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Story

At the time when heavens and earth were still chaotic, the dead were escorted to a floating field known as the **SAPPHIRE FIELD** where they accepted their resurrected bodies.

The reborn may find divine enjoyment in this field. The **ANCIENT GOD** below the clouds, however, view them as little more than snacks. People who have lived here for some times are carried away by god's **DEVOTEES** in the name of fulfilling their desires, then thrown into limpid **POOLS** of healing water. Having washed away human filth, the **ANCIENT GOD** devoured their flesh and tossed the residuals into the abyss beneath its feet.

In the depths of the abyss lies a field called **BLACK THREAD**. '1' is one of those corpses left with only flesh and bones. 1 has forgotten its name after lurking in the abyss for many years. Furious at the numbness of its own kind and enraged at the greed of the **ANCIENT GOD**, 1 embarked on a journey to eliminate it, in addition to healing its injuries, the **POOLS** served as a ladder for climbing up.

1 is accompanied by a **HEART** whose owner is unknown; it encounters a wizened **SNAKE DEVOTEE** on abstention due to its guilt for killing; it has to contend with malice from its own kind, zealous **DEVOTEES**, and the **ANCIENT GOD**.

Reference

Environment



Figure 1. The Sapphire Field surrounded by mountains and rivers



Figure 2. Clouds rise with the wind

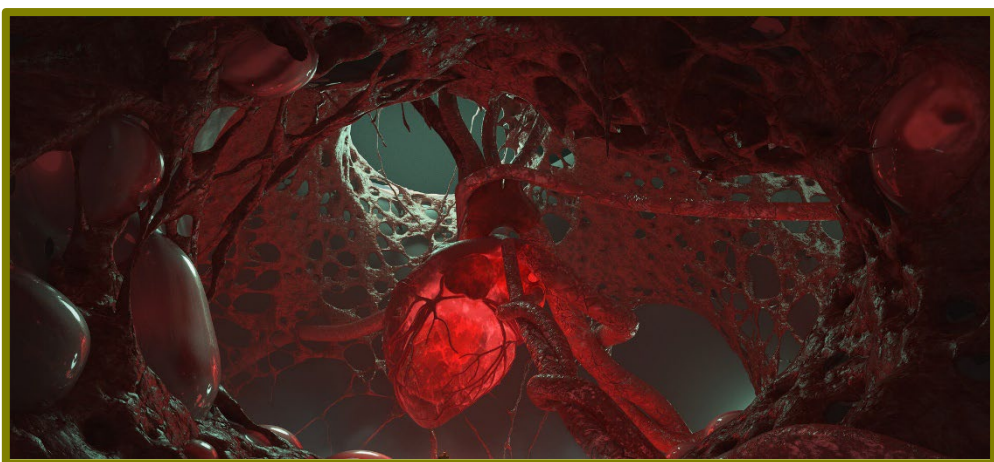


Figure 3. The ancient god's enormous beating heart



Figure 4. Corpses piled high in the Black Thread



Setting



Figure 5. The city



Figure 6. The gate to the pools

Characters



Figure 7. Player and other undead characters



Figure 8. The ancient god



Figure 9. The snake devotee



Figure 10. Guard devotee



Figure 11. Kylin devotee

Features



Figure 12. In the middle of the sky were dozens of floating pools



Figure 13. Resident of the Sapphire Field bathing in a floating pool

Theme



Figure 14. Themes and inspirations –Ancient Chinese myths and Asian fantasy



Program / Requirements / Features / Gameplay

Level 1 – Black Thread

Bottom of Black Thread

- Graves of the undead

 - Pile of the undead

 - The downstream flow of waste pool water

 - Stairs to Black Thread's middle level

Black Thread's middle level

- The foot of the Ancient God

- The midstream flow of waste pool water

- Stairs to Black Thread's upper level

Black Thread's upper level

- Undead gathering place

- Ancient god's garment

- The upstream flow of waste pool water

- Stairs to Divine Body

Level 2 – Divine Body

The ancient god's hem

- Pile of the undead

Floating rubble

Campsite

- Undead gathering place

A small wood

Junkyard

Level 3 – Pools

Upper pools

Devotee's gathering place

The head of the ancient god

Ancient god's ear canal

Middle pools

Devotee's gathering place

The heart of the ancient god

Lower pools

The stomach of the ancient god

Level 4 – Heart

The head of the ancient god

The heart of the ancient god

Middle pools

Level 5 – Blue Sapphire

City

Arsenal

Warehouse

Prison and torture ground

Brothel #1

Brothel #2

Theater

Casino

Restaurant #1

Restaurant #2

Hotel #1

Hotel #2

Store #1

Store #2

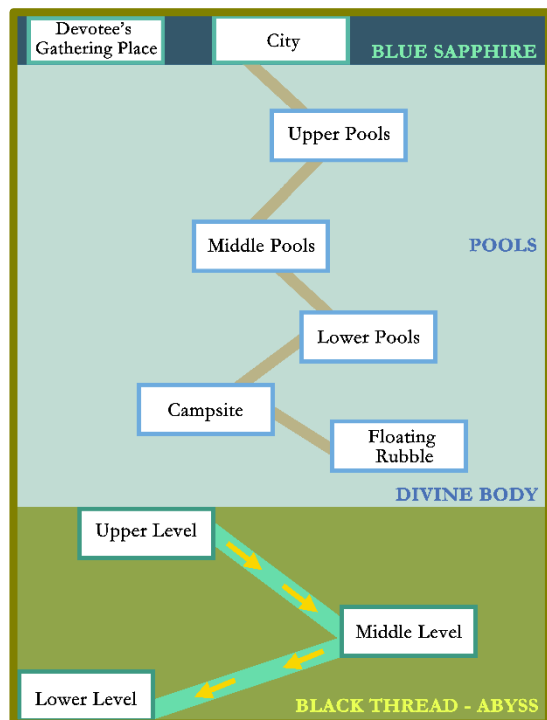
Residential area

Design Matrix

[illegible]

