

FIRE EMBLEM™ *THREE HOUSES* *Call of the Sea*



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Index

- ✧ Description of the game
- ✧ Connection of the DLC with the main game
- ✧ New Additions to the game
 - New Mechanics
 - New missions and game mode
- ✧ New Characters
 - Playable Characters / Units
 - Enemies
 - Main Antagonist
 - NPC's
- ✧ Ampliation of accessibility
 - Vibration Ampliation
 - Sound Ampliation
 - Visual Ampliation

Description of the game

Fire Emblem Three Houses is a TRPG, a turn-based game on a board that simulates the battlefield. In the fantastic medieval region of “Fodlan” you will take control of Byleth (Original name of the character, but the player is able to choose his own name and gender), whose father is a legendary knight who led the “knights of Seiros” as captain, who is called back to battle by the church and together with his descendant set off to the “Monastery of Garreg Mach”.



Fire Emblem Three Houses Cover

While his father attended to matters of war, Byleth was given the offer to teach one of the three houses (Each representing a region of “Fodlan”) to teach his students his father's teachings in battle, to guide them to become future warriors for their region.

- ✧ **The Blue Lions** representing the holy kingdom of “Faerghus”. Their emblem is a blue lion, which has its origin in Loog, the founder of the kingdom, nicknamed the king of the lions and who used to wear blue.
- ✧ **The Black Eagles** representing the “Adrestian” Empire. Their emblem is a two-headed eagle of the coat of arms of the empire and the black color representing the black armor of its soldiers.
- ✧ **The Golden Deer** representing the alliance of “Leicester”. Their emblem is a golden deer representing the homonymous creatures that are said to be sacred protectors of the region of “Leicester”.



Houses Banner's in game

The gameplay of the game is mainly focused on strategic combat, being turn-based combat between player units and enemy units. During the player's turn he can decide the position of each playable unit on the board, after moving it the player can choose if he wants to attack an enemy unit or use an ability, after the attack the player will continue in this way until his turn is over and the enemy's turn begins, which will act in the same way and so on until the player defeats all hostile troops or is defeated.



Showcase of turns in game

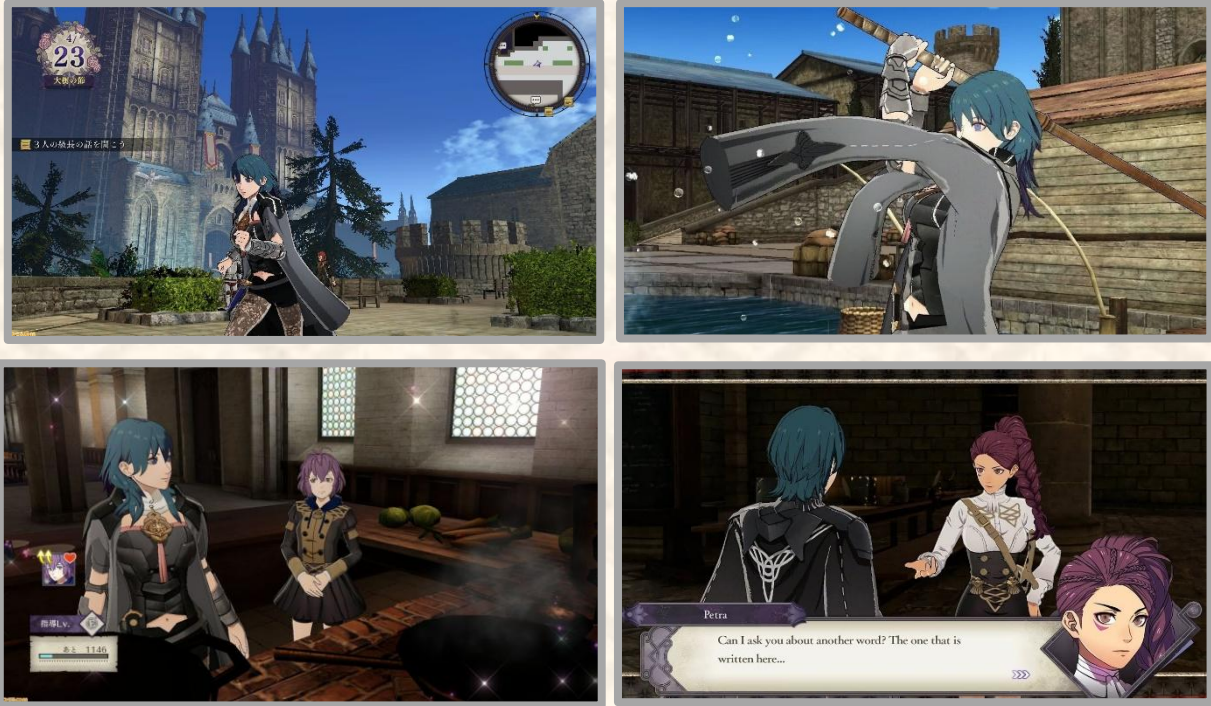
1. Start of player's turn, can select any playable unit to move it at the possible squares.
2. The player moves the playable unit to the desired position.
3. The player chooses the enemy unit within the range of the unit to perform an attack or ability, it can also choose to remain at its place without attacking.
4. The scene changes showcasing the playable unit attacking the enemy, during these scenes it can be determined if it would be a critical hit or a power-up attack.

