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.

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.

Step 2
Community
Oct. 2026

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 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.

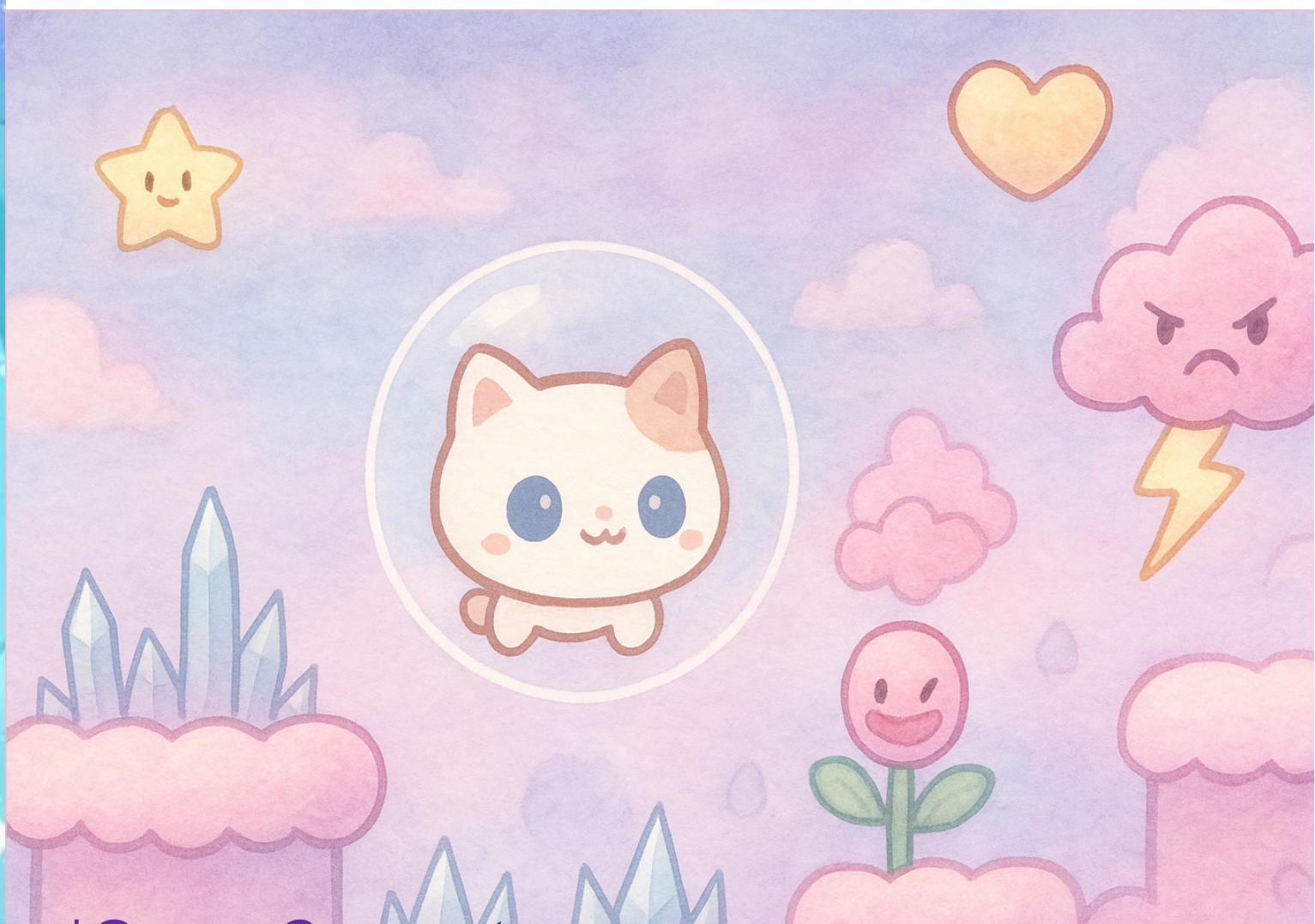
Música AI y modo ZEN

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

