



Misogi: *Shinto Purification*

Game Design Document

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Intorduction

Elevator Pitch

Misogi: Shinto Purification is a 3D Story RPG, following the protagonist Izanagi Kimura, who fights Yokais to save the village and become the second in command.

Genre

Misogi: Shinto Purification is a tragic story RPG, with souls like elements, which highlights the conflict between tradition and progression and change between good and evil, with other aspects such as family matter and suppression, tyranny, self worth.

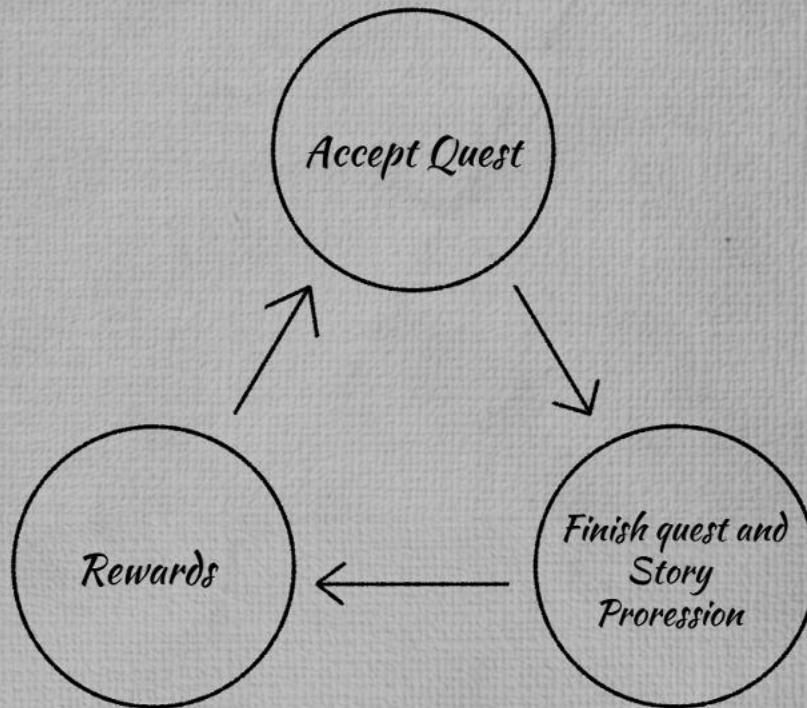
USPs

Misogi: Shinto Purification has a unique leveling system that impacts the dialog, the inventory and the combat system.

Misogi:Shinto Purification also managed to implement a 2D world into a 3D game giving both worlds distinct interactions.

Core Gameplay

Game Loop



Gameplay Elements

Parry combat system

Misogi features a soulslike combat system built around precision, timing and risk-reward. At its core, the player is equipped with a parry ability, a well-timed defensive maneuver that deflects incoming attacks and grants a temporary momentum boost, increasing damage dealt during the follow-up window. This creates a satisfying flow of combat where reading the enemies pattern and reacting with precision is rewarded with tangible offensive advantage. Alongside the parry, the player has access to an attack skill allowing for fluid and responsive engagements. The result is a challenging but fair combat experience that rewards mastery, patience, and tactical decision-making of the soulslike genre that define the identity of Misogi.

Core Gameplay

Gameplay Elements

Blessing System

Misogi: Shinto Purification features an advanced Blessing System that is directly intertwined with both the inventory and the dialogue. Six blessings, three from good gods and three from evil ones, shape the player's experience by offering distinct gameplay benefits and trade-offs. Each blessing grants bonus stats to HP, Stamina, and Mana, allowing players to customize their build based on which gods they align with. However, the system is not purely beneficial: while good blessings provide steady and reliable enhancements, evil blessings offer greater power at a cost, forcing players to weigh risk against reward. This creates meaningful choices, influencing how players approach encounters, manage resources, and interact with the world around them. Together, the Blessing System deepens the strategic layer of *Misogi*, ensuring that every decision from dialogue choices to inventory placement carries weight and consequence.

