



Storyworld Presentation Pitch:

# Project Nosta

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Have you ever done something wrong? Lost someone or something important? Something that keeps you up at night thinking what you could've done differently. But some move on, not wanting it to consume their entire life. But if you could watch it over and over again, having the power to redo every choice within it, could you ever escape?



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# 01 ✨ Introduction







# Soapbox

Theme: Memories are powerful and can leave a long lasting impression on a person's mind.

Opinion: For some individuals, it is easier to become absorbed into the memories of the past.

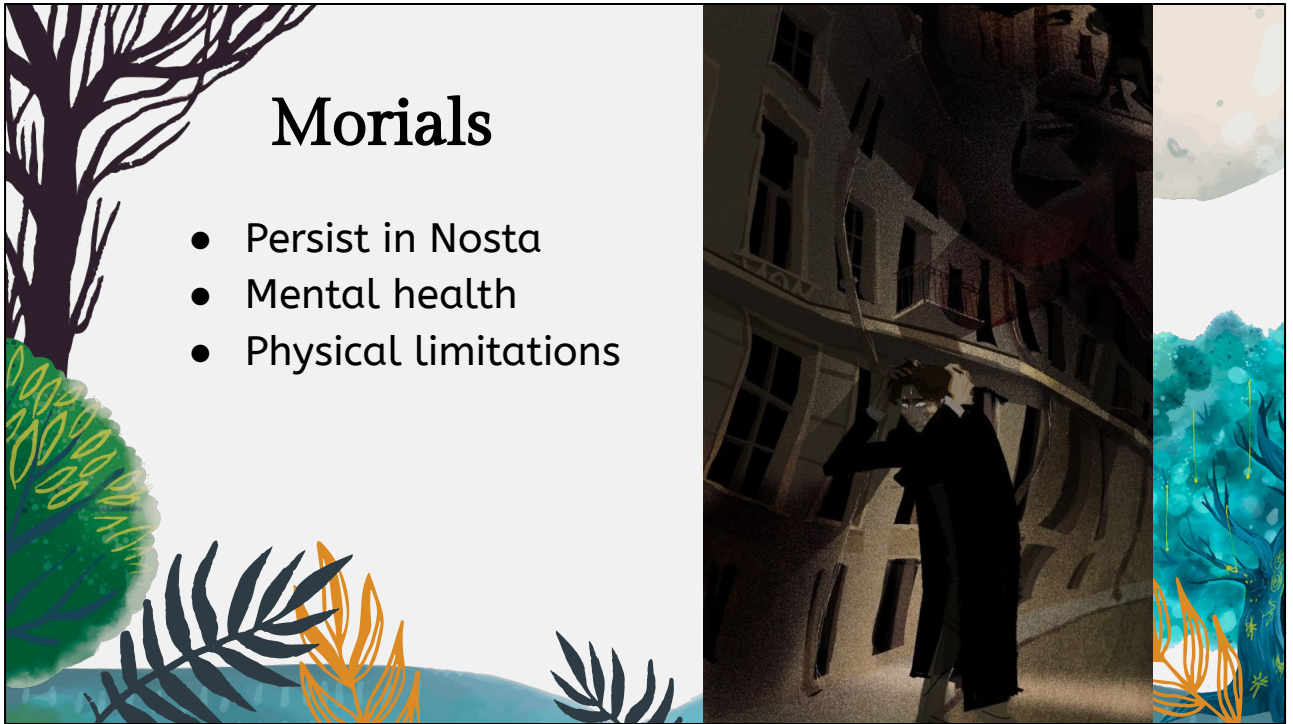
Advice: One must make peace with the past and live in the present.



# ✦ High Concept

The realm made of the collective human memory, Nosta, gives some people born with abilities to explore the realm by reforming, creating, and traveling through memories.





People who can stay in Nosta for more than a couple of minutes are called Morials. The average person will lose their grip and return to reality, but Morials can decide when they want to leave. This is because the environment of Nosta is too chaotic for a typical person's mind.

The reason why morials are able to persist is because all morials struggle with their mental health in some way. As a result, their brain's chemicals are structured differently. Nosta can alleviate their symptoms due to the impact the environment has on their mind.

The first time someone gets into Nosta, it is often due to feeling a significant amount of regret.

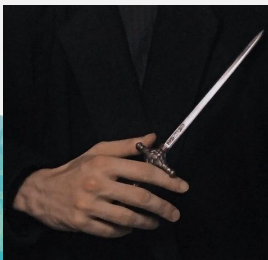
When someone gets into Nosta, their physical body disappears from reality and is physically inside of the realm. However, they lack any basic needs that may have existed in reality. They're frozen in time, stop aging, and remain in the state that they are in when they enter Nosta.

