



Mishiko

A videogame
project by

Weveana

GDD

doc version 1.1

1 Overview



What is Mishiko?

Mishiko is a tender, relaxing, and visually enchanting video game project that combines addictive gameplay with a magical and contemplative atmosphere.

In its introductory web version, players accompany a small floating kitten on a colorful journey filled with obstacles and moments of calm. Through a series of levels designed to test skill and precision, the player must gently guide the kitten, avoiding dangers and collecting stars to progress through dreamlike worlds.

This first web release is conceived as a linear, light, and accessible experience—ideal for browser platforms and mobile devices—serving as a playable demonstration and entry point into the universe of Mishiko.

Additionally, Mishiko is connected to a curated selection of free-to-use relaxing soundtracks, including LoFi, synthwave, and trance. These musical layers create a zen atmosphere of calm and control, designed for people seeking a contemplative and soothing distraction.

Listen

Let the gentle rhythms of lofi music guide your journey.

Explore

Travel through dreamy biomes filled with mystery, comfort, and visual delight.

Play

Control Mishiko's floating bubble with intuitive, relaxing mechanics.

A cat trapped inside a bubble floats through tender and relaxing landscapes, dodging traps and collecting stars.



This is only the first stage of a magical universe that will expand with each new version, inviting players to join Mishiko on an ever-deeper and more exciting journey.

*Game Concept

2

Roadmap



Step 1
Web Game
Feb. 2026



Prototype release date:

A fast-paced and immersive arcade experience, available on web and mobile devices. Its simple gameplay and high retention make this version the perfect gateway into the world of Mishiko.

Objective: Present the core gameplay mechanics and attract an initial audience.

Feedback and Community

Publish the game on accessible platforms such as Itch.io, and later expand to larger portals like **Poki.com**, Newgrounds, or **CrazyGames**.

The goal is to collect usage metrics and player feedback in order to refine, polish, and balance the experience. In the medium term, the project aims to generate royalties through advertising-based monetization.

Additionally, the plan includes **building a community** that can eventually serve as a foundation for future funding campaigns, such as Kickstarter or Indiegogo.

Step 2
Community
Oct. 2026



Step 3
Web
Extended
Feb. 2027



Version Extended

An expanded version of the original web game, featuring new mechanics, an immersive metroidvania-style narrative, and progression and reward systems that deepen the player's experience.

