

Adaptation of Historical Figures into Mobile Game Characters (Case Study: Hijikata Toshizo from Fate/Grand Order)

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Abstract—Movies and animations widely liked usually have good character designs. The audience often encounters elevating historical figures as one of the characters in the designed media, so it is necessary to understand what things need to be present when visualizing these characters. Hijikata Toshizo in history is a famous samurai in Japan and is a historical figure and often appointed in entertainment media such as animation, games, and comics, so Hijikata Toshizo is very popular among lovers of Japanese culture and history. The visual changes from the Hijikata Toshizo character in Japanese history to the Hijikata Toshizo character in Fate/Grand Order are analyzed so that it can be an additional reference for designers when designing characters based on historical figures. After the related data was collected, the data was later analyzed with the Manga-matrix method introduced by Hiroyoshi Tsukamoto to analyze the character design's shape, costume, and personality. According to the results of the analysis, there are similarities and variances in the character of the Hijikata Toshizo game and its historical counterpart. Each element was brought about through the use of historical evidence and the designer's creativity.

Keywords—History; Games; Character; Hijikata Toshizo; Manga-matrix

I. INTRODUCTION

Characterization in all informative media, primarily narrative elements, is significant. Characters like Heracles, Gilgamesh, Pitung, King Arthur Pendragon, and others are a small part of a line of characters that have been popular and remembered by listeners and passed on to the next generation. The existence of these figures indicates that characterization is an essential part and the thing the audience remembers the most [1], [2]. Designing a character that the audience likes is not always easy. In general methods, it even takes a process and related research to produce a good character design.

Especially the characters in Entertainment media, such as games, that lift and take inspiration from the ideas of characters in events throughout human history. Because it is a visual aspect of a game, character design needs to be done by adjusting it based on personality, storyline, and function in the game [3]. Likewise, the analysis process can be carried out by paying attention to these aspects, especially the visual aspects [4]. During the design of games like Assassin's Creed, the Ubisoft development team did a lot of historical and location research to present a gaming experience that places great

importance on historical events and figures. the design step begins and is carried out by collecting location documentation, buildings, researching historical events that take place according to the in-game period being designed [5].

Besides Assassin's Creed, the historical concept is also used in a mobile game called Fate/Grand Order by a Type-moon company from Japan with RPG and Visual Novel genres. Its first time was announced on Jul. 27, 2014 [6], and the latest game update Fate / Grand Order, was released on Sep. 28, 2022. In other words, this game is still stable and running by the developer. As previously stated, one of the concepts presented in this game is the characters that have been designed with new narrative and visual ideas. The characters in this game consist of various categories, ranging from historical figures to mystical figures from various cultures worldwide, including Japan.

This research aims to find the concepts and visual elements of a character design in media inspired by historical figures. In this research, a visual analysis is carried out using the breakdown method of the character section in the manga-matrix method. The object of analysis in this research is the character Hijikata Toshizo from the Fate/Grand Order game, which was designed based on the historical Japanese character of the same name, Hijikata Toshizo. Based on this explanation, this research aims to determine the extent of the adaptation of Hijikata Toshizo's character in the Fate/Grand Order game.

The story Hijikata Toshizo is about a Japanese historical figure who is quite popular and is often used as a source of inspiration in entertainment media, such as animation shows and games, including the game Fate/Grand Order. Its influence is evident in Japanese culture and political history development. He is a handsome young man with a height above the average Japanese population of his time [7]. As a samurai, he was known to be very disciplined and held the deputy commander of the Japanese public security unit, the *Shinsengumi*, during the *Bakumatsu* era.

II. RESEARCH METHOD

A. The Manga-matrix method

The method used is Manga-Matrix, introduced by Hiroyoshi Tsukamoto in his book published in 2006 to help

readers systematically design characters [8][9]. According to Hiroyoshi Tsukamoto, there are 3 Matrices considerations in character design.

- Form Matrix: Describing the elements of a character's form are described in tabular form
- Costume Matrix: Describing the elements of each part of the costume that the character equips.
- Personality Matrix: Describing information related to the character's personality to enrich the concept of character. The personality matrix has six parameters: Behavior, Profession, Status, Position, Biological environment, Special attributes, desires, and weaknesses.