As RPG components of the game, playable units have their own stats that can be improved by levelling up in battle.



Levelling up in game

Secondarily, the game features a section in the safe lands, the “*Monastery of Garreg Mach*”, where the player will be able to investigate the entire location on his own, interact with his students and others, as well as various other interactions, such as fishing, cooking, gardening or praying, some actions take “action points” to be made so the player must choose wisely what actions perform. Furthermore, players are able to level up support with his students and between them, being able to access conversations and dialogues to discover more about the students and the world surrounding him.



Showcasing Monastery's activities and exploration.

Featuring, fishing, cooking and interactions with students in the images

The time of the game is divided into months and weeks, like a regular class, in weeks the player chooses which skills and aptitudes he wants to increase in his students. By increasing the necessary skills and aptitudes, students will be able to take aptitude tests to acquire unit classes to use in battle.

Among the aptitudes you can find categories such as sword, bow, spear, faith, reason, horse, axe, armoured, authorized and flight.

Apart from classes, playable units also have other characteristics depending on what class they are or what type of playable unit they are or a narrative element they possess. Bringing extra values and advantages to the combat, such as abilities or *emblems*, mark of the house they belong to.



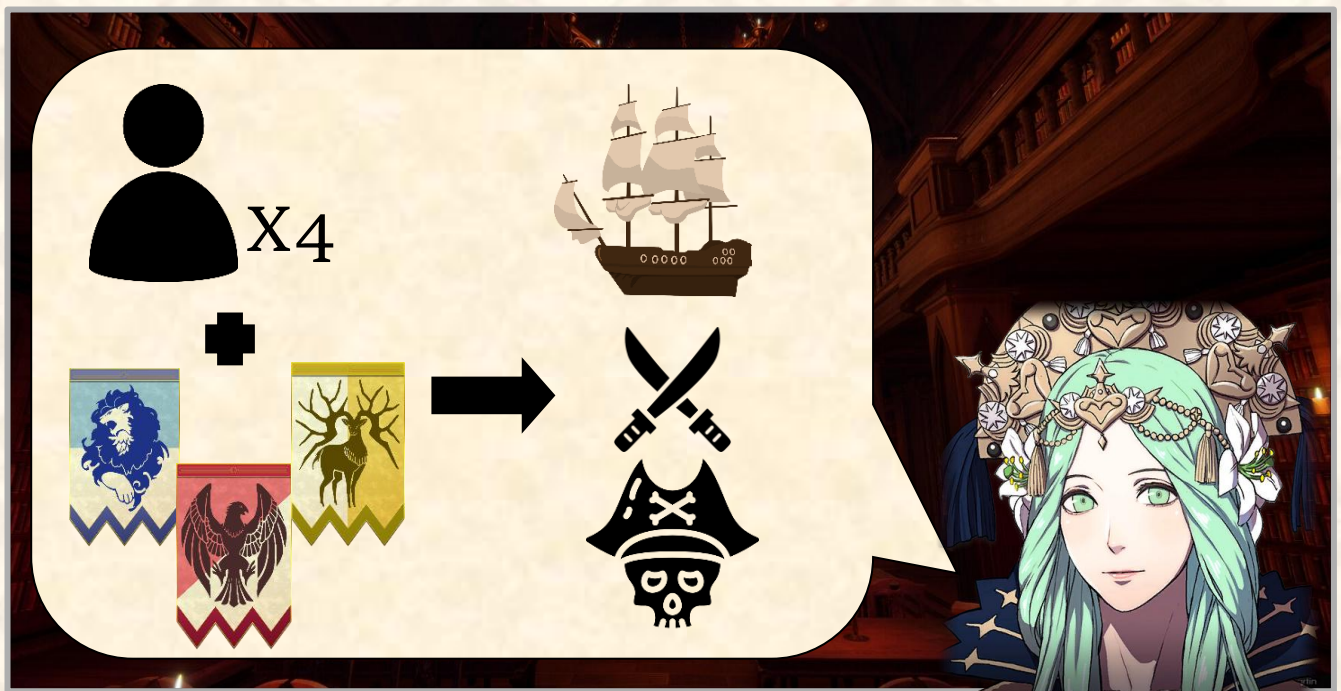
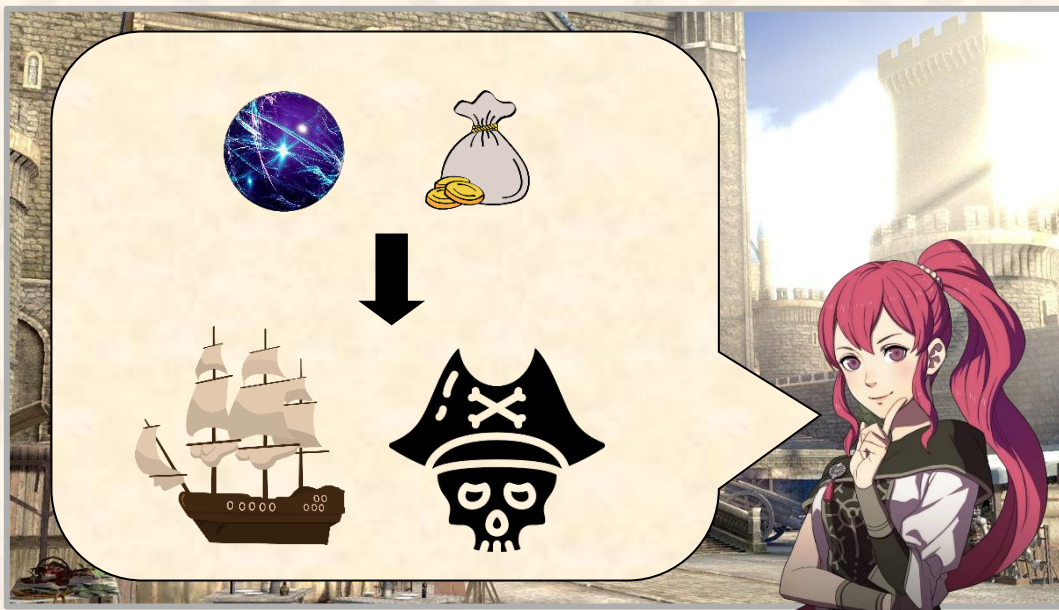
Crest of Flames

One of many crests in game

Connection of DLT with the main game

After spending a few weeks with the chosen house, getting used to the game's basic mechanics, levelling up playable units and advancing in the story, Anna, a merchant of the monastery will ask the player for a favour, to help her carry her high-valuable merchandise through a pirate infested sea area.

The monastery would give permission to the player to assist the merchant, taking her class to gain experience in offshore areas, along with four students who were expelled. Wishing to return to the academy, Rhea, the priestess, will use the maritime expedition as a test for readmission to the academy.