# Morial Talents



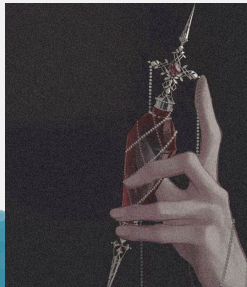
## Carver

- Carve and reform
- Blade
- Combat
- Weak point based traversal



## Weaver

- Creation and invention
- Container
- Creation based traversal



## Phaser

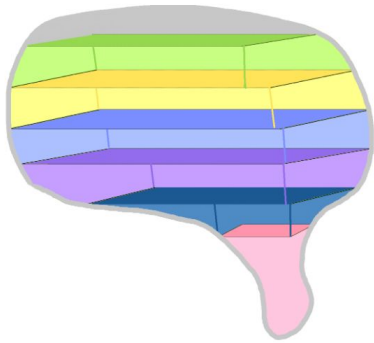
- Sifting and travel
- Orb
- Relay messages
- Gain visions
- Forage



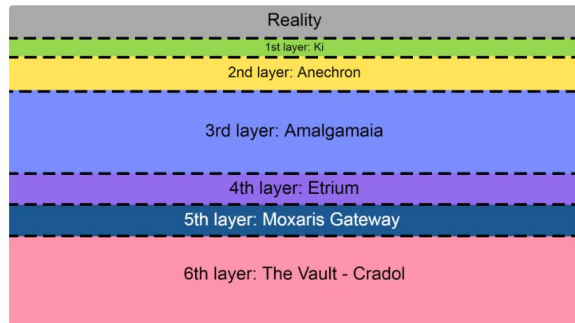
When a Morial gets into Nosta for the first time, they have one of 3 Morial talents.



# Map



*Nosta as a 3D space map*



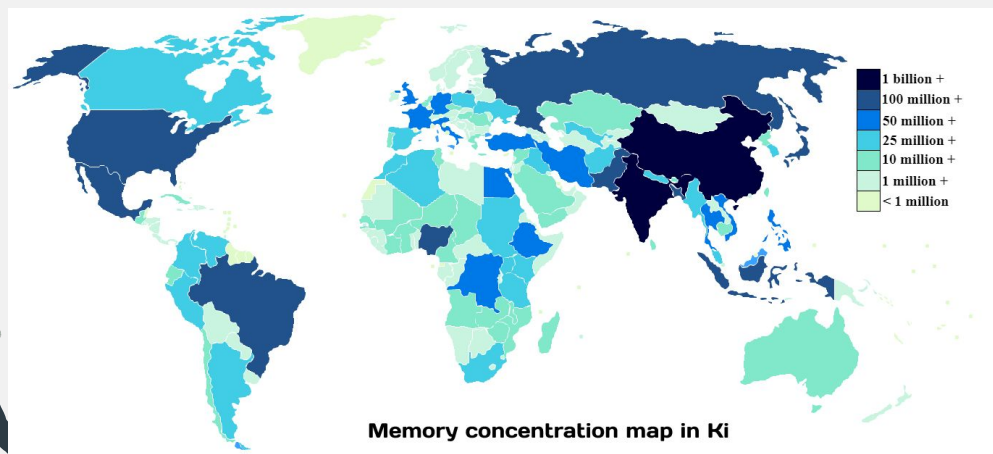
*Nosta as a depth map, showing the layers of the realm as well as their relative size.*



