



Video Game De-make for:

Ghost of Tsushima



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Original Experience

Ghost of Tsushima is an open-world action-stealth game set on the island of Tsushima during the first Mongol invasion of Japan. The game follows the journey of Jin Sakai, the only samurai to survive the Mongol's first attack.

Player Fantasy

The essence of Ghost of Tsushima is the fantasy of being a samurai and using superior skills to achieve victory even when vastly outnumbered. The game is heavily inspired by the renowned filmmaker Akira Kurosawa and his films such as Seven Samurai which capture the skill and knowledge of the samurai of Japan. In Seven Samurai, the samurai prevail against a larger and better equipped force using their superior tactical knowledge and sword skills, a challenge that is mirrored in Jin's struggle to fend off the imposing Mongol invasion in Ghost of Tsushima.

Core Mechanics

Besides narrative, the three main pillars of Ghost of Tsushima are exploration, combat, and stealth. These pillars work together to drive the plot and enthrall the player with the game world.

As an open world game, Ghost of Tsushima strongly encourages player exploration with optional side quests and points of interest across the map. The player is able to explore the island as they complete the game's main quests and often encounter side objectives and encounters along their way to help them improve their skills and become more immersed in the game world.

The stealth and combat mechanics are intertwined in that it is up to the player to choose how they wish to tackle a mission or encounter. This decision ties back to the game's main emotional dilemma which is Jin's internal conflict about remaining an honorable samurai as his uncle taught him or resorting to underhanded tactics in order to trick the enemy and achieve victory with a lower cost of life. These mechanics represent how Jin, and the player, express themselves in the game.

PS4 Control Scheme

Ghost of Tsushima is a PS4 exclusive game and has a wide variety of controls including movement, combat, stealth, a wide variety of ranged weapons and tools, and several ways to interact with the environment of the game. The control scheme for the game is shown in Figure 1 below.

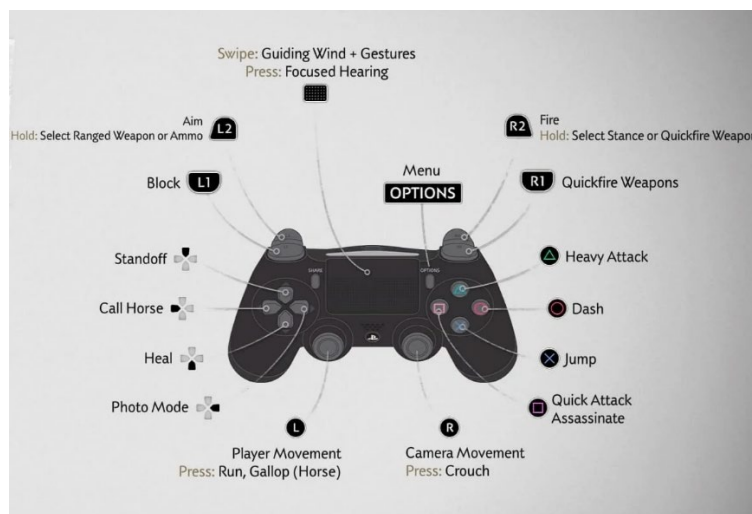


FIGURE 1: GHOST OF TSUSHIMA PS4 CONTROL SCHEME

De-make to NES

Since Ghost of Tsushima was released in 2020, it is a very technically advanced game. In order to de-make the game to NES, most of the game's mechanics will have to be cut and only those mechanics that are essential to the game's experience will remain.

Maintaining Player Fantasy

In order to maintain the player fantasy in the NES version of Ghost of Tsushima, it is important to develop combat scenarios where the player feels in control, even against a number of enemies. This falls in line with the original experience of the game and the game's main source inspiration: Kurosawa's samurai films. This fantasy can be achieved by creating a game where the player will be able to take advantage of the environment and will have the ability to implement different tactics to achieve victory.

Narratively speaking, it is also important to communicate to the player that they are the only one capable of saving the game world and fending off the invaders. This can be achieved via NES-style dialogue and cutscenes to communicate the setting of the Mongol invasion and Jin's part in defending the island of Tsushima.

Adjusting Core Mechanics

In order to capture the emphasis on exploration of the original game, Ghost of Tsushima NES will be from a top-down perspective similar to The Legend of Zelda on the NES. This will allow the player to move and explore in all directions. They may encounter side objectives or encounters on some of the screens as they proceed through the game, similar to the original experience.