Showcase of dialogues concept inside game for the mission in the seas.

New Additions to the game

New Mechanics

Two new character's classes will be included in the DLC.

- ✧ *The bomber.* A class that launches projectiles that do area damage, capable of launching projectiles (bombs) over walls or obstacles, will do more damage than the archer class being a threat to armoured units, but with the disadvantage of having a low mobility.



Proficiency	Certification Requirement
Bow (+2) Brawl (+3)	Bow level at B or higher. Brawl level at B or higher.



Abilities

- ✧ *Hit Rate 10 +* (Passive. Increase hit rate by a set amount of 10)
- ✧ *Blind Throw* (Can throw projectiles above walls)

Mastery Ability

Unleash hell (The attack will perform a massive strike down on a zone leaving it on fire for a few turns, burning anyone who steps on it)

In the image next to it, showcases a level mechanic, in which if any playable or enemy unit, except if it is a flying unit, stand on these “brunt tiles” they will get damaged at the next turn.



The basic attack of the class will be a bomb throw similar to the ranged attack of the archer class. The bombs will have a limit of use, if they run out, the character will have to attack in another way (Brawling, sword, etc...). This limitation can be improved by buying a better bag to carry more bombs.

The character will have to use brawl type weapons, being able to attack and defend well at close range but will still be worse in close combat than a specialized class.

Collage of concept design in game



- Big Bag
- Metallic Gloves
- Rags and armour

- ✧ *The Summoner.* A class belonging to the mage branch capable of summoning different types of units on the battlefield to attack their enemies.

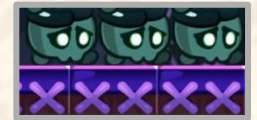


Proficiency	Certification Requirement
Reason (+3) Faith (+2)	Reason level at B+ or higher. Faith level at C+ or higher.



Abilities

- ✧ *Shadow Seek* (3 uses of spell. Summon a unit with high mobility and low attack and health points. If two units attack the same enemy it will have more probabilities to do a critical attack, if three of them attack the same enemy, there is a possibility to stun the enemy for a turn)
- ✧ *Shadow Hunt* (2 uses of spell. Summon a unit with neutral stats in mobility and health points, but a good attack. If an enemy is surrounded by two units, both located at opposite sides, it will have more probabilities to land a critical attack)
- ✧ *Shadow Guard* (1 use of spell. Summon a unit with low mobility, low attack, and high health points. If the unit is located between an ally and an enemy, it will rise its defense stat)
- ✧ *Miasma* Δ (5 uses of spell. Long range attack that uses dark magic)



Mastery Ability

Coordinated Attack (The user is able to call all the invoked units to a point to attack an enemy. The user's units need to be in an area of 10 squares from the user to obey the order.)

The summoner is a class that depends entirely on its magic and spells, being in the rearguard in combat. The summons are considered as "a new pawn" that the player can control each turn, managing it as a playable character, if it dies, it will be stunned for a few turns, depending on the kind of summoning, it will take more or less turns. Summons and spells are limited, the user must handle them with care.

Collage of concept design in game



- Long Rags
- Pointy Hat like a witch
- Mysterious and dark aura surround them

New Missions and Game Mode

The DLC has ten missions in total, ten days in total in the game. During these missions the player must lead the cargo ship through the dangerous “Fodlan” Sea, while avoiding or confronting the dangerous pirates in the area.

After finishing a mission, the player will be able to "rest" on the ship and can explore the ship and interact with the students or NPCs, like in the monastery. The player will also be able to fish from the ship and get exotic catches.

Every two missions the player would reach a port, having the option to explore and buy new equipment, also interacting with students and NPCs that are in the area.

The path is uncertain and foggy. The player must advance blindly through the fog in squares, the further he advances the foggier areas will be revealed around the player revealing new squares to which the player can advance, so that he can make a decision as to what course take next. The boat has a life bar, whenever the player advances through the squares the boat will lose life. The main objective is to reach the end of the route without the boat losing all of its health. If it loses all its health, the player will be “forcefully” going back and restart all over again. Rewards gotten from other squares will be not completely lost but clipped, not all rewards gotten will be given to the player.