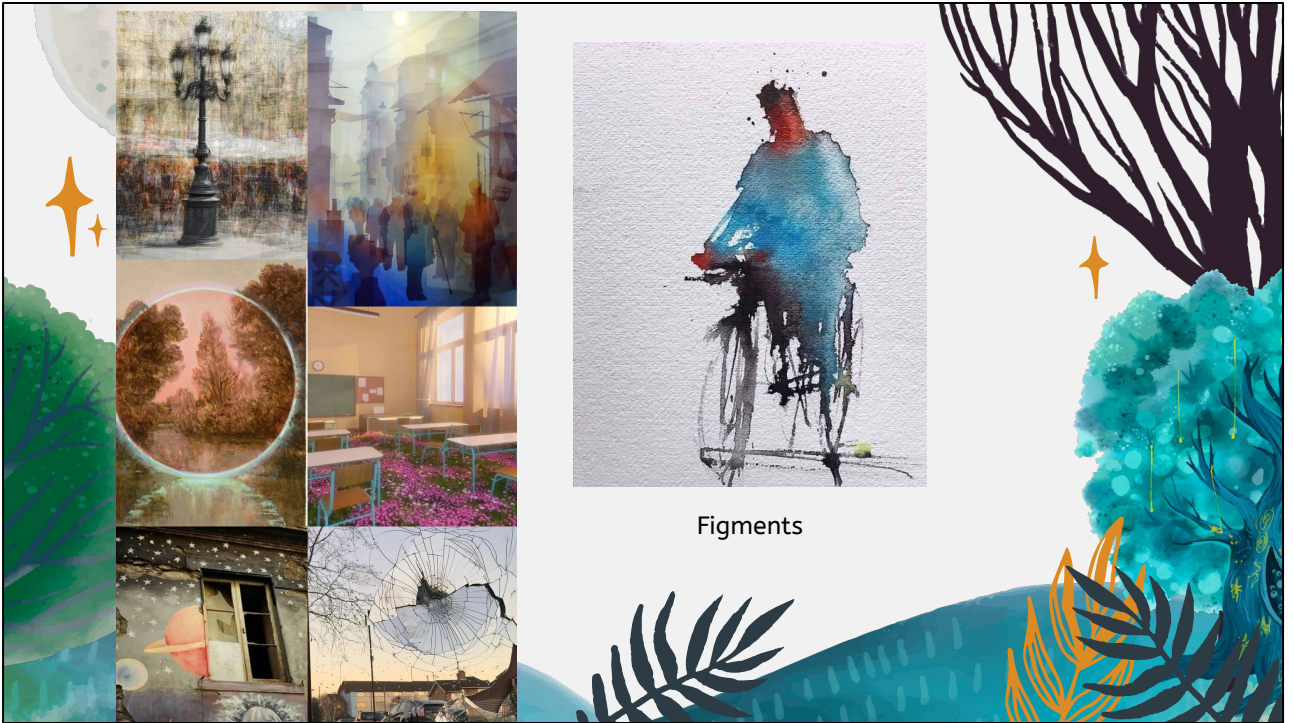


# Key Locations

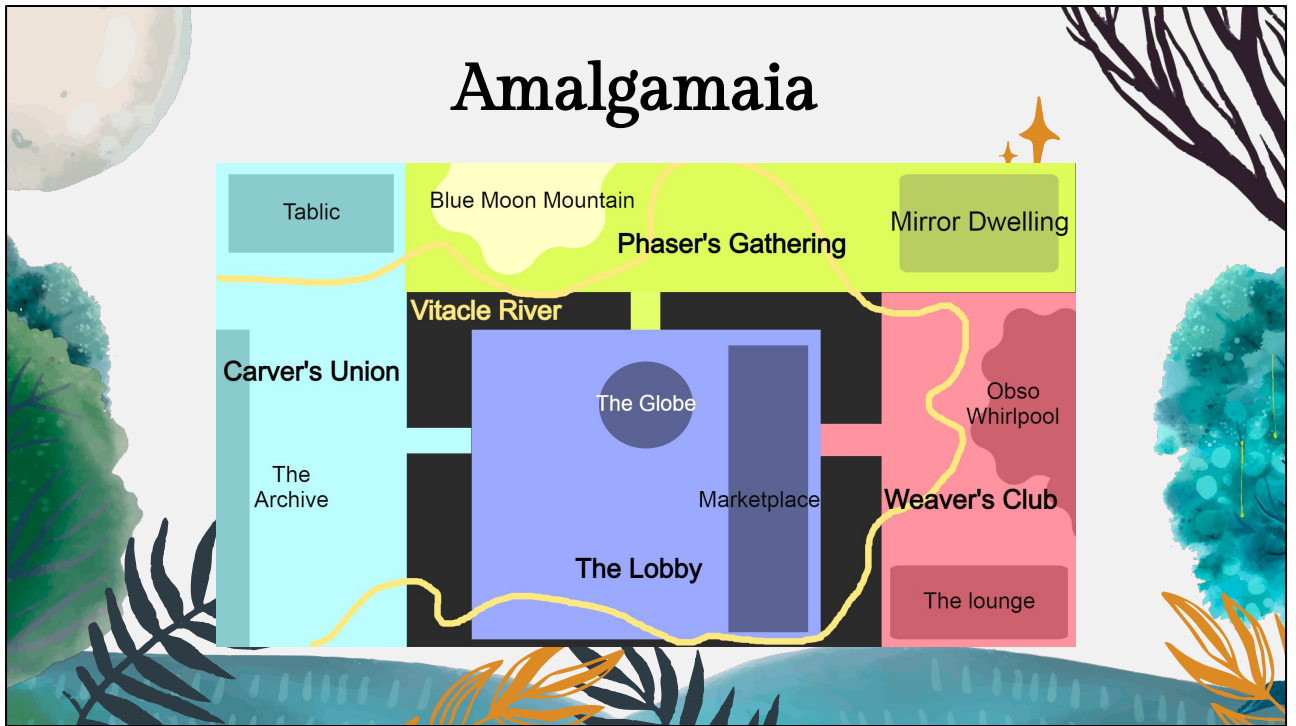
# Ki



Ki is the first layer of Nosta, and also where people typically end up the first time they enter the realm. It mimics the geographical layout of the whole world in reality. It's made up of the most recent and more emotional memories of those that were around it. The more people in an area, the more memories are in the area.



Many memories can happen at the same time, causing an overlapping blurry effect to those who are traversing through. Figments are people or creatures that only exist as a memory, and Ki has many figments due to all the memories created in the real world.

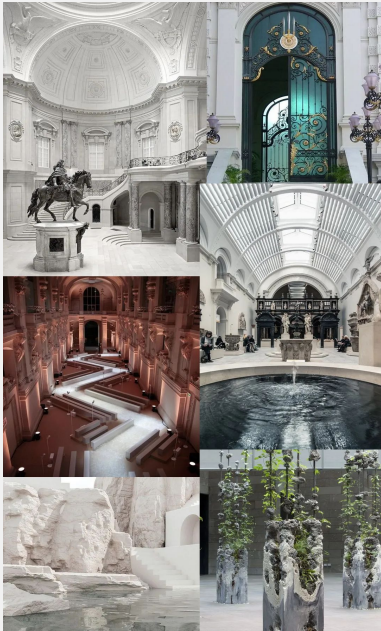


The Lobby for Morials - Amalgamaia. All three factions of Morials gather here to hang out and share memories.