The original game provided the player with many different weapon types and items that they could equip and fluidly switch between. This is obviously not possible on the NES. Therefore, a simple equip system will be available via the pause menu. The menu will allow the player to equip several weapons. There will be fewer weapons available on the NES version, but they will allow the player to perform the primary actions available in the original game such as sword attacks, ranged attacks, stealth attacks, and distract an enemy.

Weapon	Description
Katana	Basic attack. Damages enemies at close range.
Tanto	Stealth attack. Eliminate an enemy at close range. Can only be used if enemy is not facing the player.
Bow	Ranged attack. Damages enemies at long range.
Bomb	Ranged area of effect attack. Deals less damage.
Chime	Distracts enemy. Enemy in range moves to chime.

TABLE 1: GHOST OF TSUSHIMA NES WEAPONS

Due to the limitations of the console, the game will be divided into a series of connected screens similar to The Legend of Zelda. There will be several different types of screens and several variations of each type of screen. These screen types will include combat screens, village screens, and exploration screens.

Combat screens will represent the Mongol encampments and raiding parties found in the original game. Mongol encampments will resemble Figure 2 below. They will be structured in a way to support both stealth and combat playstyles. Enemies will have an indicator to communicate to the player which

direction they are facing and will only detect and attack the player if the player enters their field of vision. The enemies will either be stationary or follow a specific patrol path that the player can discover through observation. This enemy behaviour will allow the player to sneak up behind the enemies and eliminate them via stealth. This layout will also allow the player to attack enemies directly by entering their field of vision and attacking. When defeated, enemies will frequently drop healing items which is meant to mimic the resolve system in the original game which allows the player to heal based on their combat skill.

Legend

-  Player
- indicates the direction player is facing
-  Enemy
- can only detect player if facing player
-  Foliage
- player/enemies cannot traverse
-  Structure
- player/enemies cannot traverse
- enemies cannot see over

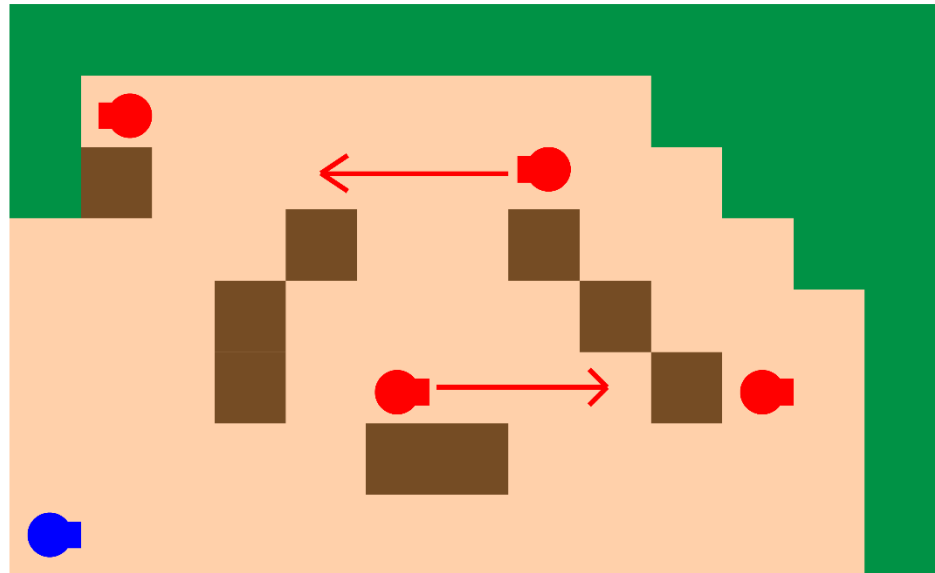


FIGURE 2: GHOST OF TSUSHIMA NES COMBAT SCREEN

Village screens will be settlements built by the residents of Tsushima. The player will be able to speak with the villagers in order to learn of nearby Mongol settlements and receive simple side quests such as retrieving an item.

Exploration screens will have fewer enemies and some interesting environmental setup such as a forest or a river. These areas will have interactable objects which can either be a part of main or side quests or may activate a text box that will provide the player with more information about the game world itself.

NES Control Scheme

The control scheme for Ghost of Tsushima NES is outlined in Table 2 below. These controls will provide the player with movement in 4 directions and will allow them to equip and use two different weapons.

Button	Action
D-pad Up	Move Up
D-pad Down	Move Down
D-pad Left	Move Left
D-pad Right	Move Right
A	Use weapon equipped in slot A.
B	Use weapon equipped in slot B.
Start	Activate Pause Menu. Equip weapons to weapon slots.

TABLE 2: GHOST OF TSUSHIMA NES CONTROL SCHEME

