Touhou: Kosuzu's Adventure

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CONTENT

# Introduction

Story Background

**01** Based on "Touhou Project"

02 Main Character(Kosuzu)'s adventure during finding her good friend

Gameplay

Platform Jumping
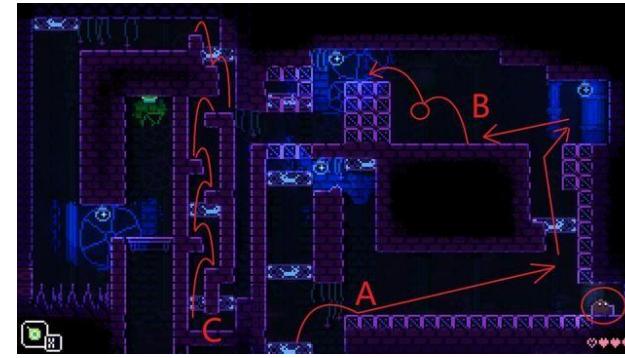
Puzzle Platformer

(no enemys no killing)

Passing Levels

->clear all levels to win

Ideas

Character

Stand

Run

Jump
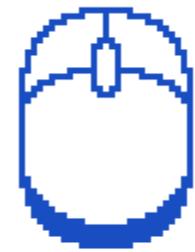
**Aim**

Scene Design
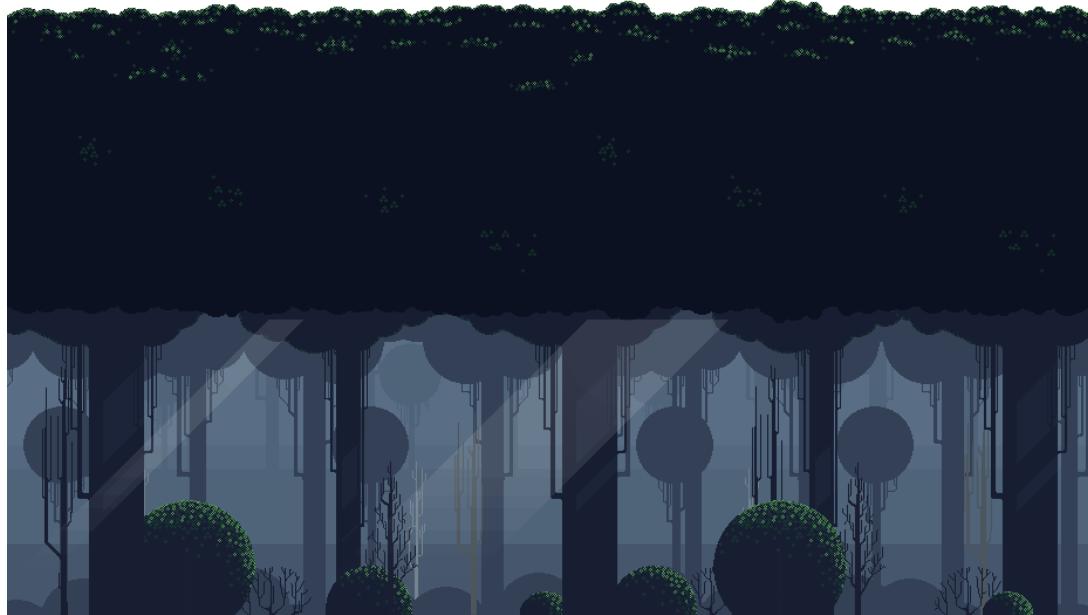
Forest
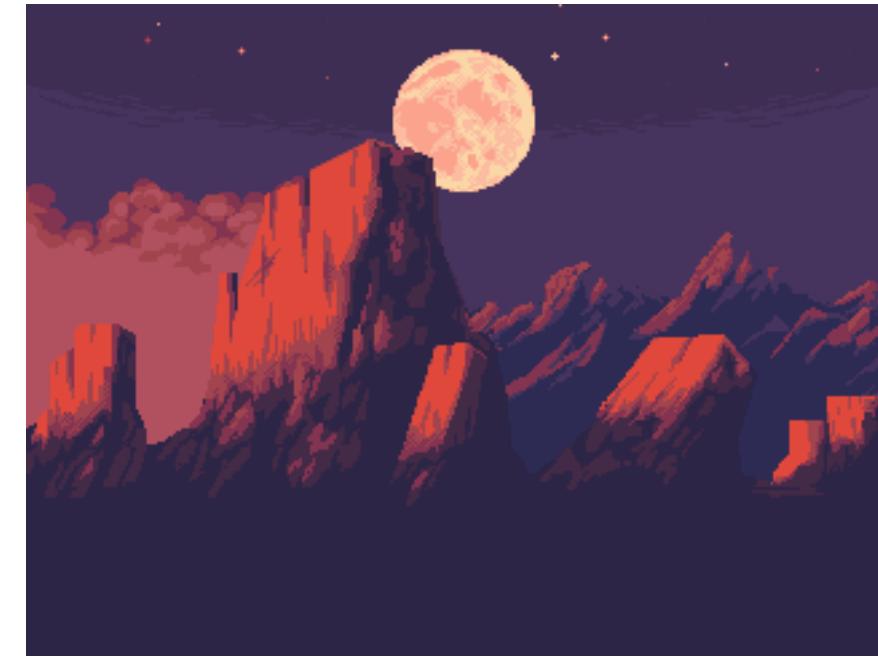
Mountain