Advanced Inventory System

Similar to *Resident Evil*, our inventory system demands careful management from the player. With limited space, players must make deliberate decisions about what to carry and what to leave behind. This system is further layered with our Blessing mechanic, where items placed in blessed inventory slots receive bonus stats or unique effects. Armor, weapons and consumables are all affected, meaning players must not only choose what to bring but also where to place it. The positioning of items becomes a strategic consideration, adding depth to inventory management.

Dialog

The dialogue system in *Misogi* does more than advance the story – it is the primary way players can level up their blessings. Every decision the player makes, from how they respond to characters to which choices they prioritize, directly influences the gods' favor. Each conversation shapes the blessings the player receives, ensuring that no two playthroughs feel exactly alike.

Core Gameplay

Enemies



Snake Yokai

The Snake is a yokai that has both melee and range attacks. Unlike the Spirit it is more resistant towards light and could survive longer in the sun. It never roams alone but in groups.



Spirit

The Spirit is a ghost type enemy with melee type attacks. It is weak to light and can only appear when it's completely dark. When the sun rises it hides in dark places or vanishes back to the Spirit world and comes back again during night time.

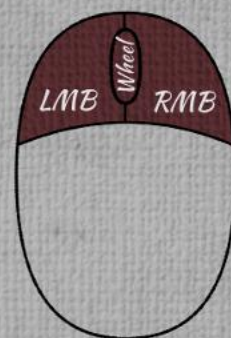
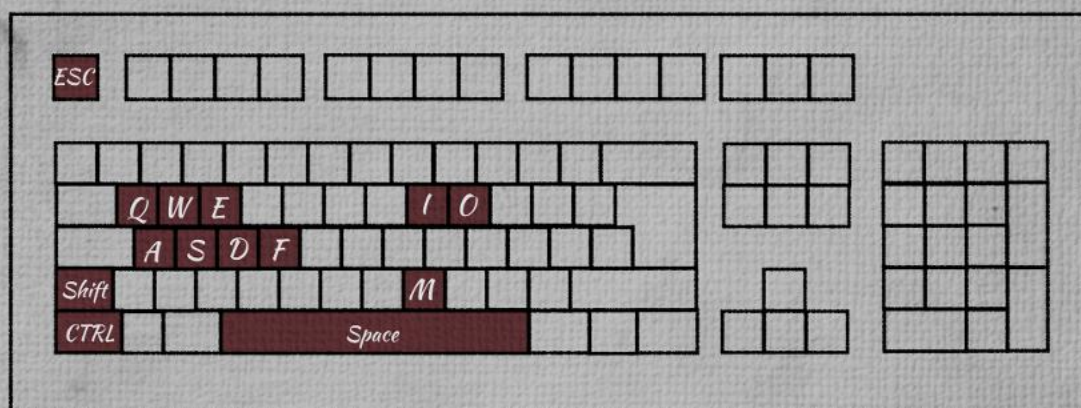


Oni

The oni is the strongest amongst the known spirits, equipped with heavy melee attacks. It mostly lurks in the forest. Unlike the other spirits it has a high resistance to light and can survive during the day. Yet it is unlikely to come across it often.

