



KAMIGAMI

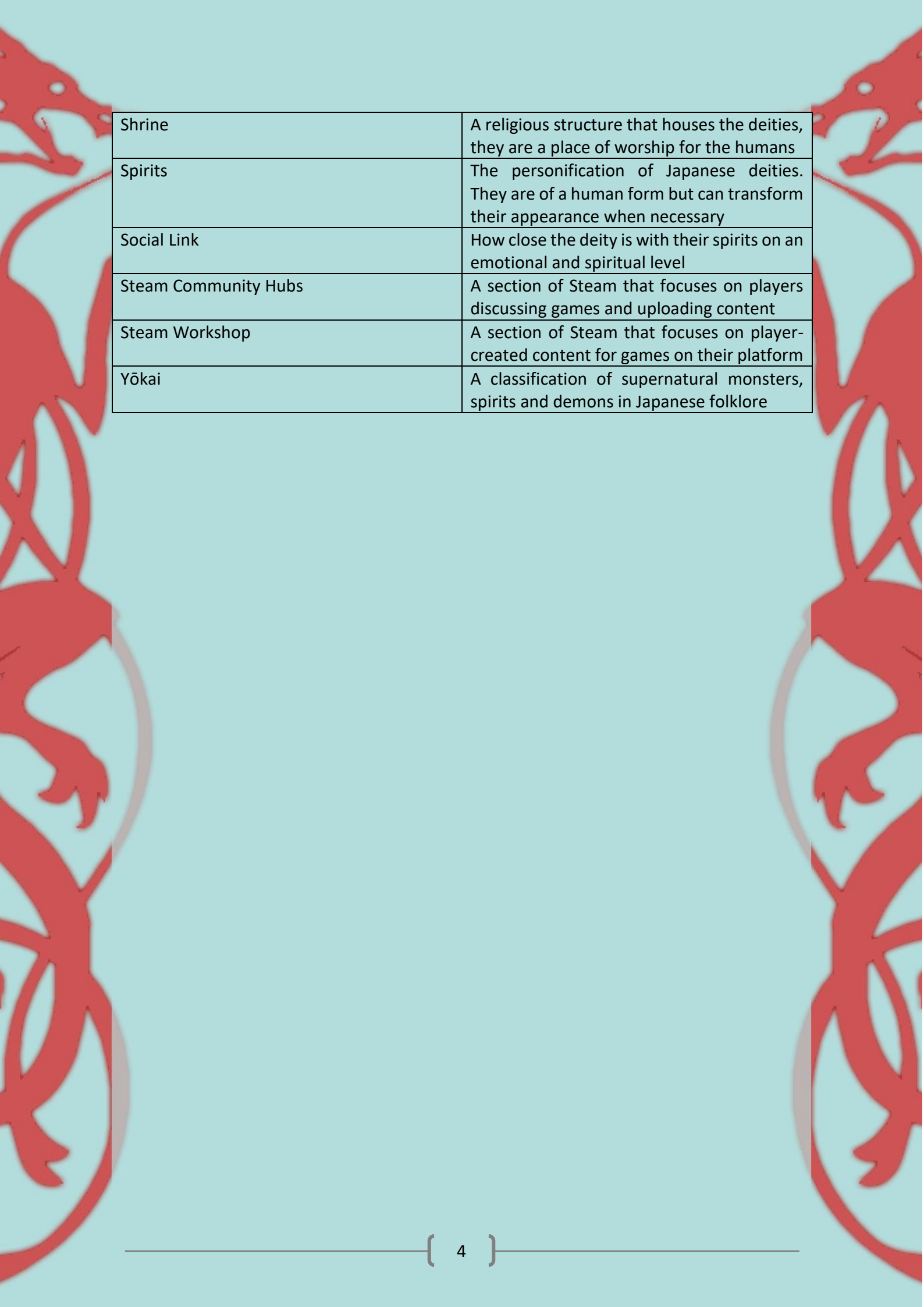
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Glossary

Key Word/Phrase	Definition
Anime	A style of Japanese animation
Blight	Phantom beings that grow from the darkness and corruption in humans hearts
Currency	Japanese Yen
Daemons	Purchasable Spirits for the player. They have had multiple deity owners in the past
Damage Multiplier	A numeric value that alters how much damage the player deals or receives
Deity	A being with powers greater than those of ordinary humans
Downloadable Content (DLC)	Additional content created for the base game of Kamigami
Entertainment Software Rating Board (ESRB)	An American rating board of video games
Games Engine	The software used to create Kamigami, or in games in general
Holy Spirits	Evolved forms of your Spirits
Indie Game Genre	A video game that is created without the financial support of a publisher
Instruments	Japanese musical instrument equipped as weapons to fight against the Blight and to capture Spirits
Kagura	A Shinto theatrical dance
Kamigami	The title of the game, which translates into a version of the word 'Gods' in Japanese
Legendary Spirits	Spirits created in the image of the most famous deities in Kamigami
Milestones	A significant development the deity has made with their spirits social link
Mock-Up	An example of what the game can look like
Pan-European Game Information (PEGI)	A European rating board of video games
Pantheon	The collective notion of multiple deities from a single religion
Party Based Grid	A 3x4 grid where players place their spirits to be used in combat
Pilgrimage	A journey to a sacred or religious location
Popularity	How many human followers the deity has
Reserve Inventory	A 3 slot inventory where players can place additional spirits, to be used as reserves in combat
Shintoism	A Japanese ethnic religion, that focuses on ritual practices to connect the present and the past



Shrine	A religious structure that houses the deities, they are a place of worship for the humans
Spirits	The personification of Japanese deities. They are of a human form but can transform their appearance when necessary
Social Link	How close the deity is with their spirits on an emotional and spiritual level
Steam Community Hubs	A section of Steam that focuses on players discussing games and uploading content
Steam Workshop	A section of Steam that focuses on player-created content for games on their platform
Yōkai	A classification of supernatural monsters, spirits and demons in Japanese folklore

Executive Summary:

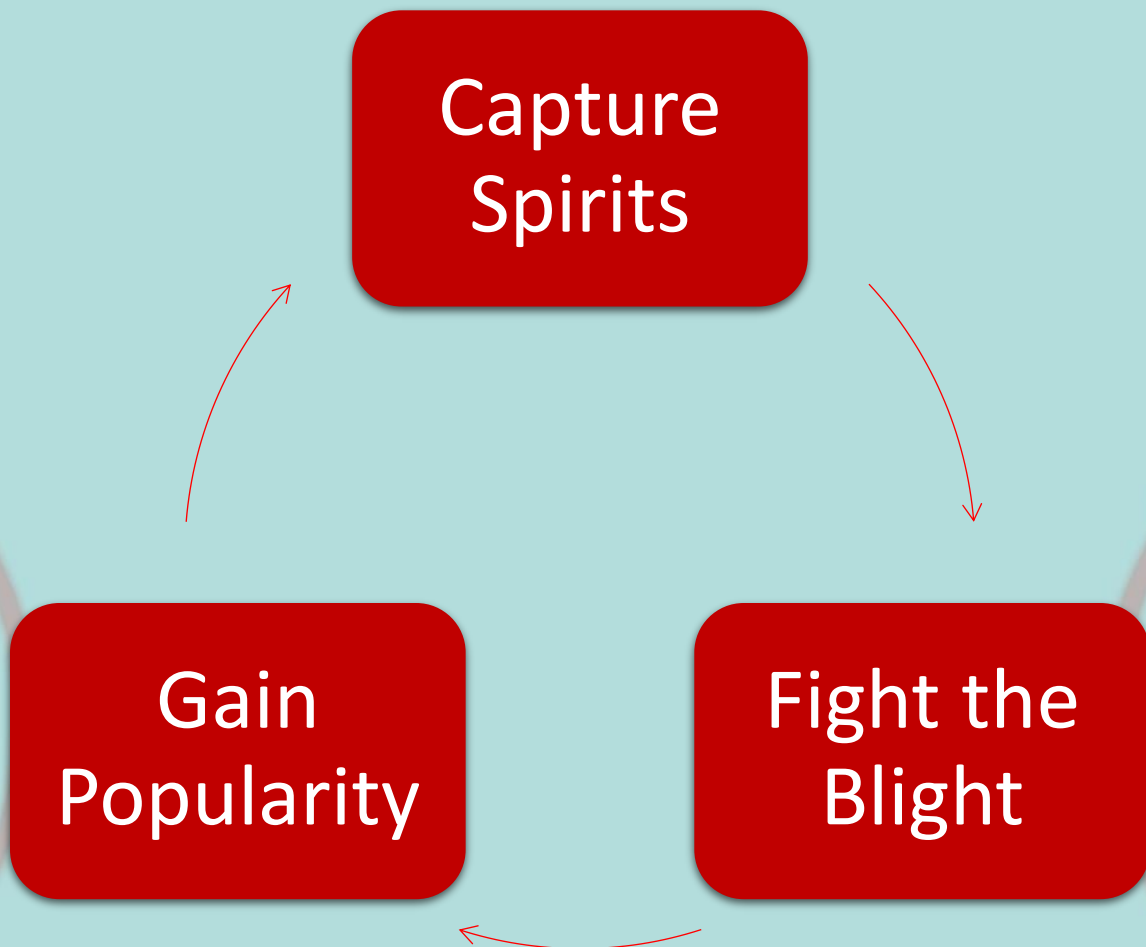
Kamigami is a 3D rhythmic Japanese-inspired role-playing game. As a newly manifested deity, players must serenade spirits to help fight against the endless Blight. Capture a diverse cast of legendary elemental spirits, while wielding divine instruments. Wage war against the malicious Blight using tactical turn-based combat, featuring devastating rhythmic special attacks. After the dust has settled, return to your shrine to form bonds with your spirits as they transcend into your most loyal companions. As you travel Japan becoming the most prevalent deity there ever was, you uncover an evil even darker than the Blight.

Game Overview:

- **Inspiration:** Kamigami is a JRPG with elements of popular game franchises such as *Pokémon*, *Shin Megami Tensei: Persona* and popular rhythm mobile games, including *Cytus* and *Love Live! School Idol Festival*.
- **Platform & Price:** Created for the PC platform and market, it shall be priced at £14.99 on digital storefronts, including: Steam, Humble Store, Bundle Stars, and Indie Gala.
- **Demographic:** Initially aimed at fans of Japanese RPG games, it shall broaden its reach to the ever-growing market revolved around Japanese culture.
- **Rating:** The game shall be aimed towards a PEGI 12 and an ESRB Everyone 10+ rating, due to some of the violent nature of the fantasy attacks.
- **Playtime:** For the player to complete the narrative portion of the game, it shall take them between 30-40 hours. Full completion of the game, including side missions, will take between 50-60 hours.
- **Premise:** Based on Japanese mythology of Shintoism, players will be able to capture personified spirits to defeat the malevolent Blight (manifestations of the darkness in people and corrupting the good in one's heart).
- **Environment:** Players will explore the distinct climates of Japan in game, from traversing the snow-covered peaks of Hokkaido in the north, to the sandy beaches of Okinawa in the southern islands.
- **Narrative:** Delve into a tale exploring the origins of the Blight, in addition to the corruption and betrayal that has unfolded within the upper echelons of the deities.

Core Mechanics of Kamigami

There are three main objectives as a deity; they must **capture spirits**, **fight against the Blight**, and **increase their popularity** with humankind. As the player's deity achieves their objectives, the narrative progresses forward, as well as strengthening the player's spirit companions. Overall, players must capture spirits in order to fight against the Blight; upon defeating the Blight, the player is rewarded with popularity.

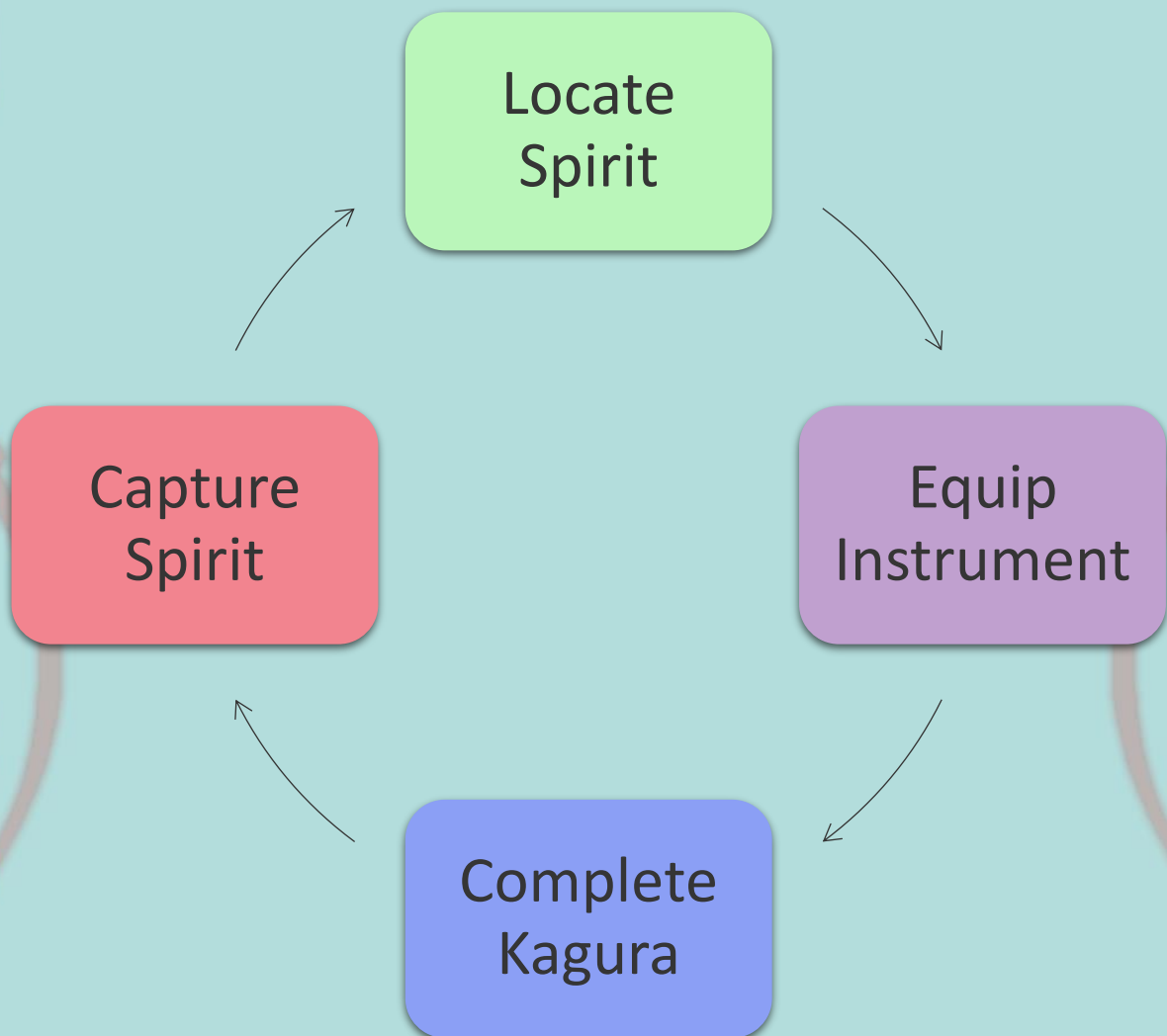


Loop 1 - Flow Diagram illustrating the three primary goals found within Kamigami

Each feature is broken down into multiple mechanics that is core to the player's gameplay experience. Every section shall contain an additional flow diagram, similar to the core loop above. Separately, every mechanic will be discussed in bullet points as well as a diagram summarising the steps player's take in each mechanic. The goal of this section is to summarise the core experience of gameplay in Kamigami.

Core Loop – Capture Spirits

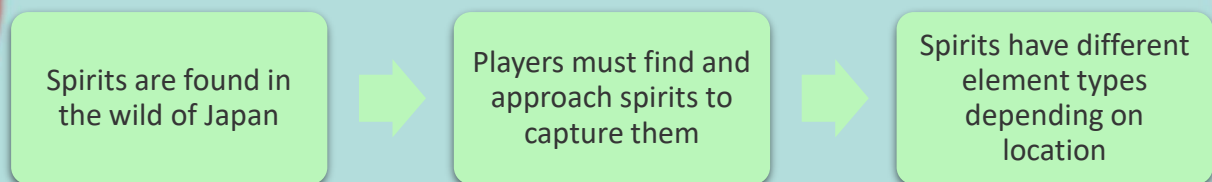
The flow diagram below is an illustration describing the process of capturing spirits. Spirits are the player's fighting companions, as well as their best friends. Players must first **locate** the spirits found throughout the multiple regions of Japan. Once they have located a spirit, they must **equip the instrument** that corresponds to the spirit's element. The deity then commences the **Kagura**, a musical festival to enlist the spirit to their cause.



