



KURI

BY SIN MAN KRISTY CHOW





INTRODUCTION

The story is based on the mental thoughts of depression patient and is not suitable for children.

May contain bloody scenes in game

STORY



Once upon a time, there was a little witch, Kuri, who lived in the forest since she could remember. She was always alone and had never left her house. As she never met any other people, Kuri did not know what emotion is until the 'cat', Moi, came. Moi came to her house and brought her a broken empty necklace. After Kuri got the necklace, she started crying for the first time. She did not know what happened to herself, yet emptiness was brought to her heart and she did not know how to handle it. She looked at the broken empty necklace and decided to start her adventure on finding a way to fix the necklace as she believed that there was a connection between herself and the necklace.

Later in her adventure, Kuri found out that everytime she learnt and experienced a new emotion, the bottle necklace would be filled up with more mysterious blue potion inside and her magic power gained. Yet, the Evil Witch, who was the ruler of the forest, sent monsters to stop her from getting back her emotions.

At the end of the story, the truth is revealed. The Evil Witch is actually Kuri herself. The story is referencing the mental thoughts of depression patients. Everything that happened in the story was the imagination of Kuri. The Evil Witch was always afraid of revealing her true emotions to the others and facing any changes in her life, therefore she locked up Kuri in the forest, just like hiding her emotions in her heart. The story ended with Kuri defeating the Evil Witch and giving her the heart shaped necklace. She got the memory of Kuri from the necklace and learnt the importance of showing her true emotions to the others.



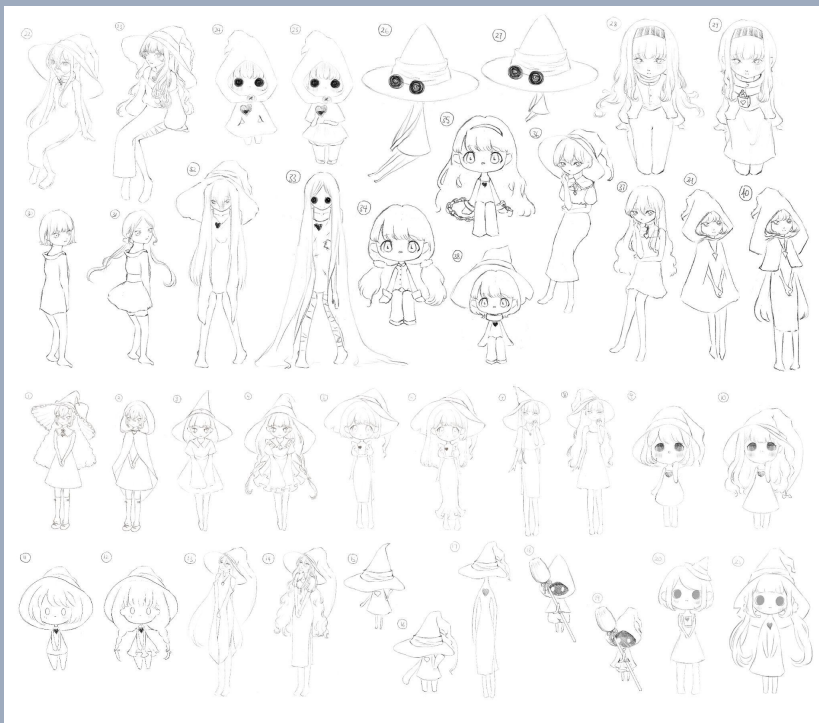
01

CHARACTER DESIGN



CONCEPT ART OF KURI

The main character of the game. The heart shaped bottle necklace on her was given by Moi. It is broken and empty inside at the beginning of the story. When the story continued, Kuri experienced different kind of emotions. Everytime when she experienced a new emotion, the bottle was filled up more with the blue potion.



IDEA DEVELOPMENT

Idea development and sketches for Kuri.