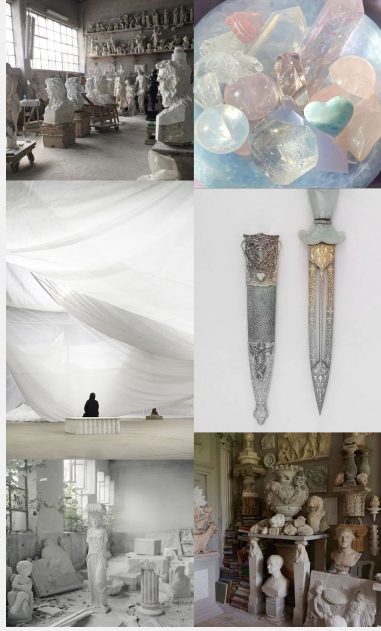




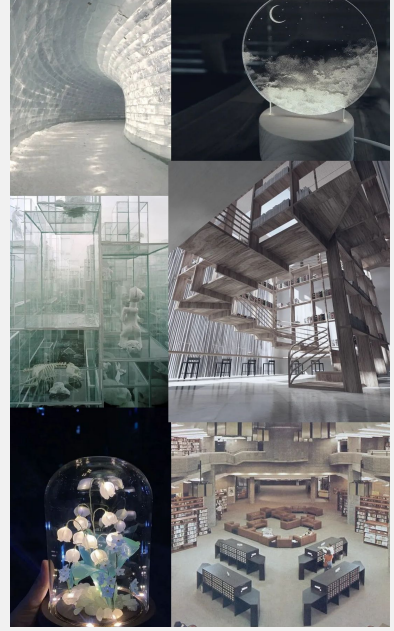
The globe in the middle of the lobby that allows Morials to access any location in the first or second layer of Nosta. Each Morial talent type has their own area, typically only accessible by morials with that specific talent. However, on invitation by members inside of the area, other Morial types are able to visit for a set amount of time.



Carver's Union



The Tablic



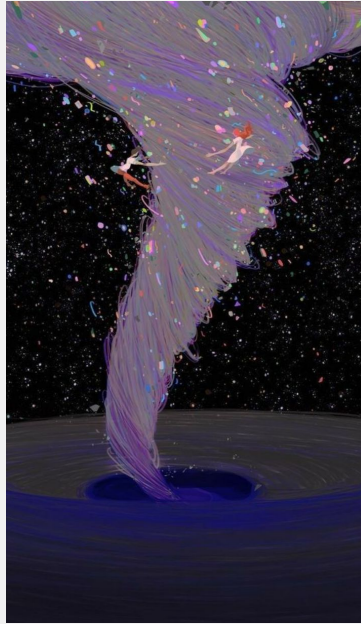
The Archive

A subsection of Amalgamaia, Carver's union: The central hub for Carvers. The archive is an organized zone, with tall shelving units that store memories, much like the super smash bros brawl trophy room. Tablic is an area where Carvers can practice using their knives, as well as manufacture/polish any infrastructure created by the Weavers.

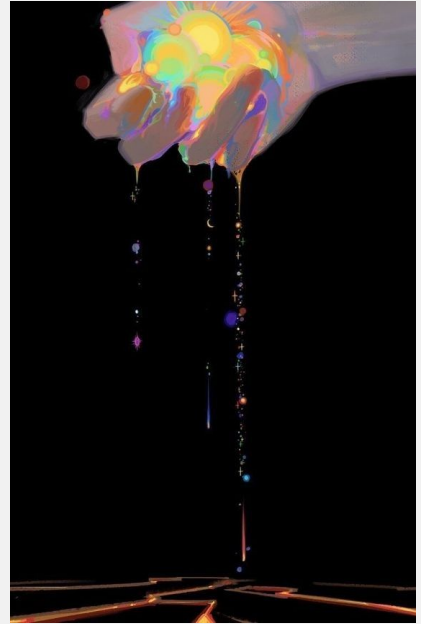




Weaver's Club

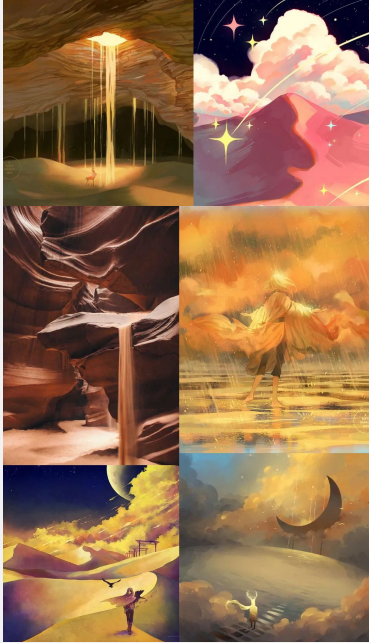


Obso Whirlpool

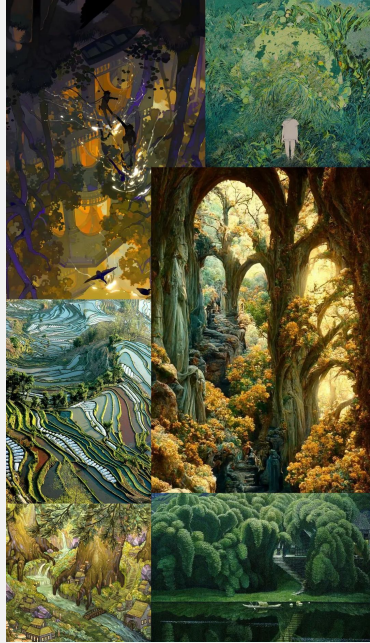


Weaving Material

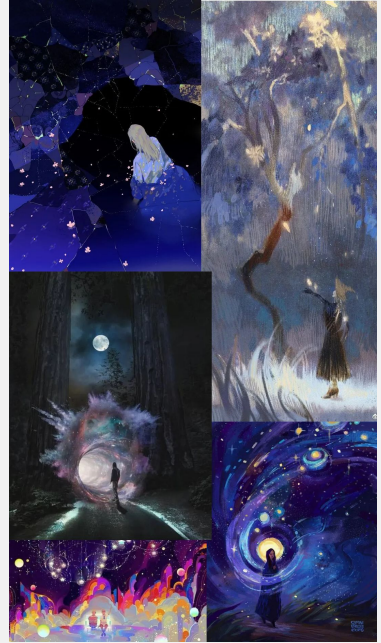
Weaver's club: The central hub for Weavers. Weavers have a party club/casino/arcade as their main space, called the lounge. They also have a large body of water called the Obso Whirlpool, which contains material that weavers can use to form memories/creations.



