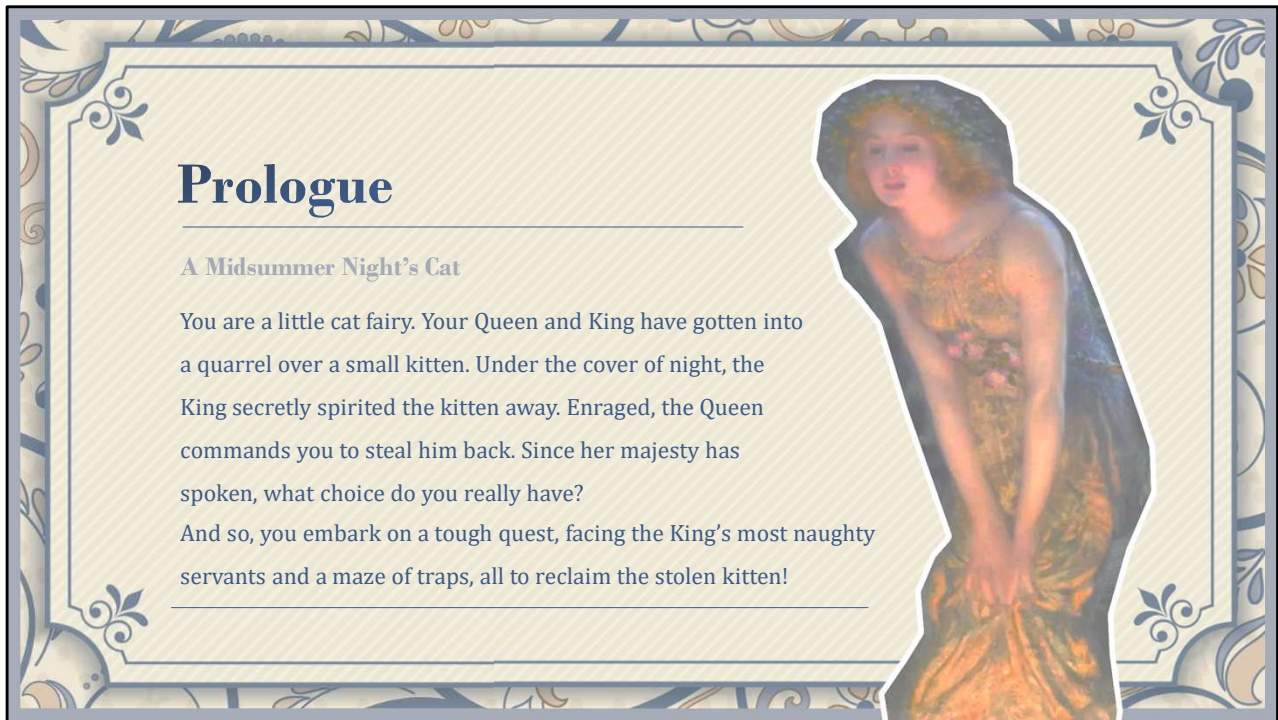






There is one theme that inspired me about this game
And speak of fairies, the first thing that
came into my mind is Shakespeare's play A Midsummer
Night's Dream, so I decided to reference it in the story.
Because of the setting in the play, like the fairy king and queen, which
are very classic, the audience can immediately know what the story is probably a
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INSPIRATION

Part One



Fairy Rings

A fairy ring is a naturally occurring circle of mushrooms. In many legends, these rings are believed to be secret gathering places for fairies, elves, or other mystical beings. It is said that stepping into a fairy ring can transport a person into the fairy land, bring bad luck, or even cause time to pass strangely. The rings are often associated with dancing, magic, and fairies.





Basically, a collection of mini games

Main genres would be puzzle solving and memory matching

Pillars of the game would be: ↑

Because of a fairy-tale-

like storyline would be very simple, so the major focus of this game would be the gameplay and the relaxing play experience.



Here are some of the mini games that I would use as bases.

The game loop would be as

simple as solving the little puzzle and then reaching the happy ever after ending,
like most of the fairy tales