Images from the limited game mode of Duskloom Sea update from Cookie Run Kingdom (2021)

The types of squares that exist are:

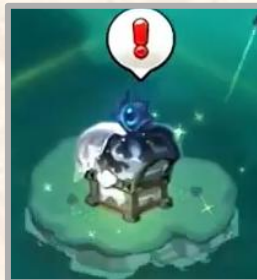
- ✧ *Big rocks:* A box that blocks the player's path, the player cannot advance to or over it.



- ✧ *Battle Island:* Box that will make the player enter in combat, in an island terrain. Normal battle of the main game. If the player decides not to do it, his ship will receive damage.



- ✧ *Treasure Island:* Box that will give the player five low level reward items, with the probability of giving a high-level item.



- ✧ *Event Island:* Box that will activate an event that will affect the player's route. There are events that will cause the player's ship to recover life, the player's troops to get a buff that lasts only one combat. There are also event islands whose purpose is to complicate the player's route, such as events that cause a surprise battle or damage the ship causing it to take some damage. It cannot be deduced whether the event island will have a good result or not, the player depends entirely on his luck.



- ✦ *Naval battles:* The player can engage in a naval battle by encountering enemy ships on the squares. During these battles the space where land troops can move is very limited as the battle takes place in the middle of the sea next to debris or rocky surfaces. On the other hand, flying troops will have an easier time moving around the battlefield as for distance units will come more into play.



Mission from the Chapter 15: Ambush at Ailell (Church) – Board surrounded by lava.



Beach Level from Fire Emblem Engage – Visual References for Naval Battles' Boards.

Level design will feature high and low sea levels, in which ground troops can go through low sea levels and flying troops can go over high sea levels.

These battles will have the addition that the ships (The player's and the enemy's) will be able to move each turn around the board, having double size than the troops. They will also be able to receive damage from units and every certain number of turns they will be able to launch a projectile to a specific area to damage enemy troops.

If the player's ship loses all its life, the player will lose the mission, the priority being to defend it, but if the player causes the opponent's ship to lose all its life, the combat will end automatically giving the victory to the player.

Boat's movement logic and size would be similar to the monsters in game. They have larger size and a bigger hit box but have the double the life of a normal playable unit, also able to attack in area. As for its level design will have a big size in order to enhance the boats battles or even monsters, as explained above levels will have high and low sea levels, being the boat able to go through them, but never touch any ground.

The objective of the DLC is to take the player out of the ordinary routine in the monastery of “*Garreg Mach*” and embark on a sea expedition through the “*Fodlan*” seas. Driving a merchant ship along different sea routes, finding treasures and dangers, carefully choosing the ship's paths to follow, making his way through the dense fog of the sea routes.

The new battlefields (present during naval battles or battles on the high seas) will have little terrain for land units, giving air units more advantage and space to cover. The battlefields are designed so that the player can take advantage of air and ranged units (such as archers, mages or the new bomber class).

Apart from that the player's and the enemy's ship is introduced as a "new unit" that moves around the battlefield and can attack every few turns, becoming an element that must be defended if the player does not want to lose the game.

The player will have new zones to interact with his students, new characters' class to include in his strategies, new items such as bomb bags for the bomber class, items that enhance the abilities of the summoner class (a type of summoning becomes more powerful) and new ingredients that the player can use to create new dishes to get new buffs for his troops.



New Characters

Playable Characters/Units:

Nicoleta Loughty – House of the lion

Background story:

A noblewoman from the holy kingdom of “Faerghus”. Throughout her childhood she has been isolated from the outside world, her only companion being her own invocations. Growing up she was forced to enter “Garreg Mach's academy” as a member of the blue lions.



She is very enthusiastic and innocent, as a child, during her stay in the academy she did not stop using her summoning abilities, generating problems in the academy, being finally expelled after her summons were guilty of multiple thefts in the monastery, in order not to disappoint her family Nicoleta wishes to be able to return to the academy.

Nicoleta is from the summoner class (New Class from the DLC).