Scene Design
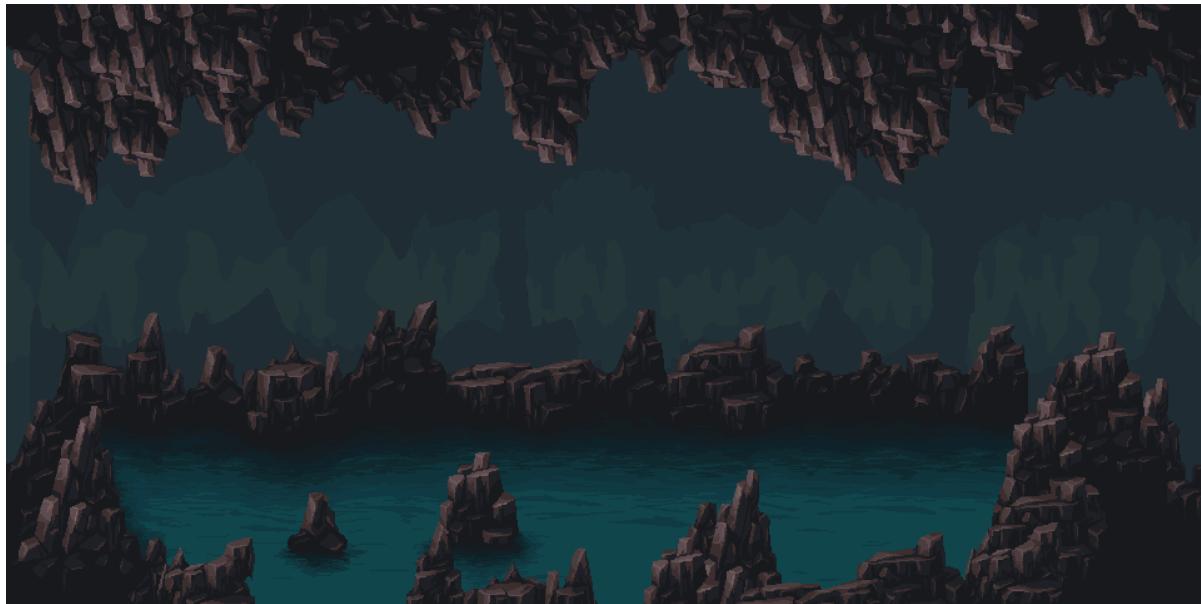
Cave

Sky

Innovative Ideas

Key resource managing