The primary data consisted of the Historical figure Hijikata Toshizo and the character adapted from Berserker Hijikata Toshizo. Both need to be described based on historical documentation, such as his last photograph to be transformed into the 3 matrices of the manga-matrix system as in Figure 1. Going through the same step for the game character since it is easy to gain from in-game visuals and descriptions. The next stage is to analyze Hijikata Toshizo's character from Fate/Grand Order using the Manga-matrix method to find the Matrix data of forms and costumes. While the personality Matrix is obtained through biographies and in-game narratives related to the characters. With organized data in the form of form matrix, costume matrix, and personality matrix of both characters, then the answer of this research describes by how far the similarity and how far the adaptation made for the Character Berserker Hijikata.

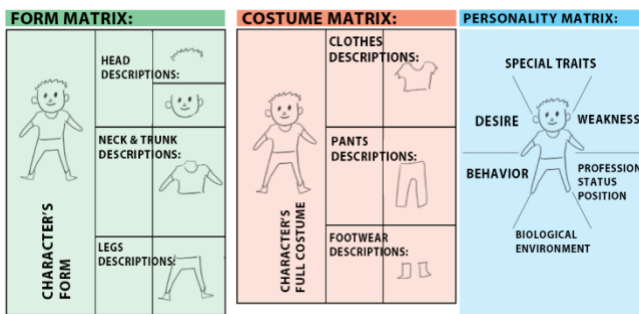


Fig. 1. The form, the costume, and the personality matrix of Manga matrix system (source: Author's Documentation).

III. RESULT AND DISCUSSION

A. Biography of Hijikata Toshizo (1835-1869)

Hijikata Toshizo's life history is inseparable from the history of the *Shinsengumi*, a particular police unit of the Japanese Shogunate from the *Bakumatsu* era to the *Meiji* Restoration. The *Shinsengumi* is best known for the massacre at the Ikedaya Inn in 1864 and the Hamaguri Gate incident in Kyoto. Its members consist of young *Ronin* (Masterless Samurai). One popular variation of the Shinsengumi uniform is the bright blue *Haori* (a kind of traditional Japanese jacket worn over a *Kimono*), whose sleeves have been cut shorter with a "White mountain Stripes" motif surrounding it [10].

Hijikata Toshizo is part of the Japanese *Shogunate's* special police force unit, the *Shinsengumi*. The *Shinsengumi* group repeatedly experienced internal conflicts over superiors who were cruel to the population using the *Shinsengumi* name,

members of infiltrators from the Japanese shogunate opposition group, and the defection of one of their superiors. During this time, Kondo Isami and Hijikata Toshizo applied discipline to each member to obey the Samurai code (*Bushido*). Seppuku punishes anyone who violates it. Hijikata Toshizo is one of those who give direct orders when a member needs to be punished on-site [11].

When the war the Japanese *Shogunate* declared itself to surrender the government to the Emperor, the *Shinsengumi* and other loyalist samurai of the *Shogunate* did not accept and fought against a group of reformers who wanted to ensure the Emperor of Japan ascended the throne. The loyalist troops of the *Shogunate* continued to experience defeat after defeat. After the *Shinsengumi's* internal conflict was over, Kondo Isami became the sole Commander, and Hijikata Toshizo was his deputy. Hijikata Toshizo changed his appearance, wearing western clothes and cutting his traditional topknot. With a grim smile, Hijikata Toshizo commented that swords and spears' fighting styles could no longer compete with firearms.

One day, Kondo Isami was caught and executed on charges of murdering one of the *Shinsengumi's* superiors and the murder of a shogunate loyalist who pushed Shogun Tokugawa to abdicate. Meanwhile, Hijikata continued the battle until he had to retreat and, together with Shogun loyalists, formed the Ezo Republic. However, the fighting continued to force the loyalist forces to retreat. Hijikata Toshizo knew that the battle could no longer be won easily, but he still did not give up and held on to the honor and discipline of the Samurai. He did not hesitate to punish his subordinates who fled the battle directly and would only assume the highest command of absolute obedience to his leadership. As his final day approaches, he gives his two blades, a photo of himself (Figure 2), and a letter he wrote to a young warrior to hand them over to his family in Hino city.



Fig. 2. The last Photograph of Hijikata Toshizo (source: shorturl.at/kPVX8).