➤ Música AI y modo ZEN

Step 4
Steam
Version
Feb. 2028

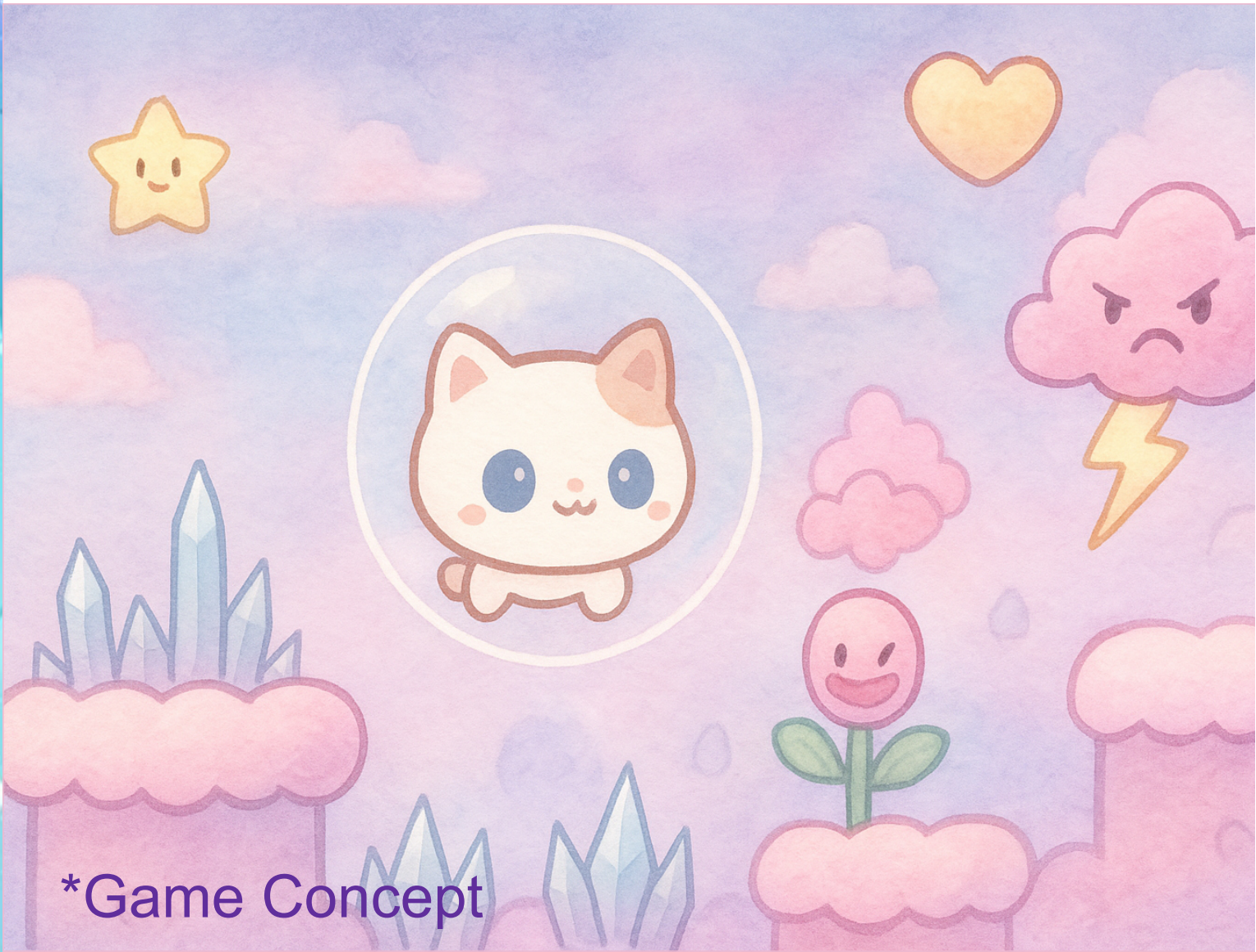


Steam or Pro version

Create the definitive version of Mishiko, a classic adventure game designed for desktop, expanding the world and mechanics of the original title. This edition will be released on Steam, offering a deep and immersive experience for fans of the genre.



3 Art and Style



*Game Concept

Mishiko is planned with a focus on simple yet charming graphics that deliver strong visual impact, polished to the highest possible level for each planned version of the game.



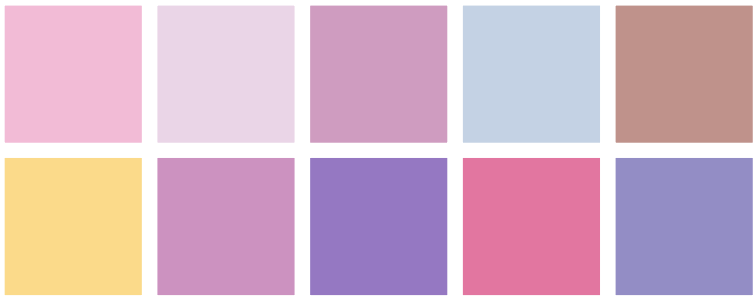
The main character reflects the innocence of a Kawaii-style cat, from which the overall design of the video game is derived.

Diseño preliminar:

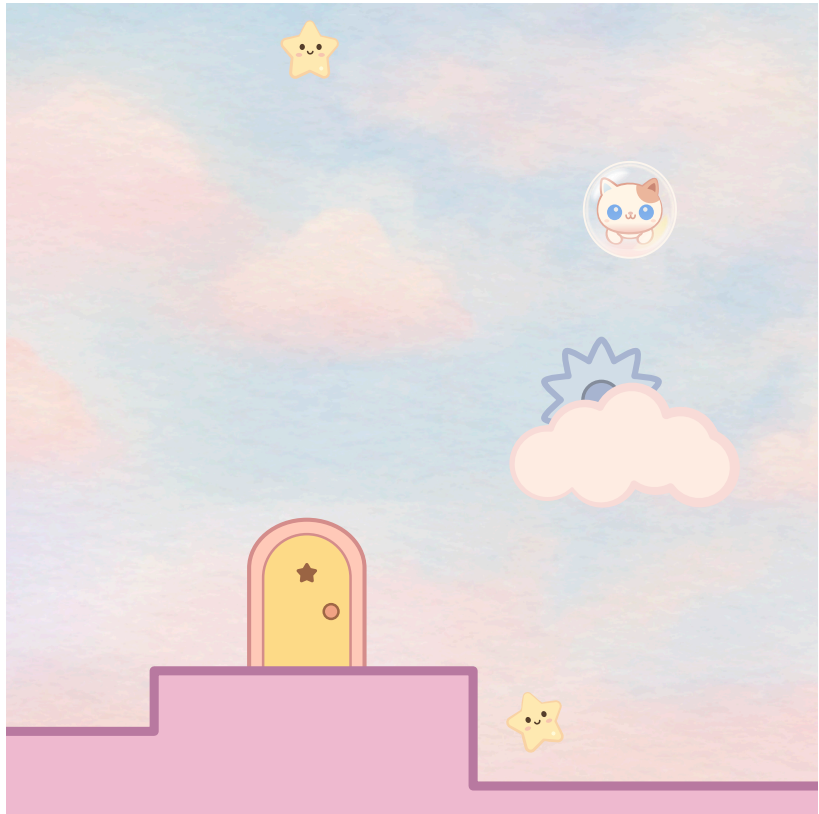
Estilo de nivel con trampas y puerta de escape. Versión de concepto original.



Colores



A wide and colorful pastel color palette, designed to express tenderness and warmth, with a playful, childlike touch.