Core Gameplay

Player Controls



LMB

Press RMB

Hold RMB

WASD

Q

E

F

Shift

CTRL

Space

M

I

O

ESC

Press Mouse wheel

Roll Mouse wheel

Attack

Parry

Block

Move

Consumable

Skill

Interact

Sprint

Dash

Jump

Map

Inventory

Quest

Pause

Enemy lock-on

Lock-on switch

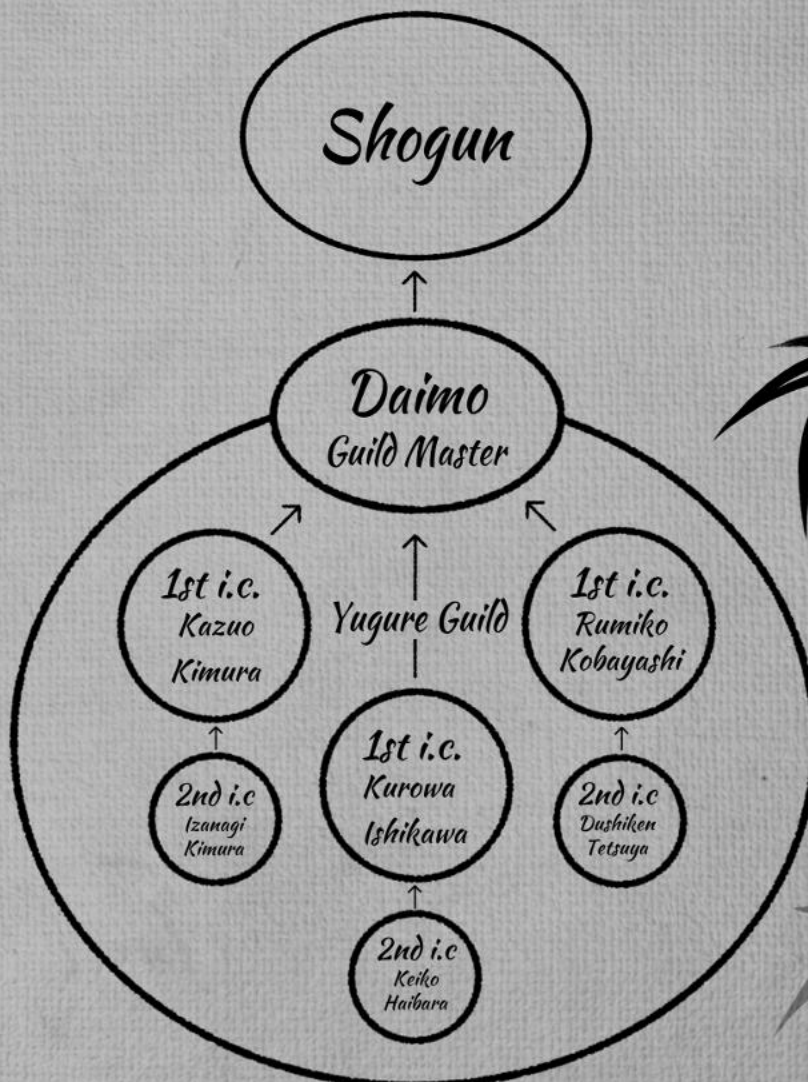
Story and Setting

Setting

For centuries, Japan has been a land of rice, shrines and ancient spirits. The gods walked among mortals, the yokai lured in the forests and the border between the living and the spirit world was thin enough to cross. But now the world is changing, the industrialisation had begun: the first railroads were built, they started improving the roads, electricity spread fast and they inaugurated a land reform program to further develop the country.

*The spirits feel it, their realm shrinks as the cities grow. Their voices weaken as prayers are replaced by commerce. And as the barriers between worlds weaken, something stirs in the shadows:
Not all are willing to fade quietly.*

Hierarchy



Story and Setting

Characters

Izanagi Kimura

Izanagi, the oldest child of his family, was raised under his father unyielding hand. From the moment he could hold a wooden sword, he was trained – not out of cruelty, but out of a father's desperate belief that strength was the only thing that could protect their village. Kazuo drilled him in combat, strategy and the weight of duty, always pushing, never satisfied. Izanagi swallowed his frustration. He became responsible, reliable and obedient, everything his father demanded. He completed every mission, purified every blade and never once complained. But no matter how many spirits he slayed or how many nights he spent guarding the village, the promotion to 2nd in command always remained just out of reach. He tells himself it doesn't matter. That his father is simply waiting for the right moment. But deep down, he knows the truth: his father still doesn't believe he is ready. And yet, Izanagi keeps trying. Because that is who he is – a man who bears the weight of expectation without breaking, even when the weight grows heavier with each passing day.

Kazuo Kimura

Once a loving father, now an old and strict man, especially towards his son, Izanagi – Kazuo Kimura is the first in command for the village Asagiri, being one of the three guild members for the City Yugure. He is responsible for training the soldiers of the guilds land, including Izanagi. Ever since the loss of his wife, he became more and more strict with his kids, constantly putting them under pressure, leading to one of them running away from home.

Story and Setting

Characters

Izanami Kimura

Born in Asagiri, Izanami grew up under her father Kazuo's crushing expectations: he wanted her to become Rumiko's 2nd in command as the wise one of the guild. He drilled her in battle strategies, paperwork and politics, never satisfied with her progress, though she never wanted any of it. During her first trial in the city, she saw her chance and fled, hiding in the geisha district, convinced that selling her body was better than living under her father's pressure. When Kazuo found her days later, she told him everything: she'd rather sell herself than become the 2nd in command. Disgusted, he said her mother would be ashamed and that even if she were dying, she shouldn't come crawling back. From that day on, they stopped speaking entirely. Her only remaining link to home was her brother, whenever he visited the city.

