

THE TRUTH OF ADAM

GAME DESIGN DOCUMENT

CONTENTS

1. OVERVIEW:	2
1.1 GAME OVERVIEW:	2
1.2 PLATFORM:	2
1.3 TARGET AUDIENCE:	3
1.4 GENRE:	3
2. GAME MECHANICS:	5
2.1 MOVEMNT COMBAT SYSTEM:	5
2.2 OVERWORLD MOVEMNT:	5
2.3 UI:	6
2.4 WEAPONS:	8
2.5 ITEMS:	11
2.6 UPGRADES:	11
3. CHARACTER & ENEMY DESIGN:	12
3.1 SAM:	12
3.2 ADAM:	12
3.3 ENEMIES:	14
3.4 RED GROUP:	16
3.5 BLUE GROUP:	17
3.6 GUARDIANS:	19
3.7 THE LICH KING:	22
3.8 SAM'S GRANDCHILD:	23
4. GAMEPLAY LOOP:	24
4.1 PRIMARY LOOP:	24
4.2 SECONDARY LOOP:	24
4.3 TERTIARY LOOP:	24
4.4 NEW GAME+ LOOP:	25
5. ART:	25
5.1 ART STYLE:	25
5.2 ANIMATION:	26
5.3 OPENING CUT SCENE:	26
6. STORY:	28
6.1 OVERWORLD:	28
6.2 HISTORY:	29
6.3 CAMPAIGN:	31
6.4 NEW GAME+:	32
7. DEVELOPMENT:	32
7.1 PROTOTYPE OVERVIEW:	33
7.2 VIDEO:	33
7.3 LINK:	33
7.4 DEVELOPMENT PLAN:	34
REFRANCES:	35

1. OVERVIEW:

1.1 GAME OVERVIEW:

ONE BREATH PITCH:

A 2D top-down RPG with combat centred around movement with ever changing power dynamics between hunter and hunted.



CONTEXT:

The player controls a girl named Sam who wields a sentient sword named 'Adam'. Sam lost her family to the mysterious phenomenon within the local Dungeon's. Together Sam and 'Adam' will find her father, slay creatures and uncover the secrets held within the darkness. Along Sam's journey she will meet many strangers, some of which can help her quest, but only if Sam wants their help. The more Sam delves deeper into the Dungeon the more secrets she uncovers. The world she knew wasn't quite what it seemed.



ARSTYLE:

There are two distinct art styles found within The Truth of Adam. The gameplay is confined to a retro pixel art style reminiscent to SNES RPG's. However, a stylised animated art style is used in any aspects of the game where storytelling or conversation is present.



Celeste (2018), cited by Derek L.H. (2019)

1.2 PLATFORM:

NINTENDO SWITCH:

The Truth of Adam will be available as a digital only exclusive indie title. Players will have to download the game from the Nintendo eShop.



Switch (2017), cited by Joseph Yaden. (2018)

EXCLUSIVE:

The Truth of Adam will be a console exclusive Nintendo Switch game, Nintendo has showed their commitment to supporting indie titles on their console with entire online showcase events dedicated to indie developers "Nindies Direct".

1.3 TARGET AUDIENCE:

BARTLE TEST:

The Bartle Test of Gamer Psychology (*Dr Matthew Barr*) highlights the 4 categories found in people who play video games and their behaviours: Achievers, Explorers, Killers, and Socializers. The Truth of Adam focuses on 'Explorers' in its campaign gameplay. However, the content found in 'New Game+' focuses on 'Achievers' and 'Socializers' within its gameplay.

TARGET RATING:

We aim to have the Truth of Adam rated at PEGI 7. According to the overview of PEGI ratings on their website the scope of the game will align with a PEGI 7 rating due to its "depiction of non-realistic or non-detailed violence." PEGI (2007).