Desert Form

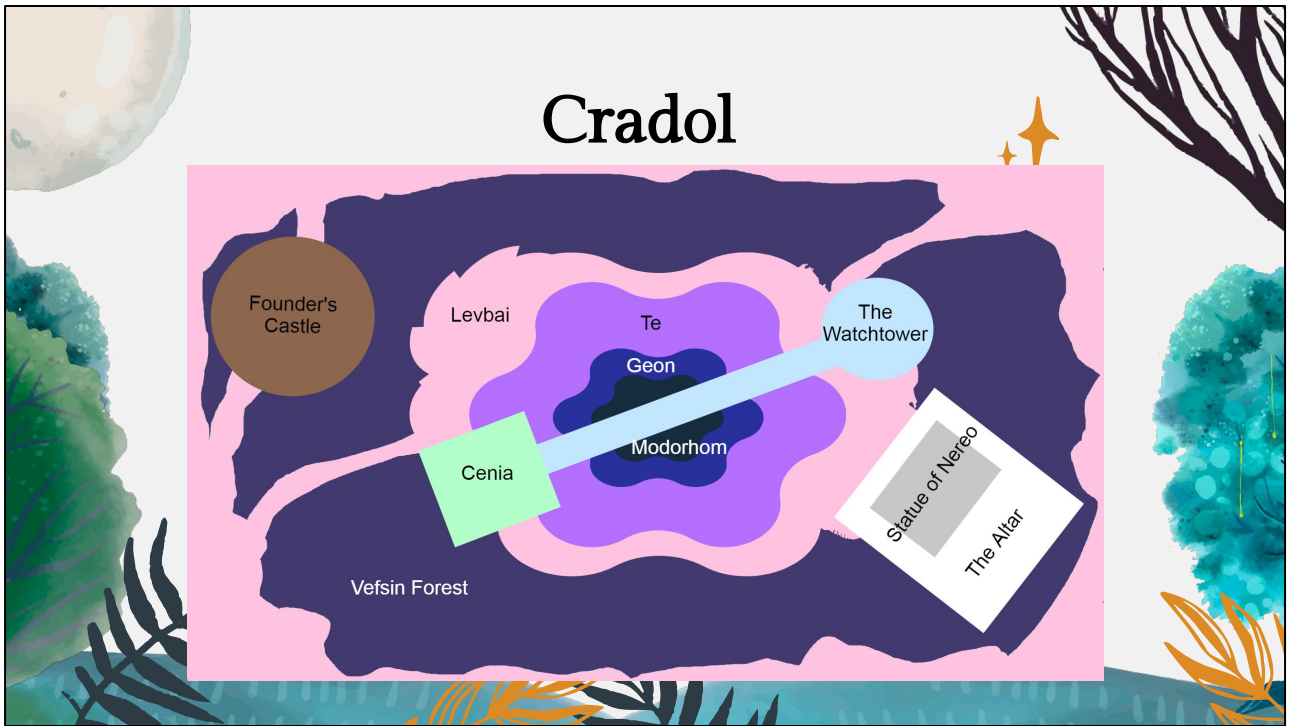


Forest Form



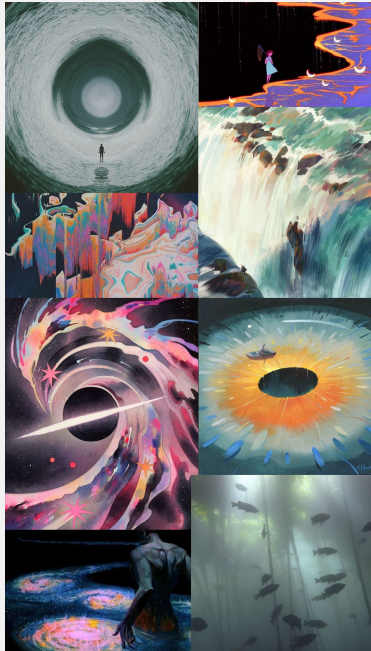
Space Form

Phaser's gathering: The central hub for Phasers. The Phaser's Gathering typically takes the form of a calm natural environment with soft calming wind and fog. The phaser's sub-realm also has a unique day and night cycle that changes the terrain between a forest, space, or the desert.

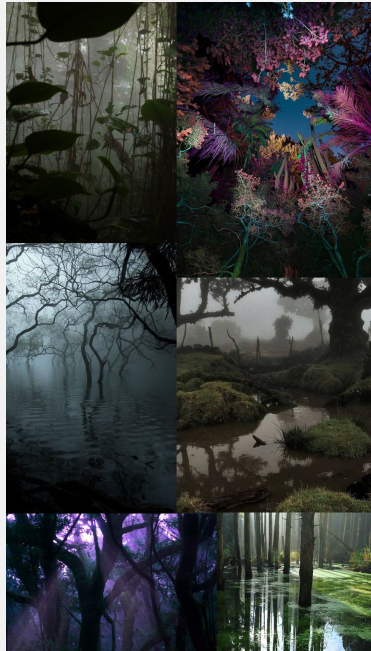


The last layer of Nosta is also the one that is the most dangerous, Cradol. Cradol stores the deep, traumatic, and disturbing memories of Nosta. These memories are typically very emotional, and those who enter don't leave as the same person. The longer one stays here the more difficult it is to leave.

