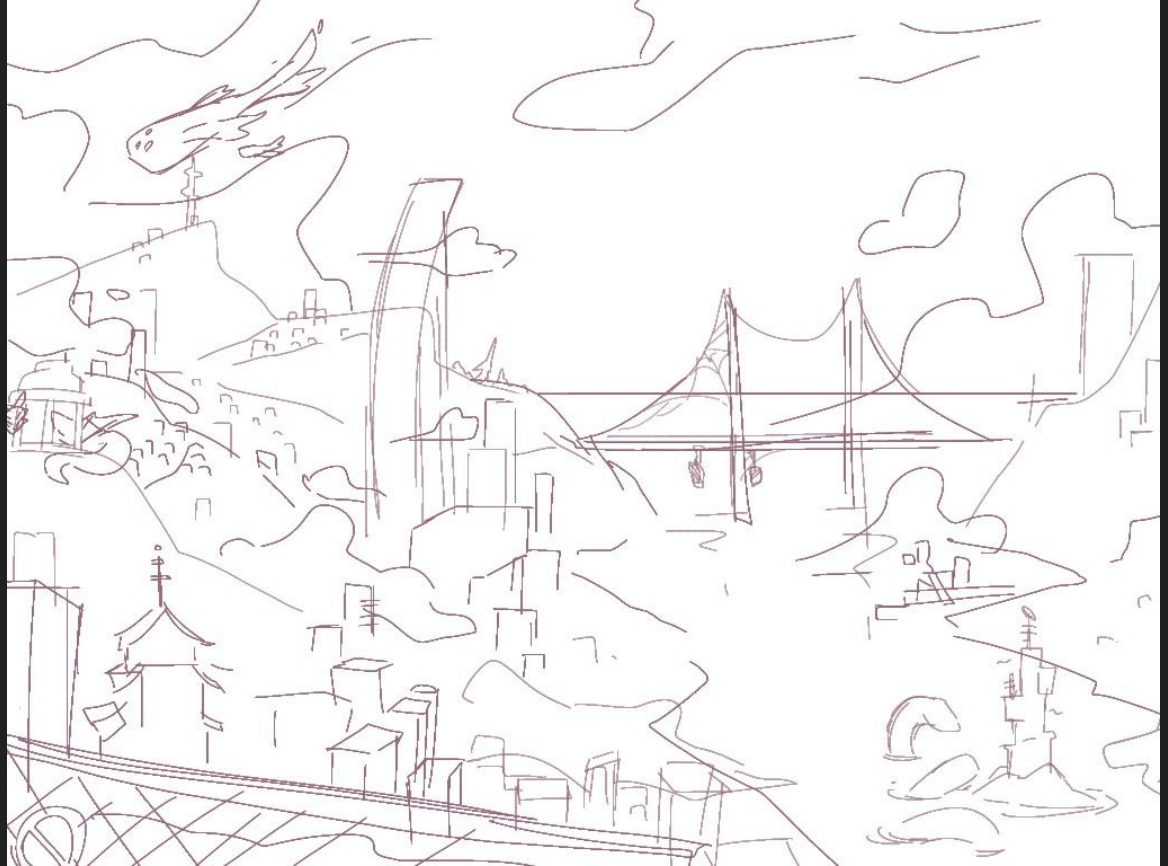


Quetzalcoatl Boss fight



# Sample 2

Map level design of  
New San Francisco



# Appendix

Used images from

Zenless Zone Zero

Eve music video - いのちの食べ方