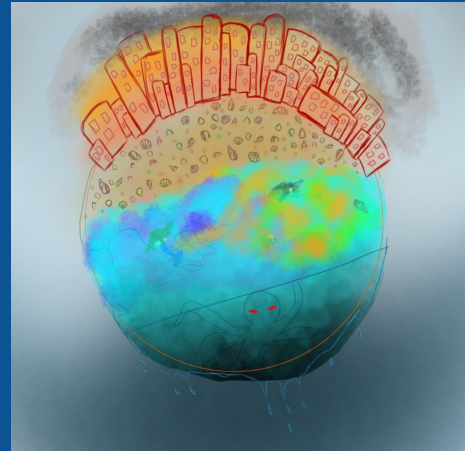


Bloodshed at Sea

Periody of The Little Mermaid (cute/horror/yandere/fantasy):

Place in Time:

This will take place somewhere in the near future. Don't know the exact time period but maybe somewhere between the year 3000 or 4000. It's thanks to the president in the year 2017-19 (Donald Trump) that left many women bitter but also determined to become stronger. The world has also created a type of union with 195 mini leaders (which represents each country) and 7 main leaders (the big bosses). The 7 leaders of the 7 continents are supposed to rule in harmony but because of the many wars in the past it left some scars behind. For instance, it was in the year 1937 China and Japan went to war, yet they are still wary of each other. Korea and America had a time period where they went into a cold war which left a distant relationship between the two. Due to this huge union the world is supposed to be "united". However, because of the different cultures and uniqueness of each individual, not everyone is happy about this union.



Political Situation:

On the human side:

This whole union is led by the most powerful women from this time period, Violet the undefeated, also known as Violet Williams. Violet is the main leader who organized the very first union that "united" the whole world. Though she has gained a lot of respect throughout these years, she also faces harsh criticism for being a woman who's also a leader. The reason for why this union was created, is because the human race now face another race (the merfolks) which has surfaced as an enemy. The humans have determined that they can't defeat this race unless they team up as a whole. Though the human world have to work together as a whole, there's still conflict between China and Japan, but not as much as America and Korea. The reason Japan and China are hostile to each other is because they share too many similarities, with one another, to the point they feel suspicious of each other. On the other hand, due to a bomb threat, America and Korea went through a long period of a cold war. Even though the issue have settled there are still some unexpected turn of events that led to this teasion. Since this is the time of war, the people/citizens are very unsettled and the atmosphere is super tense. Everyone is scared of this new race but also they face internal conflict within their own race.

On the merfolk side:

In the ocean, territory is divided into two sides between the peaceful mermaids and the hostile sirens. Both can perform magic, however, one side uses light magic, while the other side uses dark magic. Like on land, there's conflict in the ocean too. For instance, the mermaids don't like the idea of revealing themselves to humans and they don't like the idea of war. On the other hand, Sirens love war and chaos, and because they are more powerful than the mermaids, they have the ability to force mermaids into fighting in the war against the humans. Although these creatures (sirens) are cruel and ruthless, they do have a reason for going into war. They fear that nature have been too spoiled due to the pollution caused by human involvement. Though the mermaids don't like how the sirens have handled this problem (enslaving the mermaids and causing unnecessary bloodshed), they do agree that humans have taken things too far. So besides the conflict the merfolks have with each other, they also have to face war with the human race.

Human Artifice:

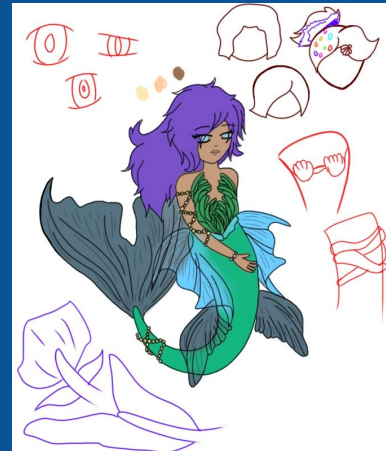
On land:

Technology has evolved greatly. For instance, self driving cars are no longer rare, in fact, these cars are everywhere and widely used. They look just like cars from the present today. Robots are used to perform surgery accurately, but if people don't like the idea of a robot doing surgery on them, they can choose to opt

out and have a human doctor perform on them instead. These robots actually look just like a human. They have silicone outsides which is supposed to be like human skin. However, you know they aren't alive because of the dead look often reflected in their eyes. As for medication, there are cures for cancer, AIDS, or any other type of disabilities (hearing, seeing, talking, etc.) Art are now all digital. What that means is there are special brushes that can paint things like neon lights, straight lines and perfect shapes in thin air. However, this function will only work if you have an earpiece that projects such images in plain sight. This earpiece also have replaced phones, after all, it can also project a screen that will allow you to touch, scroll and surf the internet. Also there are guns that can breakthrough magic barriers but can't perform magic. The only sad part is that there is no magic in this part of the world.

Ocean:

All Merfolks live in a past life which means their technology is not advanced, but they do have magic. They know how to heal themselves, at a fast pace too. There's not a lot of art in the ocean but there is a sense of fashion. Clothes and accessories are made of seashells and sea plants. Sometimes stones will be used too. (for all merfolks, but the style is different between the two opposing groups). Also most of them travel distances on their own tails, but if they get tired (same human stamina) they will ride on giant sea horses or sea turtles (mermaids only). Sirens ride on giant sharks or stingrays.



Mermaids:

All spells are performed through different types of songs.

- Knows healing magic.
- Knows power up magic.
- Knows how to enchant people and control them.
- Knows how to put people to sleep.
- Knows defense magic.
- Only knows how to tame the calm sea animals.
- Can only turn corals into weapons (hardness level about a wooden baseball bat).



Sirens:

Performs magic through an ear piercing shriek. It's not at all pleasant. Unless it's a special spell.

- Knows how to power up.
- Knows how to curse someone (as for what type, depends on what the siren wishes for).
- Knows how to turn humans into one of them or a mermaid. This can work on dead people too. (this is a special spell, it needs a type of potion and not performed by shriek.)
- Knows how to tame wild sea animals (be it good or bad ones).
- Another special spell that can bend water or levitate rocks to one's will. (performed by the wave of a hand).
- Can turn their legs into feet (but only high level sirens can perform this on themselves or others).
- Can harden sea plants into sharp objects and use that as a weapon (hardness level above wooden baseball bat).
- Here's the most op move. They have unlimited dark magic, but only boss is allowed to use most of it. If a siren of lower level uses it, the boss can erase a siren's magic for all of eternity. However, as these bosses can take away magic they can give back magic too. (Super op). This is why the mermaids can't go against the sirens. Though the sirens can't take away their magic they can cause them harm with the unlimited dark magic these guys can perform.

Location:

Two sides of the Ocean: The shade of the water will transition from dark blue (an almost black-type of blue) to baby blue, as it traces the tan sand from the bottom of the ocean to the surface of land.

Darker side of Ocean: The darker side of the ocean, where the sun's rays will never reach, is like an endless void of the ocean. This area is covered and wrapped by a black mist which moves just like fog after a rainy day. There are creatures living within the protective mist but was never seen by other living things. However, there's rumors that speaks of living things inside this mist, which is described as unpleasantly ugly and unforgiving for the eyes to see. Even so, from time to time, on the lighter side of the ocean, glimpse of a red glare could be seen coming from within the mist. It's often said that the glare can be from the eyes of the bloodthirsty breasts whose madden, living on the other side, or it could have been what's left of the dark magic performed by these ugly creatures. Lively creatures that enters the mist will never be seen again, therefore, the mermaids of life named the place the cryptic mist that eats its own, for the mist not only consumes its own kind but it is also filled with dark mystery.