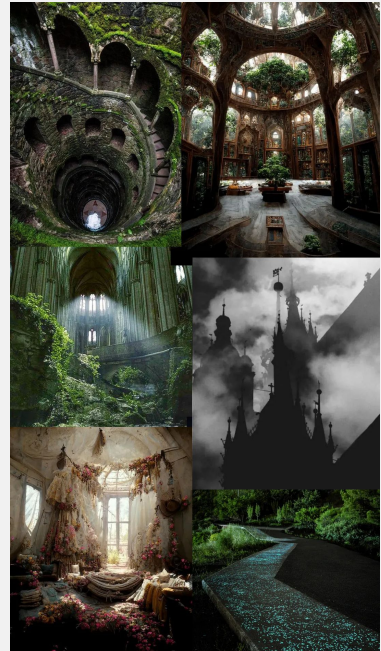




Cradol's waters



Vefsin Forest



Founder's Castle

Cradol is mainly a large body of water surrounded by a dark forest. It is said that the founder of Nosta's castle is hidden within the forest here.

Each layer of Cradol's waters has waterfalls that lead to the next layer, the longer a Morial is inside the waters, the more likely they will disintegrate.

The first layer of the waters is alluring, Morials will see their saddest memories, and feel hopelessness. They also feel a sense of emptiness, like the missing memories from their mind are compelling them to move further into the water. There are no survivors who have reached the last layer of the waters of Cradol and returned. Those who have gotten close recall the water inescapable and suffocating and the environment being pitch black.

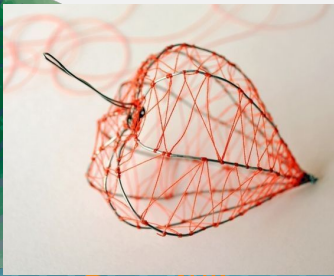


the main conflict rises in Nosta from those who want to stay in Nosta and those who don't think anyone should.

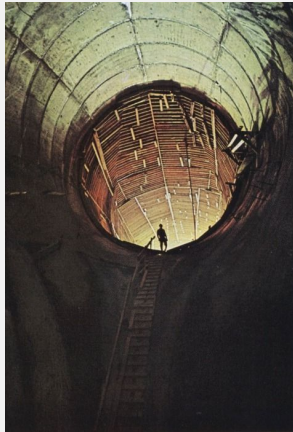
# Morial Guard



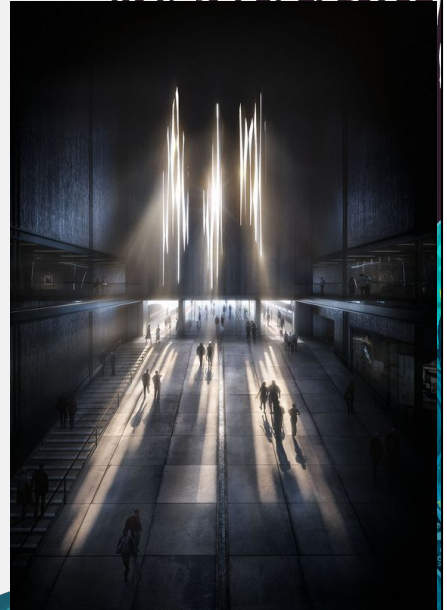
- Protect Nosta and Morials within
- Carving and locking traumatic memories inside Cradol
- Must swear an oath
- Crisis Unit



Hemostem



Guarding the gate



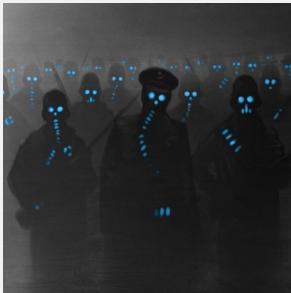
Where training is conducted

The Morial guard is a group of Morials whose goal is to protect the rest of Nosta. Their responsibility includes carving out traumatic memories from all over Nosta and locking them into Cradol, as well as guarding the gateway into Cradol. Morial guards had sworn an oath made by the founder that they must follow under all costs, which is to protect those inside of Nosta regardless of personal feelings.



# Synapse Informants

- Global Rescue Foundation
- Forced to work for government
- Investigate Nosta and relay information
- Kill switch



The Global Rescue Foundation is an alliance agreed upon internationally by all countries to search for those who have disappeared into Nosta. Synapse informants are a group of Morials who were discovered by the government. As a result, they were detained until they agreed to work for the government. The goal of the informants is to relay information by infiltrating the Morial guard. If they are discovered to betray the government, a kill switch is activated and they die instantly.