Loop 2 - Flow Diagram representing the goal of capturing spirits

Locate Spirit:

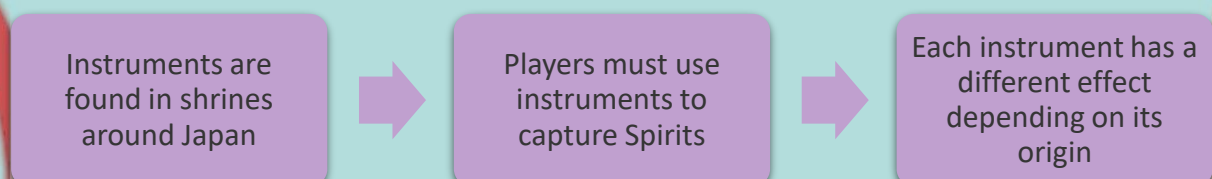
- ❖ Spirits can be found all around the **several regions** of Japan ([See Appendix 4.1](#)).
 - Each region has a different speciality of spirit. For instance, the region of Okinawa contains a large variety (16% of the total spirit count) of water spirits, due to the sandy beach resorts
- ❖ Spirits can be found in a **variety of locations**:
 - In the oceans of Japan and surrounding coastlines
 - Sprawling the vibrant and electronic cities
 - Deep within the magical forests
 - Situated in the expansive mountainous regions
 - Nestled in the vast rice paddies



Flow 1 - Locating Spirits

Equip Instrument:

- ❖ Music is crucial to the **Kagura**, and so the player must equip the correct instrument to capture the spirit
- ❖ Each instrument has their **own element** similar to the spirits ([See Appendix 1.1](#))
 - To capture a fire spirit, the player must equip an instrument that has an affinity for fire e.g. Taiko drum
- ❖ By dragging an instrument in their instrument slot (in the inventory), they also **passively increase the stats** of the spirits that its affinity matches with ([See Appendix 1.4](#))
 - If a player has water spirits and equips an aqua Biwa (*lute*), then the spirits attack and defence will increase
- ❖ Instruments are **found at shrines** across the regions of Japan.
 - The instruments the player will find shall correspond with the elements in the region.
 - In the Kansai region, the player will find a large density of 'Light' spirits; therefore they shall also find instruments with a Light affinity.



Flow 2 - Equipping Instrument

Complete Kagura:

- ❖ During the **Kagura**, the player must press the corresponding buttons ([See Appendix 6.1](#)) when the notes reach the instruments at the bottom of the screen
- ❖ The **accuracy** of the button presses will be **ranked**:
 - Perfect button press (*equates to 1 points*)
 - Good button press (*equates to 0.5 points*)
 - Bad button press (*equates to -1 points*)
- ❖ Each time a player presses a button successfully, a **sound beat** shall play; like a Taiko drum for example.
- ❖ Once the player has successfully reached an **allotted score** (*which increases with the spirits level*), they would have successfully captured the spirit
 - If the player fails to reach the score (*please the spirit*) the **spirit shall flee** from the area
- ❖ The music and beat will correlate to the **element of the spirit**
 - A wind spirit will have music that heavily features wind instruments like flutes

Player presses the corresponding button as the notes come nearer



Obtain a certain score by completing the Kagura



Song, difficulty and beats change depending on region of Japan

Flow 3 - Completing the Kagura

Capture Spirit:

- ❖ Once the player has successfully completed their Kagura, they shall **capture the spirit**
 - Acquiring spirits of every element is vital to having an **advantage** against the Blight
- ❖ Capturing **legendary spirits** throughout the story will enable certain progression of mission plots
 - Capturing the legendary Raijin spirit will allow the player complete control of thunder and lightning – thunder attacks are stronger
- ❖ The spirit shall be placed in their **inventory** if there is space, or at the **nearest shrine**.
- ❖ Once the player owns the spirit, they will be able to use them in battle as well as talk to them via a shrine
- ❖ Players must take care of their spirits. Player must not over use them or let spirits be infected with the Blight ([See Appendix 2.1](#))
 - Each spirit will have a durability bar, indicating how much they have used the Spirit to fight against the Blight. Once the bar has decreased to zero the player is unable to use the Spirit in battle until they visit a shrine

Kagura has been successfully completed



Player now owns the spirit and is able to use them in battle

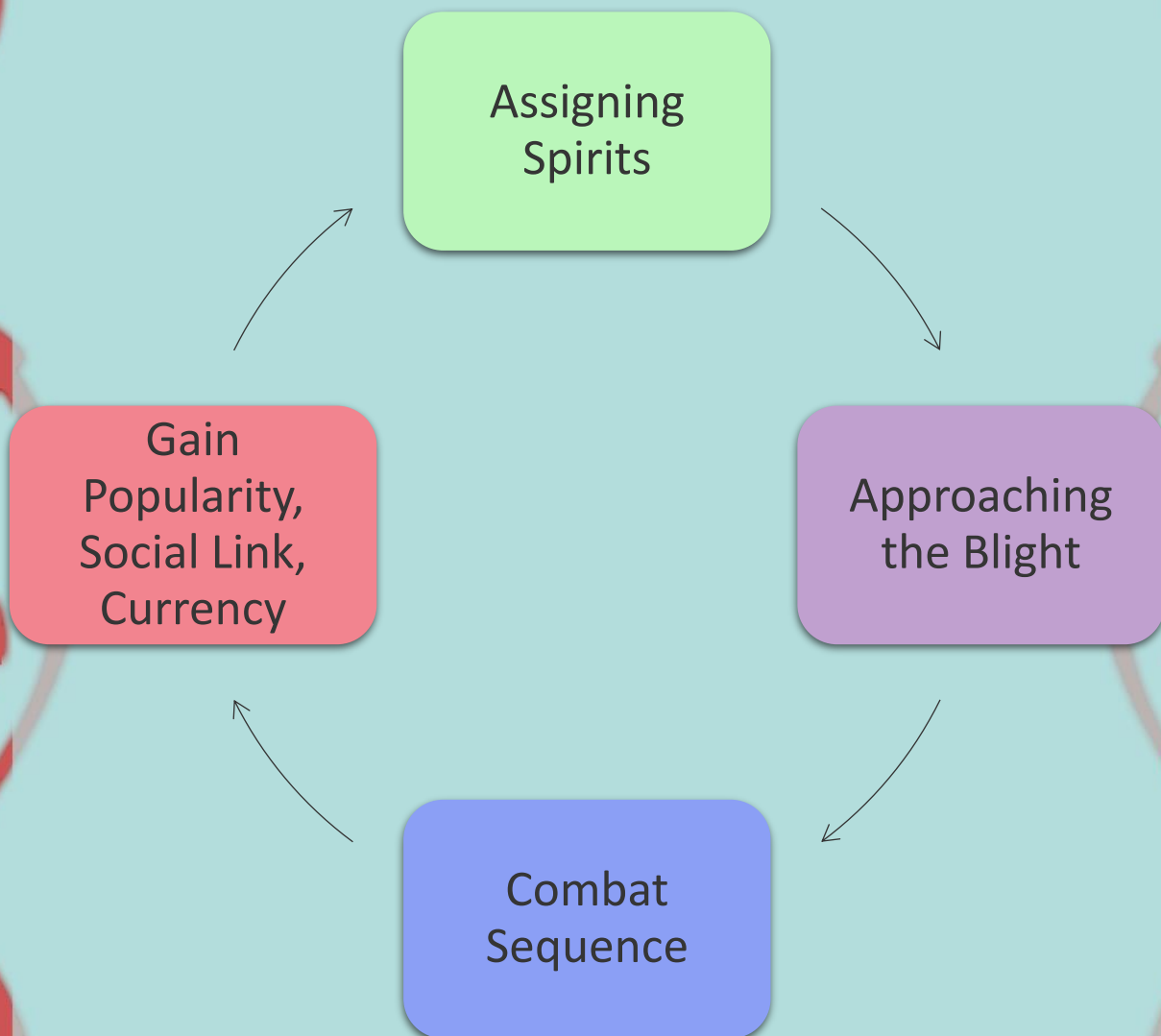


If player inventory is full, spirit is sent back to the nearest shrine

Flow 4 - Capturing the Spirit

Core Loop – Fight the Blight

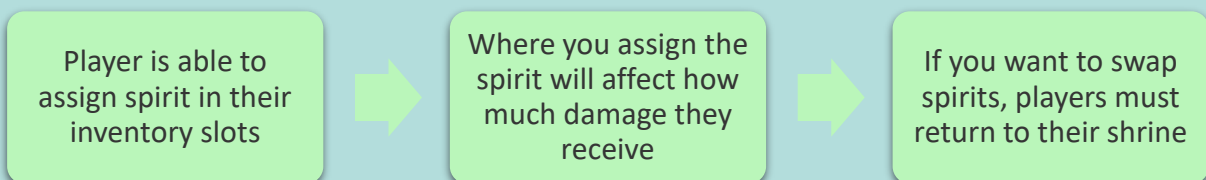
The flow diagram below is an illustration describing the gameplay of fighting against the formidable Blight. The Blight is the player's primary adversary in Kamigami; they plague the land as they feed off the evil intentions of humanity. With the player's party of spirits, their mission is to eradicate the Blight from the several regions of Japan. Players must assign their spirits in a **party based grid system** before confronting the Blight. During combat, the player's objective is to **defeat all the Blight** that stands in their way. Once they are defeated, the deity increases in **popularity**, increases their **social link** with its spirits and is rewarded with **currency** to purchase items.



Loop 3 - Flow Diagram representing the goal of fighting against the Blight

Assigning Spirits:

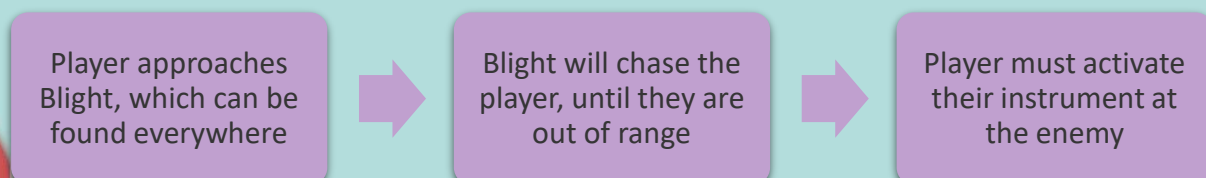
- ❖ The spirits can be assigned initially at the player's shrine
 - Players cannot switch out spirits while away from a shrine – unless they have been placed in the **'Reserves' inventory**
 - Players are able to place up to 3 spirits in the 'Reserve' inventory for changing spirits while adventuring
- ❖ The player drags the spirits onto the **3x4 party grid**
- ❖ Depending on where the player places their spirits on the grid, they will **receive varying amounts of damage** from the enemies
 - Spirits on the **back row** of the grid will receive the **least damage (0.5x)**, but if the enemy is surrounding the player, they will receive a **critical hit (2.0x)**
 - Spirits in the **middle row** will receive **universal damage (1.0x)**, regardless of whether the enemy is surrounding the player
 - Spirits on the **front row** will receive the **most amount of damage (1.5x)**, regardless of whether the enemy is surrounding the player



Flow 5 - Assigning Spirits

Approaching the Blight:

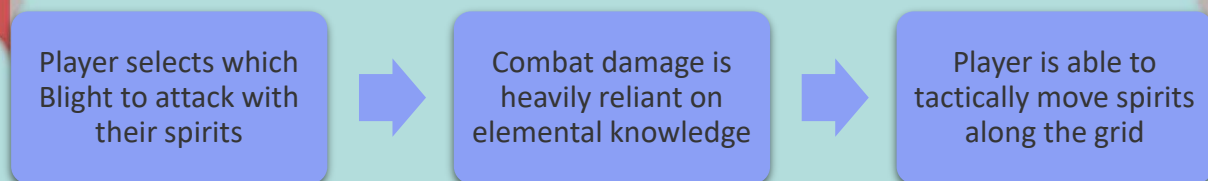
- ❖ As the player approaches the Blight's vicinity, it will begin to **chase the player**
 - The enemy has a range where if the player runs away it will stop chasing
- ❖ The player must **strum, hit or blow** their instrument (*by pressing space bar*) to attack the Blight; this will then initiate combat as it connects with the enemy
 - This will let out the sound of the instrument as well as a stream of notes
- ❖ However, if the enemy hits the player first, the Blight will surround the player and attack first



Flow 6 - Approaching the Blight

Combat sequence:

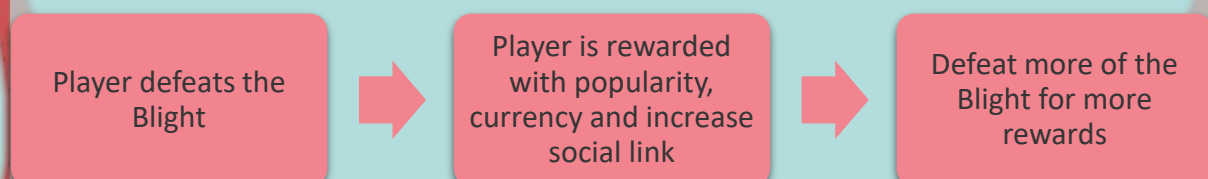
- ❖ The player will be able to select only one option a turn during battle against the Blight:
 - **Attack** – each spirit has their default elemental attack. For example, a dark spirit will have an attack that is charged with dark energy ([See Appendix 1.2](#))
 - **Element Attack** – once every battle, a player is able to unleash an ultimate element attack, which will inflict large amounts of damage regardless of the Blight's element affinity
 - The special attack consists of the player pressing a series of buttons that appear on the screen (*Arrow Keys*). If completed successfully, it will unleash the attack with its full power
 - **Moving** – players are able to move their spirits into an unoccupied grid position
 - **Items** – By giving the spirits items, it can heal them or boost their stats ([See Appendix 2.1](#))
 - **Run** – The player is able to escape the fight
- ❖ Once all the spirits have attacked, the Blight will commence their attack against a random spirit on the grid - each side takes turns until one loses
- ❖ The **damage multiplier** for both the Blight and the player is dependent on their elements ([See Appendix 1.1](#))
 - If a fire spirit attacks a wind Blight, then the spirit will do double the damage.



Flow 7 - Combat with the Blight

Gain Popularity, Social Link, Currency:

- ❖ After defeating the Blight, the player will be **rewarded** with **popularity**, **increased social link** with their spirits and **currency** to spend
 - If all their spirits are defeated, then the player will be sent back to the nearest shrine.
- ❖ **Popularity** is gained through constantly defeating the Blight ([See Appendix 1.5](#))
- ❖ Fighting the Blight with the same set of spirits will **increase their social link**
- ❖ Currency enables the player to **purchase items** for their spirits, such as holy water to heal their spirits ([See Appendix 1.6](#))



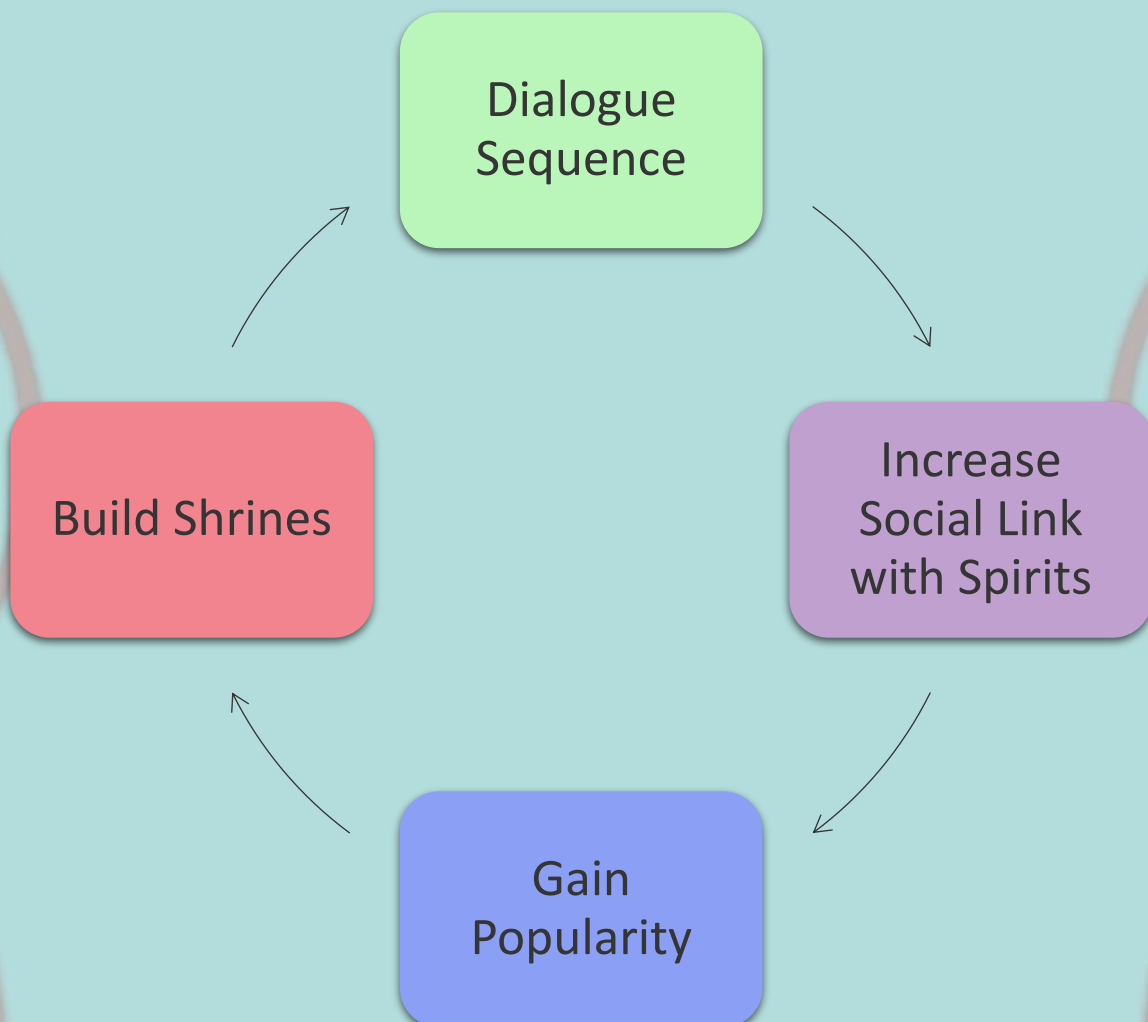
Flow 8 - Rewards for defeating the Blight

Core Loop – Gain Popularity

The flow diagram below is a demonstration of how the player is able to gain popularity. To become a household deity, players must gain **widespread popularity** amongst the several regions of Japan. There are several methods of deities gaining popularity, these include:

- **Prayers and wishes** of humankind (missions)
- **Fighting** against the Blight
- Increasing **social link** with Spirits
- Building **Shrines**

Within the shrine, the player is able to **talk with their spirits**. If they make the spirit happy, they grow closer to the spirit, thus **increasing their social link**. As the player increases their social link, they **gain popularity** from evolved spirits; they are then able to build more shrines scattered across the different regions.