Lighter side of the Ocean: The lighter side of the ocean is filled with life, colors and emotions. It's the kind of place where all types of different peaceful creatures live. Creatures such as the playful dolphins, majestic sea turtles, and the adorable seahorse. There are also many areas within this realm where these peaceful animals can bathe in the sun's light, and swim in the colors of the faint rainbow. Every coral, seaweed, sea sponges, algae with bright vibrant colors make the place beam with happiness and peace. This is why this place is home to the legendary mermaids, who tries their hardest to live in peace, practicing only magic that heals others or each other. The only sounds you'll ever hear from this place is sweet laughter or melodies song by the mermaids, besides the gentle wave's whooshings, as the sea animals swim calmly by. However, that will all change once war reaches this side, then everything will be in total chaos. There is no smell in particular in this environment. No human will ever find this land of magic on their own, as it is not possible for beings without magic to find such a place.

The structure of the habitats here are mostly made of sea sponges.

There are some cases, where caves made of sea stones, will be used for mermaids who prefer a stronger fort as their homes. Outside the caves will sometimes be a stable made of the same stones to park giant seahorses. These are likely warrior mermaids who defends and protect their people and not hurt others.

Weapons are nothing but corals which have the same hardness as a baseball bat. Not hard enough to kill.

Beds are made of usually made of giant clam shells (who willing allows the mermaids to sleep on them inside). There are no tables nor silverware or tables for mermaids don't eat other fishes but survive on plants.

Shore: There's not much to describe about this land. It's nothing but sand and seashells (the only things adding color to such a place) It's dead quiet and acts only as a barrier to separate the human race and the sea animals race.

Land: If anything, in this world, the land I pictured would be close to something close to like Manhattan. Everywhere will be beautiful skyscrapers made of stained glass which will shine brightly as the sun sets in the evening. During this time a golden orange light will light up the sky and its surrounding. Due to the fact this will all take place somewhere in the near future, all the world has united as one nation. However, this will only be an outside appearance. Not only will this cause a lot of social problems within the people, but the city is heavily polluted to the point the air you breath in only contains heavy smoke and ashes. Compared to the calm ocean this is the exact opposite. Noisy and chaotic.

Flora and Fauna:

Ocean:

Corals:

Corals play a big part in both sides of the ocean. Normally used as a weapon, the coral weapon in this game, is about the size of a professionally used baseball bat. The shape of the coral can be morphed based on the merfolk's desires. These corals are normally only orangish and yellowish. However, if coated with dark magic, the corals will turn a deep blue close to black. If coated with poison, the coral will turn a dark purple. The hardness of the coral depends on who's using it. If it's a mermaid who uses it, the coral will be as hard as a wooden baseball bat. If it's a siren who's using it, the coral becomes much harder than just a baseball bat. It can be even harder than the marital known as diamond. Corals coated with siren magic is one of the most wanted items in the human world. It the perfect weapon for self defense when your facing an opponent in close combat.



Flowers:

Any type of flowers that grow in water will be used as an accessories, either to decorate hair, ears, clothes (made of other water plants like seaweed or shell fish like sea shells), or even tails. This includes flowers like the water lilies, water poppies, water hyacinth, and etc. The color of the flowers used on mermaids are much more brighter compared to the flowers used on sirens (which are dull). Also for sirens only flowers are not much of an accessories for they mostly used flowers to make potions. The brighter the flower the more effective the potions are. Also sirens prefer to use rocks as accessories because to them it not only looks cool but it also add a little bit to the defense. The flowers are mostly likely soft for the mermaids it's a mere decorative item but sirens can harden the petals or leaves of the flowers as use them like mini arrows during battles.

The wishing Tree (not real):

This is a huge willow tree that happened to grow in between the borderline that divides the mermaids and sirens. This tree is a symbol of wisdom and peace, in fact it's such an important place that even the sirens respect it. No war or bloodshed happens because it's such a holy place. The tree is said to have healing properties and it remains to be a rest place for all ocean animals. The unique thing about this tree is that it's blue from the leaves to its roots. There's also pinkish flowers growing on it. The tree never loses its leaves. The leaves and the flowers are great materials for potions, but the merfolks try not to pick too much in fear of killing this tree.

