

# *The Snow Queen*

*Adapted from the story by Hans Christian Anderson*



*The Snow Queen* is a fairy tale written by Hans Christian Anderson in 1845 and is one of his most acclaimed works. It has been the source of inspiration in many modern works including *Frozen* and *Sailor Moon: Sailor Stars*.

The Snow Queen: The Game is an action adventure game played in the third person. Play as the child Gerda, whose lifelong friend has been kidnapped by the hateful Snow Queen. The Snow Queen: The Game can be enjoyed by everyone of all ages and features a linear storyline with twists, turns, and bumps along the way.

# Story

Little Gerda had no idea that the comfy life she had enjoyed for so long could be snatched from her so quickly. Play as Gerda, a mischievous, young girl who has never had any worries until her lifelong friend Kay, a boy also her age, is corrupted by a shard from an evil mirror. Kay transforms from a sweet and witty child into an irritated, nasty lad. His hatefulness attracts the attention of the equally hateful Snow Queen, who snatches him up and takes him to her castle far to the North of your quiet town. Now you must save Kay from the Snow Queen, and himself.

Without any idea of where you're going and no plan, you set off on your journey to save your friend, Kay. Almost immediately you fall into the clutches of a Sorceress who longs for a daughter as kind and innocent as you, and must fight your way out in order to advance your journey. The fight doesn't end there, and quickly you are thrown into a world where you must use wits and violence to survive. You battle monsters and solve puzzles that are blocking the path to saving your friend.

All of a sudden you're ambushed by a gang of robbers who capture you and steal all of your belongings. Your charm allows you to befriend a young girl who is a member of the gang and with her assistance you escape, now with a reindeer as your steed. Now you've reached the snowy North, but before you reach the Snow Queen's palace you encounter a small cottage housing an old woman. Based on the choices you've made up to this point, she gives you items to aid you in your encounter with the Snow Queen. Finally you reach the Snow Queen's ice palace and the real battle begins. Using the wit, charm, and combat skills you've honed on your journey you must overcome the Snow Queen and save Kay from imprisonment.



# Characters

## Gerda

Playable character, main character, innocent, mischievous



The protagonist and player of the game is Gerda, a young girl about ten years old. She has long blonde hair that she ties up into loops most of the time. She was raised in a large, medieval town somewhere towards the South. Her best friend whom she's grown up with and has a very strong connection with, is named Kay. Their houses are so close that their roofs touch, and they often meet each other on that roof. Gerda's family is well-off, and she's never had many problems in her life. She's a very optimistic and innocent girl, but because of the lack of problems in her life, she sometimes causes mischief to entertain herself without being worried about the consequences.

When Kay is captured by the Snow Queen Gerda is forced to leave her comfortable life and go into the outside world where she encounters danger and evil. Her progression and mental state are shown visually through her appearance. In the beginning she is innocent, optimistic, and clean which is shown in her bright white dress and styled hair. When she leaves the city to find Kay she is vulnerable. Her clothes slowly lose their brightness. At one point she is taken in by a woman who wants to keep her, and she regains her composure but loses sight of her goal, and must leave again where her appearance becomes disheveled again. When she finally comes to the realization that the world isn't the wonderful place she thought it was, her hair is cut into a bob and her clothes are completely torn and brown.

Her voice is not too high pitched for her age. She speaks very loudly, but not in a way that's too jarring or annoying. She is a young and headstrong girl who likes to have fun, but is also quite naive. However because she is still a young girl she is frightened by monsters and the unknown, so when she encounters these things she should become timid, and her voice should go down to almost a whisper.

## Kay

Curious, clever/witty, Kay's window is adorned with roses



Kay is a boy that is Gerda's age and is Gerda's best friend and neighbor. Gerda has always been there for Kay, and because of her outgoingness Kay developed an opposing personality. He is more reserved, shy, and cautious. After he is changed by the mirror he becomes more forward and hateful. The things that he used to see as beautiful are now ugly despite how Gerda used to show him their beauty. His caring cautiousness turns to hateful pessimism.

Kay, who is more shy than Gerda, speaks with a bit of a stutter and stumbles over his words. Because of his insecurities he also speaks with a lower volume. He is still fairly young so he has a higher voice. He tries his best to sound intelligent and speak properly to overshadow his nervousness.

## Snow Queen

Main Opponent; Lonely fairy woman who kidnaps Kay for company

The Snow Queen is a fairy who controls Winter and resides in an ice palace far to the North. She lives far away from any other people, and was a kind of fairy that was created from nature. She was born from ice and only loves the side of the world that people hate, i.e. the cold and darkness. She is lonely and has no family or equals, and becomes very hateful because of the human realm. She has white skin like a porcelain doll and her hair is firmly set in place so that it has no bounce or sway at all. When she walks she's so graceful she seems like she's gliding on ice. Her facial features are sharp and unmoving. Her clothes are robe-like with details of red that are striking against her white skin and icy-blue surroundings. Really all she wants is someone to keep her company, someone who sympathizes with her. This is what attracts her to Kay, who hates everything and everyone. However Kay sees the Snow Queen as beautiful, because she is only filled with hate.

The Snow Queen is the most elegant of creatures. Her speech invokes the image of wind blowing through a tunnel, but it's not soft nor weak. She should be played by a woman with a mature tone. She speaks with absolute certainty and fluidity. When she speaks she only does so calmly, but you can always hear the malice in her voice. Her speech style is more formal and precise, but still follows a cadence that invokes an image of the wind.