PEGI (2007), cited by Pan European Game Information. (2017)

TARGET MARKETING:

Due to the hardcore fan base around Nintendo, specifically its subcultures focused around 'Indie Titles' and 'Digital Only Games', many content creators specialise in these areas entirely (*Research Document*). They have a large following of people who share this passion. Our marketing campaign will be built upon tapping into this community and engaging with these content creators to talk about and review the game.

1.4 GENRE:

OVERVIEW:

By defining the genres below this will give us clearer design parameters when creating the game, whilst also giving us insight into the overlap between fans in these genres and Switch enthusiasts. This data will be fed into our target marketing and will help us filter the content creators which most align with our game's genre.

TOP DOWN:

DEFINITION:

"Any game that offers an elevated viewpoint above the action can be considered to have a top-down or overhead perspective. This can include games with Isometric graphics, dual-joystick shooters, and 3D platformers. It can be somewhat similar to a Third-Person Perspective, but the defining difference is usually the fact that a top-down view is always above and at a fixed position and/or rotation."

Top-Down Perspective (no date)



**Alien Breed (1991), cited by
Turn-Based (no date)**

TURN-BASED:

DEFINITION:

"Turn-based games divide in-game actions into a series of distinct parts known as turns. Turn-based gaming is often associated with the combat systems in some RPGs and strategy games. Turn-based battle systems are often contrasted with Real-Time Combat.

Some turn-based systems allow the player to take all the time they want to consider their next move, and nothing in the game world will advance until the player acts..."

Turn-Based (no date)



**Knights of the Chalice (2009),
cited by Turn-Based (no date)**

STRATEGY:

DEFINITION:

"A strategy game or strategic game is a game (e.g. video or board game) in which the players' ... decision-making skills have a high significance in determining the outcome. Almost all strategy games require internal decision tree style thinking, and typically very high situational awareness."

Strategy game (2019)



Famous Chess Game (2011)

RPG:

DEFINITION:

"A role-playing game (RPG) is a genre of video game where the gamer controls a fictional character (or characters) that undertakes a quest in an imaginary world. Defining RPGs is very challenging due to the range of hybrid genres that have RPG elements. Traditional role-playing video games shared three basic elements:

- Levels or character statistics that could be improved over the course of the game
- A menu-based combat system
- A central quest that runs throughout the game as a storyline



**Chrono Trigger (1995), cited
by Mark Filipowich. (2011)**

Modern and hybrid RPGs do not necessarily have all of these elements, but usually feature one or two in combination with elements from another genre."

Role-Playing Game (RPG) (no date)

2. GAME MECHANICS:

2.1 MOVEMENT COMBAT SYSTEM:

CONTROLS:

A chess-like grid will spawn around the player when combat is initiated. In this mode the player can only move one tile at a time, taking turns moving with the enemies.

The controls system is as follows:

 : Moves the player up, left, right and down. / Highlights UI options.

 : The player interacts with the environment. / Selects a highlighted UI option.

 : Toggles opening and closing the players inventory.

 : Toggles opening and closing the map.

 : Toggles upgraded weapons additional abilities.

 : Numbers are assigned weapons, when pressed they are equipped

RULES:

1. When the player enters a room in the Dungeon their movement bar is empty. Each time the player moves, the movement bar increases by one until the bar reaches the weapon icon.
2. When the movement bar reaches the weapon icon, the weapon activates, meaning the player must attack. How many attacks the player can manage corresponds to how many increments the attacking bar displays.
3. As the weapon is activated the player strategically chooses which direction to attack. The attacking bar increases by one with each attack, this makes the player attack the highlighted environment.
4. When both the attacking bar is full, the weapon is deactivated. The player cannot attack.
5. An Enemy will track the player and attack them when the players weapon is deactivated.
6. When the players weapon is activated, the enemy will run away from the player to avoid being attacked.
7. The player must kill all enemies in the area to enter the next randomly generated room in the Dungeon.