Portal transferring

Time reverse

World line crossing

1

2

3

4
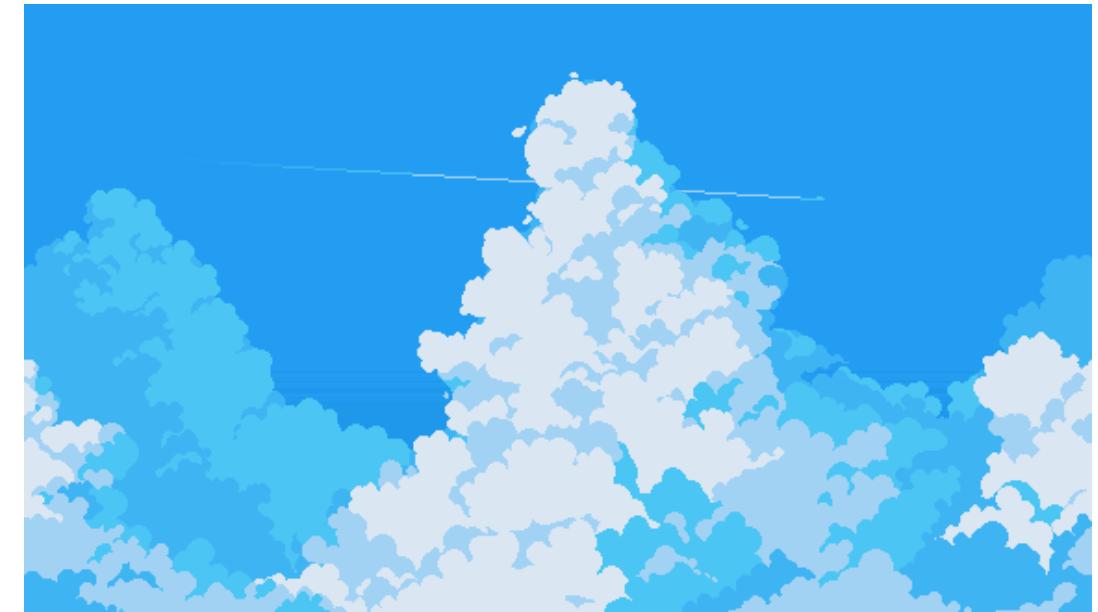