



# Trip to the Redwoods

Vol.1

## LOG-LINE:

A chilled weekend in the woods becomes an extraordinary surviving experience when May ignores a guide of wild food foraging.

## SYNOPSIS:

A young adult, May, decides to go camping in a solo adventure weekend. His roommate gives him a guide book about wild food foraging eating. He drives around beautiful scenic California nature. He transpasses multiple camping spots until he gets deep into the woods. He quickly sets the camping in an unusual but beautiful area surrounded by sequoias trees. He decides to give a go to the beginners guide of wild foreign eating. He skips the warnings and jumps to the pictures looking for something to try. He tries a strange fungi that blacks out the whole scene.

Next day arrives. While trying to cook he starts hearing a voice. His world turns upside down when he discover that the voice is coming from a bird (Steller Jay) that is talking to him. Matt starts to experience changes in his body senses and the way he perceives the world. Time isn't clear as the forest covers most of the day light. The bird becomes his friend and guide to understand this world. He develops new skills that helps him to survive as he progress in the story. Matt's decisions define his path, relationship and skills. He has to overcome obstacles by completing missions and defeating enemies. The adventure finalizes when he finishes exploring and understands the source of the fungi that puts him on the trance.

## POTENTIAL MARKET AND GENRE STATEMENT:

Trip to the woods, is a role-playing action-adventure game. Players gets immerse in the world in a 3er person game play. Making decisions affect the narrative of the story.

(M) Mature. Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, sexual content and/or strong language.

Console: Play Station, Xbox and PC. High Quality Graphics.

Game references: Witcher 3, Ghost of Tsushima, Final Fantasy 12, Uncharted 4.

## LOOK & FEEL

### THE WORLD

Inspired by California redwoods and lifestyle. The vision of the world is a dreamland type. It takes place in 2017, at the redwoods in California. Players will experience exploring a world with huge trees that makes them feel tiny and minute. Nature is vibrant and contrastive. Animals are around, but it hard to find them as they become part of the nature it self.

Flora and fauna. This landscape is full of sequoia trees, different types of fungi, big and small plants and herbs. Animals are part of it. Some of them hidden, some other almost one with nature. A whole world of living creatures. It will interact with players in different ways: as a benefit, as a quest, able to speak, challenge or enemy. The place has its own micro climate. Sometimes wet and sunny, sometimes foggy and spooky. Not too cold, not too hot, but better be covered. Rain doesn't really pass trough, as the big trees become a roof. Sun light shows paths and clear



Images for reference.

## LOOK & FEEL

areas. Light comes through as the nature lets it.

Color are very contrastive. Around the areas that the sunlight doesn't touch will be dark and mysterious.

Worlds references: Final fantasy 12, Uncharted 4, Alice in wonderland, Avatar, Witcher3.



Images for reference.

## LOOK & FEEL

### MAIN CHARACTERS



May: the California dude stereotype. Laid-back, chill, down to earth and easy going. He's frustrated with life as he's trying to find some meaning. Close to his 40ish. He likes adventure and dreams about the future. Struggles finishing projects as he deals with some sort of impostor syndrome. He likes going near nature to distract from real life duties. He's very sarcastic and direct. Uses mature language. Wears sweat pants.



Jay: Happy, Cheeky and book smart. Very knowledgeable and curious. Has its sh\*\*t together and brags about its uniqueness. Curious about humans. British accent.



IT: Controls and balances everything. Multi-face. Non-gender specific. Neutral voice. Brings life and death.

### RACES



#### RACES AND CHARACTERS:

Races are inspired by Flora and fauna. Different areas shows different characteristic and details on species. Some of them are more conservative than others.

May is the only human, but as the story flows he'll be able to decide where he belongs.

### ITEMS



#### WEAPONS:

Flora and Fauna inspired weapons. Similar to early human weapons. Each race has its special own.



#### MAGIC & POTS:

Magic can be learn and give you special skills and power.

Pots can be created to heal and give extra power.

Images for reference.

## PROTOTYPE / INTRO

### CINEMATIC SCENE

May starts having a conversation with Jay (the bird)

The world around him starts to change and become a new picture with distorted forms and new colors around nature. Jay guides May telling him about this new world which looks beautiful but hides dangerous challenges. Jay offers help in a change for the snack.

May is in his first quest to start exploring the forest and find the way back to normal safely.



Mock-up for reference

## PROTOTYPE / INTRO

FIRST QUEST. LEARN AND PLAY.

Exploring the woods path:

Quest: Frenemies?

May runs into a swamp wolf. As Jay says: they're very knowledgeable about minerals and other sources of energy. They're not friendly, but they may be a sort of negotiation. They're interested on May's hair. Players (May) need to decide if give up some hair to start an 'OK' relationship with the wolf or denied and fight.

- If yes... May can heal around swamps.
- If denied and managed to win... May has a healing potion that works for healing or making new potions. This path will make any swamp wolf attack him.



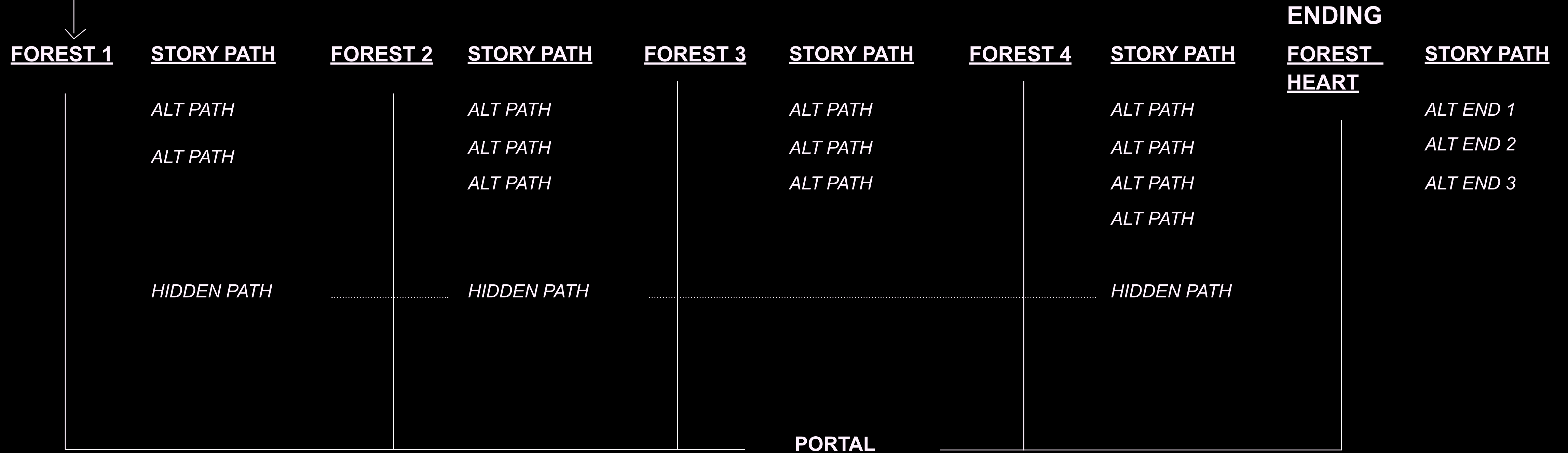
Mock-up for reference

FLOW CHART:

**CHAPTER 0  
CAMPING**

'Explore & Learn'

Setting up in the game world. The story starts and players learn while playing.





THE END