Hijikata was shot in the stomach while riding a horse in the 1869 battle of Hakodate at 34 years old [12]. The monument was erected to commemorate the *Shinsengumi* unit

struggle in the city of Itabashi, where Kondo Isami was beheaded. The remaining *Shinsengumi* members then surrendered and were eventually disbanded. Hijikata's descendants later founded the Hijikata Toshizo Museum in 1994 in Hino city. The story of Hijikata Toshizo and the *Shinsengumi* is a story of a tragic young samurai fighting to the end even though their master (Shogun Tokugawa) has given up. Hijikata Toshizo's character was adapted into various forms of entertainment media:

- Moeyo Ken: a series of Novels by Shiba Ryoutaro from the years (1962-1964).
- Moeyo Ken: adaptation into a T.V. Series (1970)
- Shinsengumi!: NHK drama series (2004)
- Gintama: Manga, Anime, Movie, and Games (2003-2021)
- Golden Kamuy: Manga and Anime (2014-Present)
- Drifter: Manga and Anime (2009- Present)
- Fate/ Grand Order: Online mobile game (2015)

Many lists of adaptations of Hijikata Toshizo's character in entertainment media have not been mentioned yet. However, through these seven lists, it can be concluded that this historical figure is very popular both domestically in Japan and internationally.

B. Fate/ Grand Order Servant: Berserker Hijikata Toshizo

Fate/Grand Order, abbreviated as FGO, was a Fate/stays night series franchise owned by the Type-Moon company and first released in 2015 for the Android system. This game is in the RPG and Visual Novel genres. Until 2021, this game is top-rated in Japan and has become the seventh best-selling mobile game of all time over Pokémon Go. Fate/Grand Order was available in English and Korean in 2017 [13]. Based on the FGO in-gameplay experience, players take on the role of a 'Master,' an individual who can summon the spirits of heroes, legendary figures, or mystical figures from throughout human history as a 'Servant' and fight under the player's command. Generally, the summoned heroes' spirits appeared in their form shortly before their death in the real world, but this is not always the case for every servant. As a servant, Hijikata is a 'Berserker' class. The Berserker class is a savage servant, and its sanity is almost lost to be replaced by great power.

This game uses the visual style of the previous Type-moon game series as in Figure 3, namely the Manga-anime style. The fighting mechanism in this game is not much different from game series such as Final Fantasy in the early period, known as turn-based combat. The game narrative is presented as a Visual Novel following the main storyline, but the players are presented with a deeper story related to certain Servants. Servants are obtained through the gacha system, buying loot boxes with in-game virtual currency. The Art Director and character designer in this game are Takasi Takeuchi [14].

The Berserker character Hijikata Toshizo was first released through an in-game event related to the anniversary of the Meiji Restoration. Berserker Hijikata is a servant who appears in his final form before death.

Berserker Hijika is a glass cannon character. Based on Hijikata Toshizo's in-game Berserker story, as seen in a visual

novel format, players meet at the *Shinsengumi* police headquarters for the first time and practice swordsmanship under Hijikata's direct supervision. Berserker Hijikata has a significant damage deal in the battle session but weak HP. The lower the HP, the more considerable damage he hits. The *Shinsengumi* then ambushed the Japanese Shogunate's opposition group at the Ikedaya inn. Hijikata gave the command to the members of the *Shinsengumi*. After the ambush, the *Shinsengumi* became popular and were even given a promotion by the Japanese shogunate government. The story continues until the Toba-Fushimi battle occurs, where the *Shinsengumi* troops are defeated by the Japanese imperial forces who want to replace the Japanese shogunate government. Hijikata scolded and threatened his men, who feared the enemy's firearms attack. He realized that fighting with the sword was no longer enough to defeat the opponent's firearms and decided to retreat. Hijikata then concluded that

their defeat was due to weapons and determined to win in the next battle. After collecting new weapons and changing his western appearance, Hijikata and his troops now fight using swords and firearms.



Fig. 3. In-game character sprite of Berserker Hijikata Toshizo (source: Fate / Grand Order in-game image , edited).

The *Shinsengumi* have lost many times; Kondo Commander Isamu is captured and executed, and Okita Souji dies of illness. Hijikata was then offered to be the Commander of the resistance forces by his superiors, but he refused because the conditions he asked for could not be fulfilled, and he immediately left the room without hesitation. The conditions that Hijikata wanted were absolute obedience and discipline under his command. Anyone who violated would be sentenced to death directly by him.

During one of the battles in Ezo, for the first time, the unique skills of Berserker servants were activated. Hijikata and his troops set off for Ezo and resisted the opponent's attack. Hijikata and the troops managed to withstand the enemy's attack and decided to share and drink sake toast at his army camp in the evening.