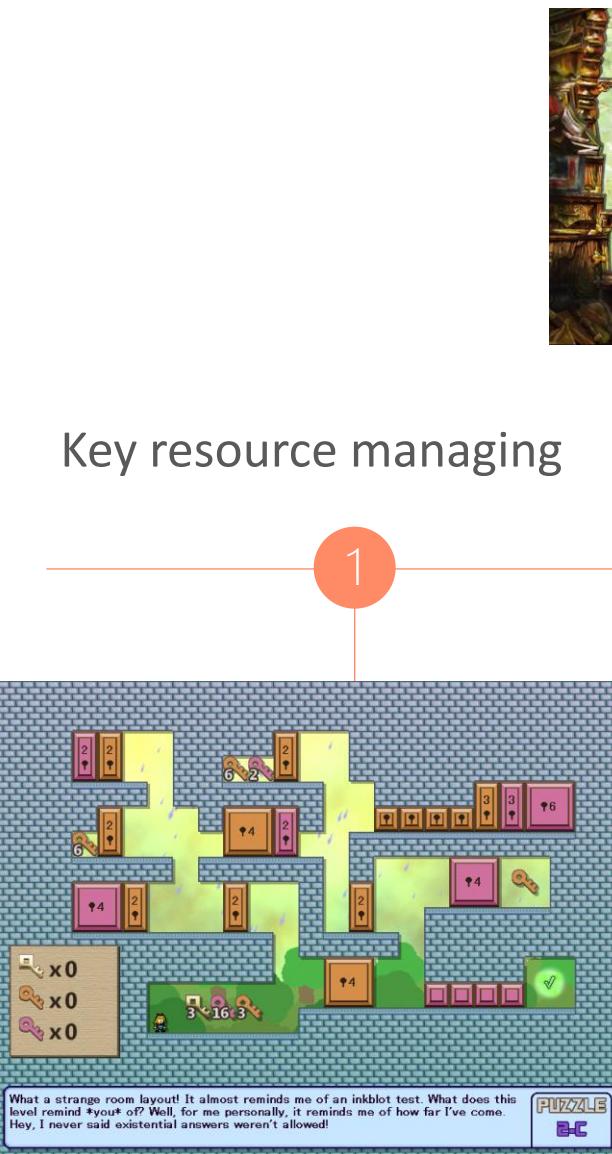
Level Design
(Tutorial)