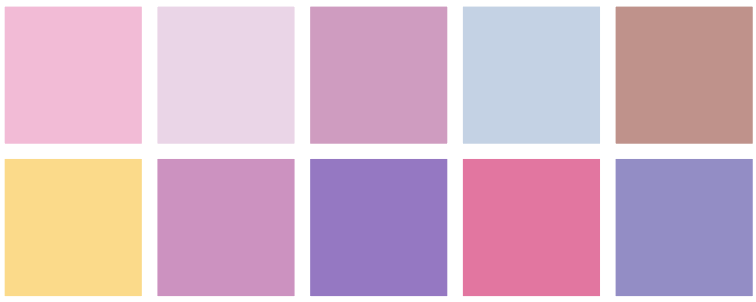
Mishiko is planned with a focus on simple yet charming graphics that deliver strong visual impact, polished to the highest possible level for each planned version of the game.

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

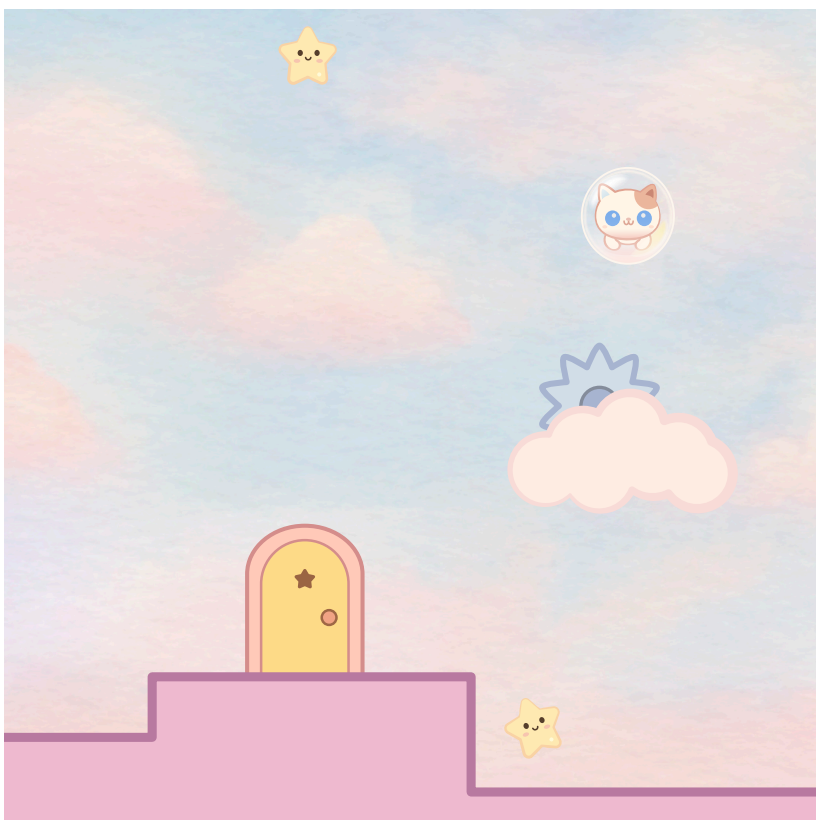
Diseño preliminar:

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

Colores



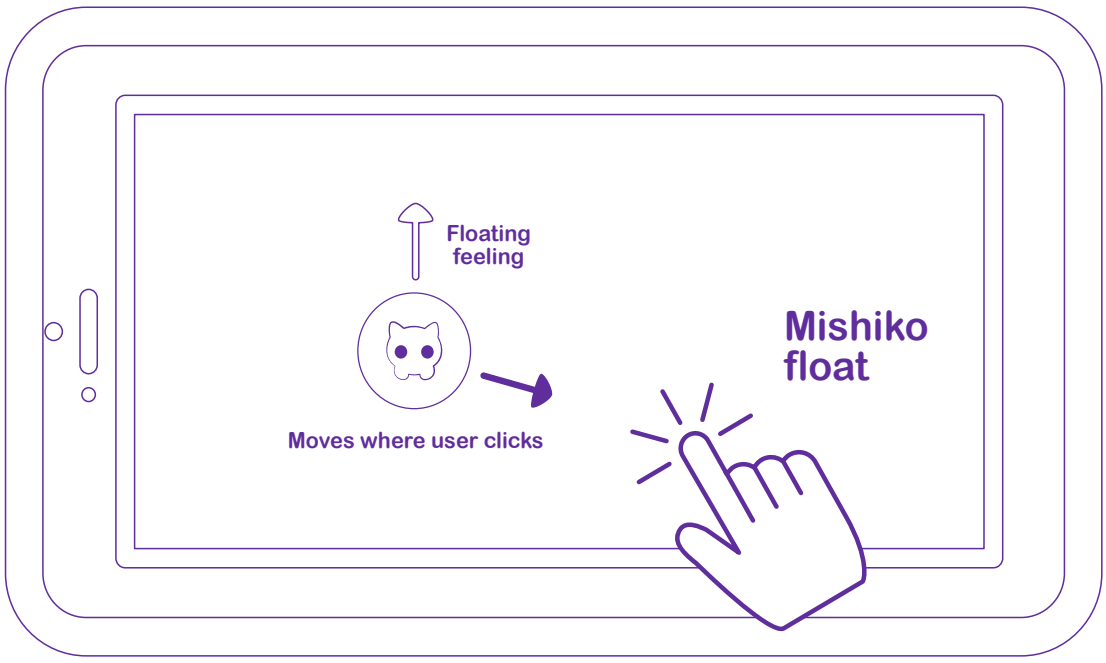
A wide and colorful pastel color palette, designed to express tenderness and warmth, with a playful, childlike touch.



4 Game Design

MDA

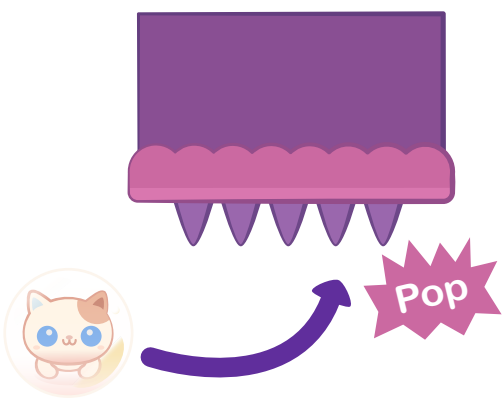
Mechanics



Control

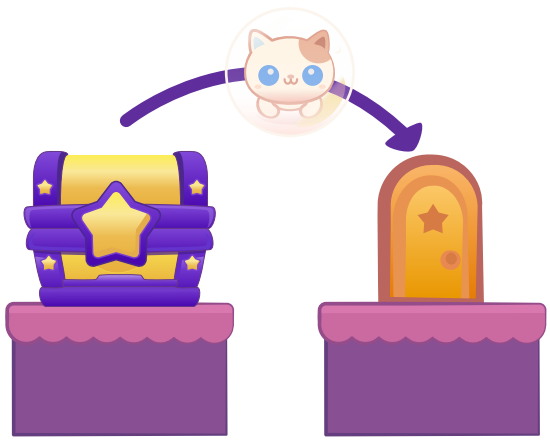
Enclosed in his magical bubble, Mishiko floats through the air with gentle and charming movements.

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.