Hijikata left his traditional Japanese dress style (blue *Haori* *Shinsengumi* uniform in history) and wore western-style clothes *but* still fought for his belief in the government he was defending until he died in the battle of Hakodate. Despite being a Mad Warrior, Hijikata's uniqueness in Fate/Grand Order is his ability to stay conscious and not lose control even though he fights like a mad demon after activating his Berserker skill. Hijikata considers himself a part of the *Shinsengumi* and holds the principle that the group will not perish if he stays alive and fights against the enemy.

Hijikata then requested the player to return to his hometown and report the war situation, as well as bring a photo of himself. When the player chose to stay and fight with him, Hijikata was furious and threatened to execute the player immediately if he disobeyed orders. The player reluctantly agreed, and for the first time, Hijikata realized that the player was currently witnessing the dream of his servant, Hijikata Toshizo. Hijikata was determined time and time again that the *Shinsengumi* would not if he was alive and fighting.

During his final battle, Hijikata fought even more recklessly, his troops unable to keep up with his madness. Whether consciously or not, in the middle of the battlefield, Hijikata saw many black figures with bright red eyes that he did not know. However, without hesitation, he continued to shout his resolve and fought like a mad devil.

C. Discussion

Body shape and proportions have a vital role in communicating information about a character. For example, the cute shapes and action pose displayed can give an energetic impression and attract the attention of specific media targets [15], while the body proportion visually not only aids visual signals of the body shape, it also aids visual characters recognizable into some particular visual styles such as chibi characters, American superhero characters, retro-style characters, and others. Stereotypes are also considered in character design by applying certain stereotypes so that characters become more easily recognizable [16]. Meanwhile, to do a character design inspired by history, of course, considering the research of available historical records or documentation and then adding adaptations according to the concept of the designed media. From a similar process, the analysis of the adaptation of the concept of a character design can also be known by breaking down the parts of the character that inspired it and the character design that adapts it using the three manga matrix charts.

As previously explained, the data related to historical figures and their adapted characters are then converted into explanations that are categorized into each matrix. For example, the form matrix will review and describe what it looks like based on photos of documentation of Hijikata Toshizo's character. Followed by the costume matrix, and finally, the personality matrix. Then the same steps were applied to the Berserker game character Hijikata Toshizo from Fate/Grand Order. The similarities and differences can be analyzed from the grouping and description of each matrix.

1) Hijikata Toshizo's manga-matrix character

Based on the Form Matrix chart in figure 4, the character Hijikata Toshizo is a young Japanese man, manly and taller than the average Japanese. His hair was not too long and slicked back, and he had a handsome face and a rugged look. Based on his biography, Hijikata Toshizo was a Deputy in Shinsengumi, a special police force in the Japanese Shogunate in the Bakumatsu era, so it can be assumed that his body is quite strong with police discipline training. It proved by the fact that Hijikata Toshizo was a swordmaster

Based on the costume Matrix chart and Hijikata Toshizo's recent photographic documentation in Figure 5, he wears a European-style outfit with a black cloth coat, vest, and pants. While under his vest, he wore a white shirt. An accessory was chained to his vest, probably a pocket watch like those worn by ordinary Europeans. While on his feet, he wore long leather boots. It is commonly worn in the military. On his waist is a

sheathed Katana. The Katana is a symbol of a Samurai. His biography explains that Hijikata had commented when he withdrew from the battle before Kondo Isami was caught about his changing fighting style. According to him, swords and spears could no longer defeat firearms, so he soon decided to cut his hair shorter, wear European-style clothes, and take advantage of European combat tactics and strategies.







| FORM MATRIX: | | |
|--|--|--|
|  <p>Hijikata Toshizo's Form: In his last documented photograph, Hijikata Toshizo was a 33rd-year-old Japanese male.</p> | <p>Head: Hijikata Toshizo has black hair, almost shoulder-length, combed to the back of his head. Hijikata Toshizo was famously handsome and always looked solemn, even when he smiled.</p> |   |
| | <p>Neck & Trunk: Hijikata Toshizo was a tall man, even for the average height of a Japanese male at his time. His body looked healthy because he routinely trained and supervised his subordinates in the Shinsengumi unit.</p> |  |
| | <p>Arm: Hijikata Toshizo probably had strong arms due to his frequent sword practice. But, No indication of disabilities for both of his hands.</p> |  |
| | <p>Waist & Leg: Visually, there was no indication of disabilities or amputation in both of his legs. However, in one of his battles, Hijikata Toshizo was shot in one of the legs. The injury rendered him hospitalized for weeks</p> |  |
| | <p>Skin Colour: Hijikata Toshizo probably had a lighter skin color based on his last photograph.</p> | <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; text-align: center; line-height: 80px; font-size: 2em;">?</div> |

Fig. 4. Form Matrix of Historical Hijikata Toshizo.
(source: Author's Documentation).