## Sorceress Woman

Ally Opponent; Always wanted a girl, tries to keep Gerda in her cottage

The Sorceress is a woman who lives in the forest and is the first person Gerda meets on her journey. She lives alone and has always wanted a daughter but she currently has no spouse and even when she did she was unable to conceive. Her house is very lovely, quaint, and covered in flowers. She tries to keep Gerda to act as her daughter by distracting her from her goal. She wants to keep Gerda from harm and have her live with her forever.

The Sorceress Woman has a mature and soft tone to her voice that seems like it should belong to a woman that is significantly older than she appears to be.

## Robber Girl

Opponent Ally; Kidnaps Gerda, later helps her

The Robber Girl is the daughter of the leader of a band of robbers who live in the mountains and she's about Gerda's age. She was raised by a band of robbers with a kill or be killed mentality. She never had any other children around her so when she sees Gerda, another girl around her age, she sees it as a chance to finally have a friend.

The Robber Girl is very scruff, and speaks very harshly and bluntly. She often says things in a much meaner way than she actually feels in reaction to the harsh, adult lifestyle she lives.





## Ice Witch

Helper; Assists Gerda, makes predictions for her. Hates the Snow Queen.



The Ice Witch is an old woman who lives far to North, close to where the Snow Queen resides. She has powers very similar to the Sorceress Woman but only uses them to help people. She lives alone often shelters travelers in her home because she is in the middle of such a harsh environment. The Ice Witch doesn't like the Snow Queen because the constant cold and Winter she brings keeps people away from traveling near her house. She is the last person Gerda encounters before Gerda faces the Snow Queen, and gives her items and knowledge to assist her in her struggle.

The Ice Witch should have a voice that is clearly an old woman, but she is not at all frail or weak. She is stern and harsh but not in a way that annoying or unpleasant.



# Design

## Conflicts

The story conflict is that the protagonist wants to save their friend who was taken by the Snow Queen. The win state is that the player reaches the friend without dying and is able to defeat the the Snow Queen, either through wits or physical force, allowing them to take the friend out of the ice castle.

The player wins the game if they defeat the Snow Queen and save Kay. The player may complete the game without saving Kay, but it does not constitute a complete win. The player can defeat the Snow Queen using violence or wits, but if the player uses violence they can't save Kay without the fully formed mirror which the player could have been collecting pieces for during their journey.

## Levels

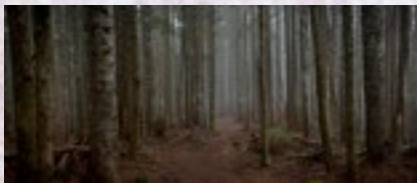
- Initial town area, world building and tutorial stage



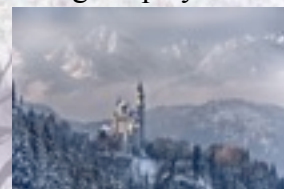
- Sorceresses home, transition into new gameplay and journey into the new world



- The Road, Into the wild to apply the skills the player has been taught



- The Mountain, which houses the Princess' castle and introduced wit as a gameplay tactic





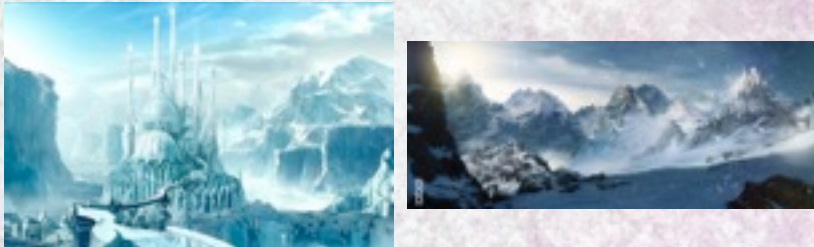
- The Robber's Den, Where the player must apply their wit to escape capture



- The Tundra Road, the long icy journey to the Snow Queen's Palace



- The Snow Queen's palace, where the player can use any of the tactics they've learned to defeat the Snow Queen and save Kay



## Controller Map





## UI/HUD

Below is what a screenshot of my game might look like. The player's avatar is in the middle of the screen and the camera tracks it. The player is glowing red because they have taken damage, the darker the glow, the more damage has been taken. Damage also appears on the avatar in the form of mud on the avatar's dress, which persists throughout the game regardless of the player's current damage level. Damage naturally decreases as long as the player is out of harm's way (not in the vicinity of any threats).

In the bottom left corner you'll see items that the player has equipped and can toggle between using the left and right bumpers. You will also see a monster that the player has encountered. The monster is attacking the player using its tongue. You can also see other possible monsters lurking in the trees which could jump out and attack the player if the player stays in the area too long.



## Big Playable Moments

The player's emotional journey begins in town where there will be no obstacles to encounter so it is very calm. The player remains in that state until they go to the Sorceresses house, at which point they should begin to be wary and find a way to escape. Then they will be on the road where there are monsters and it should be fairly high anxiety for the player. Then they should move onto the palace level where there is no physical danger, but rather a puzzle that they need to solve to continue, so they will be confused and try different tactics. It should more or less repeat that cycle again, and then we reach the Snow Queen's castle, which should be the final anxiety event. Finally, depending on the player's choices, Kay will either recover or not which will be relieving or sad for the player depending on the outcome.



# Script

The following link contains a playable scene in which the player has just been swept from the starting town, down a river and into the world in which the game will take place. Previous to this scene the playable character had been living a life of comfort that was free from worry or conflict, so this this is her first taste of a new world where she will need to take action.

The scene can [played here](#) using the site Inklewriter.