

## Story Treatment - Ang Gagamba Ko

### Logline

In a lush island nation, learn to collect magical spiders, cultivate mystical branches, and master using both in battles as a foreign robotics company secretly threatens the land you call home.

### Player Persona

The player takes on the role of a customizable avatar. The player is a high school student in their junior (third) year. They find themselves doing well in high level classes, but feel like something is missing. Their friends and fellow classmates around them talk about their plans for the future. Meanwhile, they're unsure of what to do, and that scares them a little.

The player can be headstrong, but often has trouble asking for help. They feel like they are bothering others by doing so and are struggling coming to terms with the fact asking for help is not a sign of weakness.

They also have a strong moral compass. Once the player digs deeper into the truth behind the robotics company, Engineered Automatons Inc., they set their sights on taking down the tech company from taking advantage of the resources of their homeland.

### The Hook

- **Explore** a vibrant island nation filled with friends and alike—human and otherwise—that you will come across on your journey to get stronger and unlock more playstyles.
- **Collect** curious spiders of all shapes and sizes that will help you on your journey to be both a better caretaker, and a better fighter.
- With your spiders, go head-to-head against NPCs with a **turn-based combat system** as spiders climb along cultivated branches and activate different effects.
- Carefully **cultivate** different tree species and **graft** branches together to explore a rich battle system reminiscent of card-based engine builder games, opening up room for **self-expression and experimentation** to suit personal needs and playstyle preference.

### Narrative Arc

The game follows a linear arc similar to other turn-based RPGs such as *Pokémon*, *Dragon Quest*, and *Fossil Fighters*. In order to progress and explore new areas of the game, the player must defeat bosses via tournaments scattered throughout the world. Sidequests will also be dispersed

throughout the world if players wish to pursue them that fleshes out the world and rewarding players with lore and/or items to help them in battles.

## Inciting Incident

Set in the multi-island nation, Vale, you are a high schooler eavesdropping on some hot gossip. The gossip in question being that a large robotics company called Engineered Automatons Incorporated with CEO John Cumulus. This foreign company recently established an office location and factory here. Whispers with a wide range of reactions from worry to intrigue as to what they want to do in Vale and what this means for the nation. Despite this, both students and teachers try to keep a positive facade in regards to the looming presence of the tech company as the upcoming yearly *laban ng gagamba* (spider fight) tournament is coming up and to register in order to get a chance at qualifying for the grand championships as school gets out for break.

Posters scattered throughout the school and town state that Engineered Automatons Inc. is sponsoring the entire tournament this year. The only sponsor this year. Something is fishy; this company does not seem what it appears to be on the surface.

Your childhood best friend, Manny, encourages us to sign up, despite having no *gagamba* of our own. Later that same day, he teaches us the art of catching *gagamba* and housing them in matchboxes where they will live and which the player learns about decorating the matchbox.

The protagonist realizes they can kill two birds with one stone: enter the tournament to look further into Engineered Automatons and try to qualify for the championships to get a shot at making a name for themselves. They talk with their dad (Tatay) and grandma (Lola) about it. Here, the protagonist's family teaches them about the battle system for *laban ng gagamba*; how the *gagamba* walk across these magical branches during fights and how to use it effectively, alongside how to cultivate these branches for said fights.

## Rising Action / Major Beats

The player will make their way throughout Vale, competing in local tournaments throughout the nation and place high enough to earn enough points and land themselves a spot in the grand championship tournament. During their travels, they make new friends, catch new *gagamba* and grab more cultivars of magical plants that can have its branches grafted, introducing different effects and playstyles in battle.

Reaching the city the company is based in, the protagonist joins a tour of the company. Slipping away from the group and sneaking further in, they only get a glimpse behind the company's veils before running into John Cumulus. The protagonist is safely escorted back to the group.

Things start to come to a head when competitors in the tournament start using robotic versions of gagamba and magical branches in fights. One of the robots ends up going a bit haywire. This drama causes the big tech company to fall under scrutiny but little action is done within the tournament itself, and news of it is quietly quelled. Meanwhile, talks and scenes of pollution and animal displacement are more noticeable around the nation.

Days before the grand championship is about to take place, people that the player has competed against, including Manny, come to them with terrible news that they were invited by John Cumulus a personal peek at their new and improved prototypes, only to have their gagamba stolen. They gather their other friends and allies they've made along their journey, and break into Engineered Automatons Inc. They make their way in battling guards and company employees. They learn the ugly truth of the company: they perform experiments on the gagamba and their silk, forcing them to generate enough silk to put them into the gagamba bots. The players then face off against John Cumulus, and defeat him in battle.

## Resolution

John Cumulus is arrested and Engineered Automatons Inc. is shut down in Vale. The tournament championship is still scheduled, and a celebration is held for the player along with their group of friends that stood up against the company to take them down. The player makes their way to the finals of the championship, alongside Manny. They then face off against last year's tournament winner and claims victory. Credits roll.

## World-building and Tone

The world of *Ang Gagamba Ko* is centered on the nation of Vale, teeming with diverse and seemingly magical flora and fauna, rich history, and a landscape similar to the countries in Southeast Asia (i.e., Philippines). The history of Vale goes back for generations as their people have a deeply rooted relationship with nature, specifically in regards to the gagamba.

While the overall tone of the game is lighthearted, wanting to invoke feelings of nostalgia through its coming-of-age-like storyline, and appreciation for the beauty of the Philippines in various aspects, it also explored themes of colonialism and the rise of AI technology; how feelings of colonialism and AI are reflected in each other, and how it impacts those directly affected by it. Despite that however, we want the players to feel hopeful in spite of it all facing down a big and ever-looming threat.

# Key Characters

## **The Player**

Protagonist of the game. Feeling a bit lost in life, they use the gagamba tournament as an opportunity and excuse to try and make a name for themselves.

## **Manny**

The player's friend and rival throughout the game, testing their strength and how far they've come.

## **Lola and Tatay**

The player's family and biggest fans. They tell them the story of the gagamba.

## **John Cumulus**

The CEO and supposed golden boy of Engineered Automatons Inc. Evil, and thinks that once everything is replaced by technology, we won't need to rely on humans or animals again.