Benedict Edevane – House of the deer

Background story:

A very calm and calculating boy from the alliance of Leicester. Benedict enjoys experimenting with chemicals and seeing how they react. In his village he was well known for creating fireworks for village festivals and to entertain the other children. He was able to enter “Garreg Mach” as a member of the House of the Golden Deer.



Entering the academy did not stop him from continuing to experiment to create more interesting reactions, even going so far as to teach his classmates how to create small fireworks. His classmates wanted to make a bigger one despite his warnings, the experiment got out of control causing an accident, after which he took the blame for his classmates. He wishes to use the maritime expedition to return to the academy to be with his old classmates again.

Benedict is from the bomber class (New Class from the DLC).



Isolde Amery – House of the eagle

Background story:

A young woman belonging to a noble family of the “Adrestian” Empire. Isolde possesses great skill with the spear, her style is refined and elegant. Isolde has a cold and distant personality with respect to the people below her class.

When she entered “Garreg Mach” she wanted to prove to everyone that she was the best in her class, below the leader of the black eagles, getting herself into a very dangerous situation on purpose and causing a lot of trouble to the house, to prove that she was better than the rest, causing her expulsion. Isolde will not miss the opportunity to return to the academy to prove that she always rises again, because she is better than them.



Isolde is from Falcon Knight class (Class already in game).



Bahram Sallow – Knights of Serios

Background story:

A rather violent boy who detests physical contact. He was abandoned by his parents when he was a child and adopted by the church and raised to be a strong warrior. He got to enter the academy of “Garreg Mach”, but did not last a week in this, as he got into fights with other students very often.

Bahram after all wishes not to disappoint the priestess, controlling his strong impulses and anger issues, he wishes to have the opportunity to return to the academy.



Bahram is from Wyvern Rider class (Class already in game).



New playable characters will bring the player different interactions with the students, between the students and get endings with them. Further expanding the content of the game with respect to narrative and lore of the “Fodlan” lands and its inhabitants.

The player will be able to decide, as a teacher, the type of class the playable characters can be as well as their aptitudes, the game would recommend a certain direction with classes and aptitudes to take with the characters, but the player will always have the decision of where to take them.



Screenshots showcasing classroom session and class selection for students.

Enemies

Sea Monster

Enemy considered as a mini boss encountered as an enemy during the last missions of the DLC. It has a larger size than normal units and has the same movement, health (3 Stacks of 45 HP) and attack mechanics as a normal monster type enemy in the main game.



Monster (Category of enemy) inside the main game and on the board.

Ability	Function
Barrier	Reduces all damage by a certain amount.
Strength +	Increase Strength by a set number for the turn.
Dive	Enemy dives itself into the ocean and moves to another location within 30 squares.
Sea Breeze	Enemy gains another attack in the next turn.

Pirate

Basic enemy of the game's DLC possesses standard stats. His appearance varies depending on what class he is (Archer, Lancer, Brawler, etc...), he acts as an enemy of the first missions of the DLC. As mentioned before this will be a basic enemy inside the DLC, which skill and class will evolve with the player's advance through the DLC's story.



Ability	Function
Steal	After an enemy attack a unit, it has the small probability to steal an object from it. The object can be retrieved by killing the enemy.
Till all are one	Enemy will do extra damage if the enemy is surrounded by allies.

Main Antagonist

Torsten the despoiler

Leader of the pirates who invaded the seas of “Fodlan”. Known for being a feared bomber who gets whatever he wants. Torsten is an egocentric and greedy person who desires all the power to dominate the “Fodlan” seas completely.

Torsten aims to chase Anna to get her valuable cargo with more interest with an ancient artifact that according to ancient tales can control the sea beasts that control the seas of “Fodlan”.

During his boss fight, this character will stay at the bottom of the board giving orders to his units while throwing bombs at the player's units, never mind hitting his enemies.

As the battle progresses, he will call in more reinforcements and throw bombs until the player reaches his range so that he can start attacking with his bomber's class abilities.