Sea Rides:

For the mermaids there are usually large seahorses and sea turtles that are willing to carry them across the great ocean. It's because the merfolks have the same amount of stamina as a human being, they don't like to stray too far away from home. These animals are normally peaceful. However, they have a deep relationship with the mermaids so they can get violent if others cause the mermaids harm. The seahorses vary in colors and can go from orange, yellow to red. The sea turtles are normally just a light or dark green. As for the other side, the sirens ride on sharks and stingrays. These guys are massive and are considered very aggressive. Even so, the sirens have ways to deal with them. The sharks are mostly grey and in rare occasions black. The stingrays are also mostly grey. Both these peaceful creatures and aggressive ones can transform into something out of the ordinary if they are influenced by magic.

Land:

Most of the animals and plants have been modified and made into robots. This would mean the food we eat is scientifically modified so we don't harm real animals and plants. There are still animals and plants that are organic though.

Robo Birds:

Big birds that look like sparrows is used to send paper mails or letters. They are completely made of mechanic parts and realistic feathers from dead birds. They look just like a normal sparrow but the only two difference is that these guys are controlled by humans, and are bigger than normal sparrows. These robo birds will be sent out by the post office to people's homes. The computer chip inside these guys have all addresses memorized but if hacked will wipe all of that data off. There's a small part of their body that can be opened where they keep the mails they have to delivery inside as a roll.



Guard Dogs:

These guys come in all shapes and sizes. They look and feel just like normal dogs but the "bones" and fur is not made from real dogs, it's scientifically modified. In fact the bones are just a robotic skeleton. The purpose of these guys is not to be cute and friendly, these guys are made to go into war. The bigger dogs are might for killing while the smaller one are for sending emergency messages. Despite the fact they are not meant to be pets, these guys can be purchased by the public. If a household feels unsafe because of severe reasons, they can own one of these guys. Those dogs can transform like a transformer into weapons like guns and swords. They can also move while they are in such a form.

Characters:

Protagonist: O jō Ainiku (translate to miss unfortunate), is a young Japanese lady. She is in her early 20's. She has short bob hair, have big round glasses, and wears traditional late early and late 19's chinese clothes. She can speak fluent Japanese and english. She is also very interested in the chinese language and culture. She good friend's with Violet's (the Bigshot women leader) daughter. O jo can be brave but most of the time she is timid and gets scared easily. She also has problems dealing with anxiety because of her strict parents. When she gets dragged into the ocean, by a siren in human disguise, she transforms into a mermaid but also half siren. The curse that was cast on to her was halfway broken that's why this happened. You would play as her and help her make choices on her journey to find a way back to becoming a human.

Antagonist: Ursula. One of the big bosses you would have to fight in this game. Ursula appears in the start, middle and end of the game. Her one purpose to to end O Jo's life because she knows she messed up trying to manipulate her into becoming one of her pawns. In this game, Ursula is not chubby but she's not pretty either. She still remains half octopus and is the leader of the sirens. She will have sharp teeth and her eyes will reflect no life. With her all the time is her staff witch she always carries around with her. It's often said that her staff is so important to her she might just die if it gets broken. Her color scheme will probably remain the same. By nature she is violent and is considered to be the most powerful witch in the entire sea.

Primary characters:

Violet the undefeated (AKA Violet Williams): Violet is one tough cookie and she means business. Throughout her years of leading war, she has never lost one battle, that's where her nickname came from. Violet always dresses up in the old style British uniforms, however, that is only when she is attending meetings. During battle, she wears modern day battle suits, which are made of mechanical parts. Violet is fierce, determined, and strong hearted. Even so, she is still human which means, she has flaws too. For instance, Violet has a bad habit once she gets drunk. She sleeps around with men and that's how she ended up with her daughter, Jessica. It's because of this incident many people often give her a hard time. She is a single mother, but puts her position as leader first before her role as a mother, which leads to Jessica's dark upbringing. Although Violet is respected she is still ridiculed for being a woman with status. When players play as Violet they will have to be careful of her decision making. After all, a wise decision will make her but a bad one will break her. The choices made by Violet will affect how good of a leader she is or how bad it can be. Also, know one knows where Violet is from. Despite her outfits she's not from Britain.