Loop 4 - Flow Diagram representing the player gaining popularity

Dialogue Sequence:

- ❖ While the player is in their shrine, they will be able to talk to their spirits about events that have occurred
- ❖ Players must select the **appropriate dialogue options** to get closer to the spirit; the closer they are with the spirits, the further the link is increased
 - Giving **key items** (*costumes, items found in battle*) to spirits will aid in increasing the social link
- ❖ If the player chooses the wrong options, then the social link has the potential to become negative.
 - If this continues, the spirit can **leave and return to the wild** – unable to be captured again
- ❖ After each **milestone**, the complexity of the interactions with spirits will increase. The player will need to be wary of what options to choose

Approach one of your spirits in a shrine

Select correct options in the dialogue sequence to increase social link

Selecting negative options will result in a decrease social link

Flow 9 - Dialogue with Spirits

Increase Social Link with Spirits:

- ❖ To increase social link with spirits, the player will either have to have them **equipped** in their party while fighting the Blight or **talk** to them in the shrine
- ❖ Each spirit has **milestones** they can reach in their social link ([See Appendix 1.3](#))
 - At each milestone, the deity will be given a mission by the spirit
 - **Missions** will include:
 - Killing a certain amount of Blight
 - Obtaining a certain item
 - Achieving a certain amount of popularity
 - Using the spirit in battle a certain amount of times
 - A number of shrines the player has built
- ❖ Once all the milestones (5) have been reached, the spirit will evolve into its ultimate form, a **Holy spirit**
- ❖ Holy spirits are the ultimate form of the spirits with **boosted stats**, moves and a **passive increase** to the deity's popularity – they are loyal companions that are seen by all the other deities.

Combat and dialogue with spirits will increase social links

Each spirit has different milestones to achieve in its social link

Evolve spirits into Holy spirits

Flow 10 - Increasing Social Links with Spirits

Gain Popularity:

- ❖ By battling the Blight, completing missions and evolving spirits, the player gains **more popularity**
- ❖ Popularity grants access to ([See Appendix 1.5](#)):
 - Building more shrines
 - Progression through the story
 - Purchasing of items and costumes ([See Appendix 2.2](#))
 - Buying Daemons ([See Appendix 2.3](#))
- ❖ As the player's deity gains more popularity, they shall be recognised more across Japan
 - Shrines will be occupied by more people
 - People shall mention the deity's name in passing

Combat, missions and evolving spirits increases popularity



Popularity will allow players to progress through the story



More popularity grants a wider recognition across Japan

Flow 11 - Gaining popularity

Build Shrines:

- ❖ Players will **find abandoned shrines** all across Japan. However, to claim them as their own, they must have enough popularity
- ❖ To build a shrine they must have the required currency and popularity
- ❖ **Shrines are used as the player's base.** Here, they will be able to interact with spirits
- ❖ Each time the player creates a new shrine, they will be able to **store more spirits**
- ❖ Shrines are the home for captured spirits, therefore they are the only place **to store and swap out spirits** into their inventory
- ❖ Each shrine will have its own **passive ability**
 - For instance, building the Mount Fuji shrine will increase the spirit's defence when they are close to death

Players find shrines around Japan in each region



Build shrines with currency and popularity

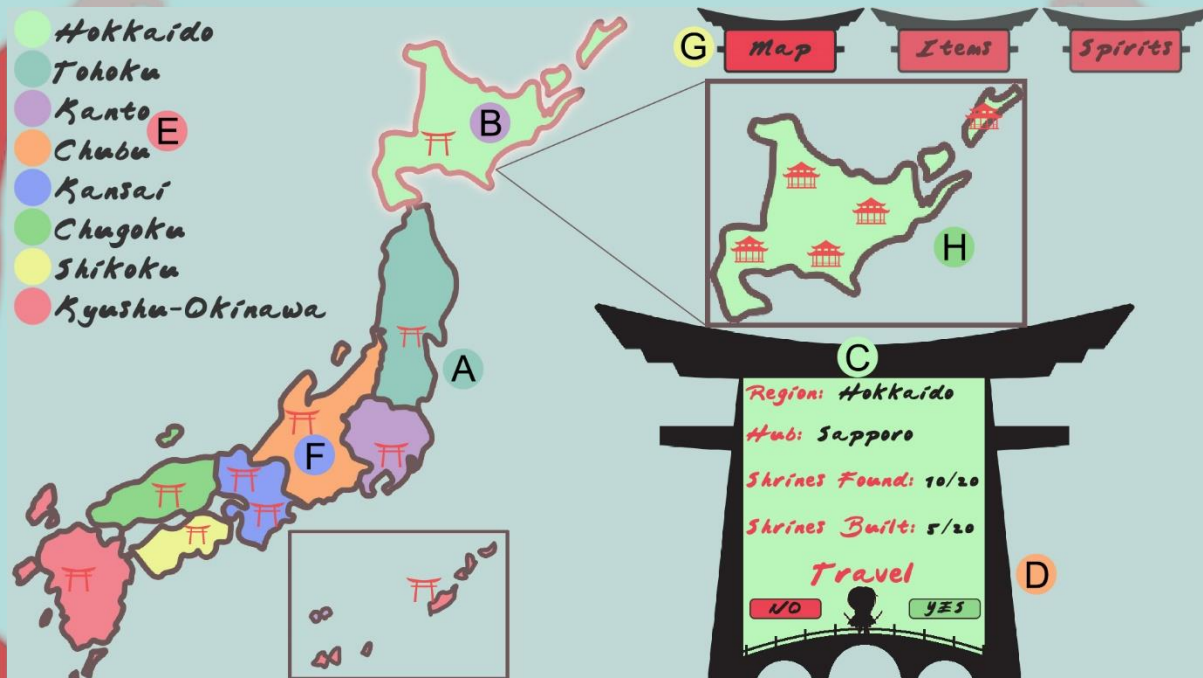


Shrines are places to store and swap out different spirits

Flow 12 - Building Shrines

Gameplay Mock-ups:

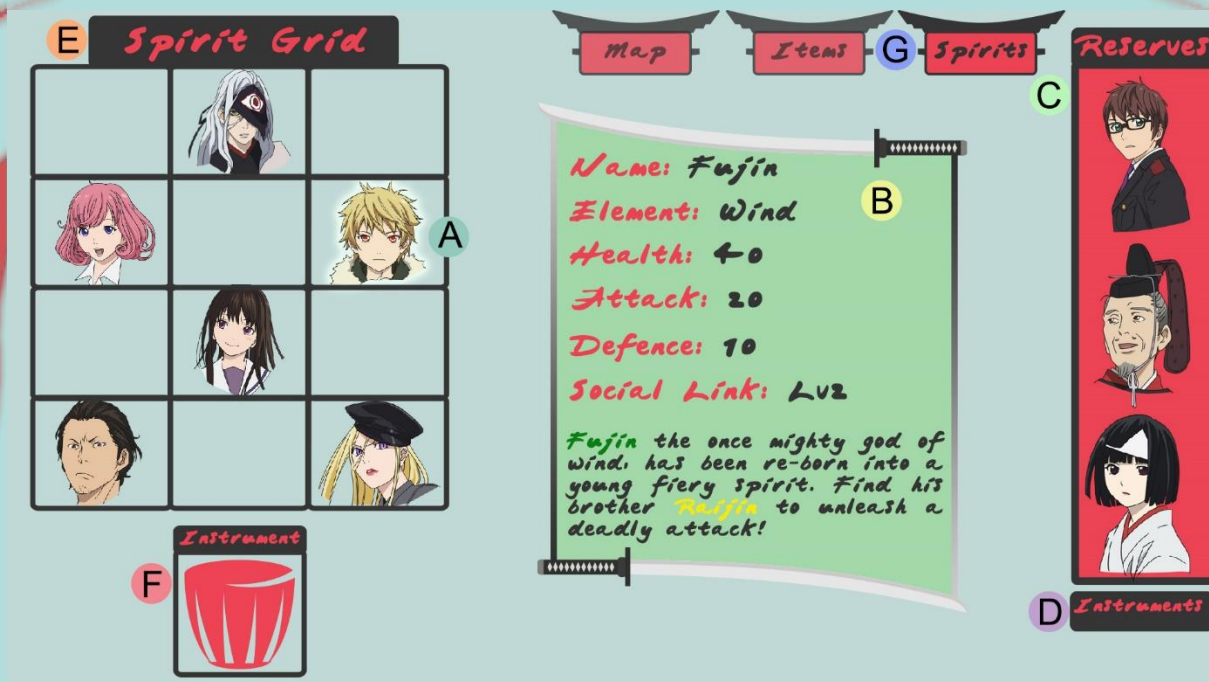
Map Mock-Up • In this mock-up, the player will be able to select the different regions of Japan to explore ([See Appendix 3.1 for Letter Descriptions](#)):



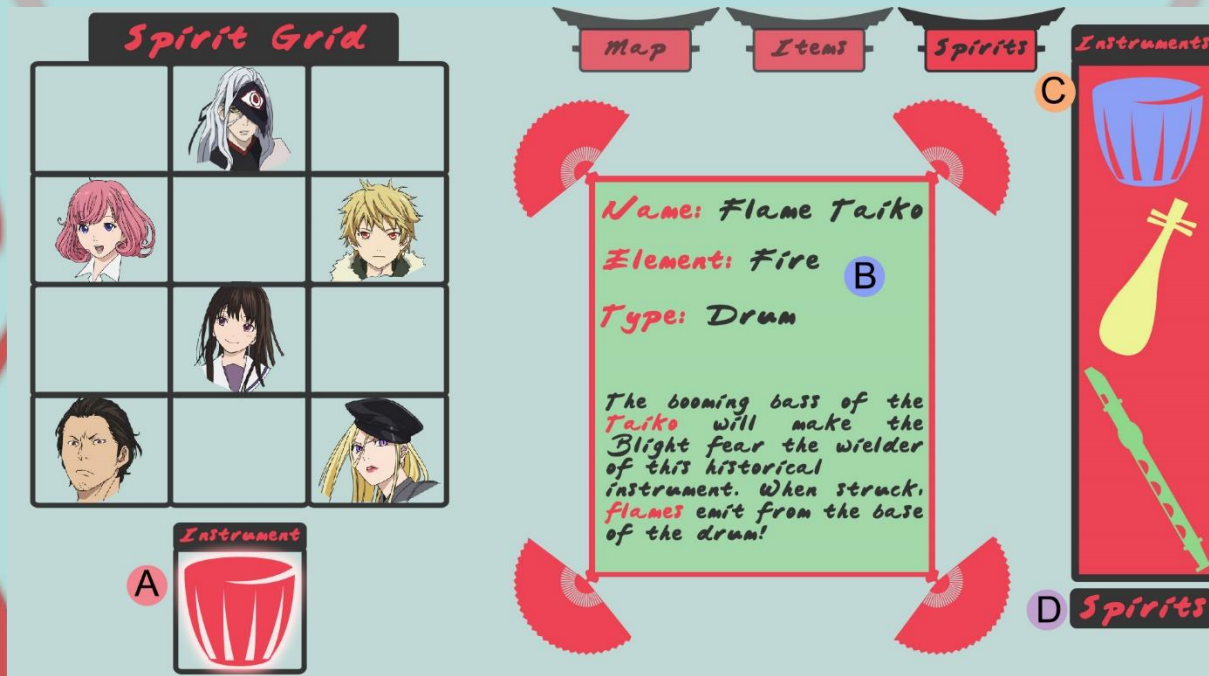
Kagura Mock-Up • This mock-up entails the Kagura festival that the player will be participating in while capturing spirits. Instrument, colour and background will change depending on which spirit you are capturing – in this instance, it is red as the player is using the fire Taiko drum ([See Appendix 3.2 for Letter Descriptions](#)):



Inventory Mock-up Spirits - This mock-up shows the player organising their spirits in the inventory screen ([See Appendix 3.3 for Letter Descriptions](#)):



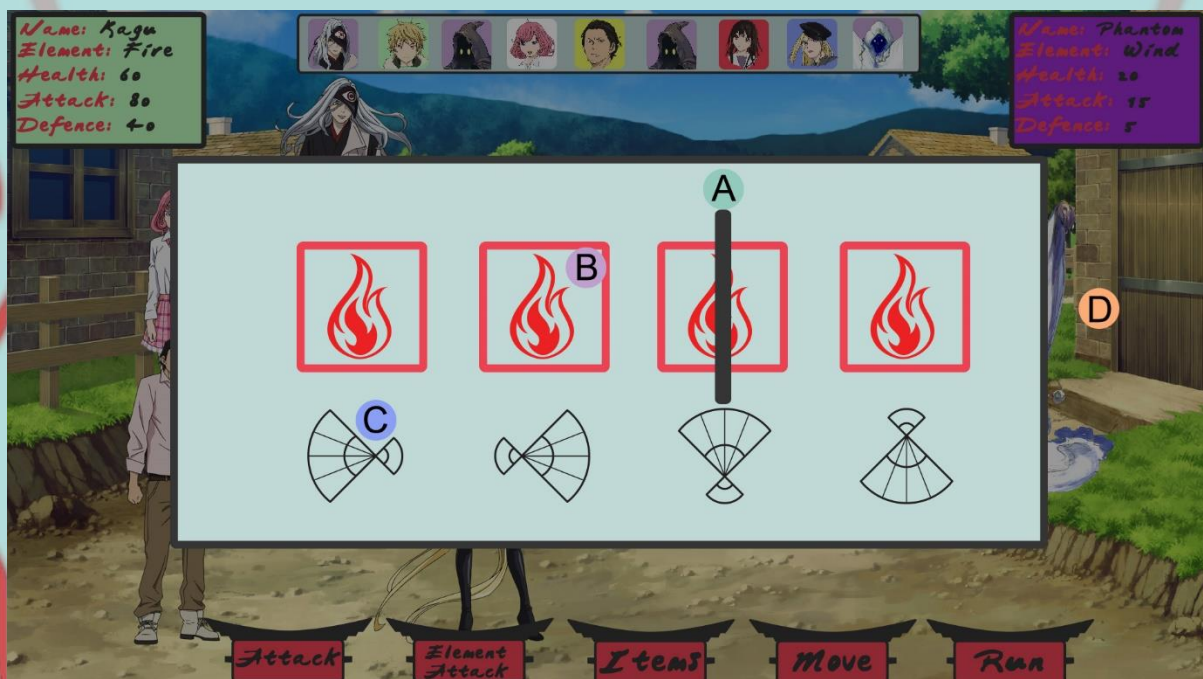
Inventory Mock-up Instruments - This mock-up shows the player selecting the instrument in the inventory screen ([See Appendix 3.4 for Letter Descriptions](#)):



Battle Mock-up - This mock-up shows the different elements that encompass combat in Kamigami ([See Appendix 3.5 for Letter Descriptions](#)):



Battle Mock-up Elemental Attack - The mock-up shows what the player must do when the element attack is activated ([See Appendix 3.6 for Letter Descriptions](#)):



Dialogue Mock-up - The mock-up indicates the different components of players speaking to their spirits in the shrines ([See Appendix 3.7 for Letter Descriptions](#)):



Dialogue Interaction Mock-up - The mock-up gives an example of player dialogue choices, whilst speaking to their spirits ([See Appendix 3.8 for Letter Descriptions](#)):



Kamigami Aesthetic

Kamigami will feature **full 3D landscapes**, consisting of the **eight regions** of Japan ([See Appendix 4.1](#)). The climates and environments of each region vary. For example, in winter, the region of Hokkaido is a snow-covered wasteland. In contrast, the city of Tokyo is a futuristic metropolis. Each hub city will include their major landscapes, enabling the player to fully explore a scaled down version of its real-life counterpart. The hub cities consist of:

- **Nagoya**, located in the region of Chubu ([See Appendix 4.2](#))
- **Sendai**, located in the region of Tohoku ([See Appendix 4.3](#))
- **Sapporo**, located in the region of Hokkaido ([See Appendix 4.4](#))
- **Hiroshima**, located in the region of Chugoku ([See Appendix 4.5](#))
- **Takamatsu**, located in the region of Shikoku ([See Appendix 4.6](#))
- **Okinawa**, located in the region of Kyushu-Okinawa ([See Appendix 4.7](#))
- **Tokyo**, located in the region of Kanto ([See Appendix 4.8](#))
- **Kyoto**, located in the region of Kansai ([See Appendix 4.9](#))



Figure 1 - Comparison of Shibuya 109 department store. (Top Image real life/ Bottom Image Tokyo Mirage Sessions)

While the player travels Japan, the seasons shall change to make the player feel invested in the world. After a set amount of in-game time, the player will witness the **changing of seasons**. These seasonal effects will consist of: snow falling in winter, cherry blossoms blooming in spring, heat waves in summer and leaves falling in autumn.

