Complete Fractures

" Are we the complete souls at first

Or just the fractures gradually being complete

Perhaps none of us is complete at all

Until we met each other "

"Integrator"

which is
you

Game Overview

Complete Fracture is a first-person ➤—— RPG focusing on the realistic, creative, and intense battle experience and how players use a unique blade that can also transform as a grappling hook, and 4-5 special abilities to interact with the world and with the enemy.

This game also encourages the player to be themselves. Traveling through 4 realms and other mysterious places, the player will meet, fight, or make friends with different existences.
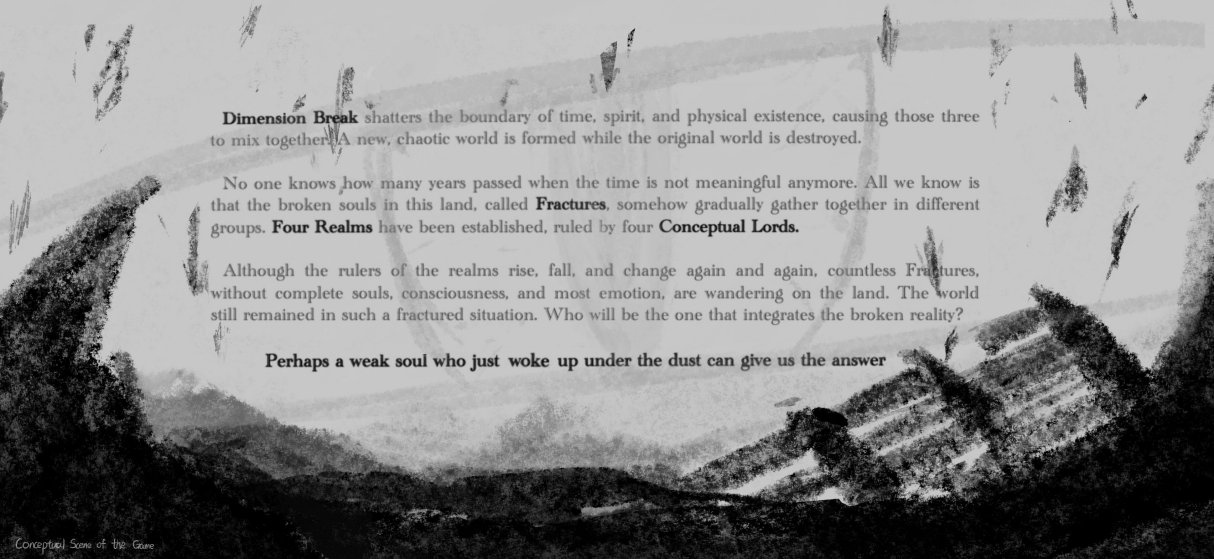
This is your unique journey, your growth, your life. At last after gaining all the ultimate power, to complete this fractured world, or to be a complete fracture, it is all your choice.

Part 1.

"I witness the Reality crack into fragments, like a broken photo frame"

Background

Dimension Break shatters the boundary of time, spirit, and physical existence, causing those three to mix together. A new, chaotic world is formed while the original world is destroyed.

No one knows how many years passed when the time is not meaningful anymore. All we know is that the broken souls in this land, called **Fractures**, somehow gradually gather together in different groups. **Four Realms** have been established, ruled by four **Conceptual Lords.**

Although the rulers of the realms rise, fall, and change again and again, countless Fractures, without complete souls, consciousness, and most emotion, are wandering on the land. The world still remained in such a fractured situation. Who will be the one that integrates the broken reality?

Perhaps a weak soul who just woke up under the dust can give us the answer

Rules

Conceptual Lords
& 4 Realms

The boundary between spirit and physical existence is unclear, as reality now can
be interfered with through both mental and physical activities

A mixture universally called **Essence**, containing both spiritual and physical
properties, becomes the fundamental form of everything
but particles increased

A powerful soul usually contains a higher density of Essence but it doesn't
mean it is complete

Interaction between individuals contains power

Time is meaningless

Fractures with similar traits, or having similar interaction patterns, will gather
together. Their interactions will release the power of souls, causing the existence
of **Conceptual Lords.**

They can be viewed as the entity of a concept, the common will of all those
Fractures, or a soul with extreme power.
Then, four Conceptual Lords create their **realms.**

Integrator

It is not a duty
but a common pursuit
of our soul

Each generation of Integrators, a complete soul awakened by a **Seeker**
without entity, will step on the road of completing fractures.

To do so, they need to defeat every Conceptual Lord and integrate
their power to heal the world and every soul

Fractures

They were humans, animals,
and living things in the past, but
their souls are mostly broken
and lost after Dimension Break.
The intelligence and emotion of
Fractures partially disappear
based on the extent of the soul
destruction.

