

# BABA YUGA

## Brief Game Design Document

**Platform:** Standalone (Windows and Mac)  
**Genre:** Atmospheric Action Adventure, single player  
**Sales Channel:** Steam  
**Autoren:** Koboldgames GmbH,  
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WHAT  
MYSTERIES DOES  
BABA YUGA  
HIDE?



## EXPERIENCE

Explore the interplays of empathy and domination in this dark fairy tale!

In a fantastic and touching journey a small girl discovers an unexpected relationship with the mysterious witch Baba Yuga. Fun to play, challenging deep emotions and echoing in real life.

## STORY

A witch hunter caught the evil Baba Yuga and broke her will. But a vicious course kills him short after. His daughter has now the duty to bring the witch to the pyre. On the way, they learn to know each other and the girl begins to doubt the guilt of the witch.

If she can build up a strong bond with the witch and heal her wounds, maybe Baba Yuga can regain her mysterious powers, to flee together. Otherwise the straight end of the game is the public burning of the witch on the pyre.

## ART

We deliver a careful handcrafted interactive audio-visual journey, inspired by the slavic folklore, the sensitivity of Studio Ghibli and the illustrations of Brian Froud.

Placed in a misty moorland, the spooky and sometimes weird atmosphere is our hidden sensual storyteller.

Light and shadows, environment art, character design, animation, blend vibrant into the creepy spherical music composition and pointed sound design.

## DESIGN CONCEPT

Create a dense playground for different kinds of bonds between the player and the companion.

Starting with conventional gameplay, the game seduces the player gradually into challenging deeper emotions by building up a strong relationship, tragical strokes of fate and set up meaningful choices.

## GAMEPLAY

The task of the player, is to bring the witch to the pyre.

The game starts with this classic goal and introduces usual micro mechanics as hitting, running and jumping. The player moves from left to right in jump&run style, defeats enemies and solves small puzzles to unlock the way.

## THE RELATIONSHIP

First the player travels with a donkey as a companion and the witch is on a wagon. Soon he loses donkey and wagon and travels alone with Baba Yuga as his companion.

Some puzzles needs the skills of the companion, so the player can't progress without him. To move the companion the game instructs to beat him. But because the pain of the companion is illustrated properly, for most of the players it's a challenge to beat him as less as possible.

The companion is also target of different enemies and most players try to protect him. Because the sense of empathy with the companion is induced by our game design. They do so even if they are not directly told to and he game doesn't force them to. (If the companion dies you can revive him very easily.

The avatar girl can't die, so the game is never reset and the flow doesn't break.

But if the player explores the world deeper, he finds out that he can feed and caress the companion. Later in the game he can even support Baba Yuga to regain her magical powers.

## DOWNLOADS

Footage: [babayuga.com/vid](http://babayuga.com/vid)  
Windows: [babayuga.com/win](http://babayuga.com/win)  
Mac: [babayuga.com/mac](http://babayuga.com/mac)

## CONTROLS

### XBox-Controller

Right Stick: Move  
A-Button: Jump  
B-Button: Whip  
X-Button: Pick up  
Y-Button: Caress

### Keyboard

Arrow Keys: Move  
Space: Jump  
S-Key: Whip  
Y-Key: Pick up  
C-Key: Caress



Inspiration by Brian Froud

