

Firebrands

Concept Proposal

High Concept/Premise

An elven princess fights a demonic empire in this interactive narrative adventure. As a leader of the rebellion, you will need to build relationships with your troops, friends, and love interest to work towards the “true ending” of the story. Each ending returns the main character to the start of the story, with each route containing different characters, locations, choices, and outcomes, but none of them have a truly happy ending. To break the time loop, the player character must take experience gained in the other routes to achieve the “true ending”.

Genre and Target Platform

A dark fantasy visual novel targeting PC (Although Nintendo Switch and PS4 are also popular platforms for visual novels). The visual novel medium works best for this form of storytelling. A visual novel is an interactive narrative, typically featuring player interaction with the game in the form of dialogue and action choices. The game generally features 2D sprite art, but more recent games also incorporate animation, 3D characters, and cutscenes.

This game will be of interest to those interested in Visual Novels and a nuanced take on traditional fantasy. Dark and mature themes (Violence, Sexual Elements, Slavery), makes the game best for a mature 17+ audience. The dark subject matter of the game may prove upsetting to some audiences, and proper warnings will be needed.

Narrative Game Goals

The wide cast of interesting characters is the main draw of the game. Ideally, the player will come to care for the characters through their gameplay experience. Reaching the “True Ending” should become the primary motivation for the player, as they will ideally wish for all of the characters to be alive and well at the end of the game. In addition, the multiple routes provide

the opportunity for new and different interactions with characters, encouraging a wider playthrough. Each route will take the player to a different location in the world, encouraging the player to see all that the setting has to offer. The “true ending” of the game is the longest, with the player returning to each of the locations with their memories of the previous routes instead. The true route results in the survival of most of the cast and the victory of the main characters, in addition to a happy romantic end.

The player’s major interaction with the game uses branching choice trees, with the player making dialogue choices, as well as picking certain character actions and tactical decisions. Players will be given a certain amount of control over the routes’ endings, and can alter their gameplay experience through their in game choices and dialogue options. Ultimately, players will have to experience all three main routes in order to experience the “true route”, so player choice must be somewhat restricted.

Main Plot

Following the defeat of the demon lord Natis, the world of Draco Major entered into a time of peace. The Human hero Gunnar Drake, having helped defeat the Demon Lord, married the queen of the elves, effectively merging the Kingdoms of Natatia and Elevia together. However, in a failed attempt to extend his short lifespan, Gunnar found himself possessed by a fragment of the Demon lord. The hero had become the very thing he had once helped defeat. The possessed Gunnar killed his wife, but failed to kill his young daughter, with the girl escaping. Gunnar spread the demon’s curse to other humans, enslaving the elven race and expanding the nation of Natatia to most of the known world. Ten years later, Natatia controls most of the known world. However, the Natatians never did find the lost princess. The princess Elvanna Drake escaped with two of the remaining elven nobles, Thalmir and Tethyr Syan. The game’s

story begins with Elvanna capturing the city of Glassburg, beginning her rebellion. Finding new friends and allies, Elvanna takes on the Natatian empire, attempting to take down the demonic king, the thing that used to be her father. Along the way she must manage clashing personalities, make life-changing decisions, and maintain her romantic relationship with the mentally unstable Tethyr.

Pillars

- Multiple routes work towards the “true ending”, which includes the fulfillment of the romantic subplot and the prevention of certain narrative deaths
- Large cast of unique characters drive the narrative
- Subversion of familiar Fantasy Tropes to create a unique dark fantasy setting

Unique Selling points/Features

- Visual Novel platform allows for Greater Player choice and interaction with narrative
- Draws from historical themes of rebellion, slavery, and imperialism. Each location in the story draws from different historical time periods.
- Exploration of Mental Trauma and Relationships, with a focus on how trauma and lived experiences impact relationships
- 3D Characters and Cutscenes that are unusual for a visual novel. World and character design draw from Medieval and Victorian styles.

How the Game Functions: Visual Novel Flowcharts

Visual novels with multiple routes tend to have a massive amount of content, each with branching routes. These branching routes can even have multiple endings. For example, one of the most popular visual novels, Fate/Stay Night, has three distinct routes. Most visual novels base their routes around Romantic relationships. Fate follows this trend, but each route is remarkably different. A full route flowchart for Fate can be found [here](#). Typically, players of

visual novels will wish to play all routes the game has to offer, as long as the game grabs their attention at first.

<https://imgur.com/gallery/M5iUos>

Game Flowchart