There shall be no transition in art style between travelling and exploring the city hubs. The player character will always be an **anime-inspired 3D model**; likewise, the cities shall be anime-inspired versions of their real life counterparts. The player character shall be a 3D deity inspired by existing anime JRPGs such as *Persona*, *Tokyo Mirage Sessions* and *Tales of Xillia*. During conversations with spirits and characters, the **portraits** of the characters will be **fully animated**. For instance, if a spirit is embarrassed by what their deity says, it will trigger an exaggerated reaction, commonly found in most JRPG's.



Figure 2 - 3D anime art style used by Persona 5

During the turn-based combat, the spirits and Blight combatants will be **fully animated**. Each attack will have its own vibrant and detailed animation sequence. For example, a flame spirit will rain thousands of fireballs on top of its enemy. Similarly, the enemies will feature devastating attacks towards the player's party of spirits. In particular, the Blight would be able to darken the environment of the battlefield, making the atmosphere even more ominous.



Figure 3 - Reactionary faces during conversations

Kamigami shall also feature **cut-scenes** for vital points of the narrative; these shall be styled in an **anime aesthetic** to fit with the Japanese theme. In addition, in-game cut-scenes shall be used during main and side missions; they will be created within the **game's engine**.

The **sound and music** within Kamigami is an important feature of the mechanics and atmosphere. During the Kagura, traditional music will be used, in conjunction with how it is done in a real world context. **Traditional Japanese music** will consist of:

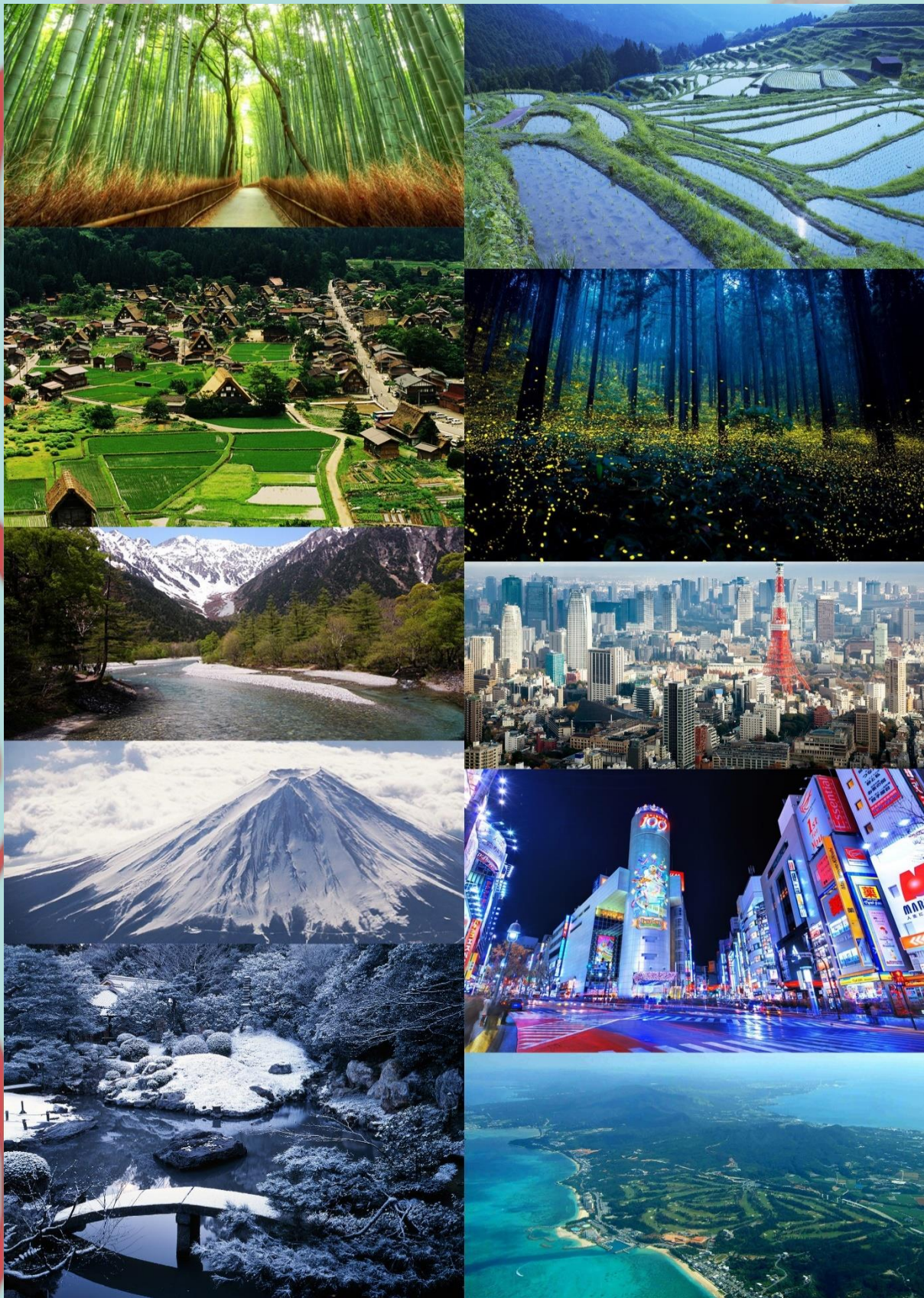
- **Joruri**, narrative music using the *shamisen* instrument
- **Naguta**, is music using the *shamisen*, it consists of three styles of Kabuki dance, dialogue, and music that is not connected with Kabuki
- **Shakuhachi music**, monks that played the *shakuhachi* instrument
- **Shomyo**, Buddhist chant music with an added melody for a sutra
- **Gagaku**, court music that has two styles, instrumental music *kigaku*, and vocal music *seigaku*



Figure 4 - Comparison of anime and in game cut scene style

Environment Collage

The collage encompasses the different locales and environments the player will be able to explore throughout the several varying regions of Japan:



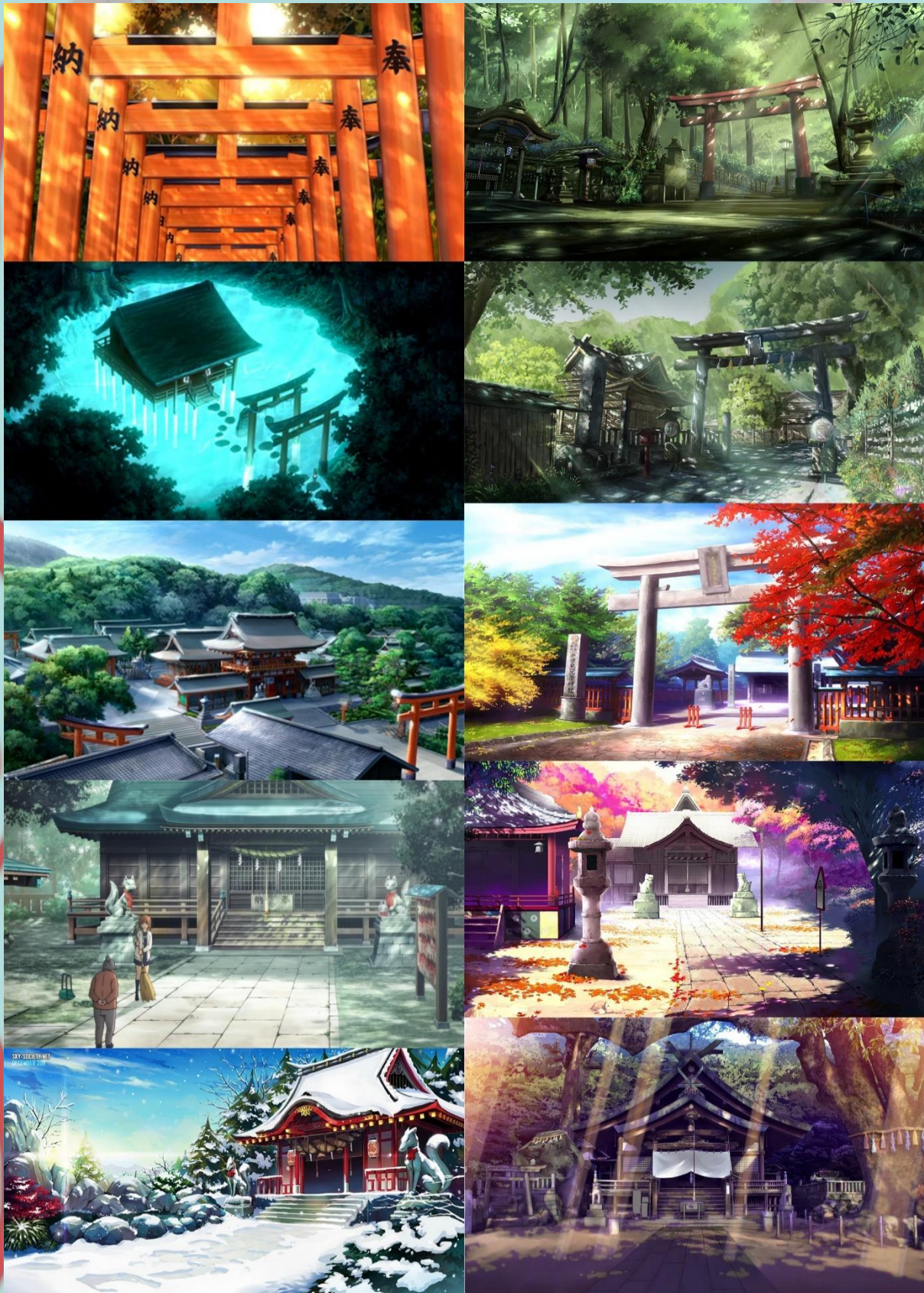
Festival Collage

While capturing spirits a Kagura (festival) will be held to capture the spirit. The images below these are just a few examples of what a Japanese festival consists of:



Shrine Collage

Scattered through the different regions of Japan are several shrines the player must acquire. The collage consists of different sizes and locations of shrines that can be built:



Instrument Collage

The player shall be wielding multiple traditional Japanese instruments. Examples that can be found below are: Taiko Drums, Tonkori, Koto, Horagai, Xun, Biwa and Shamisen:



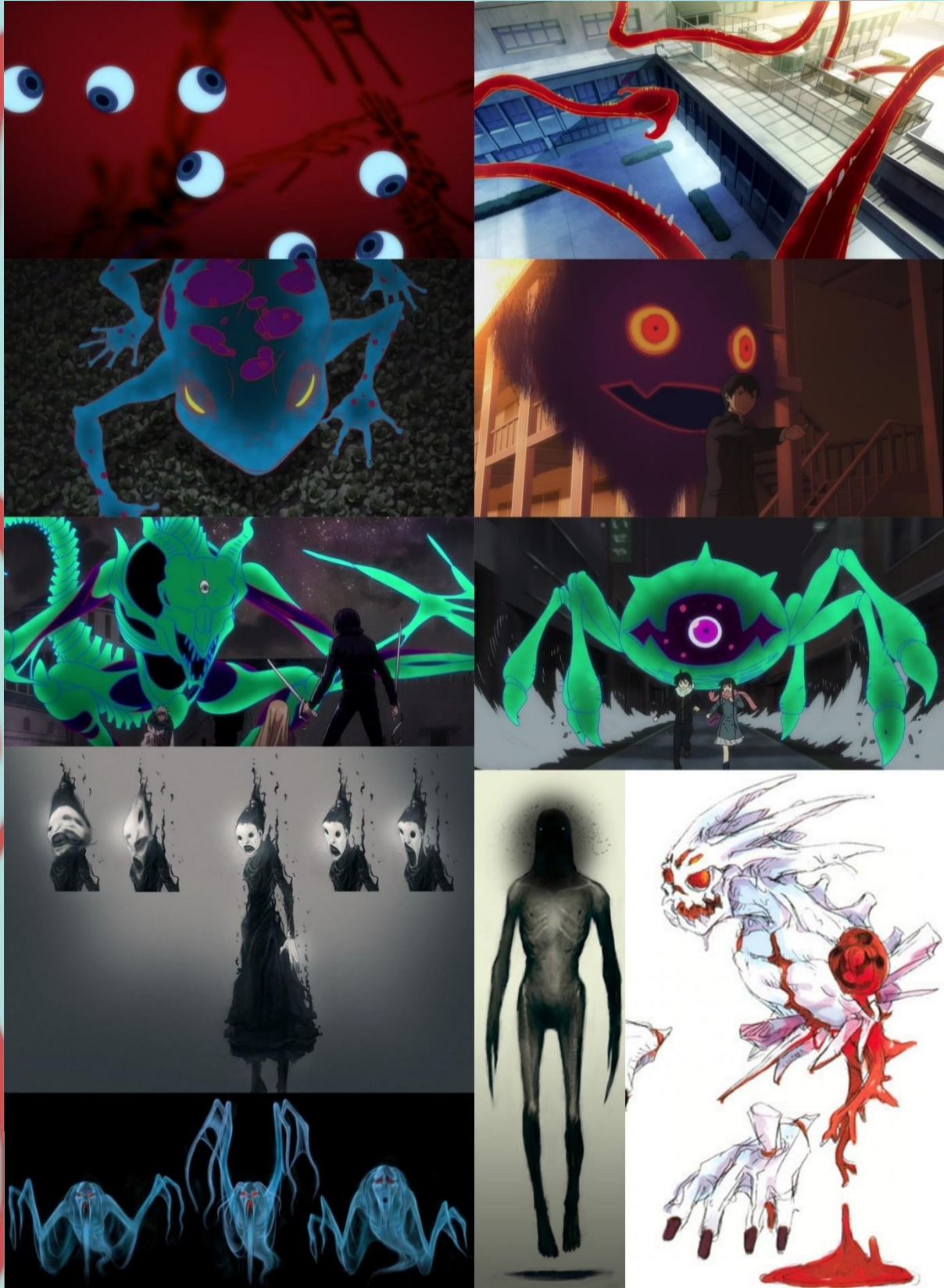
Spirit Collage

Spirits shall be traditional in their attire; these are just a few examples of Shinto deities (which will be obtainable Legendary spirits) personified in a human form:



Blight Collage

The Blight represents evil in Kamigami, therefore they must possess grotesque features. They shall consist of a phantom-like appearance with abnormal features to frighten the player:



Level Structure

The following table consists of specific details on the narrative structure ([See Appendix 5.1](#)) for each chapter. Kamigami will feature eight chapters that are set in the eight regions of Japan. Each chapter is split into multiple parts that the player must complete to progress in the narrative. The table consists of four categories that inform what the player shall be experiencing in each chapter:

- **‘Chapter’** details which chapter is being discussed, the region the chapter will be playable in, as well as the part name
- **‘Story Beats’** consists of all the important events the player will be experiencing during each part of the chapter
- **‘Example Mission’** illustrates a different type of mission that the player must complete in each chapter ([See Appendix 5.2](#)).
 - Certain missions are mandatory as they relate to the story; however, others can be taken as side missions
- **‘Shrines/Spirits/Instruments’** category focuses on examples of what the player can discover throughout the chapter/region

Key:

Story Beats highlighted in Light Green = Anime Cut-Scene

Story Beats highlighted in Dark Green = In-Game Cut-Scene

Example Missions highlighted in Yellow = Mandatory Missions

Spirits highlighted in Red = Legendary Spirits

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Chapter 1 - Chubu Region – “The Awakening”	<ul style="list-style-type: none"> - The player is willed into the world as a deity - A Magical Yōkai greets the player and serves as a tutorial guide 	<p>Game Tutorial - The first half of this region acts as tutorial for the player. This enables the player to experience all the mechanics that Kamigami has to offer:</p> <p>1) Player will capture their first spirit, completing a Kagura</p> <p>2) Player must combat the Blight using their newly acquired Spirit</p> <p>3) Player will then visit an abandoned Shrine to rest</p> <p>4) Player has enough popularity and Yen to build their first shrine</p> <p>5) Once at the shrine, the player will be able to interact with their spirits</p> <p>6) Before heading to Mt.Fuji, the player is able to accept side missions from humans</p>	<p>Atsuta Shrine – Initial shrine the player builds, allows players to store spirits</p> <p>Mt.Fuji Shrine – Increases defence of spirits in your party when they are close to death</p> <p>Kagu-Tsuchi (Fire Spirit) – The Spirit of fire and patron of blacksmiths and potters</p> <p>Ninigi-no-Mikoto (Fire Spirit) – A Spirit born to be a leader, reincarnation of a great emperor</p> <p>Taiko (Fire Instrument) – Each beat from the drum creates a burst of flames</p>
Part 2 – “The Beginning”	<ul style="list-style-type: none"> - The tutorial section consists of introducing specific mechanics to the player: capturing spirits, fighting the blight, building shrines 		
Part 3 – “Guidance”	<ul style="list-style-type: none"> - The player is unsure of what the purpose of a deity is - Yōkai advices the player to travel to Mount Fuji seeking guidance from the gods of old 		
Part 4 – “Start of an Adventure”	<ul style="list-style-type: none"> - The player speaks with the deities and is told to find their own purpose in life, exploring Japan may aid in this quest. 		
Part 5 – “Yōkai”	The deity’s Yōkai speaks with the other Yōkai all around Japan, what they discuss is detrimental to life as they know it		

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Chapter 2 - Tohoku Region – “Land of the Rising Sun”	<ul style="list-style-type: none"> - Player ventures out to the rest of Japan, intrigued on what the land has to offer - The deity marvels at what modern society is like in Japan 	Protecting the Rice Fields - One of the first prayers the player accepts. This mission entails the player to eliminate the Blight occupying the rice fields:	Paddy Shrine – Allows spirits to gain 5% more health of their maximum health Naruko Shrine – Health items have an increased 10% effect
Part 2 – “Blight”	- The Yōkai speaks to the deity about the Blight and how dangerous they are to deities and humankind	1) Player accepts the mission from an elderly farmer. She states that her rice fields are not producing any crops, thus she cannot survive.	Fujin (Wind Spirit) – Legendary Spirit of the Wind, controls the sky’s with its might
Part 3 – “The Job of a Deity”	- The players learns how to become a deity, which entails fulfilling the prayers of humankind	2) Player travels to the paddy fields, in which they must defeat 10 Blight phantoms that are consuming the crops	Konohanasakuya-hime (Wind Spirit) – The blossom Spirit, she is the princess of the cherry tree
Part 4 – “The Council”	<ul style="list-style-type: none"> - Player is introduced to the council of deities, a meeting is held to discuss about the ever growing Blight - A mysterious deity is over watching the player whilst defeating the Blight 	3) Once the player defeats the Blight, they must return to the farmer to receive an increase in popularity	Shakuhaci flute (Wind Instrument) – A tremendous gale of wind is emitted from the flute

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Chapter 3 - Hokkaido Region – “Red-Crowned Cranes”	<ul style="list-style-type: none"> - The player continues their travels to the northern tip of Japan, Hokkaido - As a change of pace, the Yōkai asks the deity to meet with the other Yōkai’s in the natural habitats of Hokkaido’s national parks 	<p>Find the rare Animals – Roaming around the wilderness are rare animals that can only be found in Hokkaido. The player must search for these:</p> <p>1) To increase your deity’s popularity, the player is able to find one of the following animals: <i>Brown Bear, Deer, Red Fox, Squirrel, Fur Seal, Blakiston’s Fish Owl and White-tailed Eagle.</i></p> <p>2) These animals can be found randomly dotted around locations in the Hokkaido forests. Every time the player approaches one, it will start to run away</p> <p>3) The player must follow the animals, this will lead the deity to their natural habitat, now infested with the Blight</p> <p>4) Once the player defeats the Blight, the animal will be grateful towards the player. As a reward, the player popularity will increase and items will be given to the deity.</p>	<p>Yahiko Shrine – If the player has not equipped 6 spirits in their party, the stats of the equipped spirits are boosted by 5%</p> <p>Sapporo Shrine – Increased popularity from completing side missions</p> <p>Ryujin (Water Spirit) – A Legendary dragon Spirit that roams the seas, lakes and rivers of Japan</p> <p>Suijin (Water Spirit) – The Spirit brother of Ryujin, they control the seas</p> <p>Xun (Water Instrument) – Playing the instrument will call upon the help of the water gods</p>
Part 2 – “Lost”	<ul style="list-style-type: none"> - But as soon as the player reaches Sapporo, the deity gets comically drunk on sake and wanders out of the city into the wilderness where he/she collapses 		
Part 3 – “Endangered”	<ul style="list-style-type: none"> - The deity is awoken by an angry Yōkai, telling him that they are lost - The Blight is terrorising the local forest and endangering the Red-Crowned Cranes. - The player proceeds to eliminate the Blight that is occupying the forest 		
Part 4 – “Endless Struggle”	<ul style="list-style-type: none"> - The Cranes come out of hiding and informs the player of the Blight expanding in other regions of Japan - In all its years of existence, the animals and cranes have not witnessed this sheer amount of Blight before 		
Chapter 4 -	<ul style="list-style-type: none"> - Travelling back through the regions of 	Spirit Challenge - The player will	Izumo Shrine – Increases the

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Chugoku Region – “The Saviour”	Hokkaido, Tohoku and Chubu, the player ends up in Chugoku - From the distance the deity witness the large amount of darkness covering the industrial area	encounter a spirit, in the industrial region of Chugoku. The spirit will challenge the player to a contest. If the player succeeds, the spirit will become theirs:	number of mission requests the deity receives Factory Shrine – Increases the number of elemental attacks (AP) by 1
Part 2 – “Blinded”	- The deity vows to destroy the Blight in this region and restore peace and order - The Yōkai warns the deity that they will not win this fight alone, but the deity disregards the advice	1) The challenge proposed by the spirit entails the player defeating 10 Blight enemies within 5:00 minutes	Raijin (<i>Thunder Spirit</i>) – The Legendary oni (demon) thunder spirit
Part 3 – “Protector”	- Over run by the Blight, the deity is close to be consumed - Another deity descends from the sky and in one powerful attack eradicates the surrounding Blight	2) Locked into the industrial area, the player must find and defeat the Blight before the time runs out	Omoikane (<i>Thunder Spirit</i>) – The Spirit of wisdom and intelligence
Part 4 – “Strength in the Mind”	- The player and there saviour, Susanoo, discusses what needs to be done - Susanoo suggests that the player must train and become strong enough to join the Council of deities - As Susanoo leaves the player to heals his wounds, he alludes that there are stronger foes then just the Blight	3) Upon succession, the spirit will commend you for your efforts. It shall then ask if it can join you on your quest 4) The player is able to accept or decline its request. If they had accepted then the spirit will be placed in either the player’s party or shrine. If the player declined, the spirit will give extra challenges, with the player rewarded with Yen.	Shamisen (<i>Thunder Instrument</i>) – A simple pluck of this instrument will strike thunder in front of its foes
Chapter 5 -	- Full of determination, the player visits the	88-Temple Pilgrimage – The player must	Shikoku Pilgrimage Shrines – each

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Shikoku Region – “Pilgrimage of Enlightenment”	Shikoku region to complete the 88 shrine pilgrimage. - The player must visit all 88 shrines to ask for enlightenment of how to gain strength	travel around the Shikoku region visiting each shrine.	shrine the player activates, it will increase the travel speed of the deity by a small margin
Part 2 – “Training”	- Along the way, the player trains their spirits by defeating the Blight and gaining popularity by completing missions	1) To begin their training, the player must visit each shrine on the pilgrimage	Hachiman (<i>Light Spirit</i>) – Spirit of war, is the master of archery and battlefield tactics
Part 3 – “The Ancients”	- On completion, the deity receives spiritual insight on the history of deities - The flashbacks the player witnesses is of deities fighting each other, with zero blight presence	2) While travelling between each shrine, the player will encounter the Blight to defeat, which aids in their training	Okuninushi (<i>Light Spirit</i>) – The Spirit ruler of magic
Part 4 – “Confusion”	- Witnessing the flashbacks had left the deity confused about what it had all meant - Wary of the other deities, the player asks the Yōkai to take them somewhere else	3) Each time the player arrives at a shrine, they must approach the stamp table. Once they interact with the table, it will put a stamp in their pilgrimage book	Koto (<i>Light Instrument</i>) – While playing this instrument the user shoots of beams of holy light
Part 5 – “The Meeting”	- All the deities across Japan gather in Kyoto to hear an important announcement by the Council - The Council declares all-out war on the Blight as well as the assassination of all newly born deities - The Council states every newly born deity has caused an increase in the Blight, therefore they must be killed - Susanoo speaks out on the actions of the Council, but he is banished	4) As the game is a scaled down version of the region, shrines will be spaced fairly close to each other 5) The player must fill the book with the stamp of 88 different shrines on the Shikoku region 6) On completion, the player shall progress in the narrative, in which they receive spiritual enlightenment	
Chapter 6 - Kyushu-	- The player travels to Okinawa to meditate, there is less Blight in this region	Building Shrines – Across the region are several remote islands with abandoned	Amano Iwato Shrine – Increases the relationships with your spirits

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
Okinawa Region – “The Hunt Begins”	due to the relaxed nature of the residents - However Susanoo warns the player on what happened at the Council meeting	shrines. These forgotten shrines are in need of restoration. The player’s objective is to build and restore these shrines to their former glory:	Futenma Shrine – Increases starting social link with newly captured spirits
Part 2 – “Exile”	- A swarm of deity assassins appears searching for the player - Susanoo and the player deity goes into hiding, travelling between the various islands	1) While travelling the oceans of the region on a hired boat, the player will encounter islands to travel towards.	Izanami (Dark Spirit) – Izanagi’s had followed her to the underworld, but failed to bring her back, the dark energy consumed the Spirit
Part 3 – “The Mighty has Fallen”	- But to no avail, they are attacked by a group of deities - Unfortunately, Susanoo weakened from his battle is being consumed by the Blight - The player has to end Susanoo’s life before he is transformed into the Blight	2) As the player explores the island, they shall find worn down shrines they are able to repair	Tsukuyomi-no-Mikoto (Dark Spirit) - Spirit of the Moon, enemies with the spirit Amaterasu
Part 4 – “Revenge”	- The player is now brandished as a killer and the leader of the Blight - Meanwhile, the Council brushes off the death of Susanoo and advocates the demise of the player	3) Costing a small amount of Yen, the player is able to rebuild the shrines and claim it as their own 4) Once the player has repaired all the shrines found on the several islands, they shall be rewarded with a large amount of popularity	Horagai (Dark Instrument) – A conch shell found from the darkest depths of the ocean
Chapter 7 - Kanto Region –	- Wanting to avenge Susanoo, the player travels to the capital of Japan, Tokyo, to	Collecting Clues – In Tokyo, the player must look for clues on the origins of the	Kanda Myojin Shrine – Increased currency gained from fighting

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
<i>"Attack of the Deities"</i>	seek answers - The player notices the lack of Blight for such a large city.	Blight and what caused the Councils actions. Each clue will give a small amount of information on the Blight as well as the Council:	against the Blight Nezu Shrine – Decreases the score needed to capture spirits by 5
<i>Part 2 – "Money, Money, Money"</i>	- The player finds the financial links between big businesses and high-ranking deities. - All the clues the player finds leads to the capital of Kyoto	1) As the player explores around Tokyo, they will be able to communicate with spirits to find out information about what is happening	Tenjin (Light Spirit) – The Spirit of scholarship and education Daikokuten (Dark Spirit) – The Spirit of commerce and prosperity
<i>Part 3 – "Encounter"</i>	- Before heading out of Tokyo, the player is surrounded by the Blight that seemingly came out of nowhere - Upon defeating the Blight, the true adversary appears - Ebisu, a council member, challenges the player to a fight	2) Dialogue choices will be important in gathering information from spirits. For certain spirits, the player will need to bribe them with items or money, whilst others will give information only if the deity helps them with a mission	Tonkori (Dark Instrument) – Only a deity of pureness can wield this instrument without being corrupted
<i>Part 4 – "The Truth"</i>	- Once defeated, Ebisu tells the player that he wants nothing to do with the aftermath of the Council and had abandoned his comrades - The player orders his spirits not to kill Ebisu, and instead demands Ebisu to tell him the truth about the Blight - Ebisu reveals that the Blight was created by the deities to end their eternal war as well as to make money of humankind through their donations and prayers	3) After successfully gathering information from the spirit they will be given a clue, these will be recorded in the players journal, which they are able to view at any time 4) Once the player collects all the clues needed, they will realise they must travel to Kyoto for all the answers	
Chapter 8 - Kansai Region –	- The war has begun between the Blight and the deities, the city of Kyoto is in	War Against the Blight – The player is placed into a warfare scenario in which	Ise Shrine – Increases all spirit stats by 2%

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
<i>"A Leader Emerges"</i>	flames - Even though a labelled traitor, the other deities ask the player for aid in defeating the Blight	they must defeat as many of the Blight as possible: 1) Players main objective is to eliminate as many of the Blight in Kyoto city	Himeji Castle – Home of the deities, maximises overall popularity
<i>Part 2 – "The Chosen One"</i>	- During the battle, the player unleashes a phenomenal power that purges the Blight - With their new found power, the player proceeds to purge Kyoto of the Blight, saving the deities in the process	2) While defeating the Blight, the player will encounter other deities. The player has the choice to send deities to different areas of the city to kill the Blight.	Izanagi (Light Spirit) – Forefather of the Spirits, Legendary Izanagi exudes light onto the battlefield Amaterasu (Fire Spirit) – The Legendary solar Spirit, the most well-known fire spirit with the ability to control the time of day
<i>Part 3 – "Friends"</i>	- The Council confronts the weakened player, and prepares to execute the treacherous deity - However, the allied deities, animals and Yōkai protect and restore the injured player to a fighting state	3) A sectional map of Kyoto will appear. Each area will have a meter indicating which force (Blight or deity) is controlling it. The player will be able to send additional deities to certain areas to capture that area	Biwa (Thunder Instrument) – The chosen instrument for the goddess of music, it can strike down any who disobey its commands
<i>Part 4 – "One Last Fight"</i>	- The player proceeds to battle the final Council members - With the Council members defeated, the rest of the deities reach an unanimous decision to have the player as their leader	4) Once all the areas have been captured by the deity forces, the player will have won the battle against the Blight in Kyoto	
Epilogue – Japan –	- As the leader of the deities, the player must now purge Japan of the Blight	Purging the Blight – With the players new found power and acting leader of	Remaining Spirits, Instruments and Shrines – Any locations, items

Chapter	Story Beats	Example Mission	Shrines/Spirits/Instruments
<i>"Almost Peace"</i>		<p>the deities, they must purge Japan of the Blight:</p> <ol style="list-style-type: none"> 1) On the regional map, a meter will indicate how much of the Blight is occupying a region. 2) Each time the player purges the Blight in an area, or completes a mission, the meter will decrease. 3) The objective for the player is to have all the regions meters depleted to zero, thus defeating the Blight. 	<p>or spirits the player had not previously acquired, will have the chance to acquire them in the epilogue</p>

Business Model

Kamigami shall be priced digitally at £14.99, with a 10% pre-order discount (£13.49). If the player pre-orders, they shall be given a 'Spirit Pack' that contains a set of 6 spirits each with a different elemental affinity. The player will be able to access the pack at the beginning of the game, as soon as they build their first shrine. The PC platform has several popular storefronts that Kamigami shall be purchasable on:

- Steam
- Humble Store
- Bundle Stars
- Indie Gala



Steam is the largest storefront on the PC market, with a total number of Steam users accumulating to **125 million users (2015)**. During an average day, the concurrent users can reach up to **14 million users (2017)**. The features Steam is able to provide, such as the 'Community' hubs and the 'Workshop' will enable the player base to engage with each other's experiences in the world of Kamigami.

Retailers such as Humble Store, Bundle Stars, and Indie Gala are alternative storefronts the player is able to purchase Kamigami through. Bundle Stars and Indie Gala, in particular, are **accommodating to the indie game genre**, as many of their games being sold are not from large, traditional game development studios.

Furthermore, Indie Gala caters towards the JRPG audience, with numerous sales on Japanese themed games. For instance, as of the time of writing (07/02/2017), they have a sale on JRPG games, specifically the *Hyperdimension Neptunia* franchise (competitor):

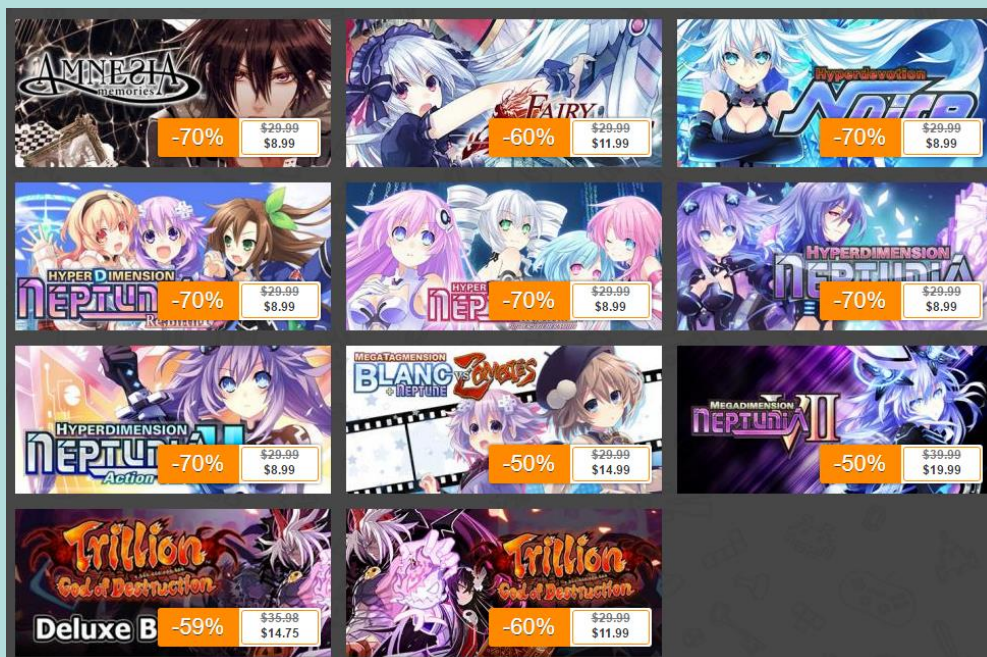


Figure 5 - Indie Gala sale of Idea Factory! games (07/02/2017)

Future Developments

The longevity of Kamigami will focus on its **premium downloadable content (DLC)** that will ensure a steady concurrent user base. **Every 3 months** post-release (*18 months total*), there shall be DLC focused on different pantheons. **Each ‘Pantheon’ DLC will be priced at £4.99, a third of the base game price.** Each pantheon will consist of different cultures and religions including: Nordic, Egyptian, Roman, Buddhism, Hinduism and Chinese.

Throughout these **six DLC**, the player will explore **new regions** of the world where the religions had originated. Within each new region, players will complete a **small narrative**, showing off the distinct cultural differences between the pantheons. Furthermore, **new spirits** will be available for capture; these will be examples of famous deities in the culture. For example, in the Egyptian pantheon, the player will be exploring the vast deserts of Egypt. A focus on the narrative will be on the might structures that were erected during the reign of the pharaoh including the Pyramids and Sphinx structures. Spirits will be the personifications of famous Egyptian deities such as Anubis, Ra, and Baal.

Moreover, the game shall be regularly patched and maintained to ensure a consistent high-quality product. Once all the DLC has been released, a **special edition of Kamigami** shall be released containing the base game as well as the expansions of the different pantheons. The complete edition of Kamigami shall be priced at **£29.99**, a discounted price of the base game and all DLC expansions.

Once Kamigami has accumulated a large and stable player base, the game shall be ported to several other platforms. Kamigami shall be ported to the following consoles: Sony’s **PS4**, Microsoft’s **Xbox One** and Nintendo’s **Switch**. Ports to the aforementioned consoles will have the same pricing scheme as the PC platform, with discounted prices (10%) for the launch week. Not only will the game be ported to consoles, but Kamigami will be playable on mobile platforms such as **Android** and **iOS**. The game caters towards the mobile market, as the rhythm portions would suit the touch screen capabilities of the mobile medium. On mobile, however, the game will be reduced in price (£9.99 – similar to Square Enix’s pricings of JRPGs), due to the competitive market. The ports shall be sold only through the digital storefronts.

Microtransactions will be implemented on all platforms, enabling increased revenue. The following purchasable features will not affect the core gameplay, only offering an option to make the game more accommodating for a wider audience of players:

- **Purchasable Spirits** – Spirits that are more powerful than ones found within the wilderness of Japan’s several regions
- **Boosters** - Players will be able to increase their popularity, level of their spirits and their social link with spirits
- **Costumes & Items** – Seasonal costumes to fit your spirits as well as items to be used in battle
- **Shrine Tokens** – Ability to build shrines without need for Yen and popularity

Cost to Develop

The game will have a three-year development cycle. The development costs of the game are broken down in the table below. The figures below are the estimated UK average wage, equivalent to each role. Certain temporary roles are able to be outsourced. These include:

- QA tester for when the game is in its testing stages.
- An expert researcher who would provide accurate material about the Shintoism and Japanese culture.
- Voice actors who will provide voices to the main characters.
- Anime Cut-scenes to be outsourced to an anime animation studio

The sections highlighted in green detail studio fees. The sections highlighted in blue detail employment fees

Resource	Description	Cost for a Year
Studio Fees	Legal costs, insurance, and licensing	<i>One off cost of £10,000</i>
Studio in London	Rent for a building, bills, and the internet	£30,000
Hardware	PCs, tablets, equipment	<i>One off cost of £10,000</i>
Audio & Image resources	Purchasing audio and graphics to be used in the game	<i>Varied Cost - £100-£1000 each resource</i>
Producer	Working with the other members of the team, to ensure that the game will be shipped on time.	£50,000
Designer	Devising what the game consists of, how it plays and all of its core elements	£30,000
Programmer	Designing and writing the code that runs the game	£35,000
2D Artist	Creating the 2D visual elements of the game, such as the character portraits and menu interface	£29,000
3D Artist	Creating the 3D landscapes and characters	£29,000
Narrative Copywriter	Writing dialogue, story, items descriptions, and tutorials	£27,000
Audio Engineer	Creating the soundtrack for the game, which includes the music, sound effects, and ambient effects	£28,000
Total for a 3 Year Development Cycle:		£800,000 - £1,000,000

Table 1 – Average Salary figures from 2014 (<http://www.develop-online.net/news/revealed-average-game-developer-salary-falls-to-32-500/0188668>)

Commercial Placement

The following competitors have been found through the Steam store; these games are a similar price point, length, and genre as Kamigami. Most of the competitors are games with a pixel aesthetic, excluding *Hyperdimension Neptunia*. I have chosen the higher price point of £14.99, as the 3D characters/landscapes and the additions of rhythmic mechanics give Kamigami the added appeal for consumers.

Game	Price Point	Length
Disgaea	£14.99	40 Hours
Secrets of Grindea	£10.99	22 Hours
Agarest: Generation of War	£10.99	60 Hours
Final fantasy V	£10.99	33 Hours
Hyperdimension Neptunia Re;Birth 1	£22.99	28 Hours

Table 2 - Table detailing, the price and length of Kamigami competitors



Figure 6 – Examples of Kamigami competitors: *Secrets of Grindea*(top left), *Disgaea*(top right), *Agarest: Generation of War* (bottom left), *Hyperdimension Neptunia Re;Birth1* (bottom right)

An important part to note is the rating of several Japanese-inspired games on Steam. Out of the top 100 rated games on Steam, 13 of them are similar to Kamigami's genre or Japanese influence. Each of the games is highly rated, as illustrated below; this connotes that Kamigami's popularity could follow the trend of highly rated Japanese-inspired games.

Name	Thumbs up	Thumbs Down	Steam Score
CrossCode	707	8	99%
NEKOPARA Vol. 2	3,802	72	98%
Eternal Senia	6,422	142	98%
Clannad	622	8	99%
Rabi-Ribi	2,270	51	98%
Danganronpa: Trigger Happy Havoc	1,875	41	98%
Epic Battle Fantasy 4	1,287	26	98%
Fault – milestone two side:above	370	4	99%
Planetarian ~the reverie of a little planet~	944	20	98%
To the Moon	22,792	699	97%
Recetterar: An Item Shop's Tale	3,891	116	97%
Stein;Gate	541	10	98%
Danganronpa 2: Goodbye Despair	1,193	32	97%

Table 3 - Table detailing, the Top 100 rated games on Steam (20/10/2016)

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Appendix

Appendix 1.1 – Elements

Each Spirit and Blight will have an **affinity** to one of the six elements; however, certain legends can have multiple affinities. Each element has a **weakness** and a **strength** against others (*Elemental Rock-Paper-Scissors*). The table below shows the weakness and strengths of each element.

For instance, if a Spirit attacks a Blight:

Spirit Strength Example:

- If a **Water Spirit** attacks a **Fire Blight**, then the spirit will do double its attack damage

Spirit Weakness Example:

- If a **Wind Spirit** attacks a **Fire Blight**, then the spirit will do half its attack damage

This also works vice versa, with the Blight attacking a Spirit:

Blight Strength Example:

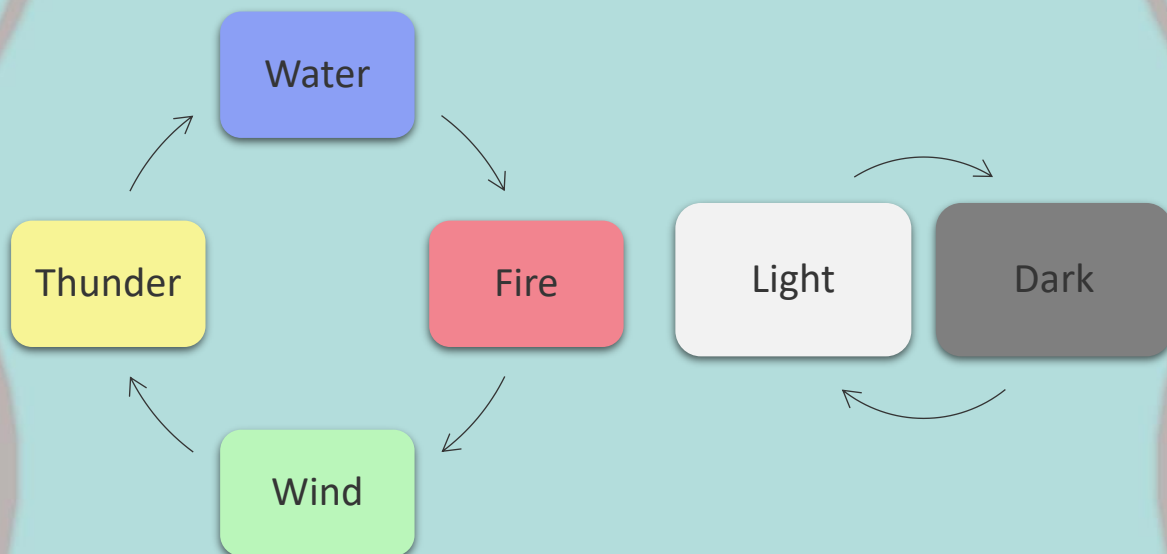
- If a **Thunder Blight** attacks a **Water Spirit**, then the Blight will do double its attack damage

Blight Weakness Example:

- If a **Dark Blight** attacks a **Dark Spirit**, then the Blight will do half its attack damage

		Defending Type					
		Water	Fire	Wind	Thunder	Light	Dark
Attacking Type	Water	1x	2x	1x	1/2x	1x	1x
	Fire	1/2x	1x	2x	1x	1x	1x
	Wind	1x	1/2x	1x	2x	1x	1x
	Thunder	2x	1x	1/2x	1x	1x	1x
	Light	1x	1x	1x	1x	1/2x	2x
	Dark	1x	1x	1x	1x	2x	1/2x

Table 4 - Table detailing the strengths and weakness of each element (Not representational of final figures)



Loop 5 - Elemental Cycle (strengths and weakness)

Appendix 1.2 – Spirit Stats

Each spirit has several statistics in use during combat scenarios. Each statistic is increased by levelling up the spirits through combat:

- **Health** – Records the amount of damage the spirit takes before it dies.
 - The health of the spirit goes down when it is attacked by the Blight, and when affected by status afflictions such as the Blight Infection.
 - The player will be able to heal spirits through items such as ‘Holy Water’ as well as returning to player built shrines
- **AP (Action Points)** – The number of times a spirit can use their elemental attack.
 - Players will have a limit on how many times they can use the elemental attack
 - Once the AP runs out, the player will have to return to a shrine to regain the AP they have used.
- **Attack** – The damage the spirit does against an enemy combatant.
 - When attacking a Blight enemy, the spirit inflicts a random amount of damage between two attack figures (*Between 15 and 20 for instance*)
 - The attack damage towards a Blight is also affected by the elemental affinity the spirit and Blight has.
- **Defence** – The reduction in damage the spirits receive.
 - When being attacked, the defence stat will reduce the amount of damage they receive
 - Example: If the Blight has 10 attack points and the player has 2 defence points, it will reduce the attack by 2 damage points, dealing 8 damage.
- **Element** – Each spirit has their own affinity to elements consisting of: *Water, Fire, Wind, Thunder, Light and Dark*.
 - Certain legendary spirits have more than one element
- **Agility** – The chance the player has to evade an enemy attack
 - Each time a spirit is attacked by an enemy Blight, there is a percentage chance that the spirits can evade the attack
- **Critical Hit** – The chance the player has to inflict more damage on an enemy
 - Each time a spirit attacks an enemy Blight, there is a percentage chance that the spirit can inflict double the damage regardless of the element affinity

Appendix 1.3 – Spirit Social Links

Fighting the Blight and **speaking** to your spirits will result in an increase in their social link. To increase their social link during combat players must have used them for a **minimum of 10 battles** in a row; this means players must not have switched them out of the spirit grid. Furthermore, while speaking to the spirits in the shrine, the player must have successfully chosen the **correct dialogue options**. Otherwise, the Spirits social link can decrease or stay the same. Each Spirit has different milestones while their social link increases. Once they reach a milestone, they must meet the **requirements** or else the social link will not increase any further. Each spirit has only **five milestones** and once they are completed, the spirit will evolve into a Holy Spirit. Once the spirit has evolved into a **Holy Spirit**, the player will no longer need to manage its social link.

There are several examples of milestones objectives that the spirit will give to the deity before they progress to the next level of social link – as highlighted in the table below (*Spirits gain 5 social links per battle after the minimum has been met and 10 social links after a successful conversation*):

Social Link Requirement	Milestone	Objective
100	1	Must defeat 50 Blight in the Hokkaido Region
200	2	Must obtain the Aqua Taiko
300	3	Must accumulate 5000 popularity
400	4	Must have visited the Okinawa region of Japan
500	5	Must have built at least 30 shrines across Japan.

Table 5 - Example of milestone objectives for a single Spirit (Not representational of final figures)

Appendix 1.4 – Instruments

While an instrument is equipped, it will also affect the statistics of the Spirits that are placed in your spirit grid. If the **same instrument** and **spirit affinities** are equipped there shall be a **passive increase** in their attack damage. For instance:

- If the player has, a fire instrument equipped as well as having one fire spirit it will increase its attack damage.

Depending on the number of spirits with the same elemental affinity in your party grid, the **passive percentage will increase**. The attack damage percentage will increase in increments of 5%:

- 1 fire spirit equipped = **5% increase in attack damage**
 - Level **5** fire Spirit has now **7.35** attack damage compared to **7**
- 3 fire spirits equipped = **15% increase attack damage**
 - Level **50** fire Spirit has now **59.8** attack damage compared to **52**
- 6 fire spirits equipped = **30% increase attack damage**

- Level **100** fire Spirit has now **135.2** attack damage compared to **104**

Appendix 1.5 – Popularity Scaling

The players' deity is able to gain popularity by completing different objectives while adventuring around Japan. Depending on the region, once a player has completed a task it will give a varying amount of popularity:

Objective	Reward	Region	Multiplier	Result
Fighting the Blight	5 Popularity	Chubu	1x	5
		Tohoku	1.5x	7.5
		Hokkaido	2.0x	10
		Chugoku	2.5x	12.5
		Shikoku	3.0x	15
		Kyushu-Okinawa	3.5x	17.5
		Kanto	4.0x	20
		Kansai	4.5x	22.5
Completing Main Mission	100 Popularity	Chubu	1x	100
		Tohoku	1.5x	150
		Hokkaido	2.0x	200
		Chugoku	2.5x	250
		Shikoku	3.0x	300
		Kyushu-Okinawa	3.5x	350
		Kanto	4.0x	400
		Kansai	4.5x	450
Completing Side Mission	50 Popularity	Chubu	1x	50
		Tohoku	1.5x	75
		Hokkaido	2.0x	100
		Chugoku	2.5x	125
		Shikoku	3.0x	150
		Kyushu-Okinawa	3.5x	175
		Kanto	4.0x	200
		Kansai	4.5x	225
Building Shrines	75 Popularity	Chubu	1x	75
		Tohoku	1.5x	112.5
		Hokkaido	2.0x	150
		Chugoku	2.5x	187.5
		Shikoku	3.0x	225
		Kyushu-Okinawa	3.5x	262.5
		Kanto	4.0x	300
		Kansai	4.5x	337.5
Evolving Holy Spirits	150 Popularity	Chubu	1x	150
		Tohoku	1.5x	225

Objective	Reward	Region	Multiplier	Result
		Hokkaido	2.0x	300
		Chugoku	2.5x	375
		Shikoku	3.0x	450
		Kyushu-Okinawa	3.5x	525
		Kanto	4.0x	600
		Kansai	4.5x	675

Table 6 - Table highlighting the different popularity gained from certain tasks (Not representational of final figures)

Certain features of Kamigami have **restrictions** depending on the amount of popularity the player has. Building shrines are limited to the amount of popularity you have, in every region there is an increase in the requirement needed to build a shrine. For instance, in the Chubu region (*first region*), which is where the player first starts out as a deity; they will not need any popularity to build shrines. However, when the player reaches the Kansai region (*last region*) they shall need a wealth of popularity. Moreover, Spirits may demand that the deity has enough popularity before it completes a milestone; the amount will vary based on the Spirits milestones.

Appendix 1.6 – Currency

By completing missions and defeating the Blight, the player is rewarded with **Yen** (*Japanese currency*). For each mission, players will gain a **set amount** of currency dependent on the difficulty as well as how far the player has progressed through the narrative. In contrast, the currency you gain from defeating the Blight varies on:

- **Region Location** – regions players travel to later in the narrative will reward them with more currency, *i.e. Kanto or Kansai*
- **Blight Level** – higher their level, the more currency the player gain
- **Amount of Blight defeated** – the more Blight the player defeats in a battle, rewards them with more currency
- **Shrine Ability** – certain shrines have passive abilities such as an increased amount of currency every time the player defeat the Blight

With the Yen the player has gained, they will be able to purchase:

- **Items** – to be used on their Spirits for healing and taking away status effects
- **Costumes** – premium items that can be given to Spirits to increase their social link
- **Daemons** – Purchasable Spirit to be used

A list of items, costumes, and Daemons are illustrated in the table below; these are just examples of what the player can buy with their Yen:

Item/Costume/Daemon	Description	Price
Holy Water (Item)	Used to heal the wounds of your Spirits	100 Yen
Rice Balls (Item)	Used to increase the attack of your Spirits	1000 Yen
Female Yukata	Give to a spirit and it has a chance to increase their social link	5000 Yen
Samurai Outfit	Give to a spirit and it has a chance to increase their social link	7000 Yen
Futsunushi (Fire Daemon)	A fearsome fire Daemon, wields multiple swords to strike down its enemy	20,000 Yen
Tajimamori (Water Daemon)	A Light Daemon, humans use to worship the spirit of sweets	25,000 Yen

Table 7 - Table giving examples of different items, costumes and Daemons that are purchasable (Not representational of final figures)

Appendix 2.1 - Taking Care of Spirits

As the player is the spirits master, they must take care of their spirits health and wellbeing. Each spirit will have a durability bar, which indicates how much the player has used that spirit to fight against the Blight. Once the bar has decreased to zero from the player using the spirit constantly, they will need to swap out the spirit with one in their reserves or travel to the nearest shrine to use another spirit. This will allow the player to use a whole wide variety of spirits instead of the same party over and over again.

Spirits will also be inflected with status limitations such as infection. Infection is the worst status a spirit can receive as it connotes they are plagued with the Blight. To cure the infection the player must either use an item containing holy water as soon as the spirit is infected. Otherwise, the player must take the spirit to a shrine to be cleansed with the holy water found there. Most importantly, if the player does not cure the inflection then the spirit shall be consumed by the Blight and turn into a monster they must defeat. By defeating their former spirit, they will be unable to use that spirit and must be captured again.



Figure 8 - Spirit infected with the Blight

Appendix 2.2 – Character Customisation

Players will be able to purchase a variety of traditional Japanese clothing to be worn. These clothing are just a cosmetic appearance and those change the spirits stats, such as health or attack. Each hub city will have a clothes store that the player can purchase these clothes from; every season, they will have limited edition clothes for the player to purchase (*Micro-transactions*). Once the clothes are purchased and equipped, the player will be seen wearing them while travelling. Additionally, players will be able to purchase clothes for their spirits. They can be offered as gifts to increase the spirits social link with the player. Once the spirit has accepted the gift, the player will see them wearing the costume in battle.



Figure 9 - Example of clothing that can be purchased (Female & Male Kimono)

Appendix 2.3 - Daemon Spirits

Instead of capturing spirits, the player is able to enlist the help of daemons. Daemons are spirits that have had multiple owners as their deities. Each time a spirit is captured by a deity, they are given a name. Once they release the spirit from their service, the name is abandoned. However, a daemon is created as a deity gave the spirit a new name, whilst they still had the existing name given to them by a previous master. Most deities and spirits despise daemons as they are seen to be betraying the original master. There are different benefits and negatives of enlisting the help of Daemons:



Figure 10 - Owners names found on a Daemon

Benefits	Negatives
Purchasable at hub cities – player does not have to go through the effort of capturing.	The price of certain Daemons can be very expensive depending on how powerful they are
Daemons can consist of multiple types of elements – versatile in battle	They are unable to use the special element attack – that is only available for spirits the player has captured
Daemons are powerful spirits, with superior attack and defence stats	They attract more of the Blight
	Player is unable to develop a bond with the daemons – unable to become holy spirits
	Players popularity will decrease by a small amount if they are seen communicating with a Daemon

Table 8 - Advantages and Disadvantages of purchasing a Daemon Spirit

Appendix 3.1 – Map Letter Descriptions

Corresponding Letter	Description
A	Different regions of Japan – each colour coded
B	A region highlighted in a red glow indicates which the player has selected
C	Information that contains the region, the city hub, the shrines the player has found and the shrines the player has built (The box colour will change depending on the region colour)
D	The player is able to travel to the region if they have been there before
E	A key informing the player of the colour coded regions
F	Shrine icon symbolising where each hub city is located in the regions
G	Menu icons for the other features of the game, which includes items and spirits (Icons which are brought to the foreground is the current menu screen)
H	A larger version of the selected region which highlighted the most important shrine locations

Appendix 3.2 – Kagura Letter Descriptions

Corresponding Letter	Description
A	Taiko Drum represent when the player must press the corresponding buttons
B	When overlapping with the Taiko drum, the descending notes will need to be pressed
C	Performance indicator for the player – depending on when they hit the note it will be indicated by a bad, good or perfect
D	The fans are an alternative art for arrows, the arrow specify which one of the arrow keys need to be pressed
E	A thematic lantern where the notes descend from
F	The remaining time (decreases) the player has to complete the Kagura
G	The score the player gets from hitting the notes
H	A pause button for the player

Appendix 3.3 – Inventory Mock-up Spirits

Corresponding Letter	Description
A	A spirit that is glowing, indicates the spirit that has been selected
B	Information about the highlighted spirit, which includes: name, element, health, attack, defence, social link level as well as description of the character
C	A Spirit reserve that can swap spirits while adventuring
D	A Instrument tab which enables the player to equip different instruments
E	The spirit grid designates which spirit is placed while in combat
F	Instrument slot
G	Menu icons for the other features of the game, which includes items and map (Icons which are brought to the foreground is the currently selected feature)

Appendix 3.4 - Inventory Mock-up – Instruments

Corresponding Letter	Description
A	A instrument that is glowing, indicates the instrument that has been selected
B	Information about the highlighted instrument, which includes: name, element, type and a description about the instrument
C	A Instrument reserves that can enable the player to swap out instruments on the go
D	Spirits tab, allows player to transfer spirits into the grid (Inventory Mock Up – Spirits)

Appendix 3.5 - Battle Mock-up

Corresponding Letter	Description
A	Player spirits in the same positions from the inventory screen
B	Information about the spirits, including: Name, element, health, attack , defence
C	Enemy spirits
D	Enemy information, including: name, element, health, attack, defence
E	Attack order, shows which spirits and blight are going to attack
F	Target selector – whenever a player selects a target, the katana will move to the selected Blight
G	Combat features for the players to press, these entail: Spirit attack, Element Attack, items, spirit movement and running away from the battle

Appendix 3.6 – Battle Mock-up Elemental Attack

Corresponding Letter	Description
A	A bar that will scroll across the screen, when it is over a flame the player will need to press the corresponding button
B	Note indicator – these notes change depending on the element of the spirit, in this instance the spirit is of a fire element
C	Arrow indicator – the fans indicate which button the player has to press
D	The background is darkened to make the player focus on the element attack sequence

Appendix 3.7 – Dialogue Mock-up

Corresponding Letter	Description
A	Player while in the shrine
B	Spirit that is roaming the shrine
C	Player portrait
D	Spirit portrait – the colour will change depending on the element of the spirit
E	Indicator of who is speaking, in this case it is the spirit – the colour will change depending on the element of the spirit
F	Character dialogue

Appendix 3.8 – Dialogue Interaction Mock-up

Corresponding Letter	Description
A	Player while in the shrine
B	Spirit that is roaming the shrine
C	Player portrait
D	Spirit portrait – the colour will change depending on the element of the spirit
E	Indicator of who is speaking, in this case it is the spirit – the colour will change depending on the element of the spirit
F	Player is able to choose the different piece of dialogue
G	Highlights the item the player shall give to the spirit

Appendix 4.1 - Regions of Japan

The world of Kamigami is centred in real life Japan. Japan has 47 prefectures, based on geographical and historical context; these prefectures are split into eight regions: Hokkaido, Tohoku, Kanto, Chubu, Kansai, Shikoku, and Kyushu-Okinawa. Every region has its own **dialect** and **culture** that the players will experience. Kamigami will reflect the cities and environments of modern-day Japan, with elements of fantasy highlighted by the deities, spirits, and Blight.

Although Kamigami is an open-world experience, the players are restricted on where they are able to explore initially. As the player progresses through the narrative, they will be able to explore each of the different regions; players will begin in the Chubu region of central Japan and finish in the Kansai region. Once the player finishes the story, they have the freedom to travel the whole of Japan, exploring the several distinct regions. The player will be travelling by **foot** through the regions, however, through the map system, players will be able to ‘fast travel’ to a visited shrine or city. To ‘fast travel’, the players must take a **train** to the designated location, which is connected by the expansive railway lines.

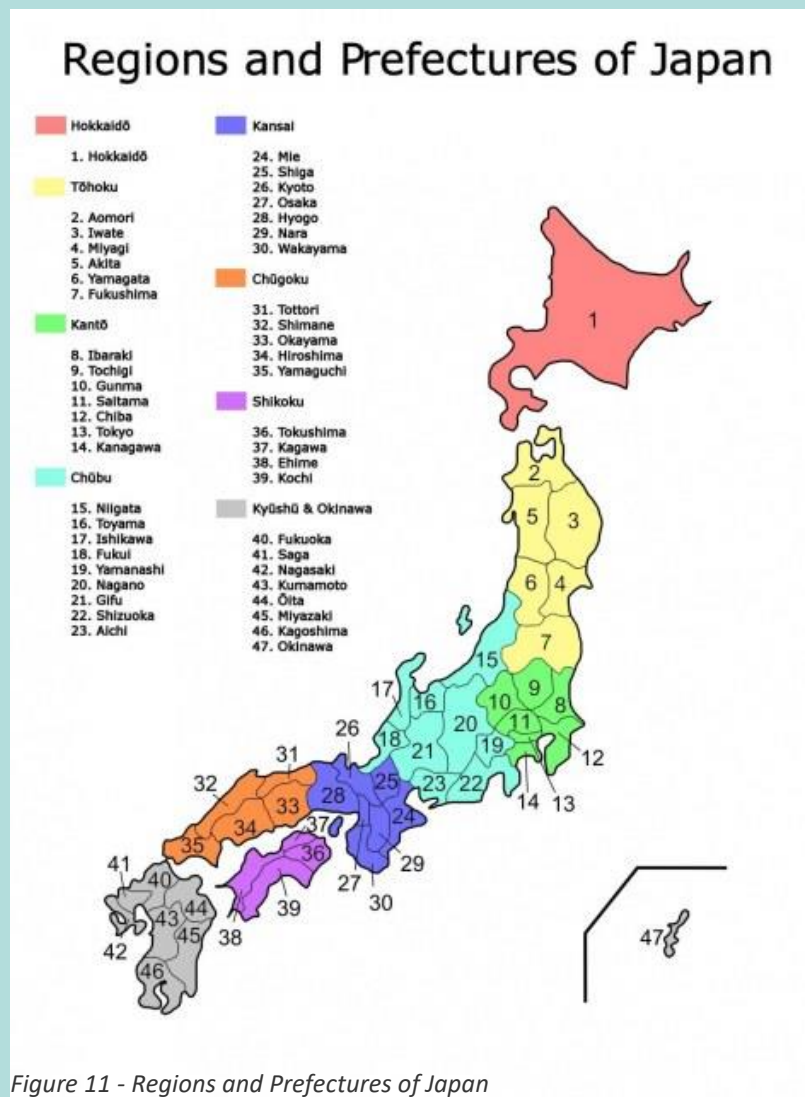


Figure 11 - Regions and Prefectures of Japan

Appendix 4.2 – Chubu Region

Autumn has come to Japan as the deity awakens. The ground is littered with orange and brown leaves that have fallen from the trees. The slight chill in the air is a stark contrast to the blazing heat of summertime. Along the coast, you can feel the remnants of a summer breeze. The snow-topped mountains of Chubu can just be seen in the distance through the dense forests. Nagoya is the capital of the Chubu Region.

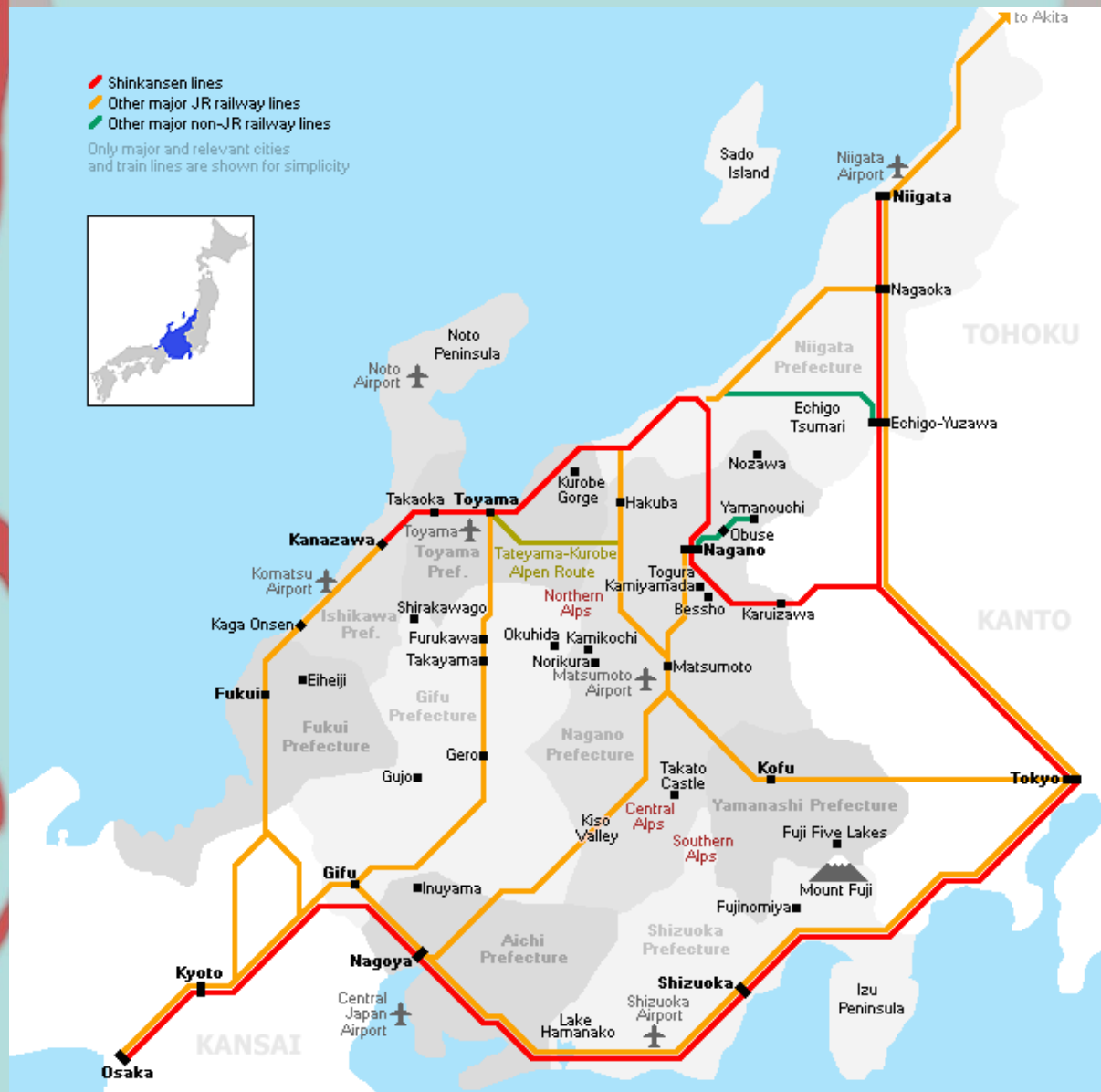


Figure 12 - Detailed map of Chubu Region, Japan

Appendix 4.3 –Tohoku Region

As with most of Japan's landscape, Tohoku is a hilly region with the *Ou* Mountains running from north to south. In the region's lowlands are large concentrations of rice fields, built to fuel the surrounding cities of Sendai and Tokyo. Dotted around the mountains are hot springs, a perfect relaxation point for humans and spirits alike. Earthquakes and tsunamis are rare occurrences in this region; however beware of their destructive power. Sendai is the capital of the Tohoku Region.



Figure 13 - Detailed map of Tohoku Region, Japan

Appendix 4.4 – Hokkaido Region

The island of Hokkaido is the northernmost tip of Japan. As it approaches winter, the landscapes are a white wonderland; snow covers everything for miles on end. The least developed of Japan's four main islands; the undisturbed forests of Hokkaido are a breeding ground for rare animals such as bears and the legendary crane. Do not venture too far into the wilderness, with below zero temperatures and frozen seas, it can be a fight for survival. Sapporo is the capital of the Hokkaido Region.



Figure 14 - Detailed map of Hokkaido Region, Japan

Appendix 4.5 – Chugoku Region

With a large divide between industry and rural areas, Chugoku is a divided region. Modern day rural architecture is juxtaposed with the natural beauty of Japan's mountainous regions. With large and intricate design, factories promote the technological prowess of the Japanese people. However, the stress and darkness that covers these industrial areas are perfect for the festering Blight. The industrialised area can be found in the Sanyo region along the Seto Inland Sea, in contrast to the rural Sanin Region along the Sea of Japan coast. Hiroshima is the capital of the Chugoku Region.



Figure 15 - Detailed map of Chugoku Region, Japan

Appendix 4.6 – Shikoku Region

The smallest region of Japan, Shikoku is a place of tradition. It is famous for its 88-temple pilgrimage of temples associated with the priest of Kukai. This pilgrimage is a prime example of how the traditional and current Japan has interwoven with everyday life. Temples are found across the surrounding coastline, with some located in dense areas of the city or deep within the wilderness of the region. Takamatsu is the capital of the Shikoku Region.



Figure 16 - Detailed map of Shikoku Region, Japan

Appendix 4.7 – Kyushu-Okinawa Region

The southernmost prefecture of Japan, Kyushu-Okinawa is comprised of hundreds of tiny islands stretching over 1000 kilometers. The main island of Kyushu is Japan's third largest island and was an early center of Japanese civilization. With sandy beaches, hot weather and a laid-back atmosphere it is the perfect destination for a holiday. Venture out into the crystal-clear water of the Pacific Ocean, discovering the forgotten shrines on several of the smaller islands. Okinawa is the capital of the Kyushu-Okinawa Region.

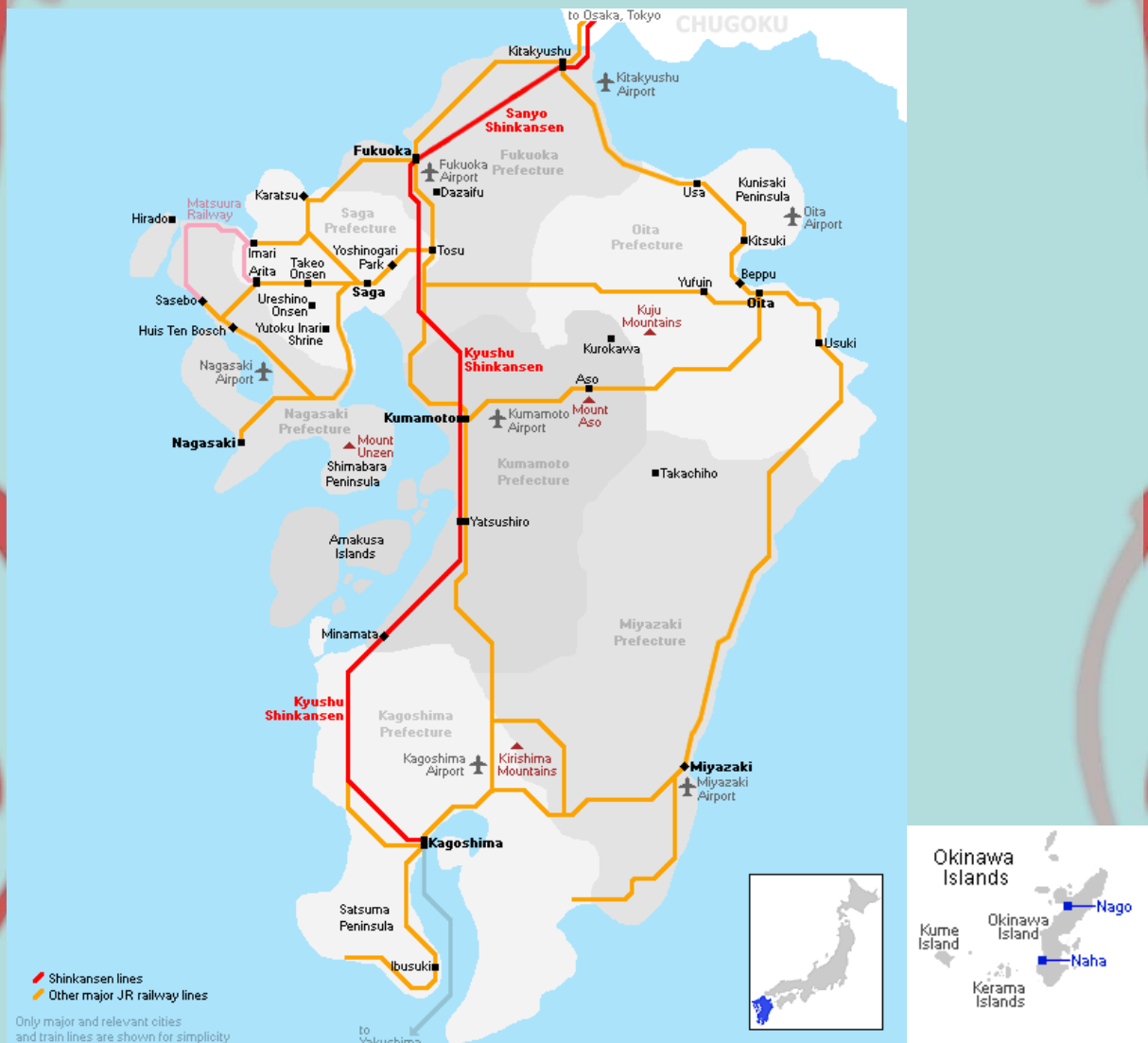


Figure 17 - Detailed map of Kyushu-Okinawa Region, Japan



Appendix 4.8 – Kanto Region

The most highly developed, urbanized and industrialised region, Kanto is the heart of Japan. The dense cities of Tokyo and Yokohama are sprawling urban jungles, a perfect breeding ground for the Blight. As the deity surveys the penultimate region, the bright lights of the city can be seen from high above the clouds. This is going to be a long and arduous mission to conquer. Tokyo is the capital of the Kanto Region, as well as the capital of Japan.



Figure 18 - Detailed map of Kanto Region, Japan

Appendix 4.9 – Kansai Region

The final region to be conquered by the deity is the Kansai region, which lies in the southern-central region of mainland Honshu. An epicentre of historical shrines and artefacts, this is where the upper echelons of the deities reside. The Osaka plain, featuring the cities of Kyoto and Osaka form the foundation of the region. Far in the east exists Japan's largest freshwater lake, Lake Biwa. In contrast to the eastern Kanto region, the Kansai region is the home of culture in Kyoto, merchants of Osaka, the deep history of Nara and the cosmopolitanism of Kobe. Kyoto is the capital of the Kanto Region.



Figure 19 - Detailed map of Kansai Region, Japan

Appendix 5.1 – Narrative Structure

One Sentence Summary: Born into a world of conflict from the wishes of humankind, a righteous deity peruses the truth behind the existence of the wicked Blight

Summary consisting of a story, major disasters and ending (Red=Important Events):

Willed into the world by the prayers of humankind, you awaken to a magical Yōkai. With no followers or shrines and unaware of your own existence, the Yōkai advises you to climb **Mount Fuji to gain guidance from the deities of old**. With the old god's blessings, you are now a registered deity. You venture out to the rest of Japan, exploring what this land has to offer. Amazed by modern society, you learn the sole mission of your existence. **Defeat the Blight**. But, why must deities defeat the Blight? Where did the Blight even come from? With many questions to ask, the Yōkai suggests connecting with nature to find your answers. After getting drunk and wandering into the frozen wilderness of northern Japan, you seek the guidance of the legendary cranes. The sprawling wilderness is littered with the malevolent Blight, but with your help, the cranes appear out of hiding. **The cranes disclose that the Blight has increased in numbers and size across Japan**. The cranes are unsure of why this is happening, but they feel there is more than what meets the eye. Filled with rage and anger, you vow to destroy every last Blight. However, the Blight had proven a mighty foe. **On the verge of being consumed, a heavenly being descends from the sky to save you**. Susanoo, the deity of the sea and storms, has been watching over you during your adventures. He urges you to train and become strong enough to join the upper echelons of the deity council. With the drive to become a great deity, you successfully **complete the Shikoku pilgrimage**. However, the spiritual insight had given you flashbacks of deities fighting each other with no Blight in sight. Consumed by confusion, the Yōkai suggests you must relax and clear your mind. There was no time for rest. **Susanoo warns you that the other deities had banished him from the council and are on a witch-hunt for newly born deities**. Before they could hide, a group of hunting deities attacks you and Susanoo. Weakened from the conflict, Susanoo is consumed by the Blight, and you must end his life before he transforms. **Labelled a murderer, you have been brandished the leader of the Blight and are being hunted by the council of deities**. The Yōkai and the spirits recommend you travel to the capital of Japan, Tokyo. Searching for answers, you notice the lack of Blight in such a congested city as well as the large business dedicated to deity merchandise. All the clues lead to the Kansai region, specifically Kyoto. As you head out, the Blight and deities surround you. After a hard fought battle, one of the council members, Ebisu, alludes that everything shall be made clear in Kyoto. **A war between the Blight and the deities have erupted in the city of Kyoto**. You vanquish every Blight in sight, with the help of the other deities, who no longer care about what the council does. Deep within, you unleash a power that banishes the Blight away. With your newfound power, the remaining deities purge the area of Kyoto. Confronted by the rest of the council members, and weak from the previous battles, you stand tall facing imminent death. The other deities, sacred animals, and Yōkai surround you to restore your power. **Triumphant against the final council members, the rest of the deities reach a unanimous decision to make you the leader of the deities**. It is now your mission to purge the several regions of Japan of all the Blight.

Appendix 5.2 – Level Example

As illustrated in 'Level Structure', missions throughout each region will be varied. An example of a side mission was given in Chapter 2, "Land of the Rising Sun", where players must protect the rice fields in the Tohoku Region. The player must visit an elderly farmer out in the rice fields. As they talk to the farmer, she is disheartened that her fields are not producing enough crops. Before approaching the house, the player has seen the Blight possessing the fields. To fulfil their duty as a deity, the player tells the farmer not to worry and will find out why her crops are not growing. Once the player accepts the quest, it indicates that they must defeat at least 10 Blight phantoms that are occupying the rice fields. On completion, the player must return to the farmer to tell her the crops are ready for harvest; the player is then rewarded in increased popularity.

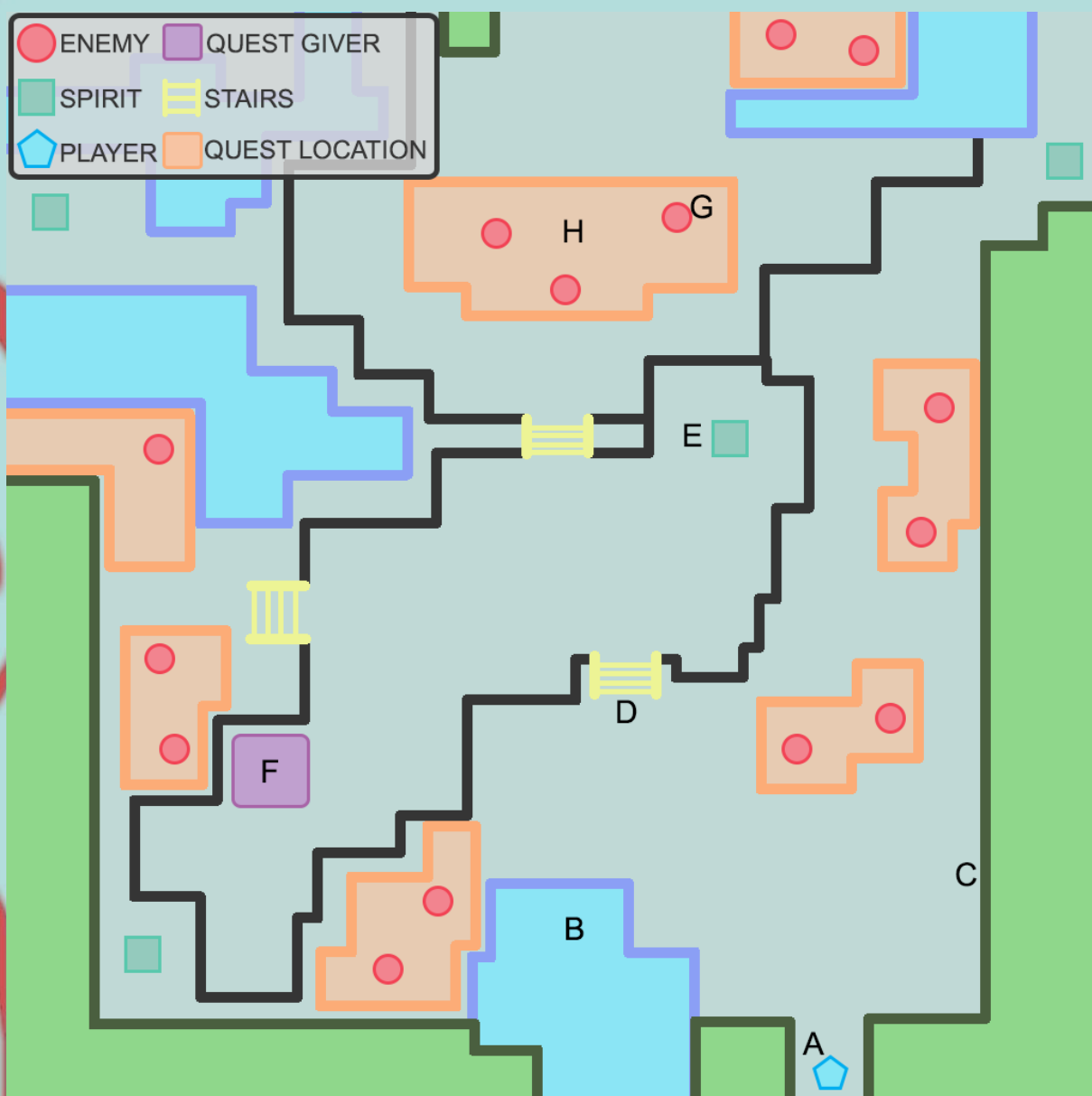


Figure 20 - Level Layout of 'Protecting the Rice Fields'

A. Player avatar

The player enters in from the previous area of the Tohoku Region. As they enter this zone, players are able to see the vast size of rice paddy fields that can be found within the region.

B. Streams of Water

To water the rice paddy fields, streams can be found all along this section. They also act as a natural barrier for the player to traverse around.

C. Tree Border

Surrounding the rice paddy fields are large forests. The forests act as a natural border for the player to traverse around.

D. Elevation Changes

The stairs icon indicates the player must walk up or down a set of steps. There are multiple elevation changes in this section as rice fields can be stacked upon each other, creating a cascading effect. This also adds to the exploration for the player, as they must remember which area of the field they are on.

E. Spirits

Throughout the open world of Japan, spirits can randomly be found occupying the landscape. Contained within the rice fields alone, four spirits can be found. As they are in the Tohoku Region, they shall be either of the Wind or Fire affinity. To capture, the player must successfully complete the Kagura. If the player is unable to capture them, the spirits will flee. However, if they player comes back to this area another time, the spirits would have respawned, enabling them to try to capture them again.

F. Farmers House

The player must enter the house to speak with the elderly farmer. The inside of the farm will be reminiscent of houses found within rural Japan. The player will converse with the farmer, but there will be no dialogue options in this mission instance. For instance, the dialogue between the characters will consist of:

Farmer: Oh, thank the lord. My prayers have been answered. You seem like a strong young man. Please, can you help me?

Deity: What is troubling you, I am at your service.

Farmer: In all my years, it has never been this bad. The rice will not grow and I have no idea why.

Deity: Hmmm, this is very strange. Let me see what I can do for you. I promise you that you will harvest your crops this year.

Farmer: Bless you, my child. Make sure to return with good news.

The player returns after successfully completing the Mission

Deity: It seems like it was just a couple of pesky birds eating the rice. I just saw some of the fields, and it looks like the rice is just right to harvest.

Farmer: Thank you very much. I'm sorry I can't give you anything as a reward.

Deity: No need. The smile on your face is enough for me.

As the player exits the house, the farmer's memory of the player will be erased. Each time a deity speaks with a human, once the interaction is complete the human forgets the existence of the deity

G. Enemy Blight

There are several rice paddy fields in this area. Within each field contains Blight that the player must defeat to complete the mission. As soon as the player enters the rice field, they will start to swarm towards the deity. The player must activate their instrument in order to gain the advantage in battle. Once a player defeats the Blight, they will not spawn in the rice field again. The game has a set amount of Blight to defeat, thus no Blight will respawn.

H. Quest Location – Rice Fields

As soon as the player receives the mission, on their HUD and map, the player will notice several areas with markers. The markers indicate which rice fields the player must go to defeat the Blight. Once the player has dealt with the Blight in the area, the marker will disappear, and the total Blight defeated for the mission will increase.

Appendix 6.1 – Game Controls

To play Kamigami, the player will be using a Keyboard and Mouse, with future controller support. The list and diagram below illustrates the different buttons the player must use while travelling, engaging in combat, capturing and conversing with spirits.

Controls during Over World:

- **W** = Move Deity Forward
- **S** = Move Deity Down
- **D** = Move Deity Right
- **A** = Move Deity Left
- **I** = Spirit Inventory
- **J** = Item Inventory
- **M** = World Map
- **F** = Interact with the world
- **Esc** = Pause Menu

Controls during Kagura:

- **Left Arrow** = Button press for Left Lane
- **Up Arrow** = Button press for Middle Lane
- **Right Arrow** = Button press for Right Lane
- **Left Mouse Click** = Enables the player to press the pause button
- **P** = Pauses the Kagura

Controls during Battle:

- **Left Mouse Click** = Enables the player to press the combat buttons
- **P** = Pauses Combat

Controls during Dialogue:

- **Left Mouse Click** = Enables the player to press the dialogue options

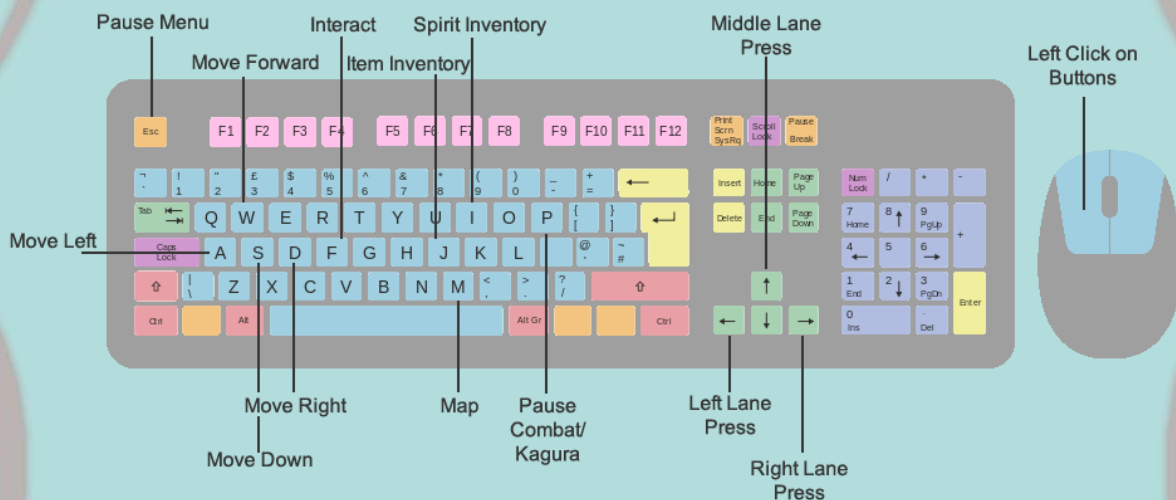


Figure 21 - Keyboard and Mouse Layout