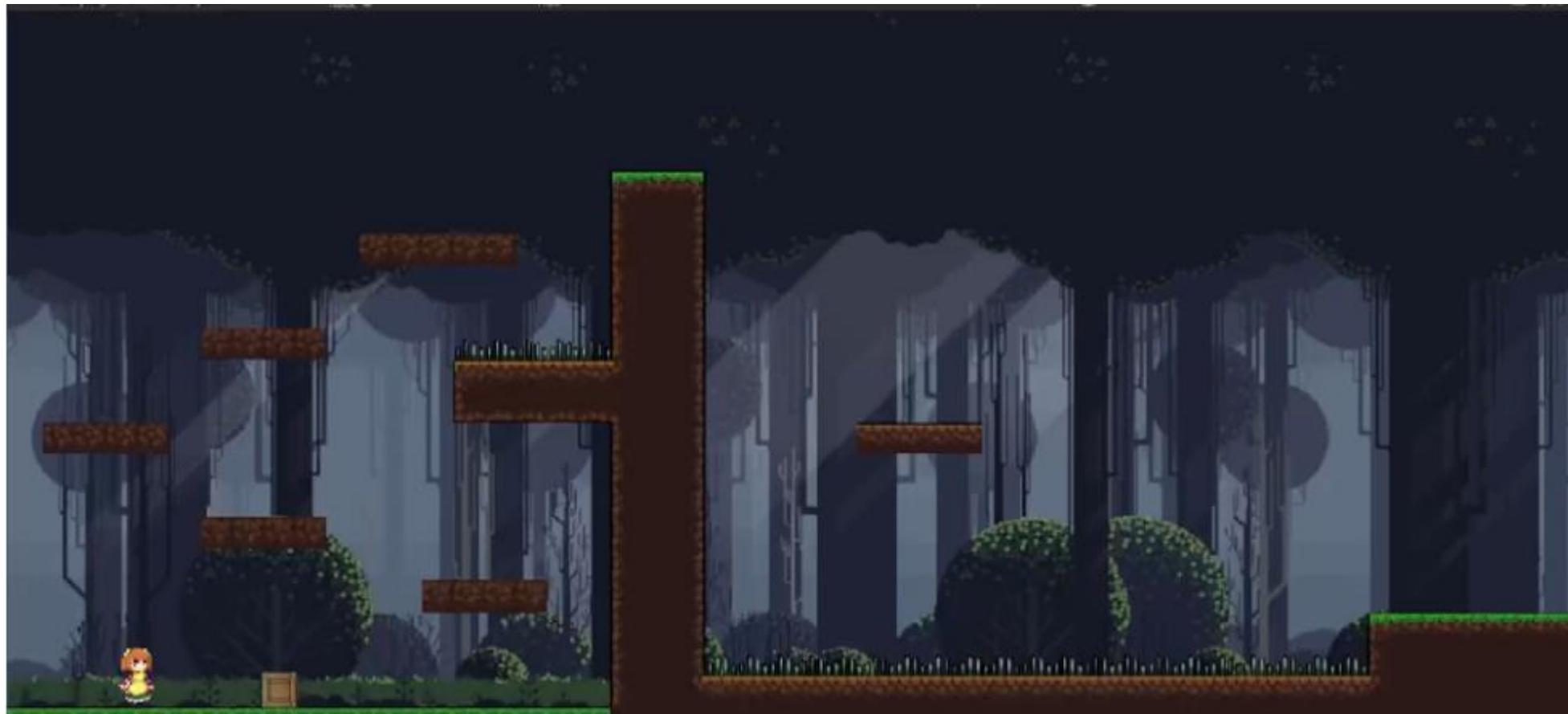
Level Design
(Portal)
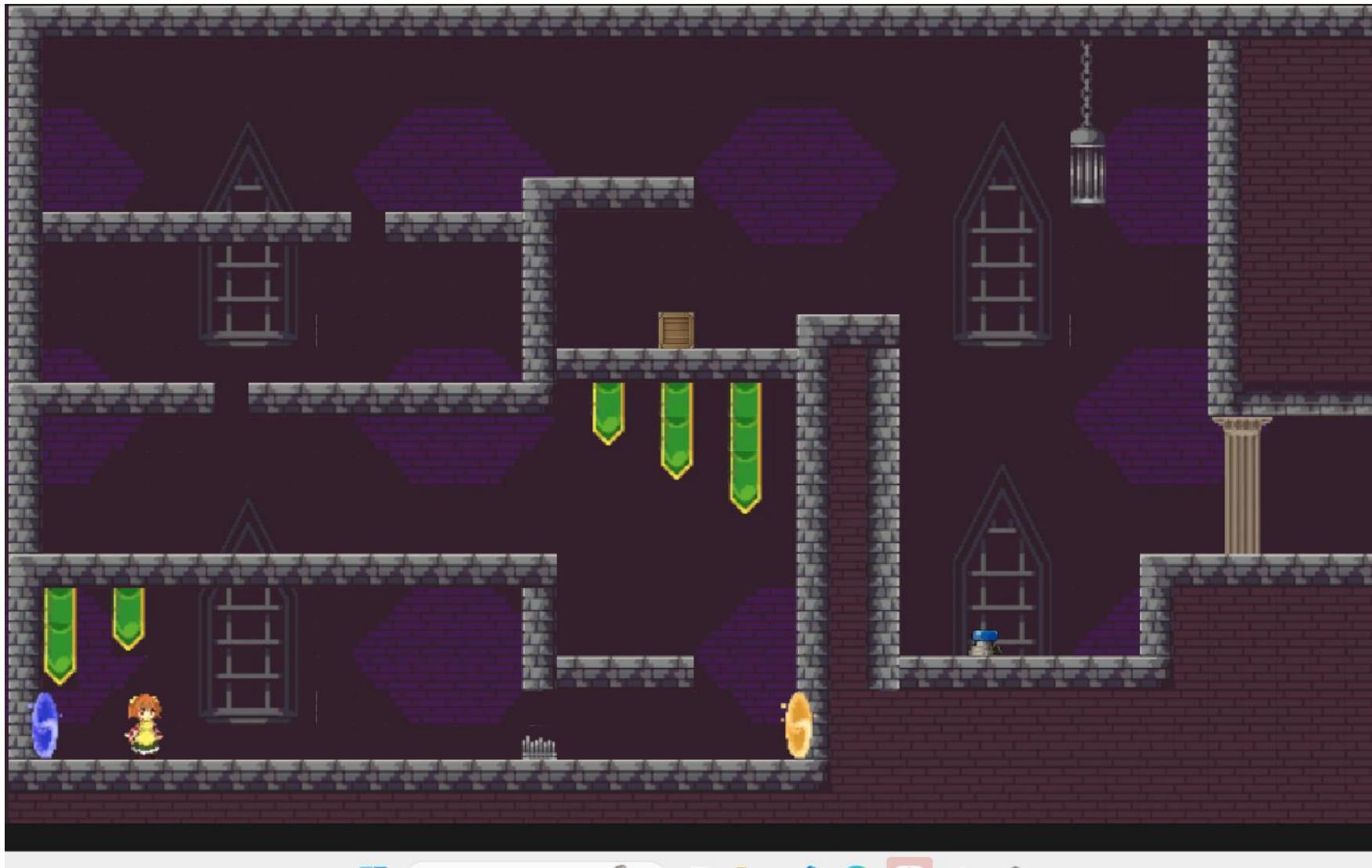
Challenges