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Parti Diagram



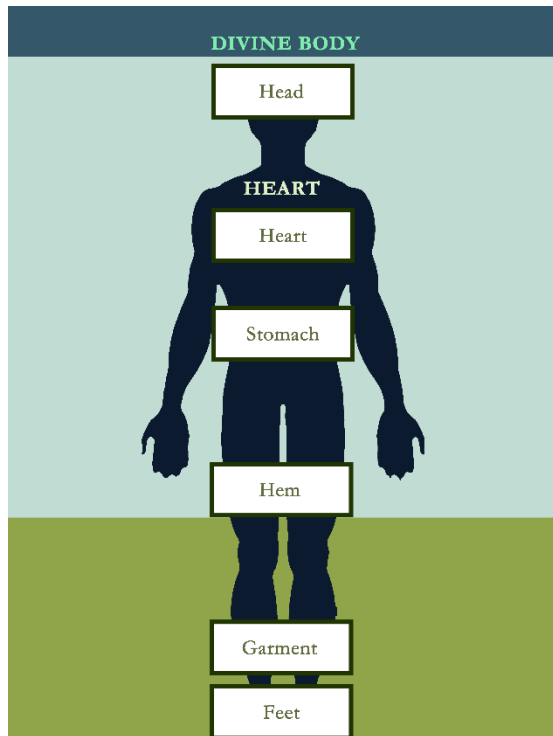
Three levels of rocks connect the **BLACK THREAD** abyss through the stairs, while the sewage from the upper-level pools will flow downstream and be divided into three sections: upstream, midstream, and downstream.

Starting from bottom to top, these three layers of rocks are composed of the graves of the undead, the feet of the ancient god, the undead gathering place, and the garment of the ancient god.

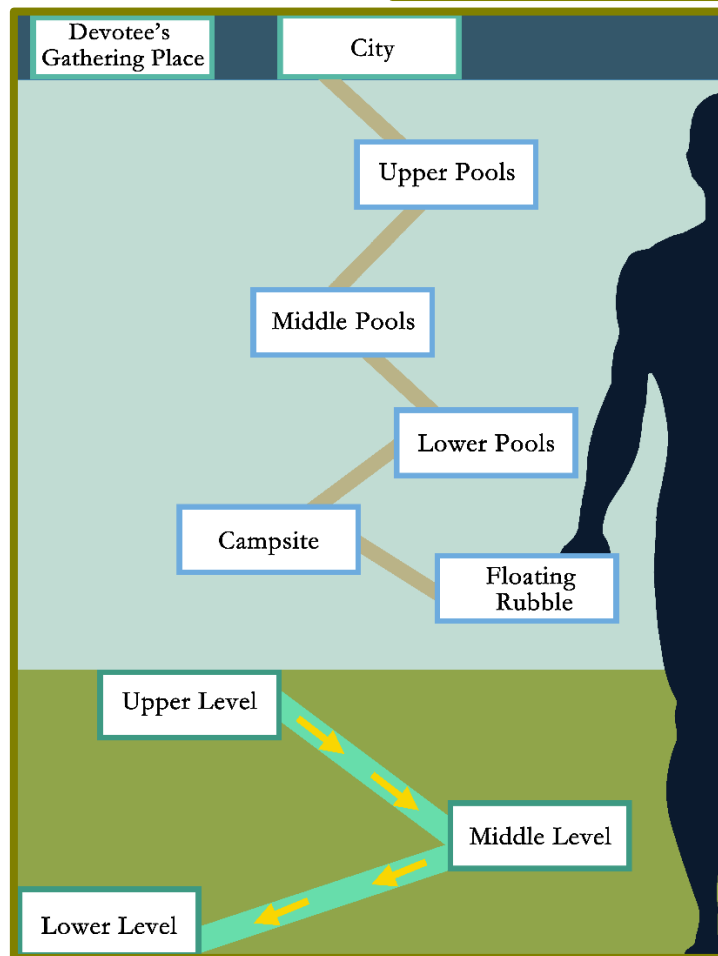
Upon leaving **BLACK THREAD** and ascending, the road leads to the area of **DIVINE BODY**. This area contains the hem of the ancient god, a pile of floating rubble, a small wood located in the campsite, a junkyard, and the undead gathering place.

The **POOLS** are floating pools divided into three sections: lower pools, middle pools, and upper pools. There is a path leading to the stomach of the ancient god from the lower pools. Devotee's gathering places and directions to the ancient god's **HEART** are found in the middle pools. A way leads to the head of the ancient god, and another devotee's gathering place is located in the upper pools.

At the top is **BLUE SAPPHIRE**, a floating field that contains a city and a devotee's gathering place. The city is divided into a city center with brothels, theaters, casinos, restaurants, hotels, and stores. Multiple residential communities make up the residential area. The devotee's gathering place consists of an arsenal, a warehouse, a prison, and a torture ground, attached to the prison.

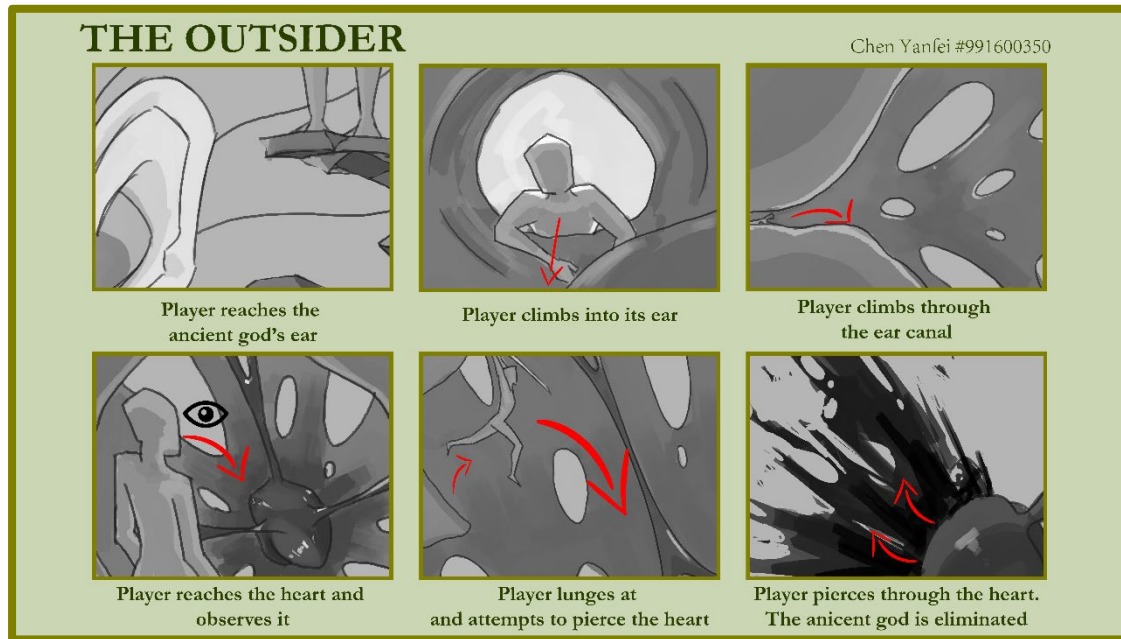


The levels also include the body of the ancient god in addition to geographical appearance. The **DIVINE BODY** has a path to the ancient god's hem. While in **POOLS**, the ancient god's head, **HEART**, and stomach are reachable through the upper, middle, and lower pools, respectively.