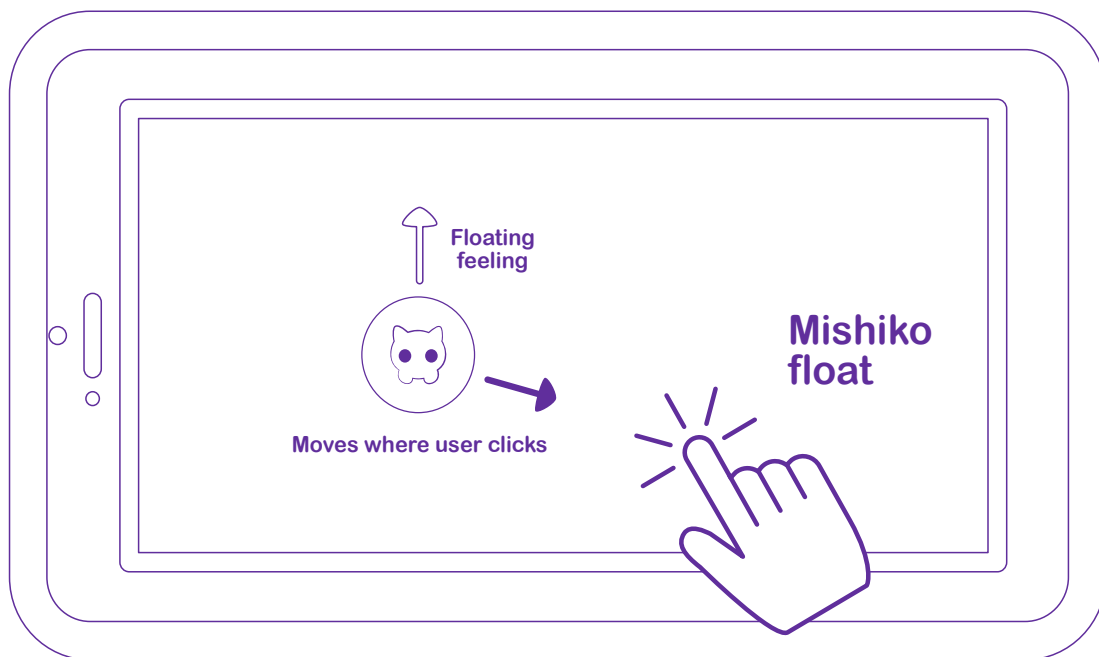


4 Game Design



MDA

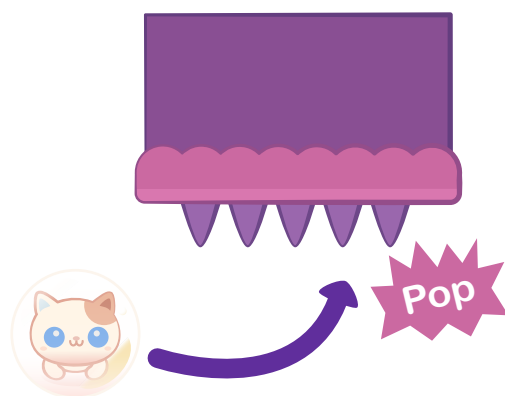
Mechanics



Control

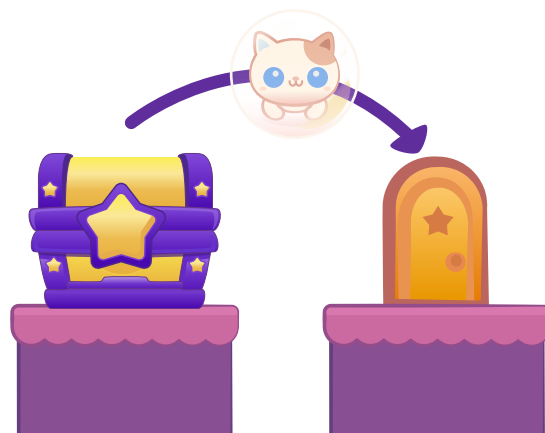
Enclosed in his magical bubble, Mishiko floats through the air with gentle and charming movements.

Each player's impulse helps him navigate left and right, while a soft force of inverse gravity lifts him toward the sky. This combination creates a unique feeling of lightness and control, ideal for a curious character exploring the world from within his bubble.



Obstáculos

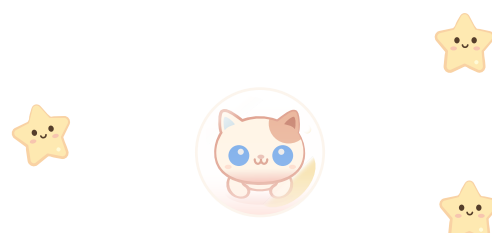
The bubble that protects Mishiko is also his greatest weakness. If it collides with a sharp object, it bursts instantly, causing the little cat to fall into the void before restarting his journey from the starting point.



Objetivo

In each scene, Mishiko emerges from his magical chest, whether at the start of a level or after a fall. His goal is to reach the golden door, which marks the end of the level and allows him to advance to the next stage of his journey.

For the door to appear, Mishiko must collect all the stars in the stage.



If
You
like this project
please consider
supporting us.



We're currently looking for publishing partners—so if you're from platforms like **Poki** or **CrazyGames**, we'd love to hear from you and explore how Mishiko could reach more players together.

And if you're simply someone who enjoys cozy, emotional games, you're warmly invited to **join our community**, follow our updates, and help us grow. Every bit of support helps Mishiko float a little further into the stars.

write us to:
contacto@weveana.com

play the demo at:
www.weveana.com



Game Design

MDA

Dinámics

Game Dynamics with Emotional Purpose and Visual Progression

In Mishiko, each stage is more than just a level—it's a gateway to a new world. Players feel a gentle urgency to collect all the stars, not only to complete the challenge but to unlock the next landscape, the next biome, the next fragment of Mishiko's universe.

Aesthetics

We want Mishiko to evoke the sensation of a journey—an experience that invites players to pause, contemplate, and enjoy themselves for a while. Each level becomes a moment of discovery, where collecting stars unlocks new worlds filled with unique atmospheres and visuals. The relaxed rhythms of lofi music accompany the adventure, creating a soothing backdrop that enhances the sense of calm exploration. Gentle sound feedback reinforces every action, from gathering stars to opening golden doors, turning progress into a rewarding and emotional experience. Mishiko is not just about overcoming obstacles—it's about traveling through dreamlike landscapes, listening, feeling, and delighting in the harmony between play and contemplation.



Actual - screenshot



Experience
LoFi music
Synthwave
Smooth Jazz





5 Progression



Biomass and maps

In the web version of Mishiko, player progression is visually represented through a set of maps that display the different levels available.

Each level is marked with a number and unlocks progressively, allowing players to access new challenges by completing the previous ones.

The journey through these levels is grouped by thematic biomes, which introduce visual and mechanical variations, reinforcing the sense of progression and exploration within the game's universe.



Selvatic



Castle Land



Space Land