Fractures will take Essence as
food, and the Fractures with the
least integrity, called **Deviants,**
will snatch the parts of other
souls to make up their missing
parts. That's why many
Fractures look like a
combination of different
creatures.

Saint Realm

" Acceptance + Inclusiveness + Concurrence = Happiness"

Welcome to
Saint Realm"

A very religious realm

Gathered with Fractures
that are friendly and
willing to accept things

Conceptual Lord
Saint with 2 Sides

Silence

A true existence, but only heard from some myths, someone said it is the fifth Conceptual Lord,
and someone said it will bring the end of this world.

Sound Realm

Instict, Sense, deny,
Identify claim things openly
This is Sound Realm

A realm ruled by iron
and blood

Tough Fractures live
here with order, and
cold glare to others

Conceptual Lord:
Christopher Executioner

Perfect Realm

"Free does your wish,
Just shut you mouth
Who cares those other stuff?"

Enjoy "A
Perfect Realm!"

A true utopia that
looks like it never
experienced
Dimensional Break

But is that what
it really looks
like? Who knows?

Conceptual Lord:
Twins of Endless

Peace Realm

"Don't go along with world,
chaos, and disputes, just seek
the calmness of your heart."

Come, join us.
till the Peace Realm"

A mysterious realm that rarely
involves in strife

Tales even say it is impossible
to intentionally find this place

Conceptual Lord:
A Mild Labour

Design Work Example: Justice

① First Met

In the deepest place of the jail in "Saint Realm", player will get into a boss fight with an existence named "??????", whose head is covered in the bright flame.

After clearing the boss's health, the player will be inevitably bound by the chain from the boss. At this time, this boss regained consciousness and puts player down, and he will show his face and tell you his real name— **Justice**.

② Who is Justice

Justice is also the entity of a well-known concept, and unlike some Conceptual Lords, his (also can be her) being is complete. He possesses power beyond imagination, and **his eyes can see through every sin and merit**.

He was the general and friend of the previous lord of "Saint Realm". When this friend was secretly poisoned and **killed by "Saint with Two Sides"**, Justice angrily wanted to judge this sinful murderer, but when he almost kill this sinner, residents in Saint Realm, those who he once protected, jumped out and criticized Justice, claiming that he is now cruelly killing a weak, old man and also the next righteous leader of Saint Realm. Justice realized this murderer deeply fooled everyone, but before he wanted to explain, the zealous public runs toward him and pushed him away from Saint.

Justice is shocked, and the power from his eyes tells him that everyone is with sin for now, but should he kill them all? **At last, he dropped his sword, and being imprisoned**.

③ Subsequent Plot

Later, in the treasure trove located in the palace of Saint Realm, player can find a piece of fabric with the power of Denial. If now heads back to Justice, there will be a such conversation:

Player: "You are right, Justice. Most existence will make faults or mistakes, or sinful behaviors, and maybe most of them didn't even realize about it, but it doesn't mean that Justice is dead, your existence is the best evidence. Come on! The lives in this land still yearn for Justice, and they need you.

Player handles the fabric to Justice.

Player: "If you decide not to be a sentimental and hesitant pussy, wear this fabric around your eyes, it can hinder part of your power and make you only see the severe sins that unable to forgive, perhaps that can make you to have a "clearer sight".

If doing so, later when you face the second phrase of "Saint of Two Sides", **Justice will come and help you, and also avoid you from being encroached by the silent power.**

④ Art Design Work

(Next Page)

Justice

"Judgement"
A hammer represents
every judgement that
Justice made, and also
is a sign of "Watch your hand".

"Justice Among Us"
The blade owned by Justice.
Seems just like a normal
sword that everyone knows
and can have. Maybe this is
the reason of its name.

Right Hand
and "Balance of Damocles"
- The large hand created by Justice's power
- The Balance with two swords hanged
by the hair of Justice. While one
will be darker depends on the extent
of sin. If it is darker than the
Right one, the sword will fall, and
you will be judged.

Left Hand
and "Chain at Last"
- The large hand created
by Justice's power
- The chain that will be
longer for each time
it didn't catch the target.

"??????"   "Blind Justice"

"Back"

Other Design Works for Background
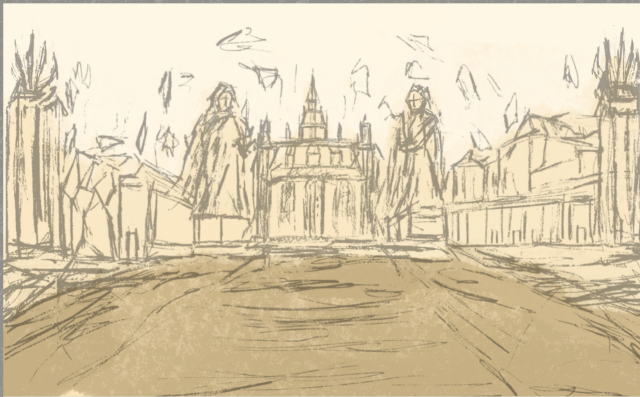
The Palace in Saint Realm

The Street in Perfect Realm

Part 2.