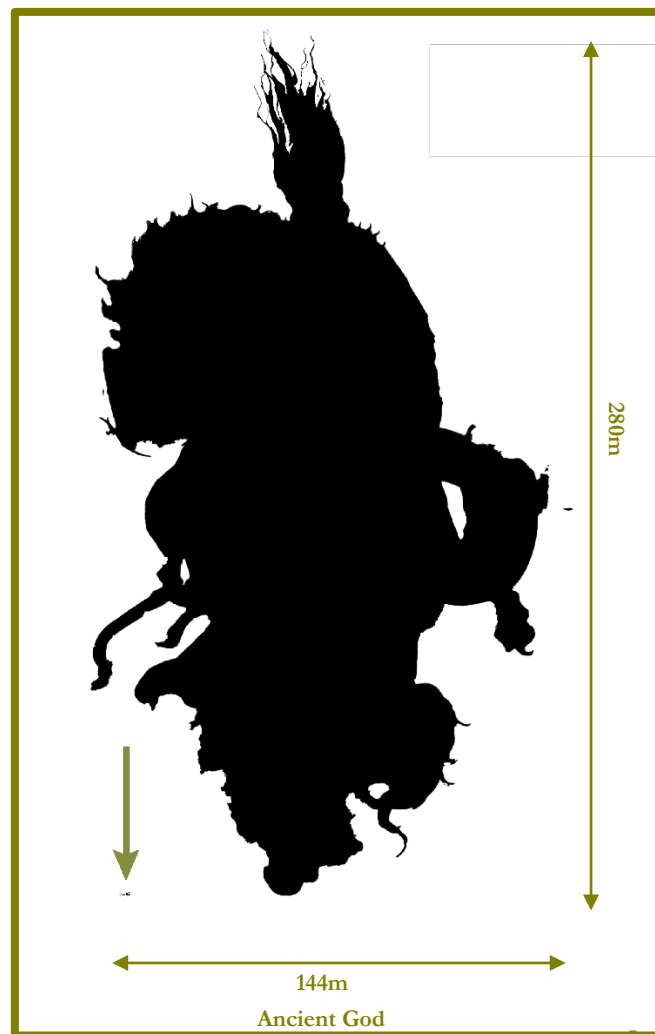
The position of the ancient god's body in relation to the geography and architecture