Kurowa Ishikawa

Kurowa is one of the three 1st in command of the Guild, holding the Charming pillar. He leads the troops in battle, inspiring loyalty not through fear but through trust. He fights alongside his men and always has a word of encouragement ready, even in the darkest moments. He is laidback, approachable and quick with a joke. But beneath that easy exterior is a sharp mind that sees more than he lets on. He watches Izanagi with quiet sympathy. He's seen the young hunter work tirelessly, only to be dismissed by his father. It doesn't sit right with him and he makes it his small mission to offer Izanagi the encouragement that his father refuses to give.

Story and Setting

Characters

Rumiko Kobayashi

Rumiko is one of the three 1st in command of the Guild, holding the Wise pillar. She is from a neighboring village, brought into the Guild's leadership for her sharp mind and deep understanding of strategy, politics and ancient lore. She is quiet and observant, preferring to listen rather than speak. But when she does speak, her words carry the weight of careful calculation. She reads the omens in the mist, interprets the will of the gods and plans the Guild's responses to the growing kegare threat. Though she holds great authority, she carries it with humility. She has watched Izanagi struggle under his father's cold dismissal and while she does not interfere directly, she offers subtle guidance. A knowing look, a carefully chosen word, a moment of quiet encouragement.

Dushiken Tetsuya

Tetsuya grew up with a single dream: to become a strong soldier, the 1st in command holding the strength pillar. He trained relentlessly, joined the Guild and set his sights on the Strength pillar – but the Guild pushed him toward the Wise pillar instead, forcing him into a role he never wanted. He swallowed his frustration for years, watching less capable soldiers rise while he was buried in paperwork under Rumiko's command. That was when the cult leader found him. He saw Tetsuya's anger and offered him what the Guild never would: the chance to become the Strong one. All Tetsuya had to do was become Kagetsuchi's vessel. He accepted without hesitation and stayed in the Guild as a spy, burning with rage beneath a calm mask.

Story and Setting

Background

As the industrialisation further progressed, forcing the spirits further and further into the spirit world again, 3 of the 6 gods that ruled over the land, Amatsu-Mikaboshi, the god of stars, Kagutsuchi, the god of fire, and Ryujin, the dragon god of the sea, started to resent humans. The more they evolved, the more they expanded, the angrier they got; this was the land they built, humans shouldn't be the ones to take that from them. Yet when they spoke to Amaterasu, the goddess of the sun, Fujin, the god of wind, and Kuraokami, the dragon god of rain, they were met with resistance. They did not want to interfere with the human progression as they knew humans would continue to develop this drastically. That's when the trio decided they would fight against humans to keep their place in the real world. They decided to punish the humans into the same world the gods were slowly banished into. Their plan was simple - a virus that would allow them to enter human bodies.

The Kegare Virus. The goal of this Virus is to weaken a person's mental state to the point of total imbalance and weakness. To achieve that state it has three phases:

Phase one is where the virus starts to mess with a person's mind - happy memories are turning into the worst case scenario, nightmares break out, people start to distrust their families and friends due to the false memories. They become paranoid because of the nightmares, slowly breaking their mental state first.

Then, changes start to appear physically. That's when the second phase begins. Patches of impurity start to erupt on their skin, their eyes slowly turn black and they slowly start to smell like rotten flesh. It's slow and the more a person changes the more painful it becomes. It's at this point where the last phase is reached - due to the pain and the mental state the virus broke, a spirit is now able to enter the body. They are now a Shiryō, a vengeful spirit.

Since Mikaboshi had many who prayed to him, it was easy to plant the first seed in a human and with that the virus was able to spread. Once a human was weak enough after the virus had settled, a spirit was then able to enter the human world, continuing to infect others while the human would end up in the spirit world, not being able to move into the past life.

But there was a problem: Mikaboshi himself wasn't able to have a vessel like Ryujin and Kagetsuchi as his powers were too strong. It was their last step before they were able to send every human into the spirit world and for that, they needed the Yomotsu Gakure Cult to find him a strong vessel.