According to his biography, Hijikata Toshizo desires to maintain the integrity of the Shinsengumi unit and the leadership of the Tokugawa Shogunate. In addition, he also claimed to want to clear the good name of Kondo Isami, who was executed. Being beheaded is lower than dying in battle or committing seppuku. Hijikata Toshizo's Profession, Position, and status are written in his biography. Hijikata Toshizo was a security police officer, who served as deputy commander, and his profession remained active until the day of his death.

Biological Environment Hijikata Toshizo is, of course, on the territory of Japan. Hijikata Toshizo's unique traits are his loyalty and seriousness in indiscriminately enforcing discipline on each of his subordinates. Hijikata walked steadily and was very confident. His facial expression always looks solemn, as Hijikata Toshizo's weakness is still related to other personalities. He is considered too cruel and does not hesitate to execute lawbreakers on the spot. The stringent law makes him quickly hated by other people. He even once felt very sorry for directly slashing his subordinates, who were young and did not dare to fight many enemies.

Meanwhile, Berserker Hijikata's personality matrix is still not too different from the character who inspired in design. Berserker Hijikata is also a solemn, disciplined, and very loyal character. As one of the superiors of the *Shinsengumi* police, Berserker Hijikata is also one of the sword trainers of the *Shinsengumi* members, making him one of the sword masters. Several times in the cut scenes of the visual novel, Hijikata threatens to slash with his own hands if he sees them fleeing the battlefield. While realizing that multiple defeats were on his side, Berserker Hijikata changed his clothing and fighting styles. Berserker Hijikata was fighting using a field and a flintlock rifle. During his last two battles, for the first time,

| COSTUME MATRIX: | | |
|--|---|---|
|  | Clothes: <i>Hijikata Toshizo wears a set of long European-style dark coats, a dark vest, probably with a chained pocket watch, and a white long-sleeved shirt underneath.</i> |  |
| | Pants: <i>Hijikata Toshizo wears long dark fabric pants that match his coat and vest. A light-colored belt wrapped around his waist, the katana and its scabbard probably fastened to the belt.</i> |  |
| | Footwear: <i>Hijikata wears long black leather boots on his feet, standard footwear for a soldier.</i> |  |

Fig. 5 Costume Matrix of Berserker Hijikata Toshizo (source: Author's Documentation).

2) Berserker Hijikata Toshizo's manga-matrix character

In the Matrix chart (Figure 6), Berserker Hijikata is an adult male humanoid character illustrated in a manga-anime visual style. His dark green hair is slicked back and looks messy, while his face looks solemn and cold. Based on the in-game story, the Berserker Hijikata Toshizo character was designed based on the original character, namely Hijikata Toshizo.

Hijikata Toshizo's Berserker costume chart in Figure 7 shows the overall European-style outfit. However, it can also be noted that specific decorations and details give the impression of a fantasy world. From the various details seen, some of them are very interesting. Among them is a long coat that is wet with blood at the ends, a black and red vest detail that gives the impression of a modern police pistol holster vest, and the last clothing detail on the thigh of his pants are three white circles on both legs that seem fantasy and techno. Besides wearing a red-gloved katana, Berserker Hijikata was seen arming himself with an early European colonial-era flintlock-style rifle.


| FORM MATRIX: | | |
|---|---|--|
|  | Head : <i>Hijikata has dark greenish hair, combed back and a bit messy. His face always looked solemn and cold.</i> |   |
| | Neck & Trunk : <i>Hijikata was a young man with height above average Japanese at that time. That makes his body look in good shape and healthy.</i> |  |
| | Arm: <i>His hands are still complete and healthy, and he has no indicated disability or has been amputated</i> |  |
| | Waist & Leg: <i>Both feet are still complete and healthy, and he has no indicated disability or has been amputated. However, in the actual historical event, Hijikata was shot in one of his legs rendered him hospitalized for weeks. Nevertheless, he still can fine when fighting until his last battle and death.</i> |  |
| | Skin Colour: <i>Based on his in-game character sprite, Berserker Hijikata has a bright, almost pale skin colour.</i> |  |
| | Berserker Hijikata Toshizo: <i>Based on his in-game character sprite, Berserker Hijikata looks like a humanoid male adult with a tall and healthy body.</i> | |

Fig. 6. Form Matrix of Berserker Hijikata Toshizo (source: Author's Documentation).

