



Astra Upon Illunis

Pitch Document



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Executive Summary

Astra Upon Illunis is a Steam-released 2-D narrative-focused visual novel game about a powerful being called an Astra being cast from his home on the higher plane of Illunis and learning through the kindness of others to trust himself and humanity again. Players will focus on interpersonal relationships along with picking the right narrative choices to get “good ends” versus “bad ends”.

Audience Analysis

Astra Upon Illunis is definitely somewhat of a niche genre. Because of this, it will bring in a specific type of player that loves visual novels and interesting narratives and characters above all else. For example, players of games such as *The Arcana*, *Mystic Messenger*, and Japanese visual novels such as *Clannad* and the *Fate* series will very much enjoy this game.

Because gameplay is not necessarily a huge draw for *Astra Upon Illunis*, we will want to emphasize the narrative and characters above all else, but we should also emphasize the smaller mechanics necessary to enjoying a visual novel such as bookmarks, save slots, different text advancement options, and possibly different languages.

Also important is the emphasis of strong visual aesthetics.

Story

Astra Upon Illunis begins when Philotheos, a powerful being known as an Astra is cast from the plane on which the Astra live: Illunis. He has been arrested for taking a specially made bow and arrow made with the express purpose of killing an Astra and handing it over to a human. Although he committed this act with his twin brother Gideon, he is the only one who has been captured while Gideon is the one who has escaped.

Philotheos's tie to Gideon is severed by the Astra who arrest him and he is cast to Earth with no memories of his past life and no voice with which to speak. His appearance is also altered at this time and he appears monstrous to the humans that he once loved. Shunned from both humanity and the Astra, he becomes reclusive and vows to never interact with humans again.

Meanwhile, Gideon is working on an invention with the humans: a somewhat shoddily made android named Matthew.

Matthew comes to crash into Philotheos' home one day after running out of battery and the two become tentative friends. From there, the two learn from each other, and Philotheos meets many people and learns to become kinder and more trusting.

Characters

Philotheos (Player Character)

Philotheos was once an Astra who loved humans and had empathetic powers and with a supernatural bond to his twin Gideon. Stripped of his powers and his memories, he has taken on a monstrous appearance and doesn't trust anyone due to having been shunned by both humanity and Astra themselves.

He has become cruel over the years and distrustful to say the least. He has kept to himself for years and years, surrounding himself in forestation and living in the most remote place he can find.

Gideon

Philotheos's twin brother. Possesses sympathetic powers and currently possesses the arrow that he and Philotheos took from the Astra. With a small but elite team of roboticists, he has created both a group of robots called the Vox and after those are all destroyed by the Astra, he creates Matthew, hiding the arrow inside of him and hoping that Matthew can be a beacon of hope for humanity.

While his twin brother possessed a love for humans individually, he loves humanity on a surface level. He loves humans as a whole, but does not care particularly for you as an individual.

Matthew

Matthew is a highly intelligent but somewhat naïve android made from the scraps of the previously destroyed Vox androids. Because of a shortage of supplies, he is somewhat of a hodge-podge and has various unavoidable issues such as running mostly off of small rechargeable batteries and solar power. Through a series of magnets, he is able to fly, and delivers mail in this world that has recently lost the ability to connect to the internet.

He has a small pair of wings, but they do not actually serve any function.

He has a particular fascination with space exploration and talks a lot in order to better round out his AI. Because the previous Vox's memory stores were destroyed, his intelligence lacks in various ways that he must learn through interacting with others.

Inside of Matthew's machinery hides the shattered remains of the arrow Philotheos and Matthew stole.

Gameplay

Gameplay will be entirely narrative-focused.

Because this is meant to be a visual novel, there will be no combat and no other sub-menu mechanics. It will consist of longer passages and dialogue scenes. The player will be able to bookmark, skip ahead, and speed up the text.

Eventually the player will be faced with various choices that will either hinder or help their playthrough, leading to good or bad ends. These choices will mostly deal with how Philotheos interacts with the people that he meets, but can also be as simple as the sort of store he wants to see with Matthew on a particular day.

Locations

Illunis

This is a higher plane that most humans believe to exist just above what we can see of the sky. This lends well to the Astra themselves, who are simply made of stars. Humans say that there are as many Astra as there are stars, but this is simply hyperbole and very much untrue. What we would see of Illunis in *Astra Upon Illunis* would be very ancient-Greece-inspired. There would be a lot of water and sand, as well as gold embellishments, marble statues, temples with tall pillars, etc.

Allora

This is the continent on which Matthew lives, and where Gideon has chosen to hide and set up shop with his team of roboticists. It is heavily inspired by Italy and more specifically Rome.

The Swamp

Philotheos's home. This is located in an extremely remote location, deep in a forested area. Specifically he lives in a swamp that is treacherous for humans to access. Inspired by Hypnos of Greek mythology, his home is surrounded by poppies that he carefully maintains. Since Matthew is a robot, he is immune to their effects.

The Villa

This is the headquarters where Gideon has housed his elite team of roboticists and Matthew himself. Because there are so few of them now, it is simply a large villa that houses Gideon, Olive, Sage, and the 8 or so scientists that work under them.

Ephemera

A town from which Sage (the main roboticist that focuses mainly on the mechanics of Matthew) hails from. Originally it was a somewhat quiet but sprawling town, but when a theme park was built there the rest of the town grew to match it in its wonder and technology. Sealed away for fear of the advanced technology it harnesses within its walls, it was a point of contention for humans after the Astra targeted it specifically.