

GAME ELEMENTS

Universe

The Celestial, the Caretakers, and the Communion of Order

Ini-Oro is ruled by a divine being known as The Celestial. Though referred to as one being, they are, in fact, three gods named Ghidea, Ovina, and Dhathos that share consciousness with each other. They operate in perfect unison while each representing a domain:

- Ghidea Vita, the domain of life.
- Ovuna Stella, the domain of stars.
- Dhathos Tempus, the domain of time.

The Celestial has a meticulously thought out plan for Ini-Oro, known as the "Grand Design." It details the evolutionary line of every living creature and the timeline of significant historical events. The Grand Design commenced with the creation of The Caretakers, three avian Gods that each played an essential role in building the world that would become Ini-Oro:

- Altair The God of Air. He created the sky, oxygen, the sun, and the moon.
- O Deneb The Goddess of Water. She created all bodies of water and fauna.
- Vega The God of Earth. They created land masses and flora.

The Celestial and the Caretakers are the key deities of the religious group The Communion of Order. Followers of this religion dedicate their lives to studying the Grand Design and following it as a way of life, with any attempts to deviate from it being labelled as heresy. The symbol of this religion is a hand with three extended fingers, referred to as The Hand of Creation. Each finger symbolizes one of the aspects of the Celestial, while the triangle-shaped palm represents the world of Ini-Oro, with each point representing one of the three Caretakers.

The Communion of Order was founded by Drakkoan archaeologist, Onnac Loc, who discovered ancient drawings in a cave at the southern end of the world. The first drawing showed The Hand of Creation and the three Caretakers creating the world. The next one showed an ancient civilization living happily, followed by a group of Drakkoans creating a bird creature resembling Caretakers. The final image showed a large turtle creature (now referred to as the "Harbinger") falling to the earth, a group of Drakkoan soldiers fighting it, and the chaos that ensued afterwards.

Onnac Loc believed these drawings foretold the end of the days and the wrath the divine would inflict on the world if they defied God's will. In reality, these events had already occurred, and the world of Ini-Oro was the Harbinger defeated by the ancient Drakkoan civilization. Onnac Loc was correct in believing the Harbinger was an act of divine wrath. It was sent down by the Celestials to punish those who went against the Grand Design by speeding up evolution and creating birds from Drakkoan eggs. Those who survived built a new civilization atop the Harbinger, which is now unrecognizable from its original form.





Major Story Synopsis

Ini-Oro is a place of bountiful nature, populated by talking animal creatures. As time has passed, the world's technology has reached new heights. A scientist named Gama Clo-Star has created a way to enhance DNA via chemical injections called "Chimerite." The injections allowed people to achieve athletic and intellectual feats never thought possible. He even created products that can change people's physical form, allowing them to grow wings, gills, and so on. People who begin using these injections are known as "Chimeras."

A few months after Chimerite went on the market, a series of violent earthquakes shook the land, leaving massive tremors in their wake. The chasms spawned purple slime creatures known as "The Goop" that began causing chaos, sending the people of Ini-Oro spiralling into panic and grief.

Our hero, Misha, resides at Tip-Top Tree Top with his guardian, Avi. Misha lives an ordinary life until he hears a strange voice that refers to it simply as "Your Guide." The messages are unclear, however, and Misha embarks on an adventure for answers. Along the way he encounters several quirky characters dealing with their own struggles.

Eventually, Misha gets tied up in a plot bigger than he could have imagined. When he reaches the top of the Tree of Progress, he learns that the world is actually the corpse of "The Harbinger." The Harbinger is a giant turtle sent by a divine force known as "The Celestial" ages ago to destroy civilization, and those who survived built a new world on top of it. The Celestial has begun to wreak havoc again by spawning Goop from the Harbinger's body. Misha is an advanced Goop creature created from the Harbinger, meant to fuse with its core to make the Goop swarm unstoppable and capable of destroying the world. Misha also discovers that Your Guide is actually the voice of the Celestial, guiding him to join with the Core Goop atop the Tree of Progress.

Misha refuses to become part of the core Goop. He is now at war with the Celestial, who send their underlings known as "The Caretakers" to capture Misha and join him with the core by force. The Caretaker's are gods who helped create the world before it was destroyed by the Harbinger and have been resting at the Celestial's side ever since. They now possess the bodies of friends Misha met along his journey, each of whom are racked with so much grief that they feel no choice but to submit to the Celestial's will. Misha frees them from the Celestial's control.

Once all three of the Caretakers are defeated, Misha and his friends devise a plan: to regain the people's control over the world by killing God. They venture into the Tree of Progress and defeat the true core, destroying the Harbinger and eliminating the Goop for good. This enrages the Celestial, so in their fury, they erase the world of Ini-Oro. However, after his long and enriching journey, Misha's soul has become powerful enough to survive the Celestial's wrath and is sent to face them in the divine domain, the Pillars of Creation.

Misha ultimately defeats the Celestial, but with Ini-Oro erased, he has no home to return to. He realizes that it was the Celestial who was holding the world together. In a final act of compassion, guided by the thoughts of his friends, Misha takes God's role and restores Ini-Oro to its former state. He becomes a God who does not interfere with the affairs of those in the world he re-created. The people are now free to choose their own fate. Progress can continue, and though it may cause problems in unexpected ways, it can also bring great joy. We can't determine or fight against our future, but we can adapt.





