Of a Feather

A Story-Based Exploration Game

Story Overview

OF A FEATHER

You play as a crow who has lost its feathers and is unable to fly. In order to regain your ability to fly, you must talk to people and listen to their stories. In learning their experiences and doing small quests for them, you will be given a feather.

When you gather enough feathers, you will be able to fly away and win the game.

Theme

LET THE STORIES OF
OTHERS GUIDE YOU

What characters would we interact with?

DIVERSITY

Focus on characters who are POC, LGBTQ, and underrepresented in the games industry

FANTASY

Animal-people, or otherwise fantastical characters to create a playful atmosphere
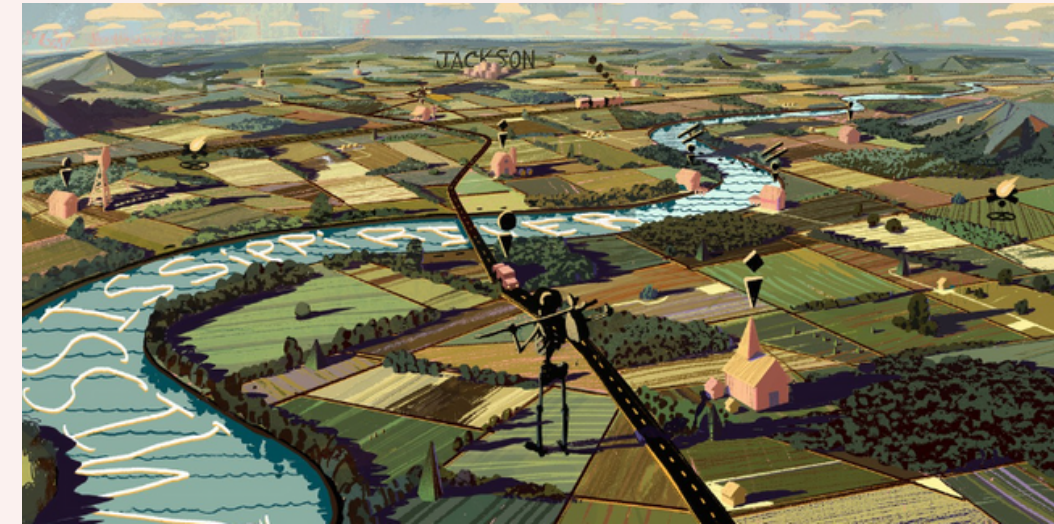
DIFFERENTLY ABLED

Characters with disabilities or limb-differences to be inclusive of all experiences.

Gameplay

2D AND 3D

Inspired by the game *Where the Water Tastes like Wine*, the map would be 3D and explored through traditional WASD controls.

When interacting with characters, we would switch to a 2D style, and character's stories would be told through illustrations with an emphasis on sound and art.

This would play to our strengths as a artist heavy group.

Possible Mechanic Ideas

COLLECTING HATS

The player could collect hats or another wearable items on their journey to customize their crow.

ADAPTING MUSIC

Music would initially be a single piano melody, then would gain more instruments as the player gains feathers.