CHARACTER DESIGN AND TURNAROUND

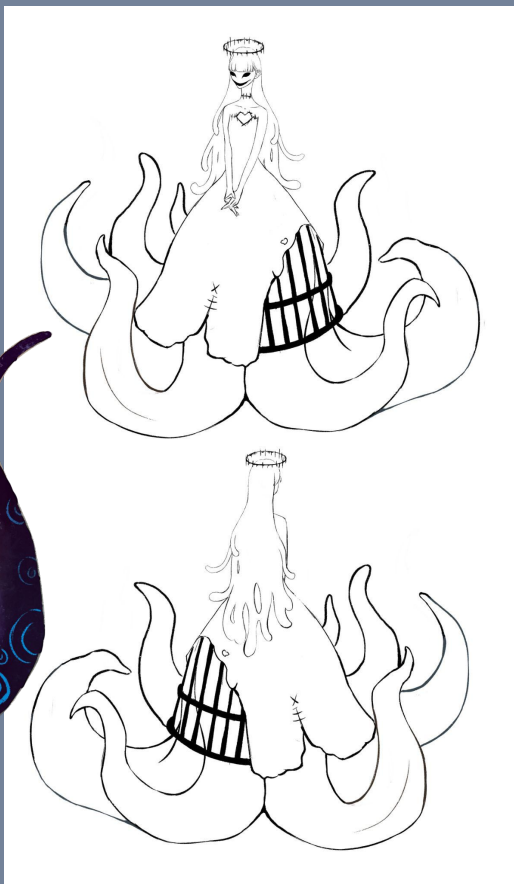


FACIAL AND BODY EXPRESSIONS



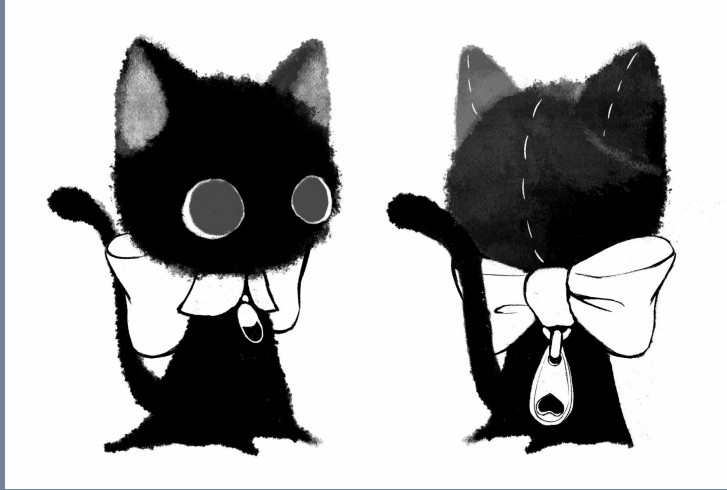
CONCEPT ART OF DOCTOR

A support character of this story. Kuri met the Doctor during her adventure in the forest. He claimed that he could help Kuri to fix the broken necklace. Yet, even the necklace was fixed. Kuri still did not feel better and her legs started to fester. The Doctor did not know how to help Kuri but he believed that there was a connection between the necklace and Kuri. Filling up the bottle might stop her body from being festering. He later joined Kuri's party to help her with her adventure.



CONCEPT ART OF THE EVIL WITCH

The Evil Witch is the last boss of the story. She is being the owner of the forest. She stoped Kuri from finding back her emtions during her adventure. At the end of the story, the truth was revealed. The Evil Witch was Kuri herself.

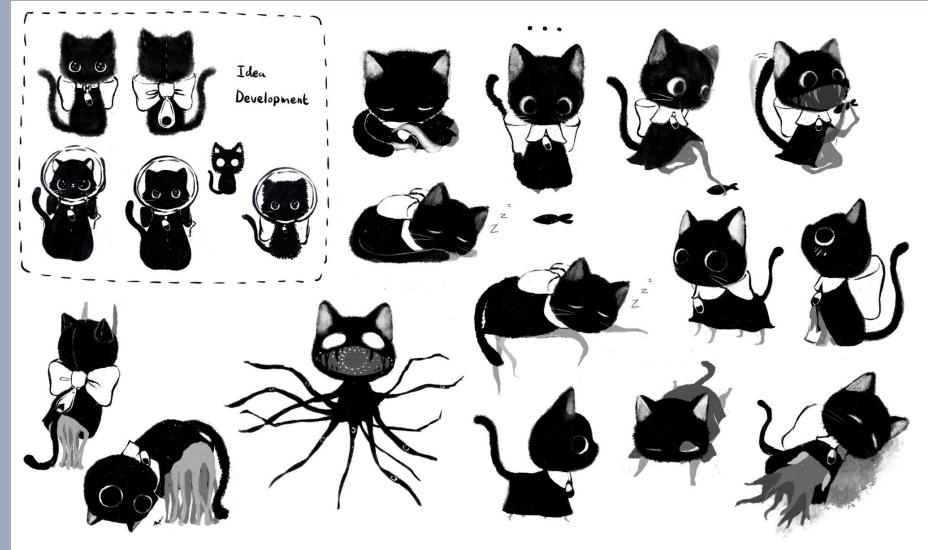


CONCEPT ART OF MOI

An unknown creature that
cover itself with a cape and
pretending itself to be a cat,
which it isn't...