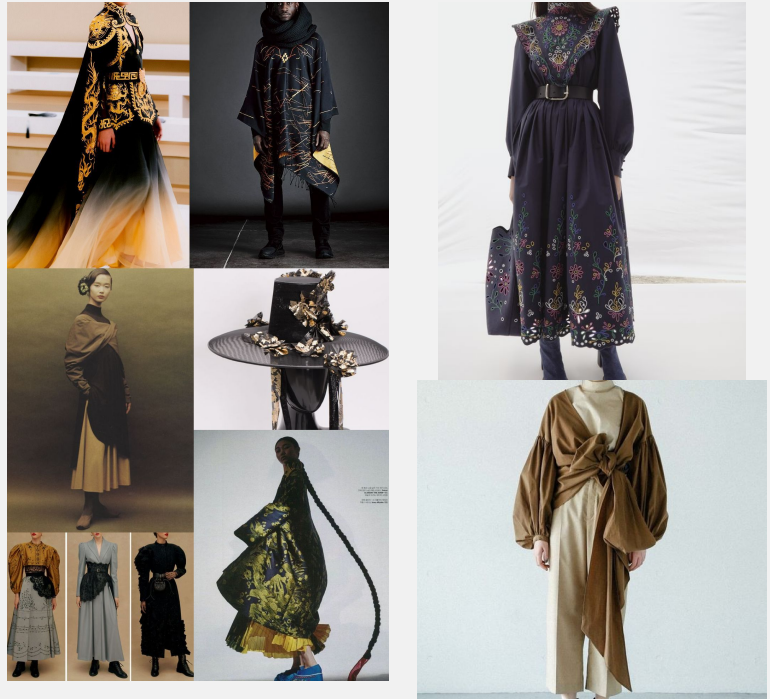
There are two main fashion styles in Nosta

# Retrocore

- Cultural Silhouettes
- Black and gold
- Intricate patterns
- Geometric
- Metallic
- Natural Materials
- Use of Glowthorn



Glowthorn



Retrocore is considered more traditional and formal inside of Nosta, often worn in festivals, formal events, or by those who hold jobs and other positions. Glowthorn is a type of herb in Nosta that is translucent in its appearance. It is used as dye in clothing to create a glowing effect.

# Nouvia

- Cultural prints
- Non-Traditional Silhouettes
- Flowy fabrics, silk, lace etc.
- Desaturated colors - old photograph
- Cultural Techniques
- Wearability and Traversability



Nouvia is typically worn by those who are more into fashion and care about their looks.