GAMEPLAY VIDEO LINK: <https://youtu.be/o3H6uJ4tVWI>

2.2 OUT OF COMBAT MOVEMENT:

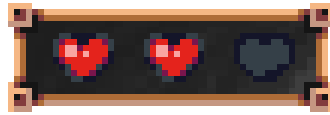
CONTROLS:

Movement out of combat uses the same key bindings highlighted above. The only differences are the player no longer takes turns to move, as there are no enemies to take turns with. The player now moves much faster and they can now hold down the movement keys to keep travel in a set direction. The player is still confined to moving within a grid however, the chess-like grid tiles disappear from the environment.

2.3 UI:

PLAYER HEALTH:

How much damage the player can take before they die (*measured in full hearts*).



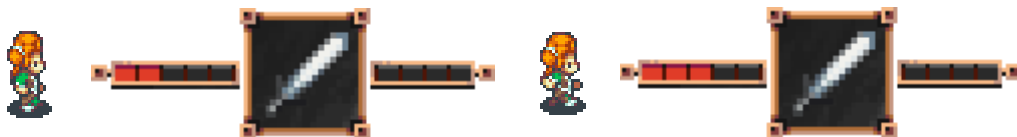
EQUIPED WEAPON:

Shows the player what weapon they have equipped.



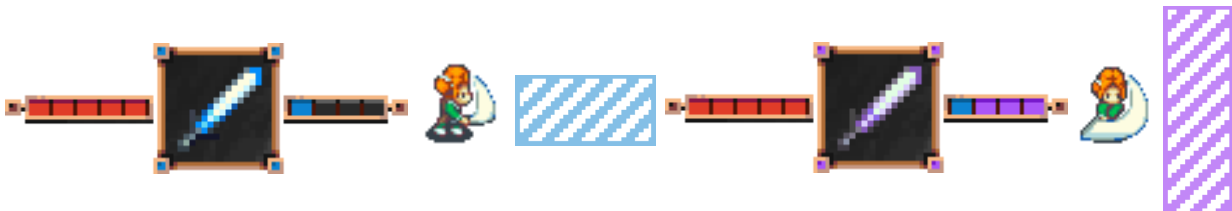
MOVMENT BAR:

Increments by 1 when player moves, Shows player how many moves until player can attack.



ATTACK BAR:

Shows the player how many attacks the player has with their equipped weapon.



WEAPON CHARGE INDICATOR:

Particles activate within the equipped weapon UI box the turn before the player attacks.



ENEMY HEALTH:

How much health an enemy has (found above enemy's head).



FLEE STATUS EFFECT:

An icon that indicates to the player that the enemy is fleeing.



BURN STATUS EFFECT:

An icon that indicates to the player that the enemy is taking burn damage this turn.



FROST STATUS EFFECT:

An icon that indicates to the player that the enemy is frozen and cannot move this turn.



POSION STATUS EFFECT:

An icon that indicates to the player that the enemy is taking poison damage this turn.



PARALYSED STATUS EFFECT:

An icon that indicates to the player that the enemy is paralysed and cannot move this turn.



BLEED STATUS EFFECT:

An icon that indicates to the player that the enemy is taking bleeding damage this turn.



2.4 WEAPONS:

OVERVIEW:

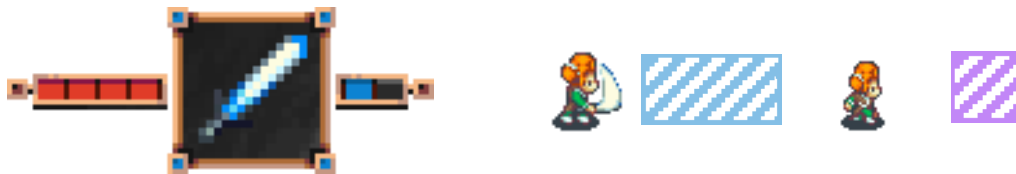
Each weapon equipped by the player is inhabited by a member of ADAM. The weapon activates once the movement bar has reached its maximum, this will make the player attack automatically, 'First Strike' is the initial action taken when the movement counter has reached its maximum. The area affected by 'First Strike' is highlighted in blue. 'Charge' is the subsequent attacks made by the weapon until the weapon deactivates and the movement bar resets. The area affected by 'Charge' is highlighted in purple.