Jessica Williams: Jessica is the complete opposite of Violet. Instead of war, Jessica loves to read in peace and quiet. She's not very talkative either. Jessica is half Chinese that's all she has been told by her mother. Rather than be her father's side or mother's side she doesn't know either. She doesn't have a lot of friends besides O Jo. When O Jo went missing that's when Jessica decided to go find her despite her hatred towards war. Jessica is often seen wearing a long dress and carrying a book. She has black hair and pale skin. Her entire goal in this game is to find ways to get to O Jo before the end of war.

NPCs:

- Most of the sirens in the game are unplayable. You have to be careful, these guys will do a lot of damage. They see you they will attack. Sirens are mostly mixed with octopus or squid and they don't look pretty. They have sharp fins and sharp teeth. They are often accompanied by mini sharks which are equally as hideous. Their main source of light happened to be angler fish and to be honest most of them look just like one. That's what happens to these guys for being in the dark for so long. They don't have much of a color scheme besides being just black or dull.
- Humans on land are also anywhere can be interactive. However, depending on your status when playing Jessica or Violet, you can hear people whispering or talking about you. For example, if you're making bad decisions as Violet people will start whispering things like "what a whore..." or "She should just drop dead...". Compared to the start of the game, they whispered "Look it's Lady Violet..." Or "Why is she here? Did something happen?...". These guys they dress and look the same as the people in the present era.
- Mermaids function the same way as humans but with O Jo (not Violet). Mermaids just have the opposite looks compared to sirens. Unlike the sirens they are colorful and lively. They also look appealing and not ugly.

An Example Plot:

O Jo and Jessica are the best of friends. However, because of this war with this other race, O Jo gets ambushed by a siren disguised as a human, and got dragged to the bottom of the ocean. After they have drowned her, Ursula casted a spell on her wanting to turn her into a pawn for her use, but her plan got disrupted by a mermaid passing by. After the mermaid saves O Jo, she realized that O Jo was not

breathing, so she finished Urusla's spell in hope of saving the poor girl. The spell did save O Jo, but O Jo became half siren and half mermaid. Confused O Jo wanted answers but the mermaid has left by the time O Jo opens her eyes. To seek out the truth and find a way to turn back, O Jo went on a journey to find help, all the while, Urusla wants to chase her down. On the other hand, Jessica has heard the news of O Jo's disappearance. Wanting to know where her best friend went, Jessica sets out on a journey collecting info on O Jo's disappearance. The main story is just the two best friends wanting to meet each other again, while Violet's story is a side mission.

Script (Dialogue):

Soldier: "Commander! It seems like we were able to assemble the other leaders in preparation for the union meeting."

Violet: "Good. Why did it take so long? Was there a conflict?"

Soldier: "Yes, there was. It seems that Commander G refused to attend this meeting. He seems unsatisfied with the fact that it was an order from you."

Violet: "I see. That old bastard is still as stubborn as before. He's just stuck in time. Soldier, you seemed conflicted what is the matter? You mustn't go into battle looking dazed."

Soldier: "It's nothing serious madam. I was just curious as to why he suddenly changed his mind about the meeting."

Violet: "That old fox is a coward. He'll only tuck his tail in between his legs during such urgent time."

Soldier: "Is he that afraid of these mercreatures? He is known for his strong aim during battle, are these things that strong?"

Violet: "Fear not Soldier. Don't tremble. I do not tolerate men who shake in fear of the unknown. If I'm not wrong, don't you have to watch over Jessica for me?"

Soldier: "Yes madam. That is my next duty, however, Lady Jessica is not in her room. She seem to have left on a long journey."

Violet: "A journey? Why haven't I been inform- Nevermind, that child never liked mentioning things to me anyways. Let her be. Pay her no mind. We have bigger things to worry about. Soldier you no longer need to care for her. I'm sending you to the frontlines."