Story Boards



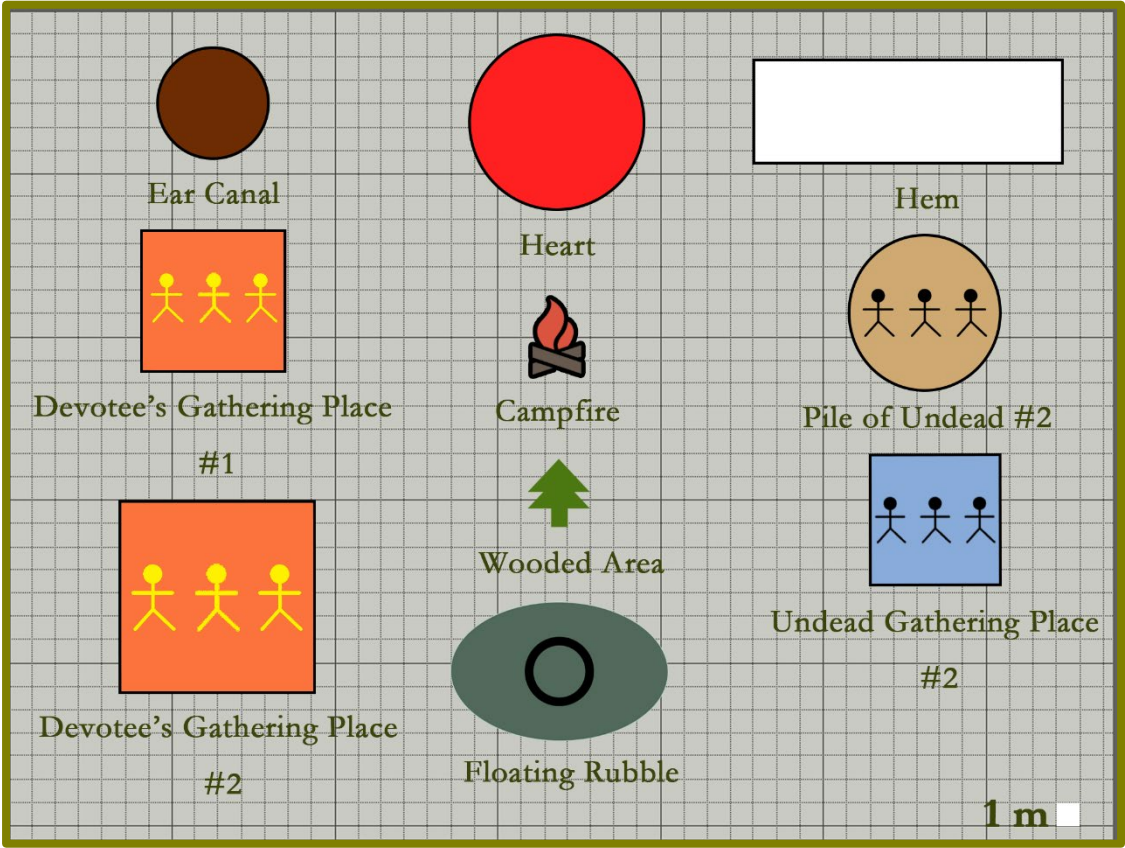
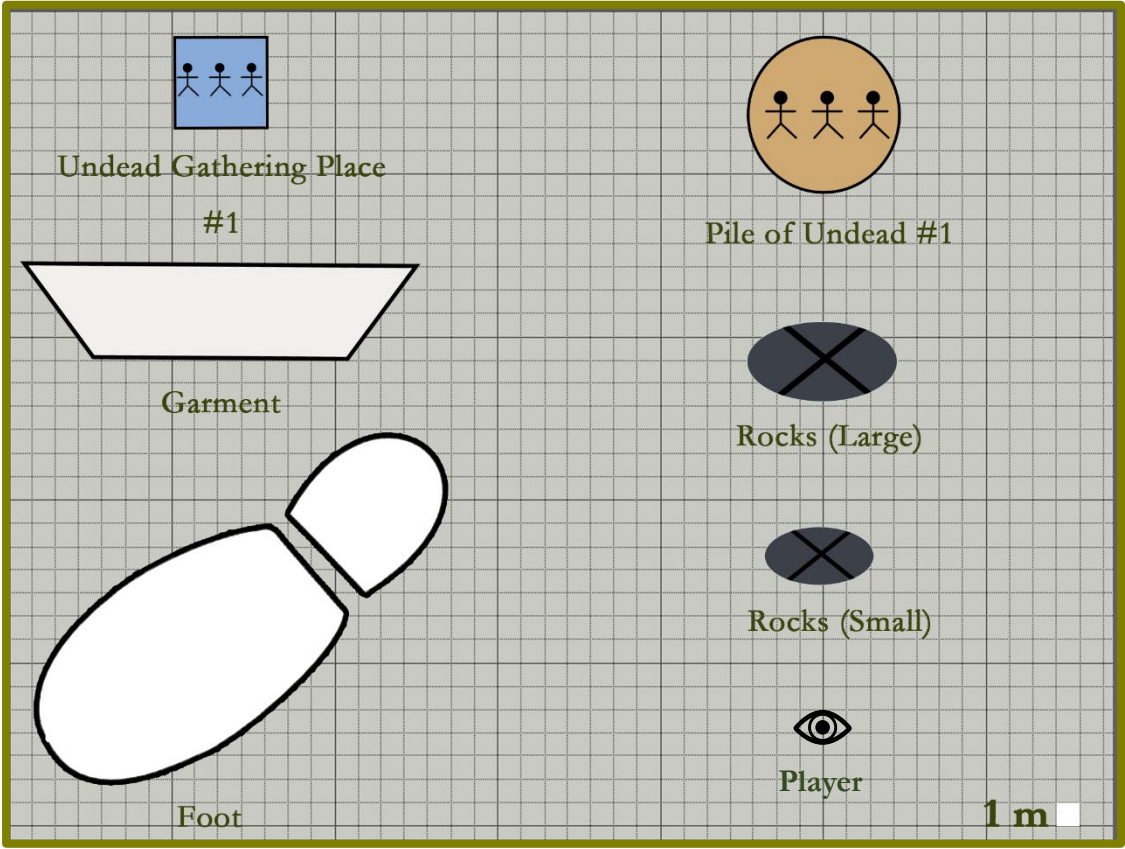
Metrics