"More possibility, more fun. more interese . more moving"

Gameplay

What Can You Do, Integrator?

You are a **complete soul**, which means you possess the power of almost all the fundamental interactions: Acceptance, Denial, Lie & Cover, and Neutrality

Not just available for using those four abilities, you can also be qualified of using **a unique blade**, **Balance**. All those strengths allow you to discover more possible ways of combating and interacting with the world

Weapon "Balance"

Chain blade **Balance** is a sword that can only be used by the soul possessing both powers of Acceptance and Denial, the former enables the tip of the sword to be accepted, so it can attach to different things, and the latter enables each part of the blade denies each other and transform it into the chain form.
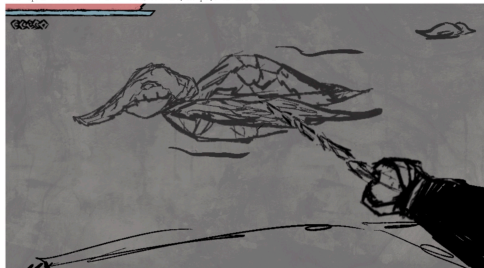
Therefore, Balance can be used **not only as a blade but a grappling hook** that can pull you to the aim, which makes up one severe issue for ordinary first-person combat games—lack of mobility.

Also, it offers players more possibilities, whether to discover unusual areas, reach a place above enemies, then terminate them with a fascinating jumping attack, or, find a way to sneak in and avoid them.
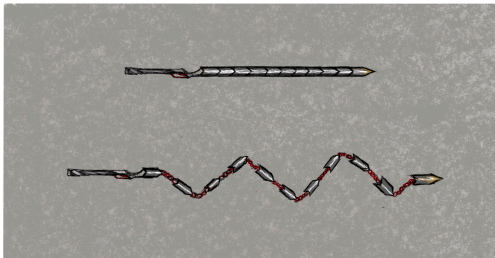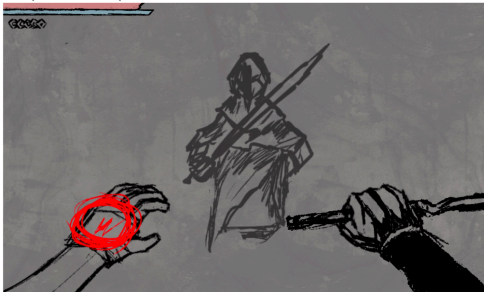
Conceptual scene of hook on a deviant, let it carry the player to the hidden area

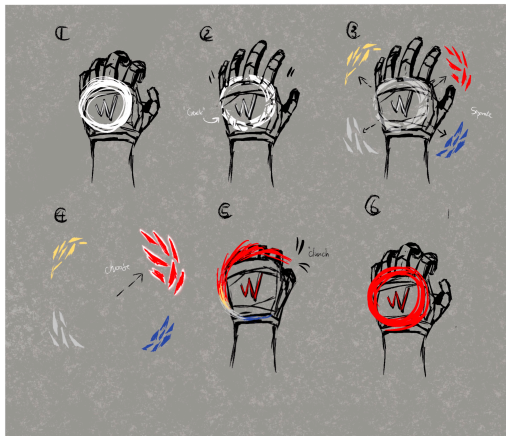Conceptual scene of normal posture

Four Interaction Power

Animation of switching power

The powers are mainly cast by the left hand. Player can **switch** between four powers.

The **color of the Spiritual Ring** on the left hand will show the contemporary ability you use.

At first, player only has four fundamental abilities corresponding with each power, and more abilities will be unlocked through the game or defeated Conceptual Lords.

First-person perspective of selecting power

CORE OF GAME

Acceptance

Store / Accept Energy's attack

Gradually Broken (has limit)

Broken until it'll...

Blast!

Accept the t.p. so can be healed on

Slow down Enemy

Can pass through the wall if there's a space behind it
"Accept you to pass"

Denial

longer

Cannot use heavy mode

knockback

Lie & Cover

Smoke bomb (will be discover if attack (in visibility)
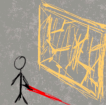
Neutrality

Can Delay/Release the stored energy to attack

Slow the time

Acceptance:
Horizontally throw out a cloud condense energy. It will blast after a few seconds and form a wall with multiple functions.

Denial:
Enchant Denial power on the blade Balance, allowing it to have a longer attack range and strengthen the heavy hit (with new animation)

Lie & Cover:
Throw a small smoke bomb that can allow you to be invisible within it, but any actions using Balance and basic powers will end this status

Neutrality:
Don't move, concentrate, and feel the power of neutrality, then the time will be slowed down for a few seconds in your sense.