Story and Setting

Narrative

Izanagi starts early in the morning, waking up before sunrise and walks down to the village to meet his father. Upon arrival, his father greets him disappointingly, since he heard about the guild's refusal the night before to let him take the trial to become his 2nd in command, with the reason that he wasn't good enough yet, even after countless days of proving his worth.

He is given the task of fighting the Yokai in the field that had appeared during the night.

Izanagi makes his way to the fields, fighting against the enemies. After eliminating them, Izanagi notices that his sword is stained by the mist of the spirits – unusually so, as he had just purified his sword. They are getting stronger. Knowing that the guild hasn't yet responded to their calls for help, those are frightening news. Izanagi makes his way towards the shrines, purifying his sword and receiving blessings from the gods. On his way back to the village, he stumbles upon another spirit, bigger and stronger, highlighting the fact that they are in fact getting stronger.

He reports back to his father, noting that the spirits are getting stronger, recounting that he came across another spirit that he hadn't seen yet. His father doesn't even mention the good job he had done, as the pressure of the guild not responding grew in him. He will take care of it, telling Izanagi to talk to Kurowa to get new assignments.

Upon walking to Kurowa, he is told that a letter had arrived, addressed to Izanagi by the guild, requesting his presence to take his trial as the 2nd in command. This was strange. Their calls for help getting ignored, as well as the fact that just yesterday the guild had refused their request for the trial that had been sent days ago. Kurowa noted that something isn't right, but taking his father's health into consideration, they had to oblige to the request, even if it was rather strange to be receiving it now. He decided to join Izanagi and go with him to the guild. By the end, night had come along – they would start their way to the city the next day. Izanagi is told by Kurowa to go to sleep and rest well.

When meeting Kurowa the next morning, his father was nowhere to be seen. In reality, his father believed Izanagi wouldn't be successful during the trial, so why would he say goodbye or even wish him good luck?

Story and Setting

Narrative

It was mid day as they arrived in the city the next day. It was less cheerful, less busy than the last time they were here. Even kids, who ran around during the day, seemed to have vanished. The tension hangs in the air like the fog in the morning. They made their way toward the guild, with someone standing at the entrance. They are immediately greeted by him – an old friend of Kurowa named Tetsuya, the 2nd in command for Rumiko. He greeted Izanagi, stating that Kurowa had told him a lot about Izanagi. Kurowa goes straight to asking why the guild hasn't yet responded to their calls for support. Tetsuya states that with the recent development of the spirits, the infection in the city is slowly going out of control. A part of the city had gone dead as the spirits had taken over; it is now close to the Geisha district, where Izanagi's sister is staying. Alongside that, many villages have requested help as the spirits grew stronger. Their soldiers are trying to help as many as possible, yet they are slowly running out of men. Many citizens have stated that during the night the spirits grew bolder – the light of the city sometimes isn't enough to protect them anymore. The problems and requests are stacking to the ceiling.

Then Izanagi asked why he had to complete his trial now, when they had just received his denial the other day. Easy answer – since the guild is slowly running out of men, they thought that it would be easier to give one of the problems to Izanagi alone, to prove to the guild that he is worthy of receiving the title. Like the people had mentioned, the spirits grew bolder, reporting that at night there is a spirit stronger than their men can take on in the infected part of the city. They ask for Izanagi to check this out and eliminate this spirit. Yet as soon as Izanagi steps into the northern city gate, he immediately gets ambushed by someone. Before he could defend himself, he had lost consciousness.

Izanami slowly wakes up in the familiar surroundings of the Spirit World. She takes note of a light further away that seemed all too familiar – her brother Izanagi. He was about to join the Spirit World as well. Not wanting her brother to have the same fate as her, she quickly made her way toward her brother, saving him from whatever was going on in the real world.

