



By Robert Corra, Pixelles Game Writing Program 2023

Character Brief

Name: Daisy Strega

Type: Playable Character, Main Protagonist, Narrative RPG

Age: 17

Sex & Gender: Woman (she/her), Cisgender, Biromantic

Race/Origin: Half Italian/Half Puerto Rican

Important Visual:

She is most often seen wearing a black summer dress with pink high-top sneakers and her signature headband with fake daisy on the side

Alignment:

Lawful Good (well, she tries her best!)

Affiliation/Team/Org:

Finds out early in the game that she descends from a long line of witches/mages who watch over their communities from the most ubiquitous location in their neighborhood – the local bodega...

“I used to think the way you make a chopped cheese was magic. If I only knew...”

Archetype/Inspiration Character[s]:

Coming-of-Age Hero. Chosen One.

3-4 keywords (personality traits):

Brash, Respectful, Curious, Frustrated

Wants/Needs/Motivation:

Wants to make her own way in the world. Is conflicted between family obligations/wishes, her friends/social life, and her future aspirations. She always pictured herself one day leaving the neighborhood, but is that really what she wants? Would that equate to turning her back on things, especially now? Either way, she should be free to decide for herself, but she wants everyone to be happy. Not to mention safe. The burden is real!

Other character relationships:

Nonno Santo

Patriarch and elder statesman of the family. He raised Daisy and her younger brother Matteo along with their Nonna Rosa (subplot: what happened to her parents?). Owns the corner bodega where she spent a lot of time growing up. He has a calm demeanor and greets everyone with a warm, lazy smile. It looks like his eyes are half closed all the time, but believe me, he sees everything. Everybody loves him. He is secretly ill, but deep-down Daisy can tell.

“Cara, ever wonder why there’s a bodega on like every street corner? It’s our network. People sometimes call us pillars of the community. They right, but in more ways than one...”

Hector & Lindsey

Daisy’s best friends. The three of them were inseparable as kids. What will happen as they approach adulthood? Potential love triangle, etc. Deserving of their own character briefs.

Kitska

The cat that lives in Daisy’s bodega. All bodegas have a cat, duh. You never know when/where he’ll pop up. Imagine Daisy’s surprise when he one day starts talking to her? Kitska is aloof and mysterious, sometimes talking in riddles. He can be encouraged/bribed to help and to find out intel. Cats can go places humans can’t, after all. Kitska is a trickster, like all the bodega cats, and while Daisy can never quite get a good read on him, she trusts him.

Summary (max 4 words) that best describes your character:

Reluctant teen witch

Dialogue/Voice Notes:

Is streetwise and has a playful, sarcastic streak. Is quick to make a quip, but then sometimes feels bad right afterwards and apologizes. Tries to be respectful to her elders but can get frustrated/impatient when she feels like she’s not being listened to. Uses modern slang where appropriate.

Audio Voice Quality:

Teenage girl. Slight NYC accent. Talks fast when excited. Emphasizes words when they are meant to sting.

Quote(s):

“What’s the matter, *cat* got your tongue?”

“When are they gonna stop thinking of me as that dumb, little kid, with my head barely sticking up from behind the counter?”

“Stop saying *witch*, already. At least call me sorceress or something. Hmm, how about GODDESS ;)”

“S’funny. Even with all this...this...fantasy *stuff* going on right now, things seemed so much more magical back then...”

Biography/Background (300 words max):

Daisy’s world gets turned upside down when she finds out she’s a witch. Sort of. It starts with a talking cat, as all good stories do. Unbeknownst to her, she has reached the age where she can tap into the mystical properties of the family bodega. A new old world is opened to her, one of magic, folklore, and mysticism.

Her grandfather, weary with age, wants to entrust her with all its secrets, in hopes that she will take over the family trade. You see, every community needs a bodega, not just for groceries and delicious sandwiches at an affordable price, but to help keep the spirits at bay. All the trusty corner bodegas form a network, with portals in the basement that can whisk them to the many spirit realms when there are signs of trouble.

While she doesn’t mind helping, Daisy’s not so sure that this is the life for her. It’s hard enough navigating life as a teen! First there was quinceanera, then sweet sixteen, and now graduation is rapidly approaching.



But before she can put too much thought into it, a new threat emerges. There has been a disturbance in the network ever since the Orcos Supermarket broke ground mere blocks away. The cats have been acting strange, and the occasional spirit activity has increased to alarming heights. The fabric of the community has come under threat, and this time the stakes may be life or death. Does Daisy have the magic within her to save her family and friends? And what long-buried secrets will she uncover along the way? One thing's for sure, the neighborhood will never be the same...

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

- Narrative choices with a combination of mandatory and optional conversations that serve to advance the story to the next portal, but also provide additional color/backstory from the lives of the cast of characters in the community.
- Turn-based card battle system using upgradeable tarot cards and expendable items such as different saint-type candles, craft-able plants/potions, scratch off lottery cards, etc., that can be earned and/or made in the bodega.
- The narrative design should help explore and drive home the following themes:
 - Cultivating community & the true meaning of family
 - Paying healthy respect to the past/tradition (as opposed to empty nostalgia) while staying true to yourself and paving a way forward
 - The magic of diversity & independence as opposed to gentrification

Additional Info:

- She hates flan. Like, *really* hates the stuff. (Wait until she encounters her first slimes!)
- She can make a mean breakfast sandwich. Bacon, egg, and cheese. On a kaiser roll. *Always* a kaiser roll.
- She does not like to lose. At anything. She tends to avoid competition as a result, but once she's in, she's *in*. (She sometimes lets her little brother win, just don't tell anyone.)
- She has fond memories of playing in the fire hydrant sprinkler one summer when she was small, and a record (unnatural?) heat wave hit the city.
- She once shoplifted candy from a store but felt so bad afterwards that she went back to leave the money owed on the counter.
- Game Comps/Inspiration:
 - I Was a Teenage Exocolonist
 - Mutazione
 - Persona
- Visual Comps/Inspiration:

