# Res Judicata: Vale of Myth

Michael Morris-O'Connor, Portfolio Examples

## Genre
JRPG

## Platforms
Windows PC

## One-Line Comparison
A Japanese-style RPG like Final Fantasy but in an alternate-history setting rich with magical spirits and real-world locations.

## One-Line Description
Journey into a dark alternate-history low-fantasy RPG with a Scotsman and his allies and battle brutal mythological creatures across the old world.

## Setting
Takes place in a stylized alternate-history low-fantasy Earth in 1315 AD.

## Gameplay Summary
- Final Fantasy-like turn-based combat system
  - Strong focus on status ailments, positioning, and delay tactics
- Explore historical and fantastical worlds filled with hidden secrets
- Dialogue with options allowing players to influence dialogue outcomes
  - Selections affect availability of NPCs, side-quests, and locations
  - All dialogue will acknowledge relevant Player actions

## Story
Garbhan MacCallum is a gruff 28-year-old giant of a Scotsman who travels to shame those abusing their hero status for personal gain. He loses his temper during a payment dispute and guards arrest him. In jail, he meets Francis de la Fleur, a bard who sings terribly.

After meeting a mysterious spirit named Gaea, both find themselves the focus of a divine contest affecting the entire old world. Together with allies, they battle fiends that distort reality itself.

## Gameplay Innovations / KSPs
- A world with real world locations where Player actions are narratively interwoven
- Accessible experience that does not compromise depth
- Decisions have visual and narrative short and long-term consequences
- Focus on world exploration and monster hunting
- Strategic combat system highlighting complex battles with unique mythological creatures

## Gameplay Examples
Wolves escape the kennels inside the prison and attack everyone. Captain Marduk releases Garbhan from jail to help the other prisoners. The player as Garbhan chooses up to four prisoners to save. To rescue a prisoner, the player must fight their way to the prisoner and then battle the wolves attacking the prisoner in turn-based combat. If the player rescues a prisoner named Adela, then Adela opens a store late in the game in Venice, which sells rare items, and which has an alternate path for one of the Venice side-quests. If the player does not rescue Adela, then this store never opens. Adela (if not rescued) also later confronts Garbhan in the land of the dead.

## Target Audience
University students and adults (20s – 30s) with an interest in Japanese-style RPGs or in the humanities