Game Design

MDA

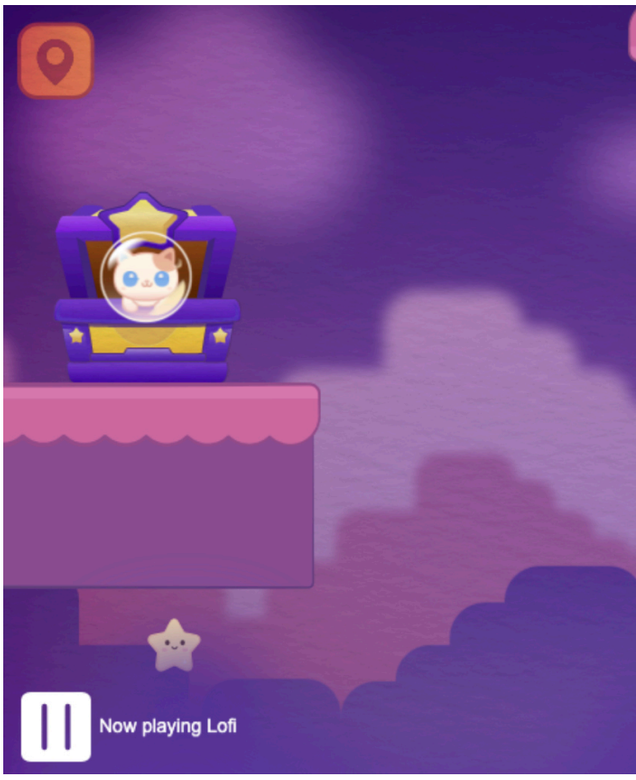
Dinámics

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

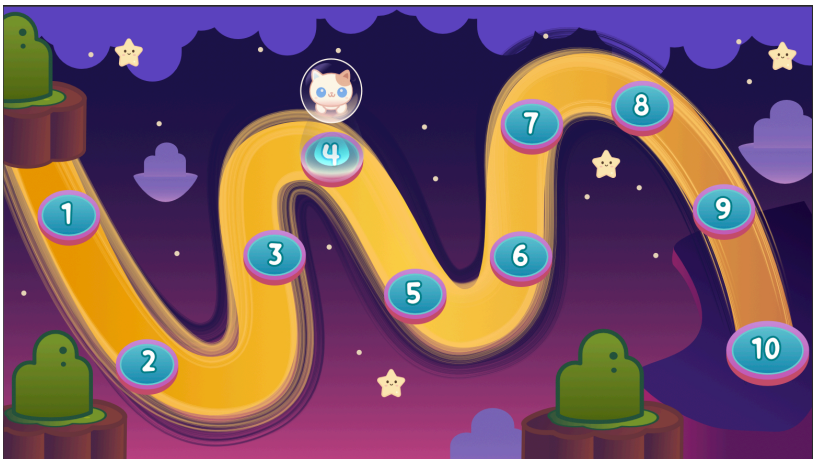
5 Progression

Biomas and maps

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

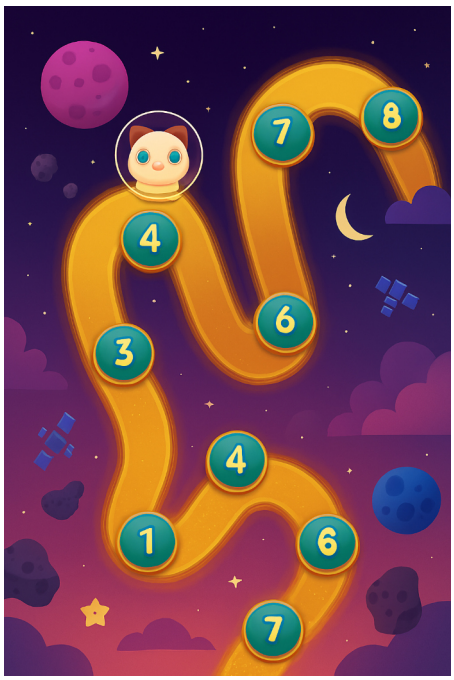
Each level is marked with a number and unlocks progressively, allowing players to access new challenges by completing the previous ones.

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

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