Character Metrics



Ratio in the above image is 1:8

Object Metrics

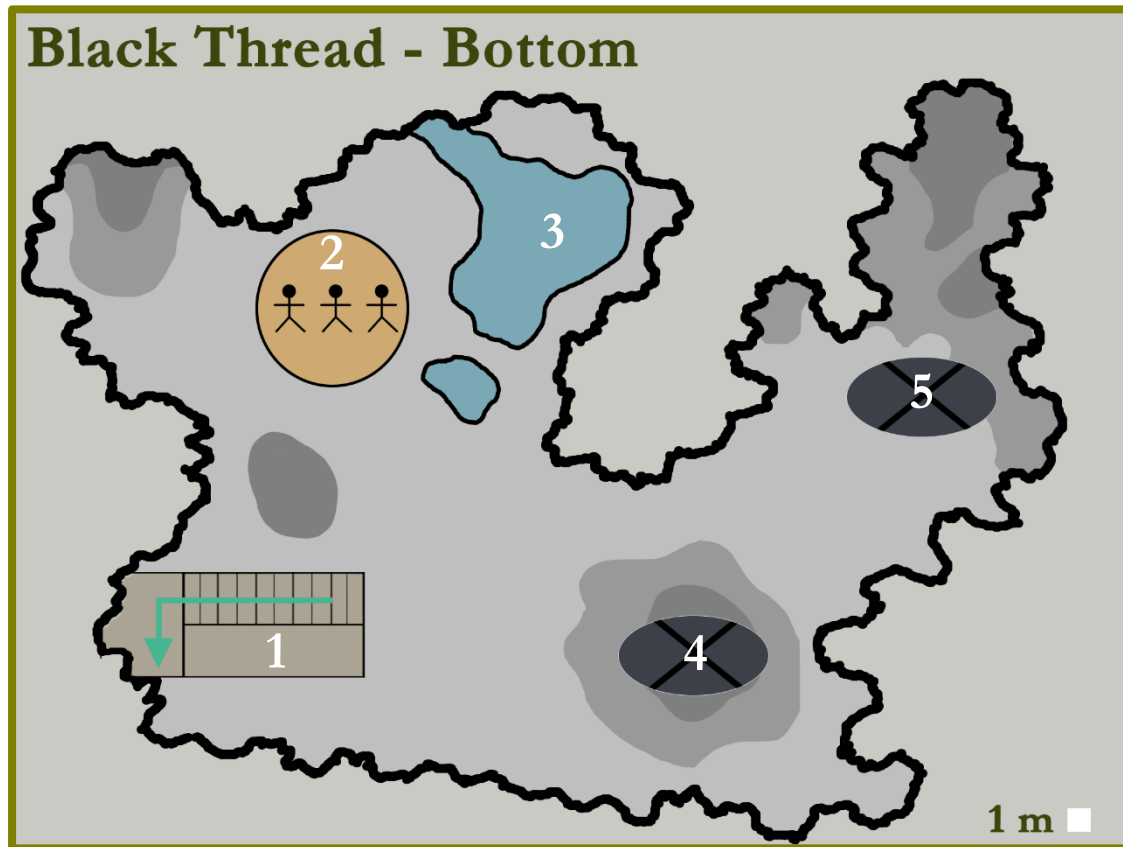


Objects	Sizes (m)			Level 1			Level 2				Level 3			Level 4	Level 5
	Length	Width	Height	Bottom	Middle	Upper	Hem	Floating Rubble	Campsite	Junkyard	Lower Pools	Middle Pools	Upper Pools	Head	City
Undead Gathering Place #1	4	4	6			1									
Undead Gathering Place #2	5.5	5.5	7				1						1		
Pile of Undead #1	7	7	9	1											
Pile of Undead #2	7	7	9						1						
Rocks (Large)	6	4	2	2	1										
Rocks (Small)	4.5	2.5	1		2										
Garment	16	4	16			1									
Foot	19	15	10		1										
Ear Canal	5	5	5										1		
Heart	8	8	15									1			
Hem	13	4.5	10												
Devotee's Gathering Place #1	6	6	3									1			
Devotee's Gathering Place #2	8	8	5												
Campfire	3.5	2	2						4						
Wooded Area	3.5	4	15						8						
Floating Rubble	9	6.5	12					1							