FICIAL AND BODY EXPRESSION OF MOI





02

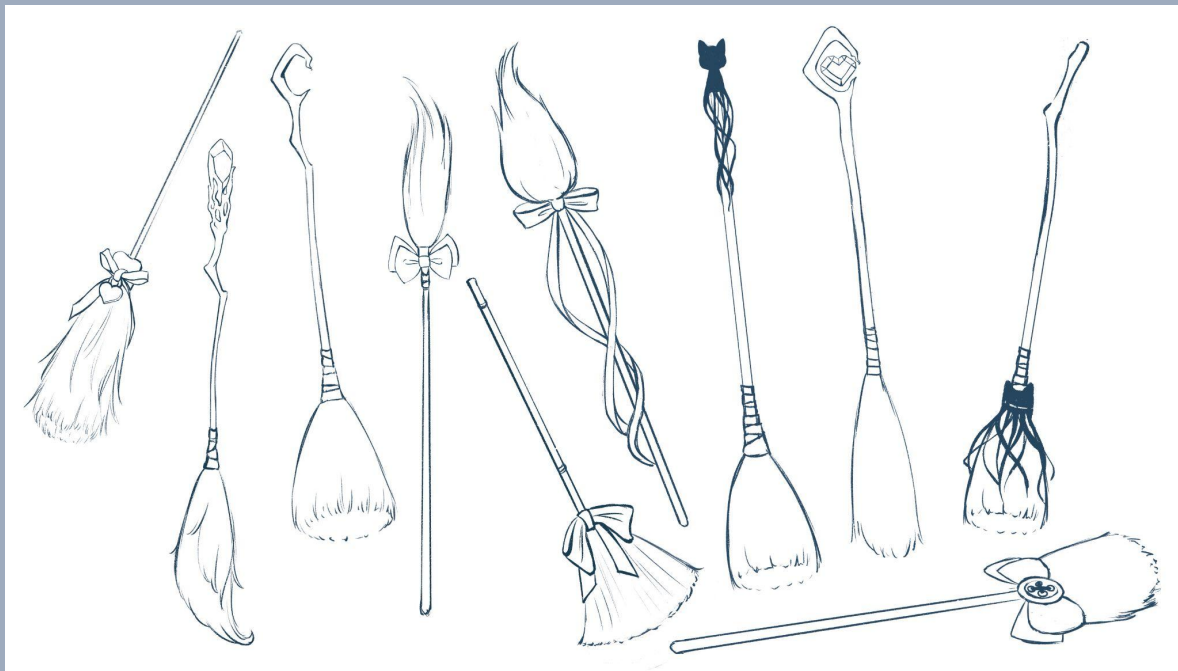
PROPS AND VEHICLE



DESIGN OF BROOM

The Broom is usually kept by Moi. It could be used as a lantern and a flying tool.

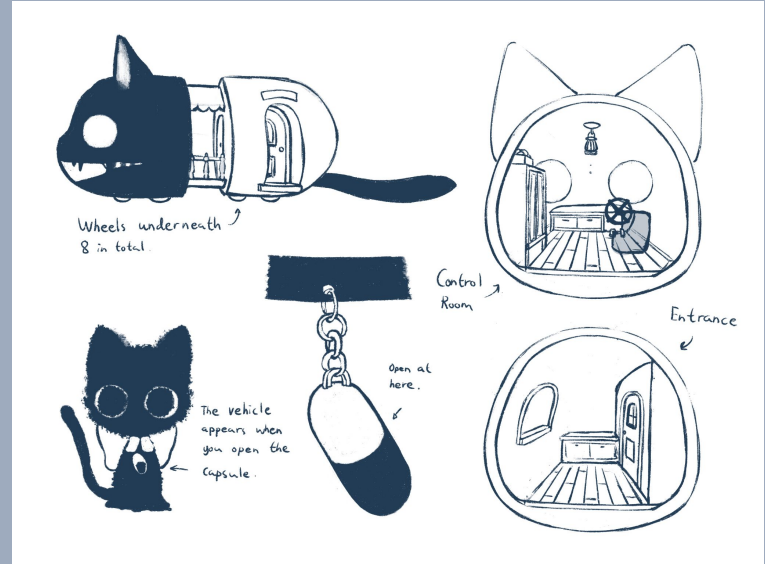
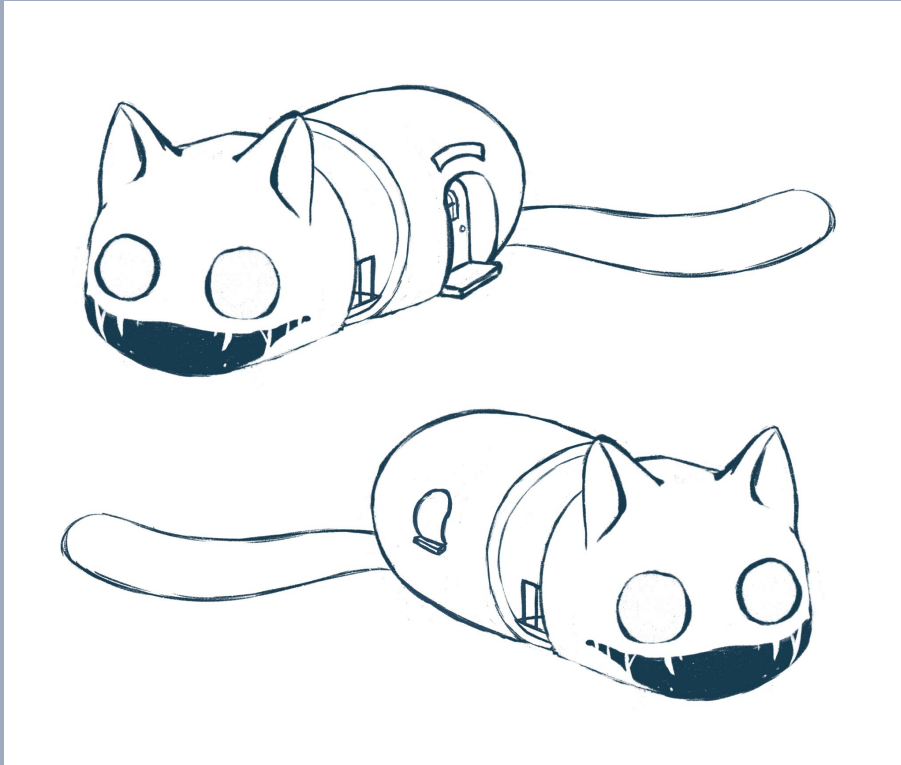