Ideas to Realization
(Time reverse)
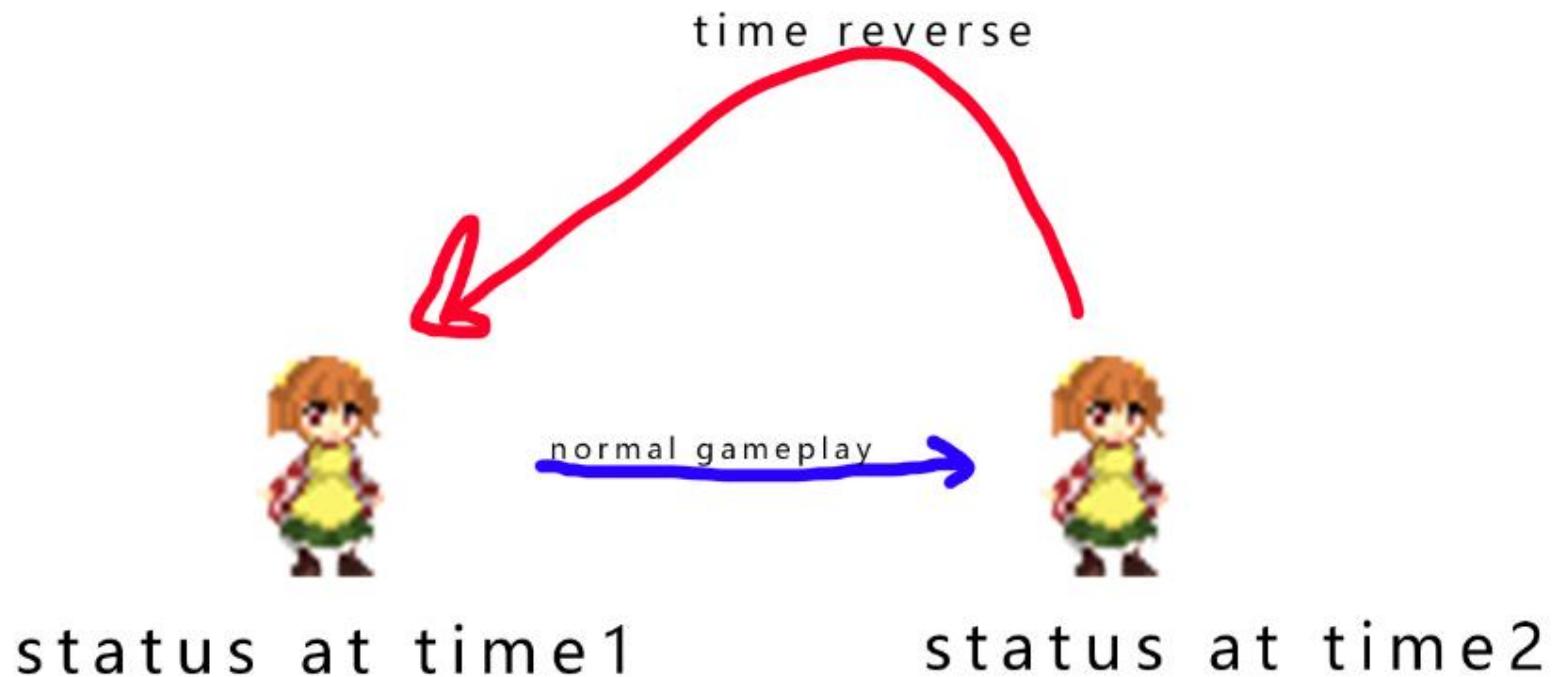
Ideas to Realization
