



Tails of Duality

Jeffrey Fandom Games

THE LEGEND OF
ZELDA
BREATH OF THE WILD



Plot



Cabin/Real World



Transferred to a fantasy world called Impris. Gains samurai gear and combat skills



Mentor calls for player to learn about survivability, and goal



Fight protecting Beasts to gain relics and information about the villain



Collect more relics and gain more information



Locating villain through intel given by beasts



Fight villain and defeat him in order to free him from dark magic curse



The former villain transports you and himself back to the real world, restoring the peace to Impris



Dei & Rufus

- Player/protagonist
- Normal person in fantasy world
- Learn the ways of survivability and the way of the samurai
- Accompanied by his cat companion who now has magic abilities
- Wants to bring about peace to Impris and return to his own world



Dei



Tone



Knite

- Antagonist
- A Samurai in the Fantasy world before the player
- Fused with his lizard companion character
- Under a dark magic curse that made him evil/corrupt
- Wants to take over Impris by corrupting the sacred beasts to use their power as a weapon



Theme

**In order to bring about positive change,
one must never give up
and take one day at a time.**



Genre

Story Genre: → **Fantasy**

Game Genre: → **Survival**

Game difficulty directed towards: → **Easy Fun, but can be hard fun**

Player Type: → **Observers, Wanderers, Adventurers**

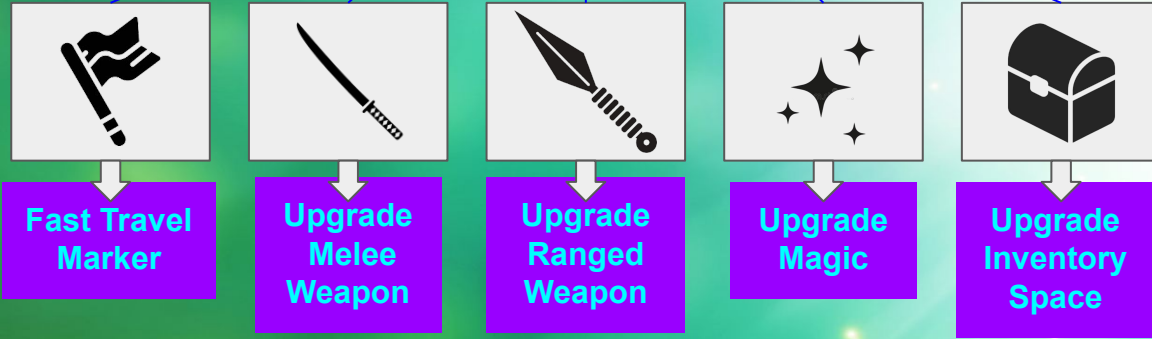
Other: → **Open World Third Person**



Mechanics

Relic Crafting

Crafting:



Survival:

Survival Elements



Mechanics Continued

Day Cycle:

- Enemies are easier to defeat and are less aggressive
- Enemies are more visible
- Enemies are less grouped up (not in packs)
- Daytime aesthetic is vibrant and lively

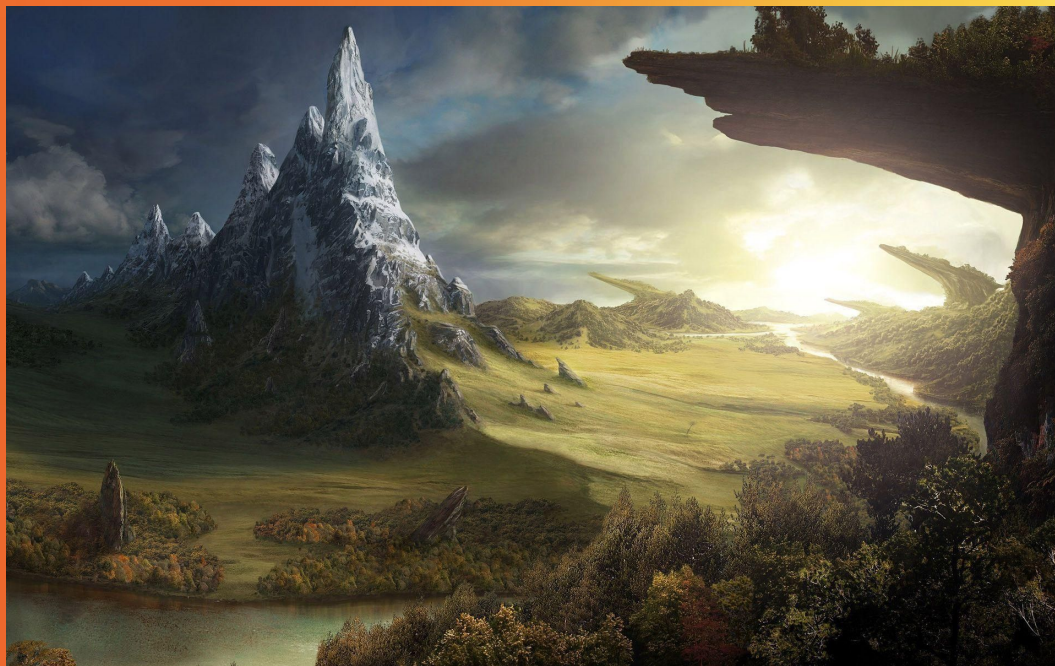
Night Cycle:

- Enemies become faster & stronger
- Enemies give the player more survival resources when defeated
- Enemies are grouped up in larger numbers
- Night aesthetic is tranquil



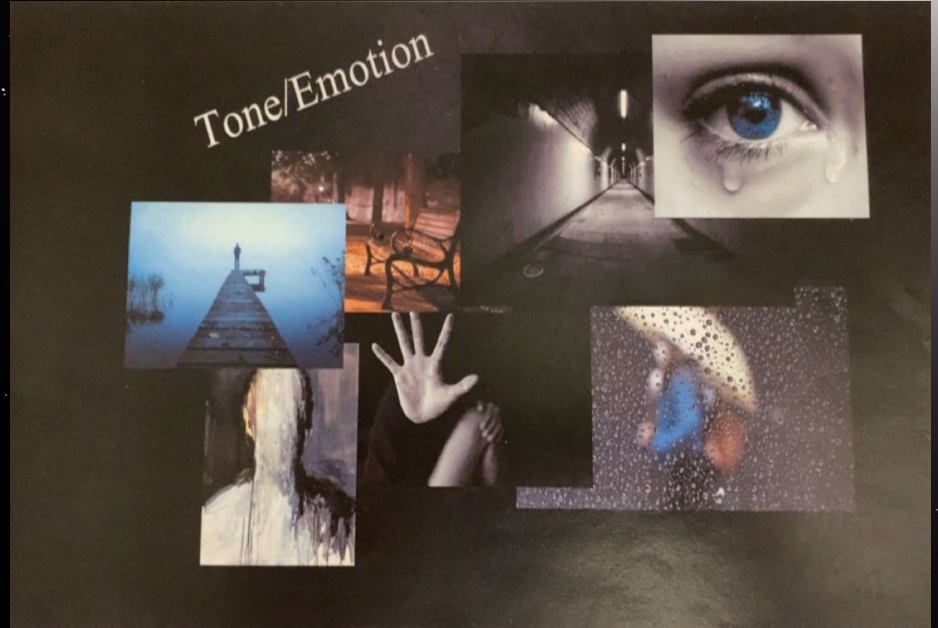
Day Tone

- **Balance**
- **World at ease**
- **Calm and warm**
- **Feels spacious**



Night tone

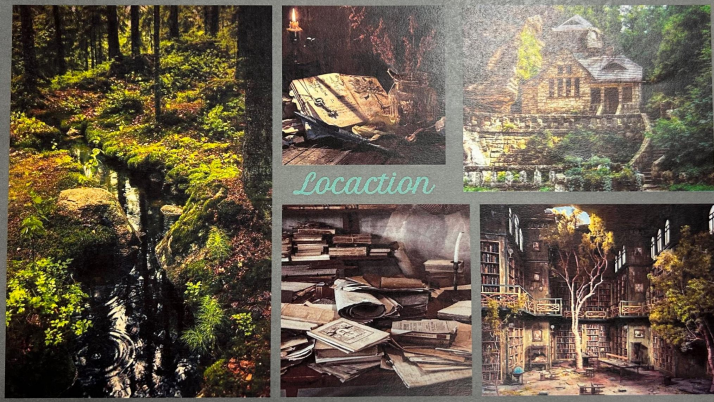
- Alone, dark and afraid
- Sense of unease from presence
- Everything feels cold
- Not for the weak





Impris

Environment



Location



Environment



Non-Human- Ivern

Conclusion

- **Open World Fantasy Survival Game.**
- **Has magic and samurai elements.**
- **There's a cat companion (catpanion).**
- **Repetition of Yin and Yang.**
- **Starting price of \$39.99.**





Thank You



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