Graphics and Style

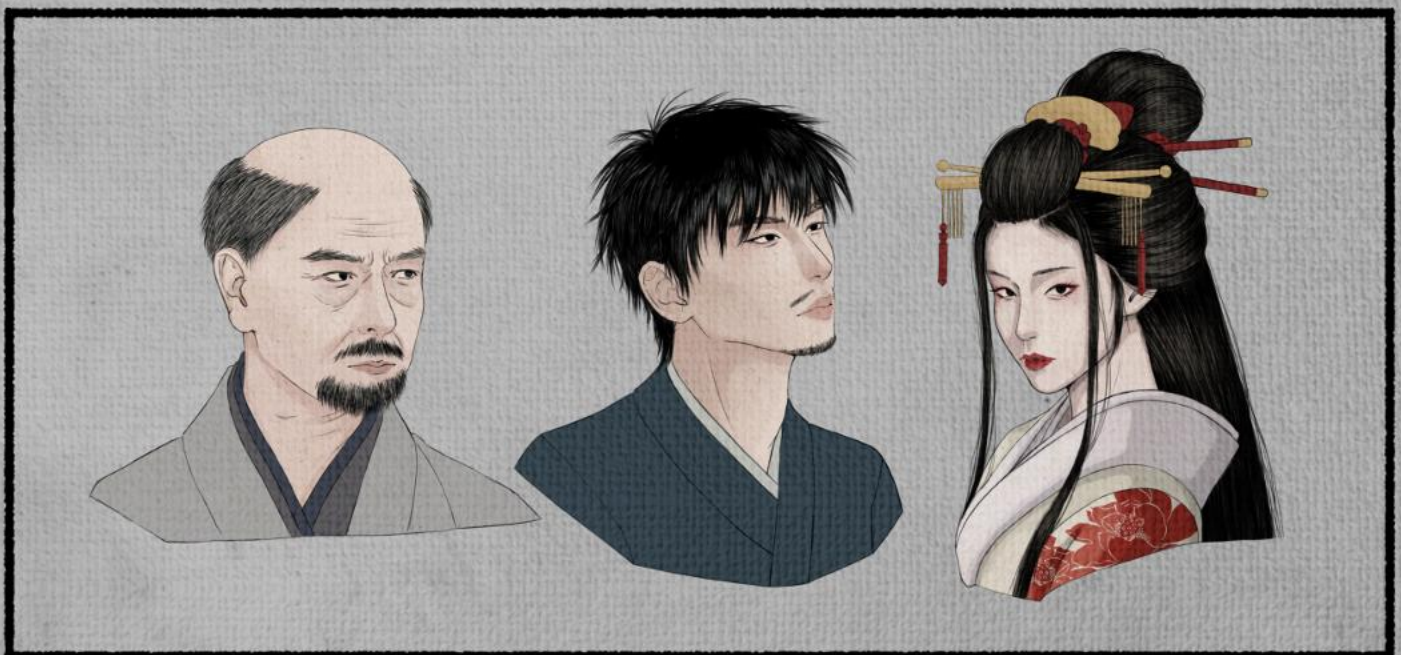
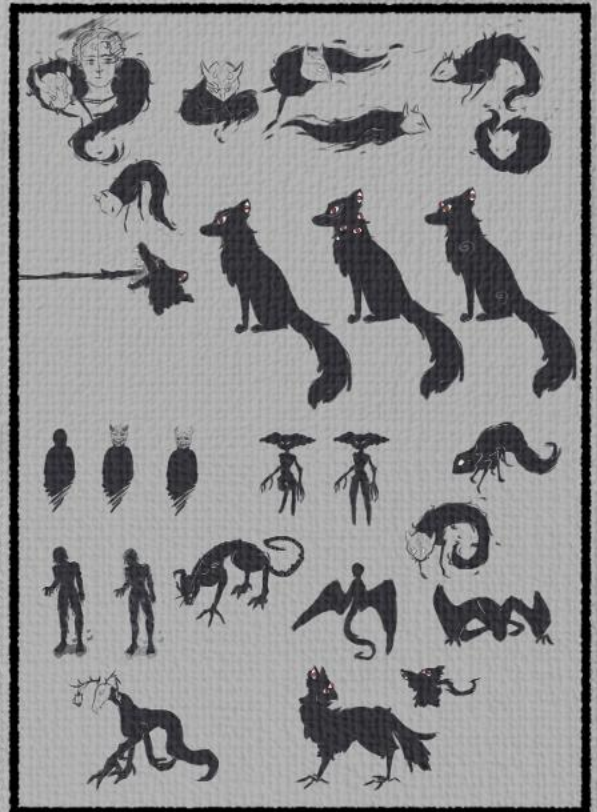
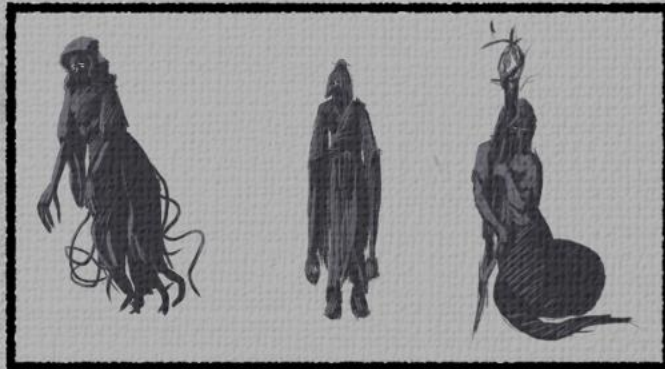
Inspiration

