

The Valley of Sarai

A Pitch By Cara Outar



Narrative Concept:

The Valley of Sarai was a place of nature; the people of its villages lived among the elements, unperturbed by the industrial city that loomed in the distance. All was peaceful... until one day, a village turned to stone.

The stone soldiers of the city wish to take the lands that you call home, turning the green vistas around you to grey. Band together with your fellow villagers and hone the power of the elements to defend the Valley, and nature itself, from destruction.



Nature

vs.

Industrialization



Themes of environmentalism, colonization; inspirations from *Princess Mononoke*

Primary Information:

Genre: 3D Turn-based RPG; Single-player experience

Plot: Linear experience; diegetic dialogue during exploration + cutscenes for world-building

Primary Audience: Fans of strategy based combat (suitable for players who aren't looking for a fast-paced experience) *Similar titles:* Persona/SMT series, Fire Emblem, older Final Fantasy games

Platform: PS4/PS5, PC

Revenue Model: Digital distribution through Steam and PSN; Physical copies available at select retail outlets

Scale: AA Game

Why this Game: Keeping turn-based combat alive; touching on real-world problems w/ an approachable, fantasy-based plot

Visual Style Comparisons:

- Art style reminiscent of watercolour; painting-esque
- Cell shading (similar to *Okami*)
- Shift in colour for different areas (i.e. areas of nature take on more vibrant, green hues while industrial areas/villages turned to stone become desaturated in grey, monochromatic tones)



Narrative Loop:

- Areas in the Valley open up to exploration through story progression (similar to *Pokemon Legends*); areas are openly explorable once unlocked
- As the player explores new villages, new party members are added to the team
- With each new village comes an elemental 'deity of the Valley,' who will challenge you to battle. Upon victory, they will award a party member with a certain elemental skill that will prove useful in fights to come. Collecting all the elements will allow you to defend your home from intruders and restore the lands that have been turned to stone.
- Enemies will come in the form of random encounters as you travel, each with their own skill specialty and weakness

Combat Loop:



Turn-based combat (three party members on the field during battle; members may be swapped out)



Harness the strength of the elements to protect your home (each party member has specialty in a certain element)

Thank You!