Berserker Hijikata showed any indication of his madness in battle. He fought like a maddened demon bathed in the blood of his enemy while shouting, "The *Shinsengumi* will not die as long as I am standing!"

Based on the in-game explanation, Fate/Grand Order shows that Berserker Hijikata's personality is not much different from his inspiration, the historical figure of Hijikata Toshizo. Because it is an adaptation and a character design, the elements of the personality matrix are clearer. In battle, Berserker Hijikata often shouts the name of the Shinsengumi group as his battle cry as a behavior. While his unique traits, despite being a servant class berserker who generally loses his

sanity in battle, Berserker Hijikata can still communicate and does not lose his sense completely.

The biological environment of Berserker Hijikata adapts the primary setting of the game's story, which is the headquarters of a fictional organization called the Chaldea Security Organization. Berserker Hijikata works as a servant, to be precise, the Berserker class. However, since his greatest wish was for the integrity of the Shinsengumi, Berserker Hijikata could still be said to be a deputy commander of the Shinsengumi unit. In his In-game stats, the Berserker Hijikata character is known as one of the servants with minimal HP at the initial level. Because he is cold and serious, he can easily give mean comments to players. Berserker Hijikata's play style is severe damage and risk in battle, so some players need to build their battle plan to fit Hijikata's uniqueness to gain the effectiveness of his explosive damage.

3) The similarity and The adaptation

Through the analysis of each matrix and each character, similarities and differences were found between these two characters. The similarities are:

- Both have the same dark hair color, and the same side hairstyle combed to the back of the head.
- The expressions on the faces of the two are still made the same, and these two Hijikata are both cold-faced and very serious.
- Both have a good shape and healthy bodies. Their clothes worn are also European styles and dark in color. The set of clothes consists of a long outer coat, a black vest, black trousers, and long boots.
- It might be undeniable because of the relationship between the two as the inspiration and the adapted, but it still needs to be written down. The two have an almost similar biography, The tragic story of a group of young Samurai. It started with Hijikata practicing swordsmanship with Kondo Isami, then being allowed to form a special force unit created by the Japanese Shogunate, then building the prestige of the Shinsengumi through the Ikedaya incident, and fighting until the last breath to restore the Shogunate's power taken over by the reformers under the rule of the Japanese Emperor.
- Both Hijikata changed fighting tactics after realizing that firearms were so effective in future warfare and then decided to adapt through dressing and the strategy of fighting against the forces of enemy firearms. However, the two also remained firmly in holding devotion to their Shogunate so high.
- During his lifetime, these two Hijikatas were called demons because of the brutality of their discipline and their brutality on the battlefield. Including convincing and upholding the integrity of the Shinsengumi unit even though it must be paid for with its life

This similarity helps the target media to be at least able to recognize the character. Of course, the design of the characters does not always have to be precise according to the story and explanation of the history. From the points of similarity, character design can also present new elements that can distinguish them or even make them memorable for a specific






| COSTUME MATRIX: | | |
|---|---|--|
|  | <p>Clothes:</p> <p>Hijikata wears a long European black coat that is not fully equipped, especially by his arms. It only hangs on his shoulders; only the top of the coat is buttoned. The lower area of the coat was soaked red by drops of blood.</p> <p>Covered by his long coat, Berserker Hijikata wears a black and red vest that almost looks like a modern police pistol holster vest.</p> <p>Under the vest, he also wears a white long-sleeve shirt and red gloves to match his vest</p> |  |
| |  | <p>Pants:</p> <p>Berserker Hijikata wears long black pants with some red stitch lines and white circles decorative on both thigh areas. The red stripes and white circle decoration almost looked more techno-themed.</p> <p>On his waist, a big white belt circled his waist. On his left hip, a holstered flintlock rifle and a katana with a red scabbard.</p> |
|  | <p>Footwear:</p> <p>Berserker Hijikata wears long black boots with decorative red stripes and white circles that match his vest and long black pant.</p> |  |