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Maps

Black Thread – Level 01



1 Stairs to Black Thread's Middle Level

2 A Pile of Undead #1

3 Downstream of Waste Pool Water

4 Rocks (Large)

5 Rocks (Large)

Low-lying Areas First Level

Low-lying Areas Second Level

Black Thread - Middle



1 Stairs to Black Thread's Upper Level

2 Rocks (Large)

3 Rocks (Small)

4 Rocks (Small)

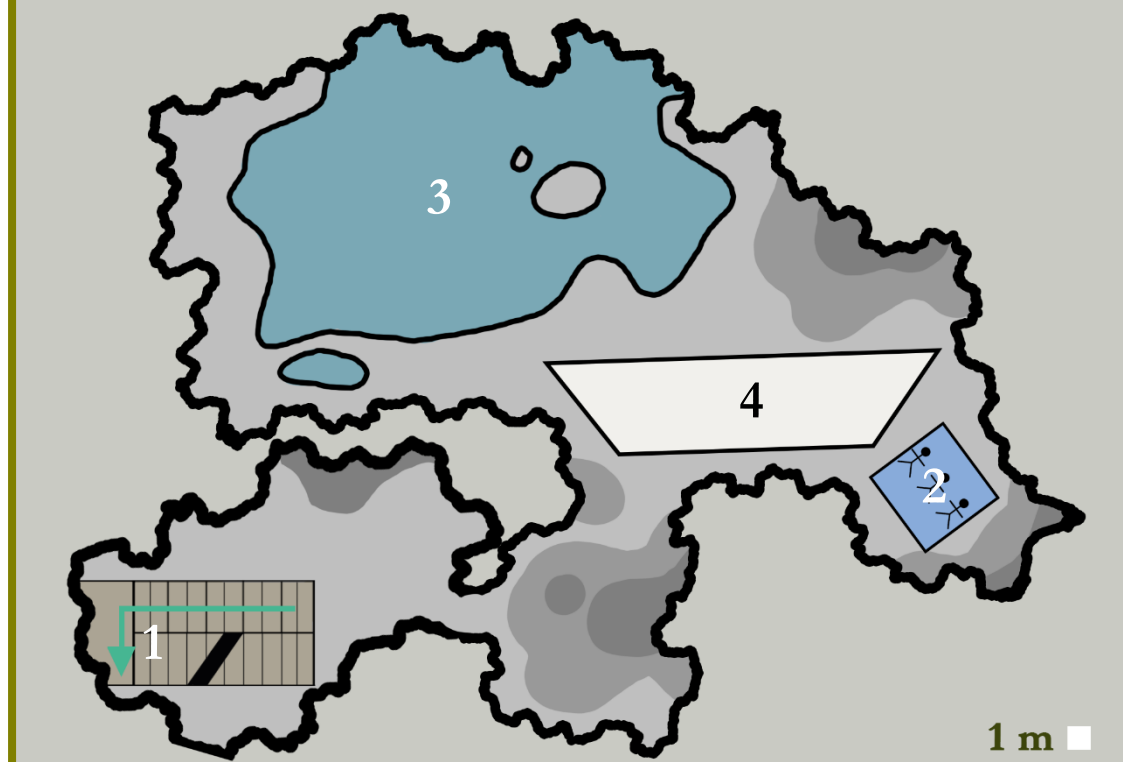
5 Midstream of Waste Pool Water

6 Foot of the Ancient God

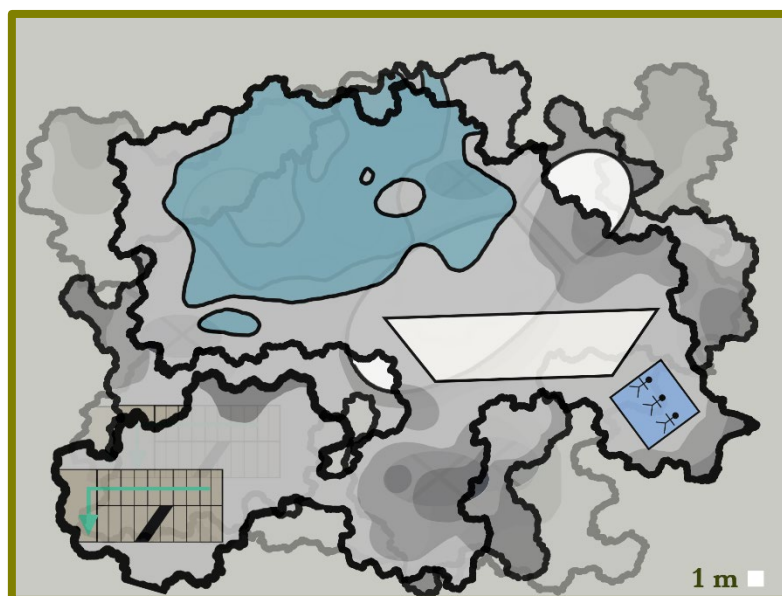
■ Low-lying Areas First Level

■ Low-lying Areas Second Level

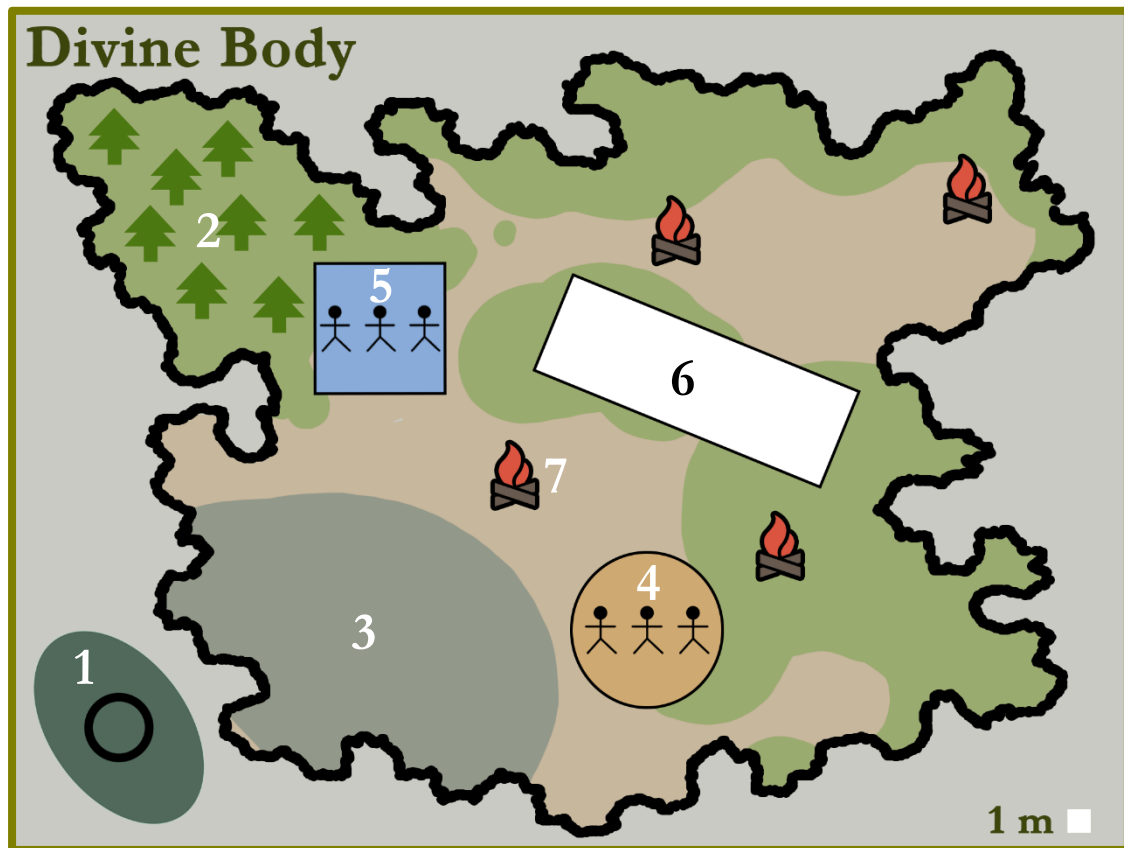
Black Thread - Upper



- 1 Stairs to Divine Body
- 2 Undead Gathering Place #1
- 3 Upstream of Waste Pool Water
- 4 Garment of the Ancient God
- Low-lying Areas First Level
- Low-lying Areas Second Level

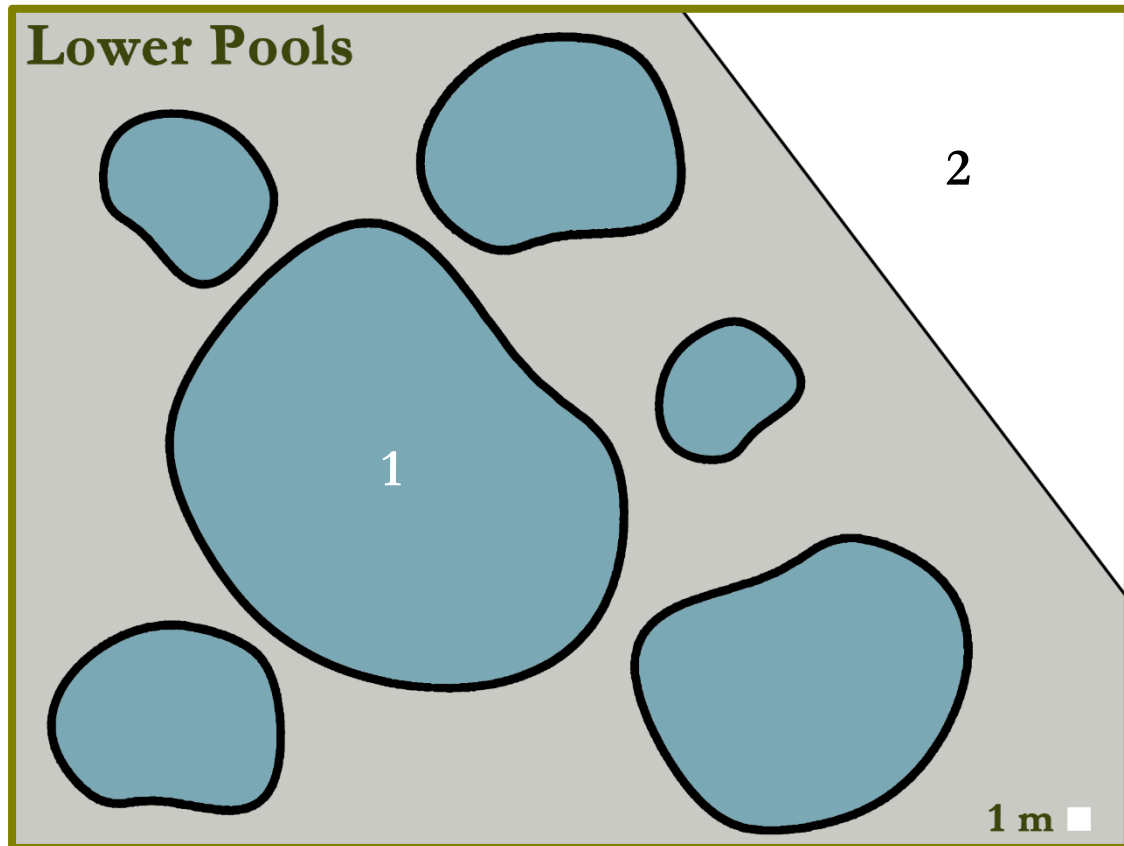


Divine Body – Level 02



- 1 Floating Rubble
- 2 Small Wood
- 3 Junkyard
- 4 A Pile of Undead #2
- 5 Undead Gathering Place #2
- 6 Hem of the Ancient God
- 7 Campfire
- Grass
- Soil