Abilities related to the four basic powers 「Each has CD, Cost Stamina」

The abilities within Acceptance, Denial, Lie & Cover, and Neutrality those four categories will be another core of the game that served as ways of interacting with the world and combating.

More abilities, such as allowing the body to remove the limit, immobilized the enemies, cast a shadow clone, or shortly see the future, will be unlocked later.

HP, Stamina   and Chain

This chain is the representation of your logic and consciousness, which is the key for you to use the power.

You will be broken until HP reaches 0

Every time player uses an interaction power,

The part of a chain will record its type by **color**.

Each action will cost stamina, including using power.
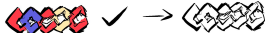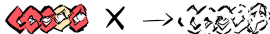Slowly moving is the only thing player can do when stamina reaches 0

If the chain didn't record **three different colors** when each part is already colored, it will be **broken** and reunited after 2 minutes.

During this time, the interaction power will be **blocked**.

" A Soul that only interacts in one way is not a complete Soul "

Combat

I'm a very big fan of the "Dark Souls" series. The level of intense combats in that game is incomparable and every hit from the player is truly "meaningful".

Therefore, I was wondering how to elevate such combat experiences to make them **more engaging**, and my answer is **applying First-Person**.

Complete Fractures still has a relatively simple action mode and the limitation from stamina and chain, which players have to plan about the moment of their hits and dodges.

But, unlike the other Third-Person Soul-like game, The combats in Complete Fractures are more realistic: First-Person allows the player to **observe** Boss's moves clearer, making the player more correspondingly react to the enemy's attack.

Whether parry at the time you see a huge hammer smashing down from above, or dodge and feel the moment when the blade crosses your face, just enjoy such unique, intense and realistic combats in First-Person.
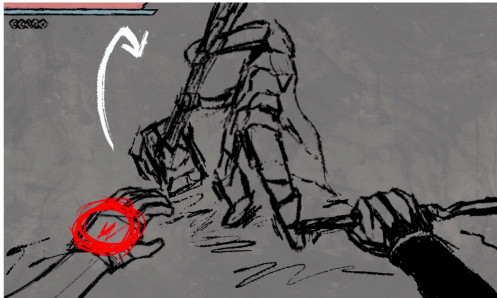
Better observation on the moves from enemy
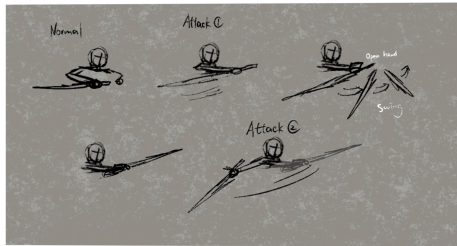
Animation of first two light hit

Controls

(Press) Block/Defend
(Click) Parrying
LT

RT Cast Power

Healing **LB**

RB Locking On

(Push) **Walk**
(Click) **Squat**

Switch Power

Move Camera
(Push)

Jump
Y
((Click)) **Light Hit**   **X**   **B** **Heavy Hit** (Click)
(Press) **Hook On**   **Charged Hit** (Press)
A
Dodging

Running: (Press) **A** +
Dashing Attack: Running + **X**
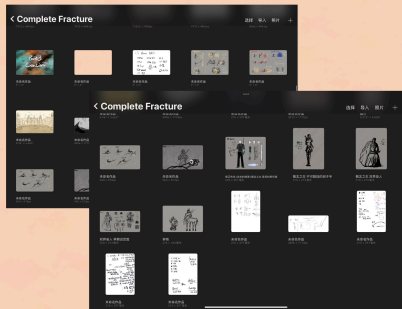**Jumping Attack:** Jump + **X**
Looping Attack: Hook on + **X**

Part 3.

"Think = Creation, Write = Creation, Draw = Creation, Play = Creation"

Creation

「A Journey from 2022 to 2023」

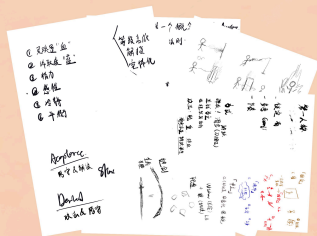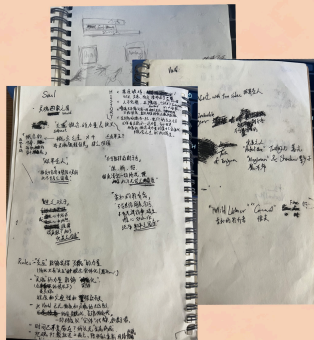All the design works and every idea are done by myself

— Leire Wong

With :

Procreate
&
Pen + Notebook