FLIGHT ABILITY

Flying ability would allow player to reach higher areas of the map, thereby unlocking more characters as you progress.
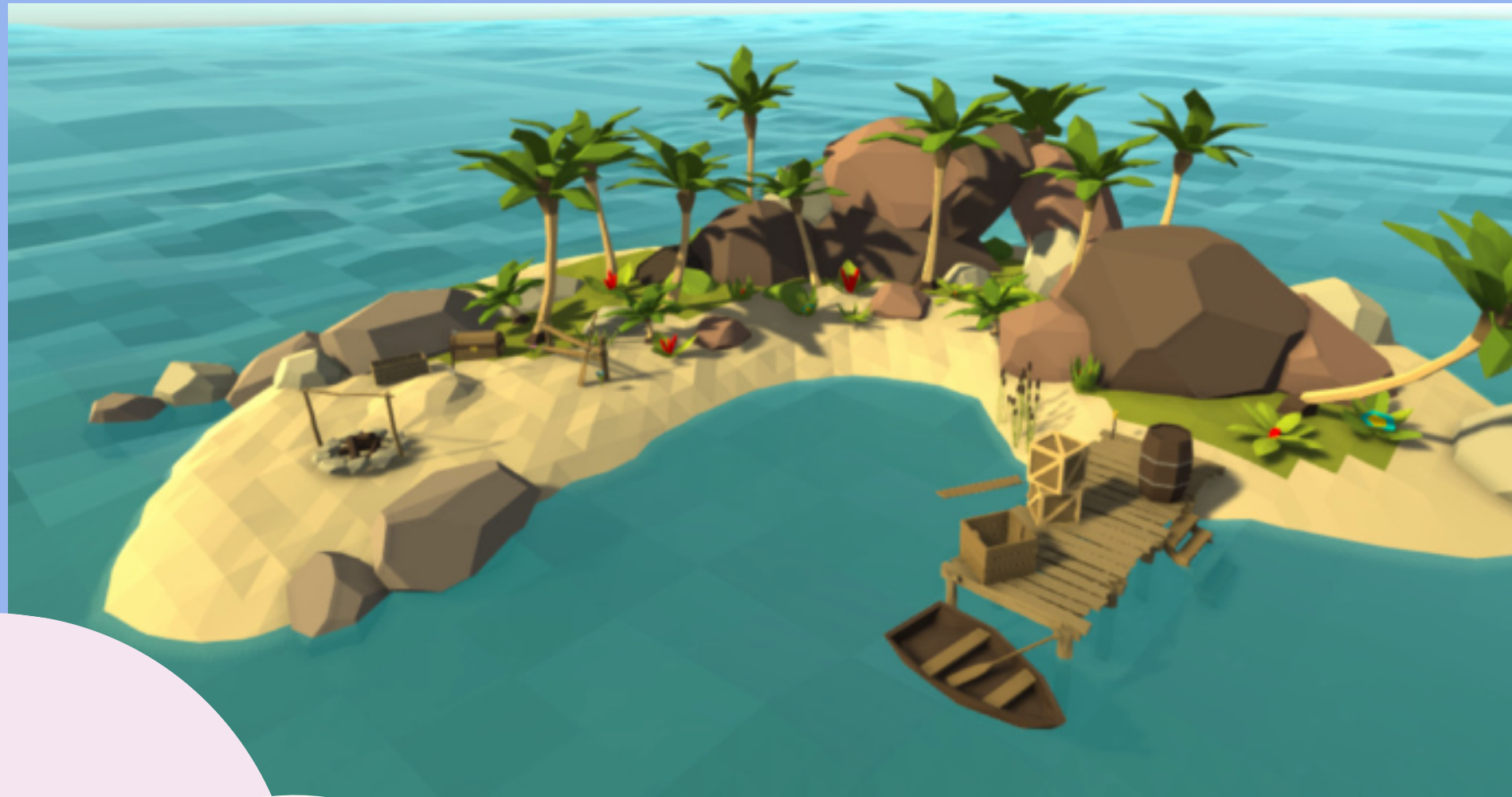
SHINY SIGHT

The crow can spot shiny things from afar, and uses it to find collectables and people to talk to.

3D Inspiration

Low-Poly offers shorter development time

2D Inspiration

Emphasis on sketchy lineart

Concept Art

Collected feathers

Plateaus unlock with flight ability unlocked

Kro

Character Style Example

Character Concept Art

→ easy-going

→ Learnt fishing w/ her Grandma as a kid.

→ Got back to fishing ever since she argued w/ her closest brother.

→ wishes to reconnect w/ him

sidequest: platforming challenge w/ glidin mechanic

ref: wind waker

What is your impact thesis?

OF A FEATHER

Of a Feather is about learning to grow through the experiences of others. In line with the theme of voices, this game is about listening to those voices and how one can learn from them. We hope to teach our audience about the importance of listening and relating to people who have different lived experiences.

Of a Feather is story-based and targeted towards cozy players, but can appeal to all age groups and player-types.