(Portal)
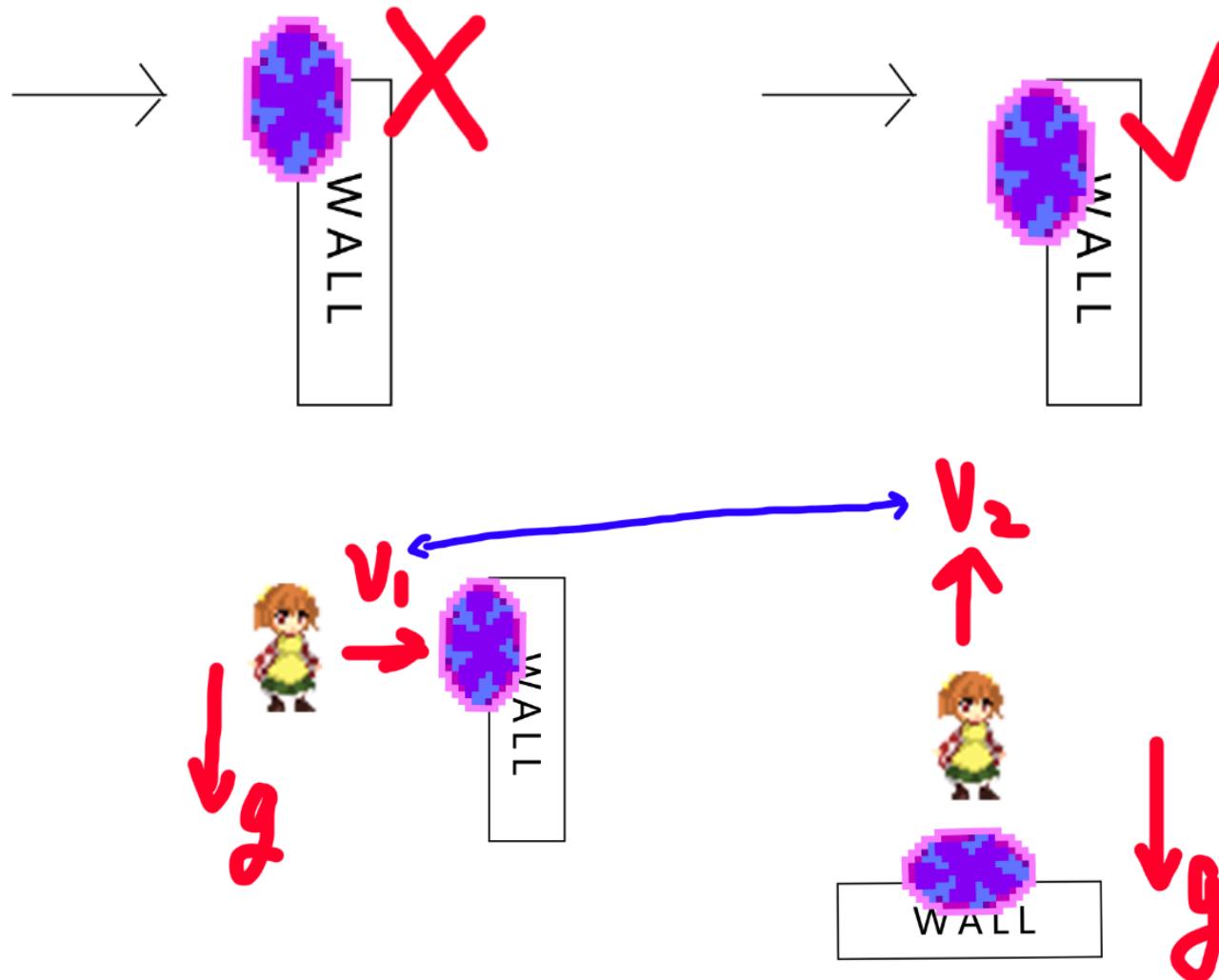
Ideas to Realization
(Worldline)