Ability	Function
Till all are one (Passive)	Enemy will do extra damage if the enemy is surrounded by allies.
Unleash Hell	In a turn he releases a mass bomb to the boards, marked by a red cross the areas that the bombs will hit. After one turn the bombs will fall on the marks hurting whatever unit is on them, including enemy units.
Reinforcements	Depending on the flow of the battle. Reinforcements will be call to the board to add more pressure to the battle.



Damage Zone from

South Park: The Fractured But Whole (2017)



Damage Zone from

Fire Emblem Three houses

NPC's

Cheerful Merchant



Merchant with a cheerful and positive personality. He appreciates the efforts of “Garreg Mach’s troops” to drive the pirates out of the “Fodlan” Sea. He will be found in the different ports that the player visits and will be able to buy from him equipment for troops or useful items for battles.

The character’s meaning inside the game is for the player to have a friendly interaction alongside other interactions inside the exploration sections, as well as giving the player the ability to purchase weapons or other items like back at the monastery.

Groa

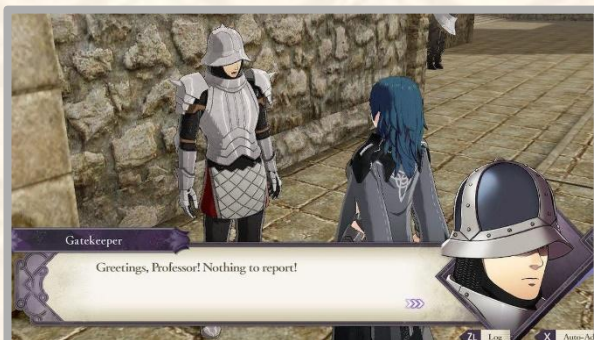
A stowaway who sneaked onto the church ship to find something to eat. The pirates wiped out her family, leaving her all alone, she steals to survive. After being discovered by the protagonist, she begged not to be kicked out, dedicating herself to doing small tasks on the ship.

Every day that you talk to her, she will give the player a low-class item that she "found" as a thank you for not kicking her out, these items will be slowly increasing its rarity through the story advance.

This character is meant to have a weigh in the DLC story as a companion of the main character, aka the player, as his squire, being devoted to the player for his acceptance and support, despite her sad backstory she remains happy alongside the player.



The game would also include other less important NPCs such as sailors, merchants or knights in the exploration locations, such as at the monastery. These NPCs will bring more life to the locations as dialogue about the plot or the worldbuilding.



Interactions with NPCs in game would include

- *World Elements*
- *Character Elements*
- *Story Elements*
- *Current situation of the player*
- *Next mission hints*

Ampliation of Accessibility

As mentioned before, Fire Emblem Three Houses is a strategy game in which players manage units in a big board that represents the battlefield, divided by squares. The game's accessibility is almost null, there are few options for the player to toggle, in the options menu, in order to change the accessibility of the game besides inverting the controllers or minor changes such as camera movement or different volume options.

Additions could be made to improve the game's feedback during gameplay sections to make it easier to perceive the battle better.

Vibration Ampliation

The Nintendo Switch has available a vibration mode for the controllers. Fire Emblem Three Houses uses the vibration of the Switch to give feedback to the players when a unit has landed a critical hit on an enemy.



The vibration of the joy-cons has different levels, from high to small frequencies. The small vibration of the joy cons can be used to give feedback to the player when switching between menus or options, or as feedback to let the player know he is moving a unit through the board. A simple change, which could even be implemented as a setting ("Vibration On/Off"), to give feedback to the player, apart from the sound, that he/she is navigating through menus or options.



In-game moments where there would be a small vibration as feedback to the player.

Choosing Unit to move

Opening Menus in game

Sound Ampliation

The game features a lot of sound feedback when it comes to interactions between characters and voice lines. However, the game does not have enough sound feedback variety when the player manages of units during battles, voice line of the character selected will be only heard the first time is chosen or when the unit has low HP, there are also other sound inputs that let the player know that he is moving between different options, entering menus, or engaging a battle action.

It is important to highlight that the game have different configurations for volume that the player can toggle at will.



