# KUUTAMO
A MOON TALE

A virtual reality game that will transport you to a miniature world where you will have to help the moon child restore the light of the moon.

Ein Virtual Reality Spiel, dass dich in eine Miniaturwelt versetzt, in der du dem Mondkind helfen musst, das Licht des Mondes wiederherzustellen.

UNREAL ENGINE

blender

GitLab

Ps

Ai

SUBSTANCE PAINTER

ableton
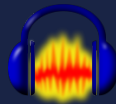
International Group

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Game Loop

→ Solve a unique puzzle
→ Collect stars
→ Draw a star dust path for the Moon Child
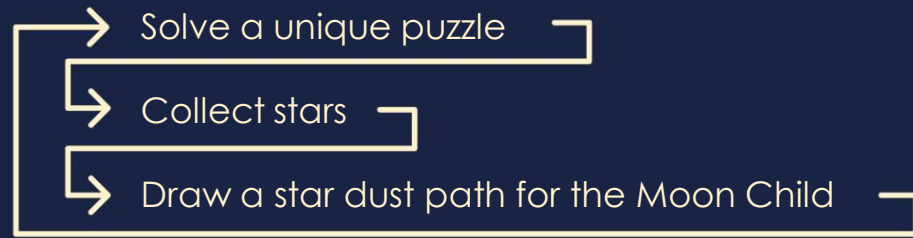
Core mechanics

- Grab, move, slide, place objects
- Pathdrawing
- Moon Child behavior

Goal

Complete twelve unique puzzles, one per island, and draw paths between the islands for the Moon Child to reach the last island and re-illuminate the Moon.

Genre

Kuutamo: A Moon Tale is a genre mix of **adventure** and **puzzle**, a "pathformer", using a **drawing mechanic**.

Story

As the Moon dims at the end of each Moon Cycle, the tiny **Moon Child** needs to travel through a series of floating islands to re-illuminate it. The Moon Child faces challenges along their journey. The player, in the role of the **Moon Spirit**, helps to solve these challenges.

Influences

The game references **myths, traditions and fairy-tales**, such as "The Little Prince" by Saint Exupéry, the East Asian mythical figure Moon Rabbit, Midsommar bonfire, and Easter. The main music theme of Kuutamo ("moonlight" in Finnish) is based on the old Finnish lullaby "Nuku, nuku nurmilintu" (Sleep, sleep, grassland bird). Seasonal classical music guides the player.

Gameplay

The player solves puzzles on floating islands and collects stars as rewards for solving them. The star dust from the collected stars is used to draw a path to the next island, so that the Moon Child can continue on their journey.

Audience

The game's content is family-friendly, understandable for **players of any age** and contains no violence. It is aimed at players that enjoy puzzle games. The gameplay is designed to **minimise motion sickness** for players sensitive to it. The player's age is limited to being able to use a VR set. Younger children can enjoy the game by spectating the older player's gameplay.

Future

We are aiming to expand on the story and its puzzles, improve the mechanics and the graphics of the game, update the musical score and sound assets, increase the use of drawing, add a free drawing mode and release the full game.

System requirements

- Windows 10+
- VR set (HMD and 2 motion controllers). The game was tested for HTC Vive Pro and Meta Quest 2
- VR software tool (depending on VR set: SteamVR, Oculus VR)

Used software

- Unreal Engine 5.1
- Blender
- Adobe Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Ableton
- Audacity
- Kontakt Player
- GitLab

Third-party music

Several music tracks in the game are team-altered MIDI based on Public Domain Sheet Music (EU):

- Il barbiere di Siviglia (Gioacchino Rossini) https://imslp.org/wiki/Il_barbiere_di_Siviglia_(Rossini%2C_Gioacchino)
- Le piccadilly (Erik Satie) https://imslp.org/wiki/Le_piccadilly_(Satie,_Erik)
- Das Lied von der Erde (Gustav Mahler) https://imslp.org/wiki/Das_Lied_von_der_Erde_(Mahler,_Gustav)
- Nuku, nuku, nurmilintu (folk song) https://jyx.jyu.fi/handle/123456789/35549?locale-attribute=en

Third-party texture

NASA CGI Moon Kit https://svs.gsfc.nasa.gov/cgi-bin/details.cgi?aid=4720

Font

Norse https://www.dafont.com/norse.font