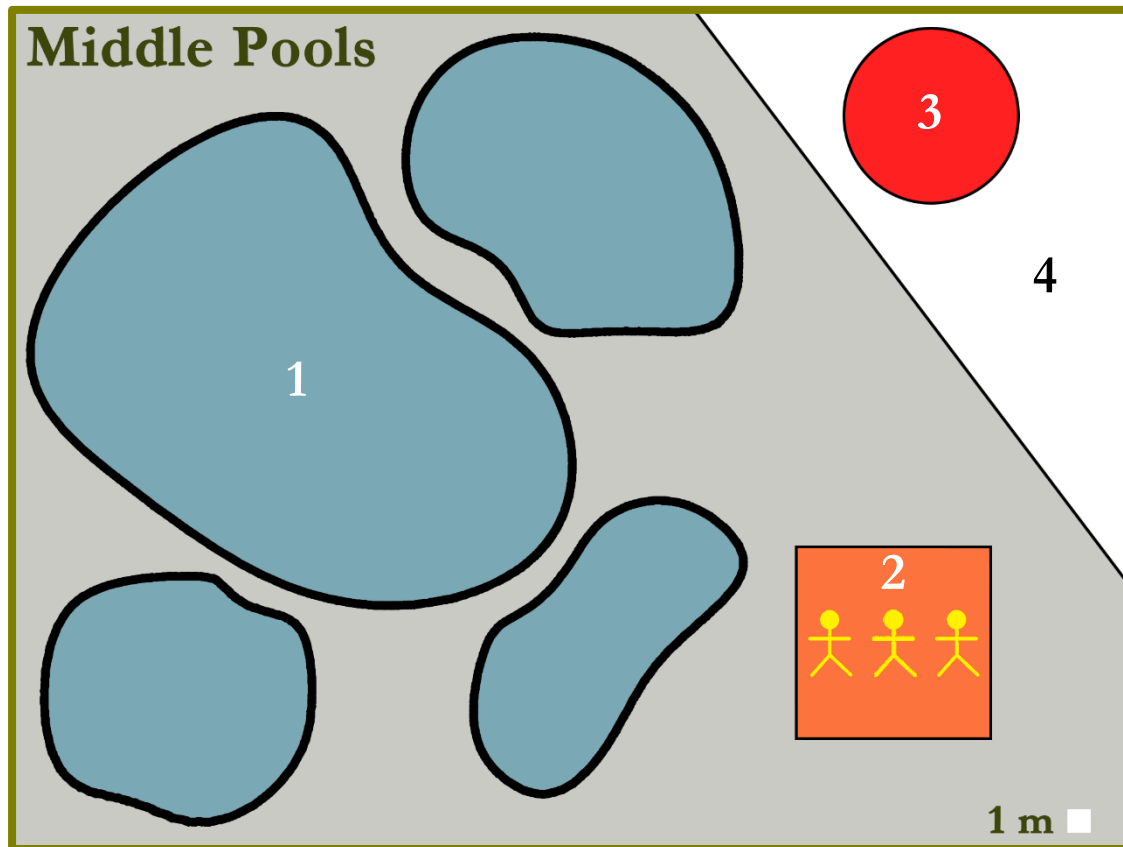
Pools – Level 03



1 Lower Pools

2 Stomach of the Ancient God

Space Above the Surface of the Earth



1 Middle Pools

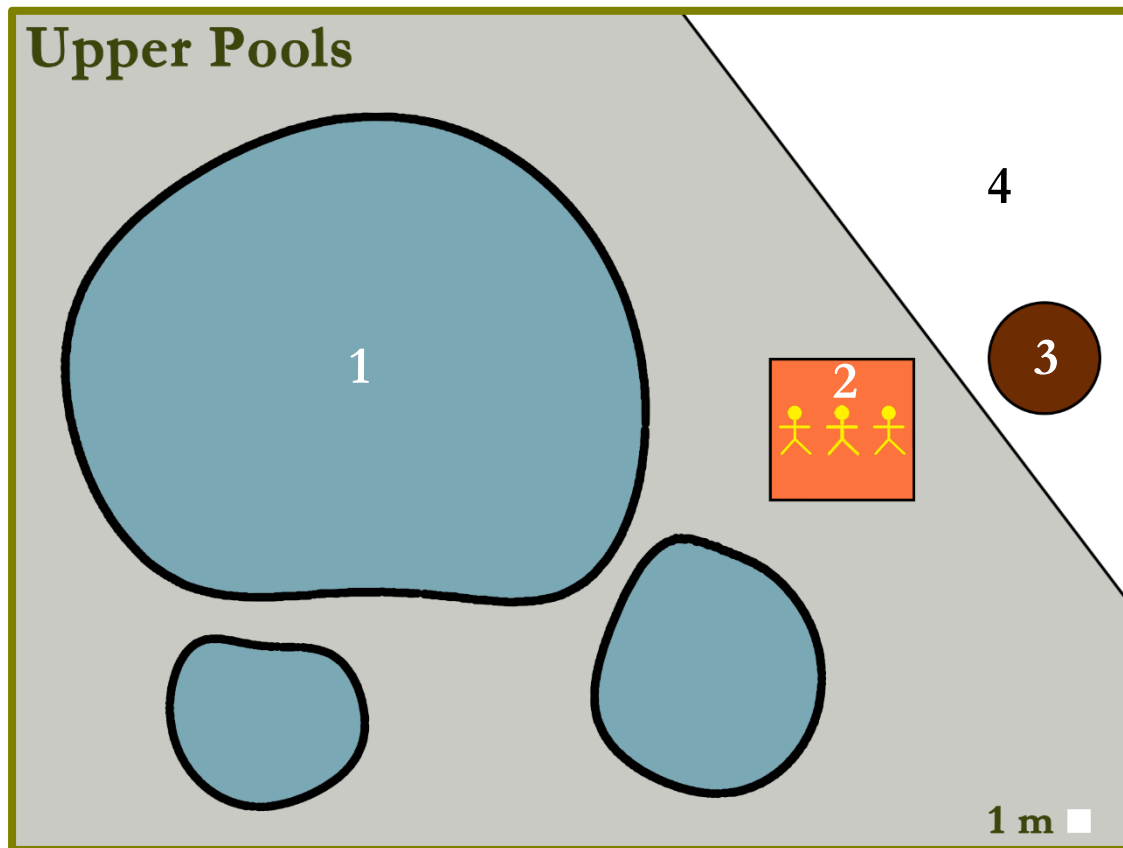
2 Devotee's Gathering Place #1

3 Heart of the Ancient God

4 Chest

Space Above the Surface of the Earth

Heart – Level 04 (Subordinate to the Upper Pools)