# Holidays & Festivals



## Brightblooms Fair

- Amalgamaia
- Celebrate harvest
- Auction



Brightblooms

## Night of New moon

- Phaser's Gathering
- Observe New moons
- Mark changing of seasons



Lunar Eclipse

## New years

- Etrium
- Celebrate new year
- New decoration style



Feast in Etrium

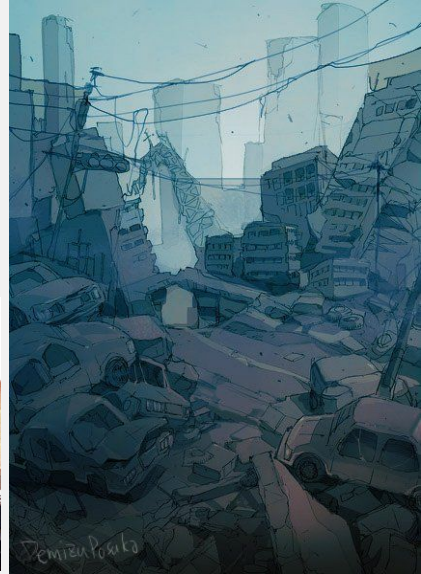
03

# Reality

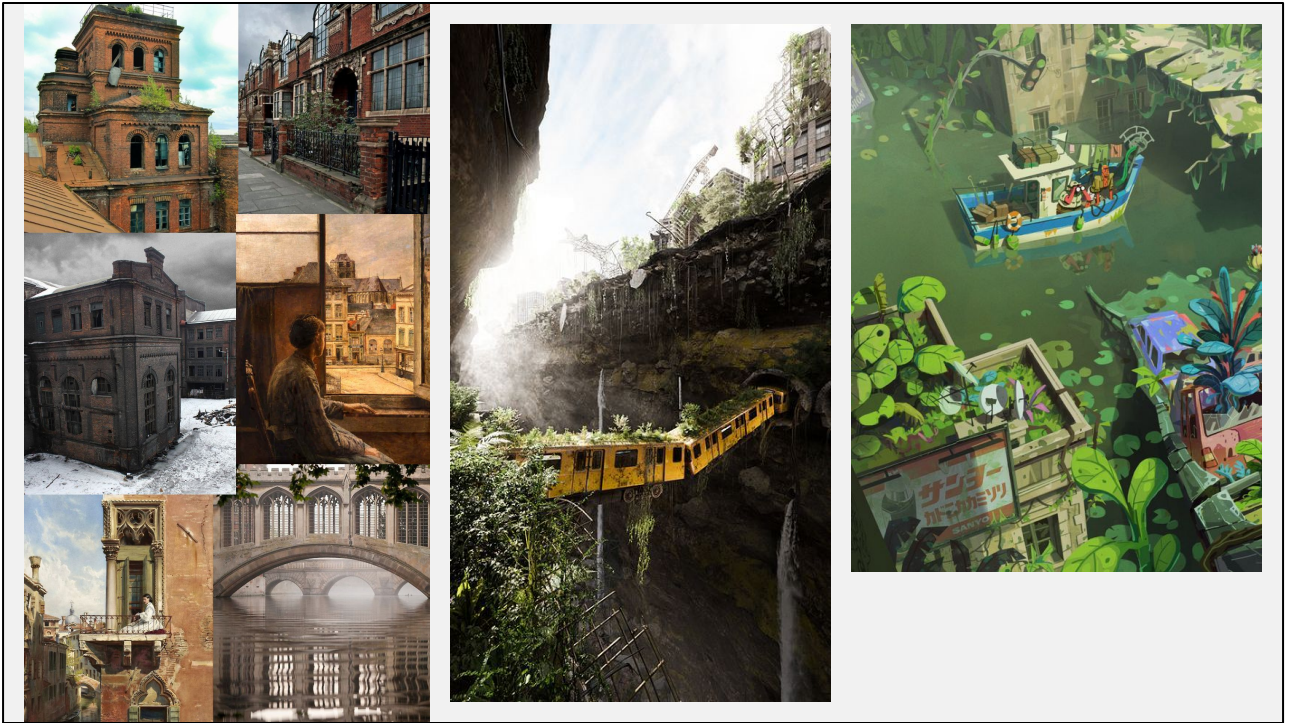
Secondary Location

**Macro-Story**

# Great War



The real world is earth with alternative history. WWI became more devastating, long-lasting, where more lethal weapons were developed. More countries besides Europe were also involved in the conflict. Much of the earth has been reduced to debris.



Only a couple of major cities in the world are still fully functional. Other areas are suffering from famine, disease, and other natural disasters. Global warming is more prevalent, and as a result, the sea level has risen, leaving many coastal cities submerged



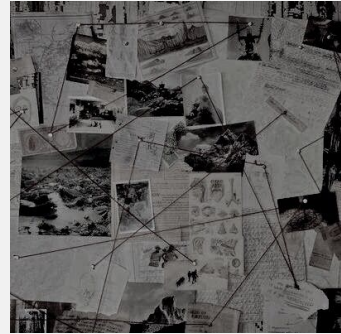
# Map



# Character Groups

## Wellmind Collective

People should be brought back to reality at all costs.



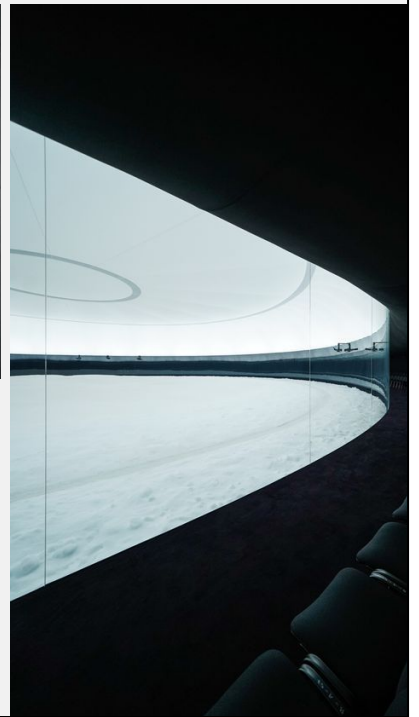
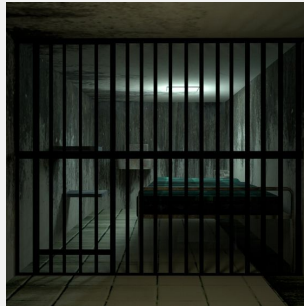
## Eidelyters

In order to evolve, all humans should be inside of Nosta



# Wellmind Collective

- Police system
- Scientists
- Human experimentation
- Drug Development



The WellMind Collective is an organization in reality that believes that people should be brought back to reality at all costs. They have their own police system that surveys the world for Morials. If a Morial has been discovered, they are imprisoned by the collective to conduct experiments on their psyche.

# Synirvi

- Obstruct connection to Nosta
- Colorless, tasteless, odorless
- Amnesia like effects
- Withdrawal
- Side effects
- Other forms



Synirvi

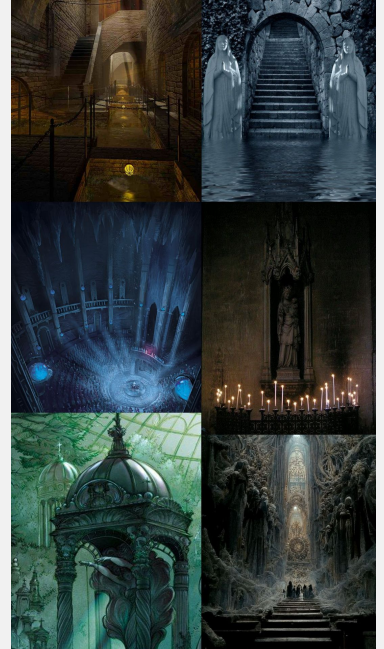
The organization is attempting to find a way to “fix” these individuals so that they can no longer access the realm. Synirvi is a type of drug developed for this purpose. It typically takes the form of a liquid without any color or taste, looking much like water. An effect after taking Synirvi is that Morials end up temporarily unable to remember past experiences and memories, much like amnesia.

# Eidelyters

- Cult
- Eideity
- Create public attacks



Eidelyters



Grand Church of Eide

The Eidelyters are a group of cultists who worship the god, Eideity. Eidelyters believe that the existence of Nosta is a sign from the Eideity as to how humanity should evolve. Eidelyters believe all humans on earth should “evolve” to live inside of Nosta, as a result, they stoop to very extreme methods to achieve this goal. They coordinate attacks, in which they will use violent methods such as mass stabbings or shootings to traumatize those in the public.





# 04 Conclusion



## ✦ How does this all fit?

- Story-based action adventure game
- Exploration
- Narrative - Explores dynamics between different character groups



# Thanks!

Do you have any questions?

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