World 1

World 2

Two world same position

Two Scenes
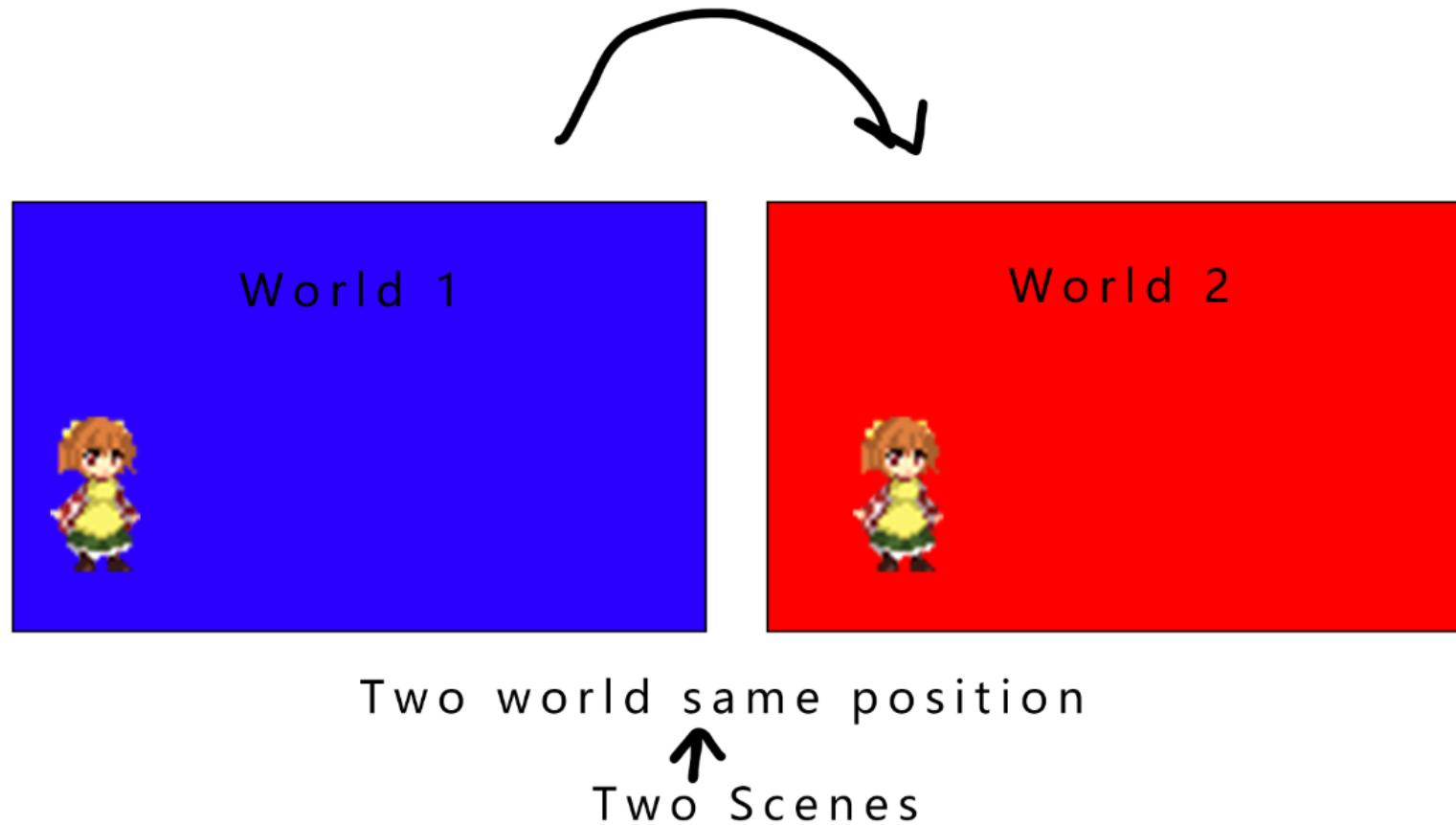
Goals

Goals

- Realize all the ideas we mentioned (some of them are "a little bit" difficult to deal with)
- Use the art and music to attract our players
- Use our creativity to build challenging levels so that players want to continue playing
- Tell a complete story in our game
- Player will be immersed in our game

THANK YOU