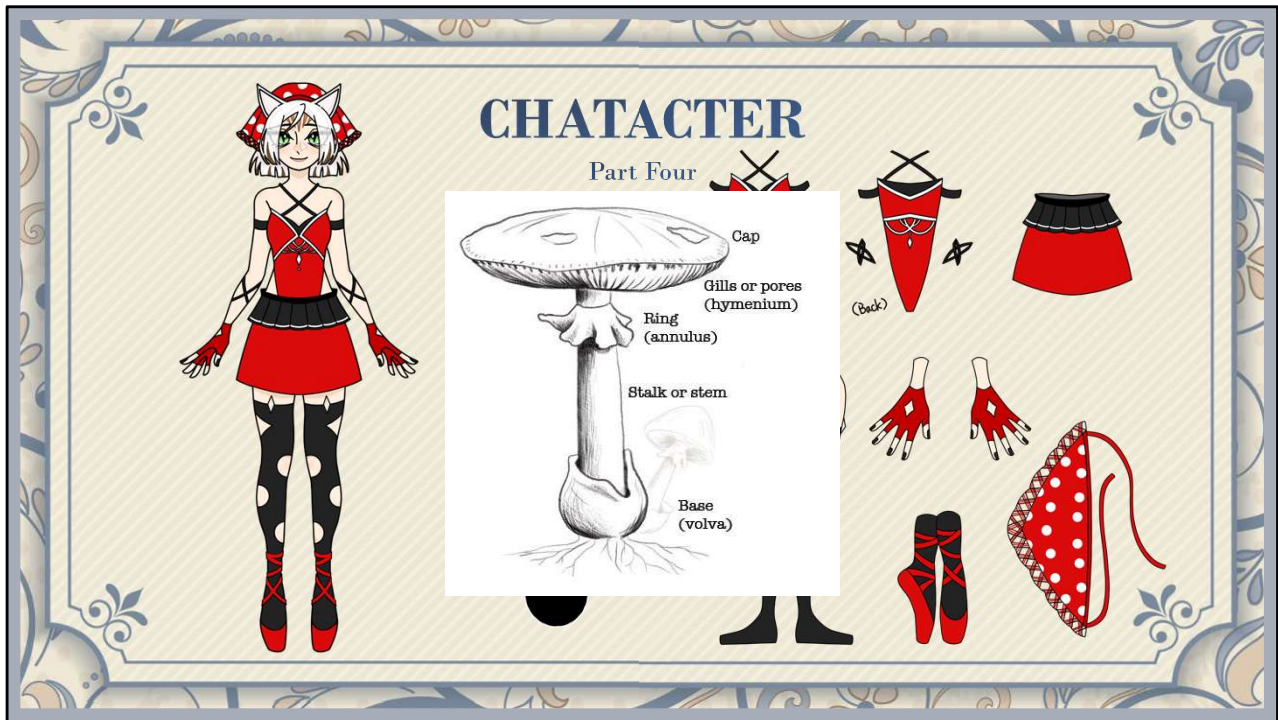
Because this is a fairytale-
like game, I want to make it more like children's picture books,
which display two features (next page)



There are some books that use fabric to explore kids' tactile experiences, which I found really interesting. In-game, it can be manifested as a combination of color blocks and stitching marks

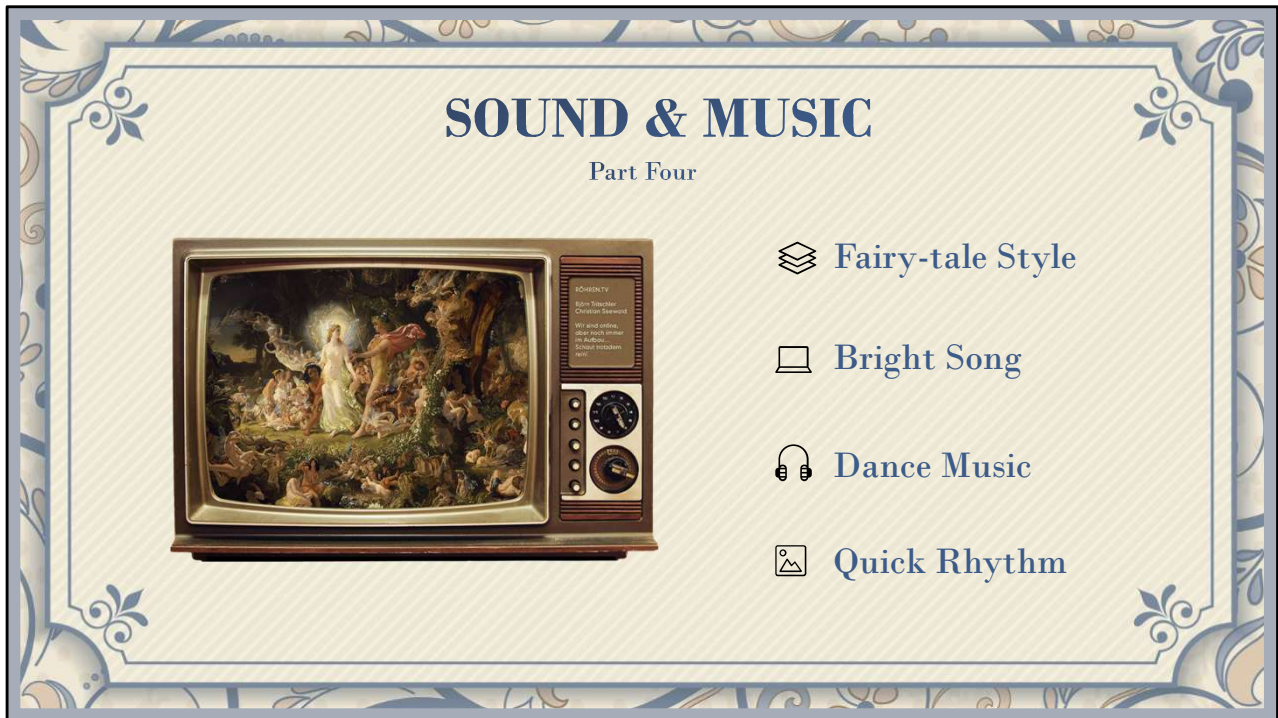


Also, because the fairy rings are always related to dancing, I chose to use ballet as an inspiration, combined with the mushrooms and a classic fairy tale character, the little red riding hood.



The reason why I choose cat as the origin of the characters is that fairy tales always use fuzzy animals as main characters, and cats are cute. So here is the character's concept. The dot pattern on the clothes is designed to resemble the mushrooms, and the hairstyle is inspired by the ring of the mushrooms.





I haven't decided what the exact sound effect will be yet, so I just listed some of the key words of the music I want to use in the game, and there are some examples.

SOUND & MUSIC

Part Four



- What Angel Wakes Me
- Titania Theme(FFXIV)



- Mushroom
- Enna Alouette



- Ghost Dance
- Kevin Olson

Thank you

sl1c22@soton.ac.uk



@SURI_WINNIEF