Zenless Zone Zero serves as a primary visual inspiration, particularly in its stylized anime aesthetic and dynamic character designs. While our game embraces a darker, more grounded tone, we admire how Zenless Zone Zero blends modern settings with fantastical elements, a balance we aim to replicate in our game as well.

The Japanese mythology and the Shinto beliefs form the spiritual and narrative backbone of our game. Drawing inspiration from gods and Yokais and the concept of kegare - we explore themes of purification, sacrifice and the thinning barrier between the human and spirit world. Central to our narrative is the Izanagi and Izanami myth - the Shinto creation story of the god who descended to the underworld to retrieve his lost wife. This myth provides the emotional and thematic foundation for our story of sibling loss, sacrifice and the blurred line between life and death.

Graphics and Style

Concepts



Graphics and Style

UI/UX Mockups



Level Design

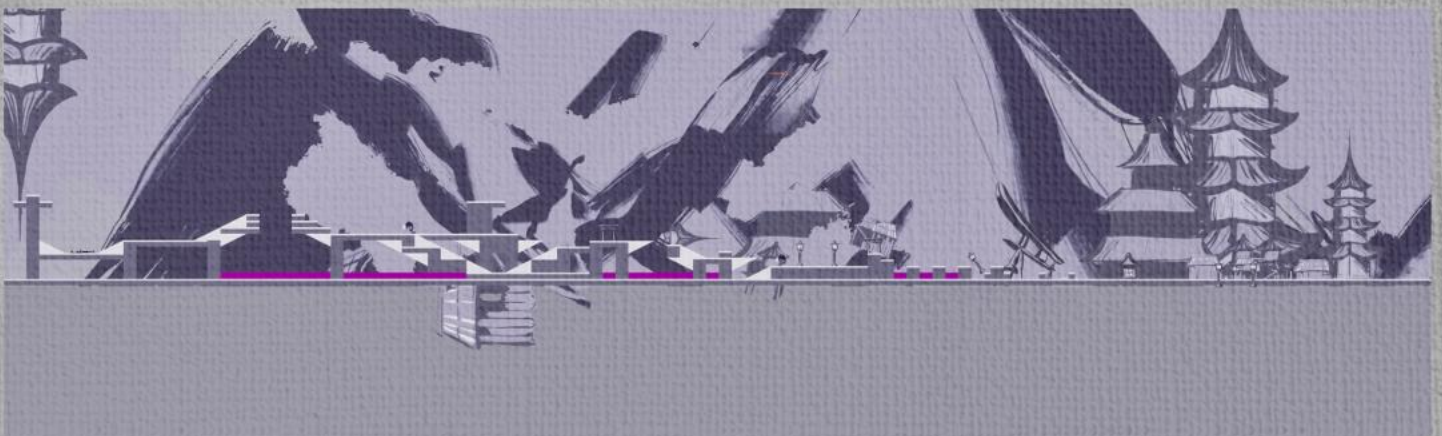
Structure

Misogi: Shinto Purification consists out of 2 worlds, the "Human world", that consists out of a village, nearby forests and fields, a shrine and the city, and the so called "Spirit world". While the Human world plays in a hub-and-spoke structure, the Spirit world is a 2D Jump-and-run minigame that imitates the Human world.