Fig. 7 Costume Matrix of Berserker Hijikata Toshizo (source: Author's Documentation).

entertainment medium. Some of the points of difference that take precedence over these two characters are:

- Berserker Hijikata is a 2D Manga-anime visual style character. The shape is very different with this visual style, but the implications and impressions are the same. The very based difference is found in the character's dimensions itself.
- Previously, the two hairstyles were similar, but Berserker Hijikata has some specific details. Hijikata's Berserker hair looks slicked back, but it is messy, with minimal hair still falling on his forehead (not combed). Naturally, the color of human hair outside Europe is dark, but in design, it is slightly greenish. It is usually done to avoid too many characters with dark hair colors.
- The faces of the two characters still look attractive and fall into the handsome category, but Berserker Hijikata's face looks serious, unhinged, and angry.
- When entering into berserker mode, Berserker Hijikata's two eyeballs turn white or red, depending on the impression of madness displayed in battle.
- At the point of costume, there is a very significant difference. Even though both wear European colonial-style clothes, Berserker Hijikata gets additional details that are very visible. The red stitching lines that can be found from the coat to the shoes, with the addition of brightly colored circle decorations, actually give the impression of a techno-theme outfit rather than a fantasy.
- An interesting detail at the bottom end of Berserker Hijikata's coat is soaked with blood. It gives the impression that this character fights until his coat is covered in the enemy's and his blood. It fits perfectly with Hijikata's second personality, which is a warrior who fights to the death holding on to his beliefs and loyalty
- Even though they both wear black vests, Berserker Hijikata's clothing details on Hijikata's vests give the impression of being similar to modern police vests where they holster and hide guns. Only visually, it looks like a modern gun holster vest. If looked further, it turns out that the function is not the same.
- Unlike in the photo documentation of the character that inspired him, Berserker Hijikata wears red gloves, matching the color of the details and the stitching lines along his outfit.
- The Berserker Hijikata character is seen wearing a belt that is wider and has more ties to it. Unlike the photo of the original character, who only wears a common leather belt. The belt gives a fantastic impression.
- Berserker Hijikata is shown using firearms as one of his fighting tools. On his belt was tied a katana. This traditional Japanese sword is the symbol of a samurai. Otherwise, it would be nearly impossible to do Hijikata's Berserker character design. Interestingly, another additional detail is the presence of a flintlock rifle and its holster on Berserker Hijikata's waist, unlike the character that inspired him. It aligns with the

biography and in-game story contained in the character's visual novel.

- Because of the game's concept, this flintlock rifle fires projectiles with visuals and attacks power beyond the laws of physics in the real world. When fired, it looks more like a cannon.
- Likewise, the difference is visible in the trousers and long boots thanks to the previously described.
- In addition to body shape and costumes, the biography and personality of the two still have similarities. The most significant difference is at the end of both life stories. In the backstory of Berserker Hijikata, his last battle in Hakodate is depicted with Berserker Hijikata giving orders and threatening his troops not to try to escape from the battle because he will cut them down if that happens. By shouting, "The Shinsengumi will never disappear as long as I stand!" while lunging and slashing his enemies. When he realized that those around him were no longer the enemy troops but a mysterious creature resembling a smoke monster with glowing red eyes, Hijikata did not flinch and continued slashing the mysterious creatures while shouting the name of the Shinsengumi until he finally died.

IV. CONCLUSION

These points of similarity are essential in character design because they are concepts that bind between those who inspire and those who become adaptations. This similarity becomes a common thread for observers and design targets in identifying a character that is the inspiration of a historical figure.

Of course, it is necessary to add or subtract from similar results so that the character design does not become one of the characters copied raw from the original form. These additions and subtractions are highly recommended to keep adapting the concept of the media in which these characters are placed.

It can be concluded that the design of a character which is an adaptation of a certain historical figure, can be done by collecting historical related data to prepare aspects of the similarity of a character design with its inspiration, then proceed by adjusting these aspects parallel with the concept of media that being made. The target media can be identified as the Historical figures inspired. In the creation of the Berserker Hijikata Toshiro character from the Fate/ Grand Order game, it can be concluded that the adaptation is made by first making the basic similarities such as hair, body shape, costume type, and character backstory which are then adapted to the creative concept of the Fate/ Grand Order game so that it becomes more attractive and easy to identify.

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