Sketches of the initial design of
the magical broom owned by
Kuri.

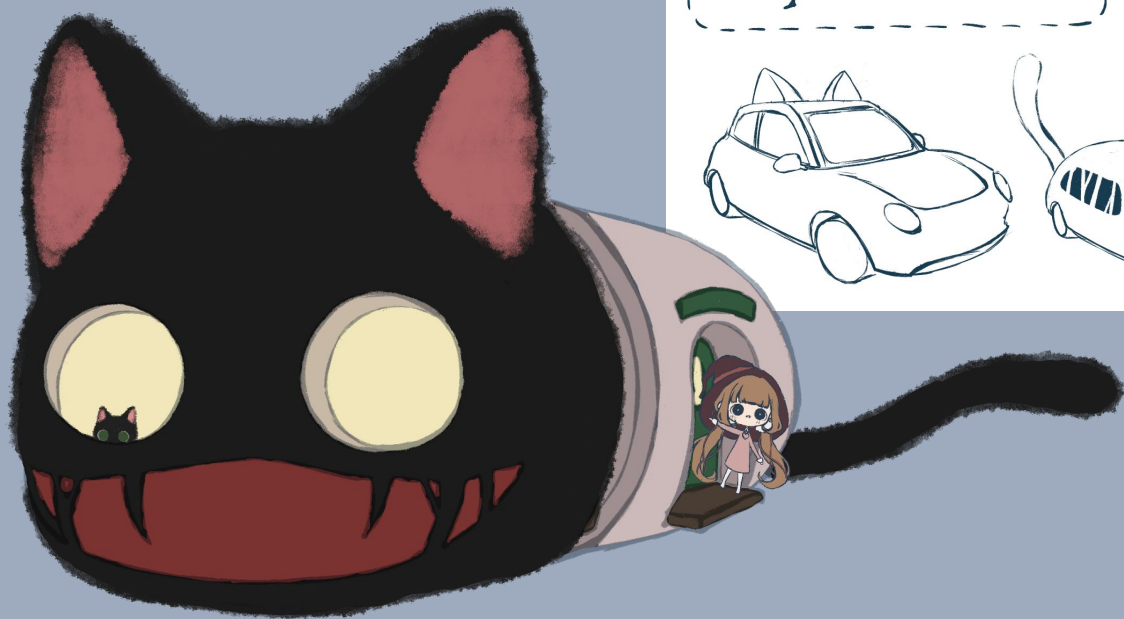


DESIGN OF
THE 'CAT' CAR



Vehicle design and detail sketches

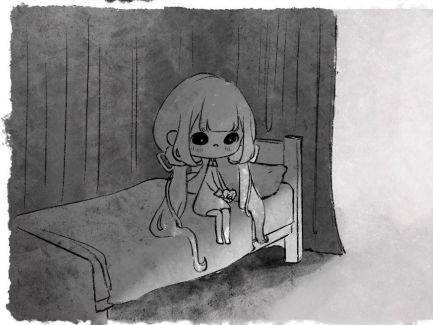
Initial idea development and
vehicle sketches.





03

ENVIRONMENT



ENVIRONMENT SKETCHES