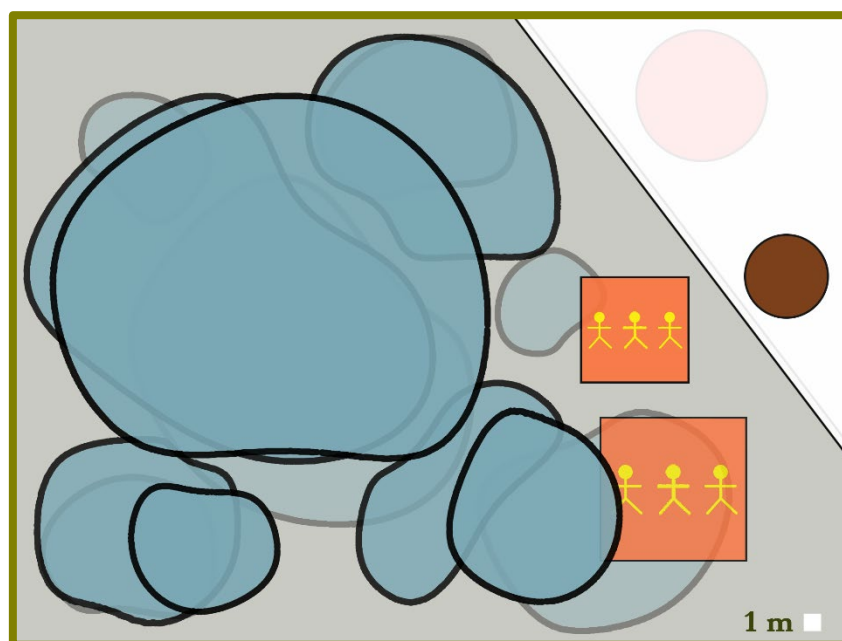


1 Upper Pools

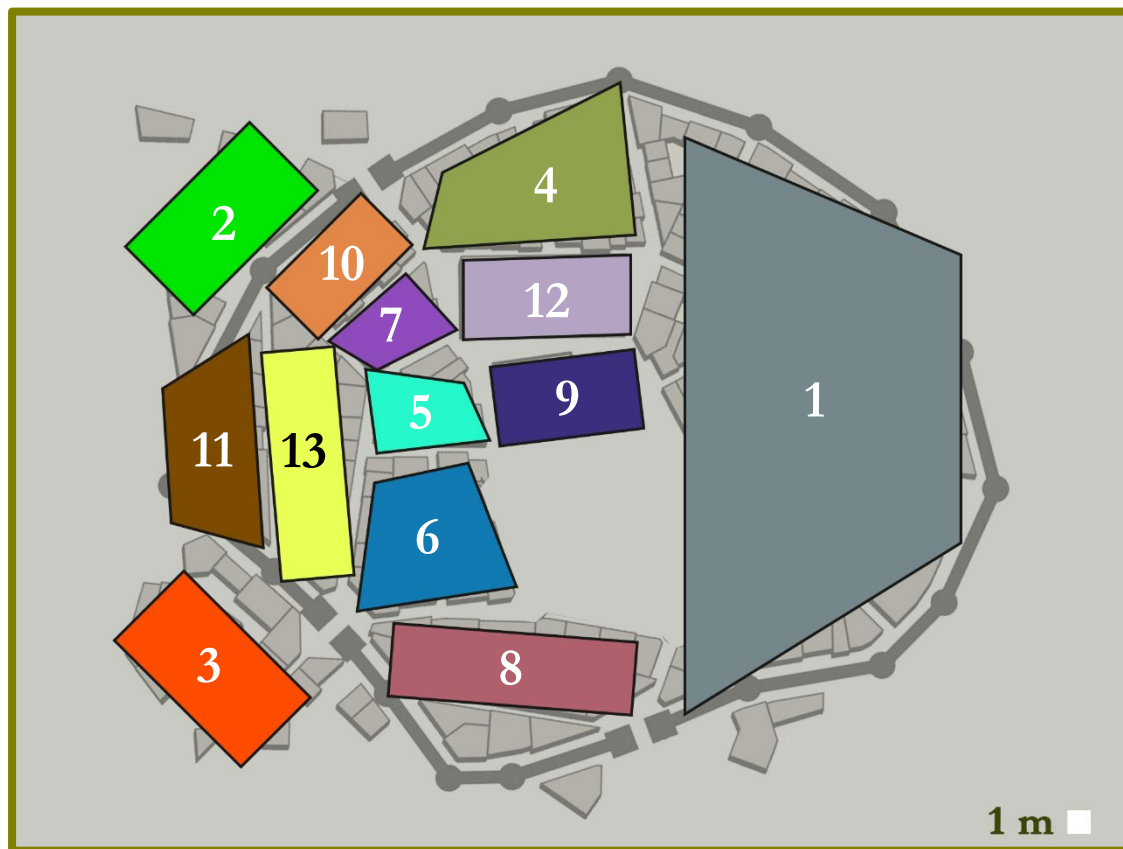
2 Devotee's Gathering Place #2

3 Ear Canal

4 Head of the Ancient God



Blue Sapphire – Level 05



Field

- 1 Residential Area
- 2 Arsenal and Warehouse
- 3 Prison and Torture Ground
- 4 Brothel #1
- 5 Brothel #2
- 6 Hotel #1
- 7 Hotel #2
- 8 Store #1

- 9 Store #2
- 10 Restaurant #1
- 11 Restaurant #2
- 12 Theatre
- 13 Casino