Human World



Spirit World



Audio

Music Style

The background music of Misogi: Shinto Purification draws inspiration from traditional Koto music, that is meditative, minimal and deeply atmospheric. Rather than overwhelming the player with sweeping orchestral scores, the soundtrack takes a restrained approach, allowing the natural ambience of the environment to further come forward.

This minimalist soundscape lets the environmental audio, like wind through bamboo, distant thunder, footsteps on stone, take center stage.

Sound Effects

The UI features subtle, paper-like textures that evoke the feel of traditional Japanese scrolls and documents, reinforcing the game's spiritual and historical setting. Footsteps shift based on the ground beneath the player. Combat sounds are designed to contrast the game's minimalistic soundtrack. Enemy hit effects lean into horror territory – wet and unsettling, while player attack sounds are sharp and responsive, providing clear feedback with each strike.

Alongside smaller sound effects like consumables, these audio elements create a rich, layered soundscape that keeps players immersed and connected to every action they take.

Market analysis

Target Market

Misogi: Shinto Purification will be developed for PC, as this platform is the most accessible for our development team. However, the game would be ideally suited for PlayStation, as the soulslike genre has historically performed exceptionally well on PlayStation hardware.

Our target audience, while having a primarily appeal to a male audience, are experienced players aged 25 to 35 who have grown up with the soulslike genre and/or are accustomed to its difficulty, complexity and reward structure. This demographic values deep combat systems, atmospheric world-building and narrative complexity over casual accessibility.

Competitors

The most direct competitor is *Sekiro: Shadows Die Twice*. Set in a fantastical Japanese historical setting, it shares our parry-based, soulslike combat. However, we differentiate ourselves through our 3D/2D world split and the Meiji era clash between tradition and modernization.

Another key competitor is *God of War Ragnarök*. Though set in Norse mythology, it shares our narrative structure of two central characters exploring heavy themes of family, duty and sacrifice. Our differentiators are our Japanese spiritualism, the *kegare* virus and the tragic sibling bond across the barrier between worlds.

While both games excel in their respective spaces, *Misogi* offers a unique blend of Japanese mythology and a world split between the real and the spiritual.

Projectmanagement

Teamstructure

Benedikt Schmitt

Game Designer, Programmer, Sound Designer, Storyteller

Felix Constantin Hafemann

Concept Artist, 3D Character, UI Designer, Storyteller

Rilana Tiedemann

Concept Artist, 3D Environment, 2D Spiritworld Artist, 3D Level Designer

Tools

During the project planning, we have decided to use the waterfall method with weekly sprints up until the vertical slice, which is scheduled for the second week of June. During this phase, we will not use any external tools except for Google Spreadsheets to give our teammembers a quick overview of what each other is working on. To keep an overview and to avoid any conflict, we have decided to hold weekly meetings, to discuss the current status and to check if anyone is having any problems.

Between the vertical slice and the first playtesting, which is scheduled for the first week of July, there will be a transition phase. During this time, our programmer will ensure that the assets created by each team member are integrated together.

After the first playtesting, we will start working with the external tool Trello. From this phase onward, no new features will be developed or added - this is our designated time for polishing what we have created up to that point.

Projectmanagement

Timeplan

	April				May				June				July				August				September			
Week	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W5			
Key Timeline Project	Weaponize/Reproduction				Plan				Production				Universal size				Playing/Testing				Project/Release			
Milestone													Tutorial				Beta				Post-launch			
													Tutorial				Beta				Post-launch			
Milestone Description													Tutorial Stage including the first quest				Beta				Post-launch			
													Tutorial Stage including the first quest				Beta				Post-launch			
Task					May				June				July				August				September			
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Milenstones

Tutorial Stage, June Week 3

Finishing a vertical slice that includes the first quest of the game, that has the basic enviroment planned out via blockout.

Tetsuya Stage, July Week 3

Full gameplay of the game in the 3D realm. Enviroment only needs polishing, 3D Characters with animation are done and implemented.

Spiritworld, August Week 1

Switch to the 2D Spirit World. Polishing phase begins, only minor things will be changed

Release day, Sep. 1st
Full release on Steam