Volume options in game include

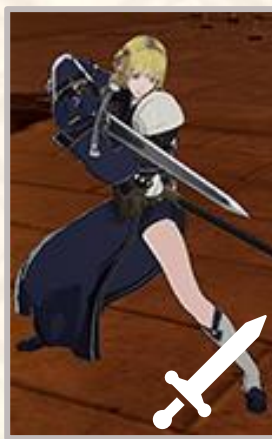
- Music Volume
- SFX Volume
- System Volume
- Voice Volume

As also a subtitles option, only working in cinematics.

It is proposed to amplify the variety of feedback sounds. For players to be able to identify what kind of unit they are interacting with, after the first move (Where the character makes a voice line), the sound that is played when the unit is selected has to be related to the type of class it belongs to.

Examples would be:

- ✧ Swordsman class (Sound of sword being unsheathed).
- ✧ Mage Class ("Harmonic" or even magical sound)
- ✧ Riding Class (Horse Whinny Sound)
- ✧ Flying Class (Feather or air Sound)



Classes with an Icon that represents the kind of noise that it would make

Sounds that are iconic and can be related to the class in a simple and direct way. With this amplification of feedback sounds, players will have an easier time identifying which class of unit they are handling.

Visual Ampliation

The game itself has visual feedback for the player to identify the board and the available squares that the player's unit or enemy's unit can move to divided in two colours. **Blue (Available)** – **Red (Unavailable)**. Giving enough feedback to the player to understand the movement limits of units.

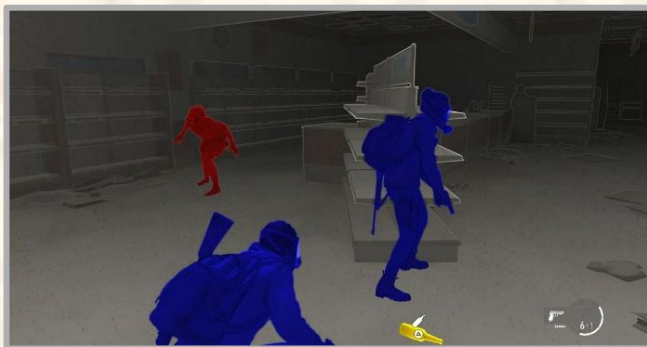


Showcase of available squares to move units in game

An ampliation of this feature would be a high-contrast mode. Mode that changes that would high contrast the environment, units and enemies for the player to have a clearer and simplify vision of the battlefield, making units and field become shades of grey as the UI elements such as player's cursor or the battle squares remains the same color. Selected units can be also turn into a blue color when selected and moved to give feedback to the player as when their action in the turn is over, they would turn into a darker blue color to the player to understand the unit is no longer available in the turn. As for enemies would be depicted in a red color or if there are other enemies in field, yellow.

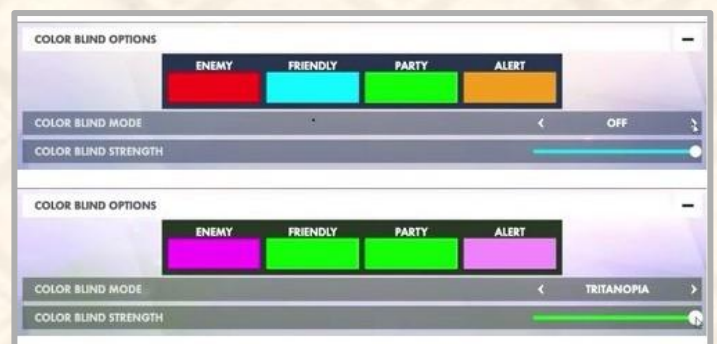
It is important that elements in the background don't collide with player visuals, so it is important to make color clear a recognizable to the player. As an added bonus, the player would also have the option to change the colours of the high-contrast mode as desired, if they don't feel comfortable with the current colours of the high-contrast mode.

This mode can work as a feature that the player is able to activate and deactivate during battles at his will.



"High-Contrast mode"

from The Last of Us II (2020)



Color Blind Options from Overwatch (2016)

(Allowing the player to change the color of visual feedback)