Characters

Misha



• Age: 1 (10 Human Years)

O Gender: Male

Species: Strix/Goop Occupation: None

• Residence: Tip-Top Tree Top

• Role: Silent Protagonist

Misha is a young Strix that lives with his guardian, Avi. He has a cheerful disposition, as indicated by his expressive nature, and will go out of his way to help

those in need. One day, as he was waiting for Avi to come home from a shopping trip, he began hearing a mysterious voice. The voice, who referred to itself as "Your Guide," gave Misha strange and confusing hints about the fate of Ini-Oro. In an effort to find answers, Misha set out on a quest to learn more about the world.

Your Guide/The Celestial



- Age: Unknown
- Gender: Unknown
- Species: Divine Being, Supreme
- 0 Occupation: Ruler of the Universe 0 Residence: The Pillars of Creation
- 0 Role: Primary Antagonist

Your Guide is an omnipresent voice that follows Misha throughout the beginning of his journey. They give vague hints as to where to go next, eventually guiding Misha to the top of the Tree of Progress. Here it is revealed that Your Guide is actually the Celestial, the supreme divine being that watches over Ini-Oro. The Celestial's true goal is to use Misha to exterminate the majority of Ini-Oro's population as punishment for going beyond the "Grand Design" they created for the world.



Altair



- Age: Unknown
- Gender: Male
- Species: Divine Being, Air Elemental
- Occupation: Caretaker of Ini-Oro
- Residence: The Pillars of Creation
- Role: Secondary Antagonist

Altair is one of the three Caretakers made by the Celestial to create Ini-Oro. He is the god of air, who created the sky, oxygen, the sun, and the moon. After completing his work on Ini-Oro, he returned to the Celestial's side. His spirit is now in waiting as he prepares to take control of the "Potential" assigned to be his new body.

Deneb

Age: UnknownGender: Female

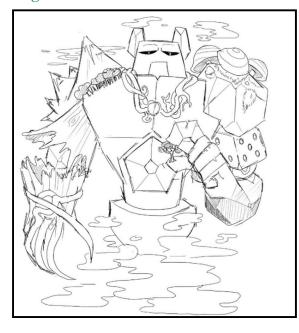
Species: Divine Being, Water Elemental

Occupation: Caretaker of Ini-OroResidence: The Pillars of Creation

• Role: Secondary Antagonist

Deneb is one of the three Caretakers made by the Celestial to create Ini-Oro. She is the goddess of water, who created oceans, rivers, and all living creatures. After completing her work on Ini-Oro, she returned to the Celestial's side. Her spirit is now in waiting as she prepares to take control of the "Potential" assigned to be her new body.

Vega



- Age: Unknown
- Gender: Male
- O Species: Divine Being, Earth Elemental
- Occupation: Caretaker of Ini-Oro
- Residence: The Pillars of Creation
- Role: Secondary Antagonist

Vega is one of the three Caretakers made by the Celestial to create Ini-Oro. He is the god of earth, who created land masses and the world's flora. After completing his work on Ini-Oro, he returned to the Celestial's side. His spirit is now in waiting as he prepares to take control of the "Potential" assigned to be his new body.





Locations

Tip-Top Tree Top

Tip-Top Tree Top is the game's starting location and Misha's hometown. It is located near the head of the Tree of Progress. It is a small, rural village with people who prefer to be closer to nature than the big city. The people here don't rely on advanced technology but on old-school machines and natural methods to meet their needs. It also has the lowest overall population and the smallest population of Chimeras on Ini-Oro. The character designs for the residents should be simple; they will resemble real life animals without too many having additional appendages from Chimerite, and they will wear simple or traditional clothing.

Geographically speaking, Tip-Top Tree Top is designed to maximize vertical space. This is done to create simple tutorial levels and boss fights that will teach the player how to use the gliding mechanic. You can access high-up areas via platforming (jumping and gliding), and the buildings have either flat or angular rooftops. There will be tall ledges and platforms that Misha can drop down from, one of which will be significant as it concludes the prologue.

Tip-Top Tree Top has a colour palette that uses bright shades of green, brown, and yellow. Large branches from the Tree of Progress that Misha can walk on are interwoven throughout the area. These branches are lush with healthy green foliage. The village will also have many wooden platforms, stairs, and ladders. The buildings will be rustic looking (think old-school country/farming town), made of wood or stone. Outside the main town are grassy plains with smaller forests and wide-open nature settings. The blue sky will be more visible in these areas.

Papyroost

Papyroost is a city located near the center of Ini-Oro. The overall look and feel is sombre. This is reflected in the grimy wooden structures in the city, most of which are based on cuckoo nests. The technology is more advanced compared to the more rural areas of Ini-Oro. However, it is not shiny or new but used, dated, and sometimes rusty. Since nearly everything requires paperwork in Papyroost, piles of paper littered throughout the city are not uncommon.

Papyroost parodies Japanese work culture, reflecting the common complaint of there being too much unnecessary paperwork. It is populated by many Chimeras that have artificially enhanced themselves to maximize their workflow, often to an extreme level or to their detriment. As a result, the residents look exhausted and behave erratically. They resemble real-life animals with exaggerated features or copy-paste appendages from other creatures to indicate their Chimerite usage. Their grooming ranges from clean-cut to dishevelled and messy. Most of them are dressed in formal or business casual attire.

The area itself is designed with horizontal space in mind. It consists of tall buildings and other artificial structures that Misha can climb to reach new areas and quests. They should be tightly packed together, making jumping and gliding between them relatively easy. To add extra challenges, parts of the level should be aligned to create jumping puzzles that are required to complete certain quests and some that unlock secrets.