STARTING SWORD:

First Strike - Attacks 2 tiles in the direction the player is facing [MAX DMG]

Charge - Player rolls over one tile and lands on the next

Movement Bar: 4 | Attacking Bar: 2



TWO-HANDED SWORD:

First Strike - Attacks 2 tiles in the direction the player is facing [MAX DMG]

Charge - Player attacks 3 horizontal tiles 3 times, each attack halving DMG

Movement Bar: 5 | Attacking Bar: 4

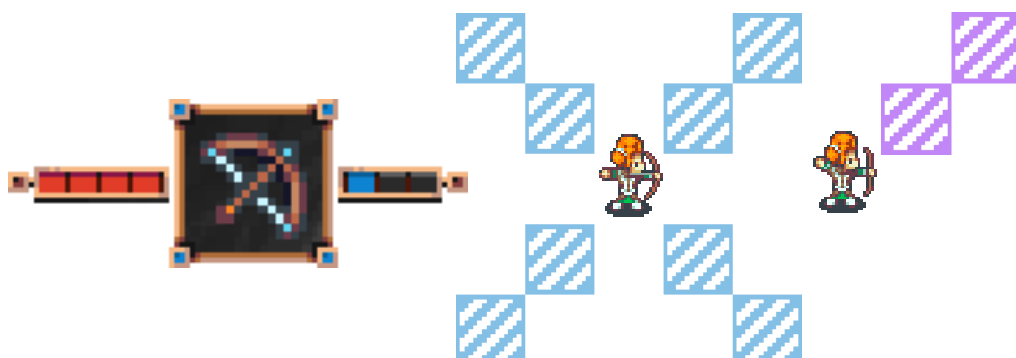


BOW:

First Strike - Player aims bow, all diagonal tiles from the player are in range

Charge - Player can release arrow on first charge or hold until next turn for double DMG

Movement Bar: 4 | Attacking Bar: 3



DAGGER:

First Strike - Attacks 1 diagonal tile from player [MAX DMG]

Charge - Target receives bleeding, target takes bleeding DMG for all 3 charges

Movement Bar: 3 | Attacking Bar: 4

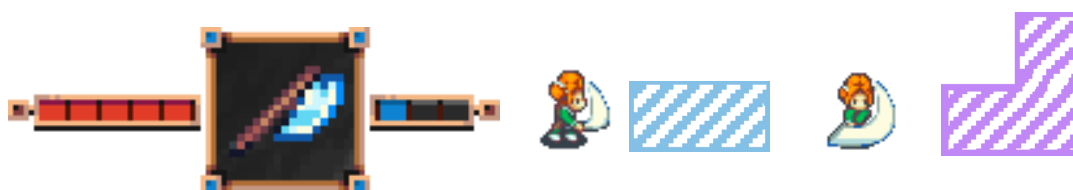


AXE:

First Strike - Attacks 2 tiles in front of player [MAX DMG]

Charge - Player attacks 3 tiles ('L' shape), The next attack is mirrored [HALF DMG]

Movement Bar: 5 | Attacking Bar: 3

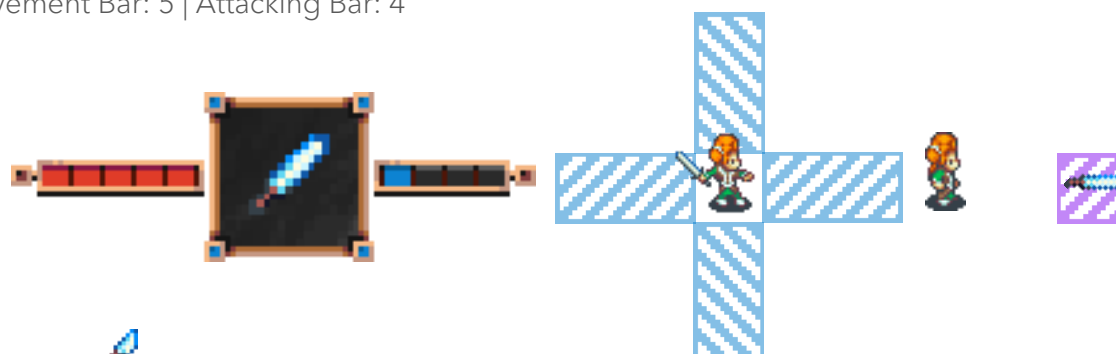


THROWING KNIFE:

First Strike - Attacks any horizontal or vertical tile from the player [MAX DMG]

Charge - Sticks in target dealing DMG for all 3 charges, player must retrieve knife

Movement Bar: 5 | Attacking Bar: 4

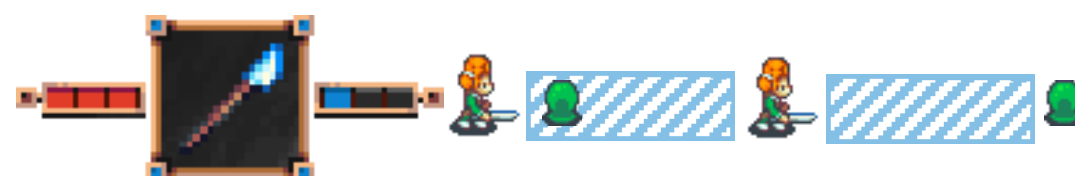


SPEAR:

First Strike - Attacks 3 tiles in front of player [MAX DMG]

Charge - Pushes target 3 tiles from direction the target is hit from

Movement Bar: 3 | Attacking Bar: 3



BALANCING:

Until prototyped no numbers associated with the movement or attacking bar are fixed. Play testing shall commence to confirm these design choices are what is best for the combat, if not changes can be made to balance the game.

2.5 UPGRADED WEAPONS:

OVERVIEW:

During 'New Game +' the player will have the ability to upgrade their weapons to have acquired new toggleable abilities that build upon the foundation created by their lesser incarnations.

UPGRADED TWO-HANDED SWORD:



First Strike - Player attacks all tiles directly surrounding the player [MAX DMG]

Charge - Player attacks 3 horizontal tiles 3 times, each attack halving DMG

Movement Bar: 5 | Attacking Bar: 4



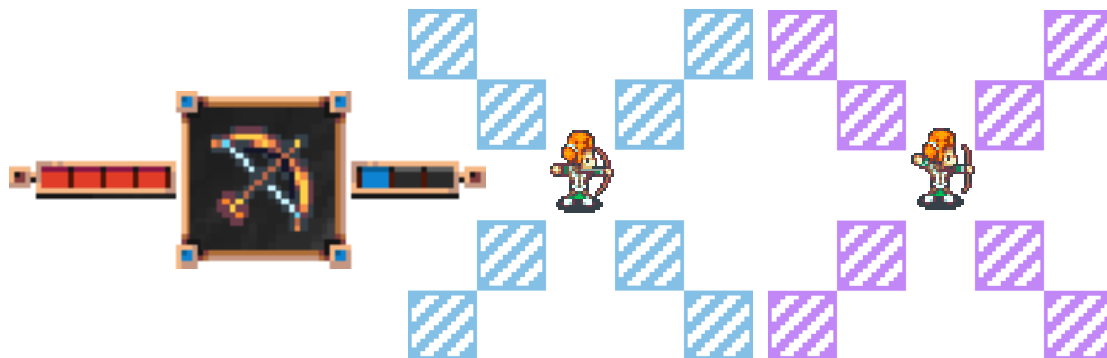
UPGRADED BOW:



First Strike - Player aims bow, all diagonal tiles from the player are in range

Charge - Player can release 4 arrows on first charge or hold until next turn for double DMG

Movement Bar: 4 | Attacking Bar: 3



UPGRADED DAGGER:



First Strike - Attacks all tiles directly surrounding the player [MAX DMG]

Charge - Target receives bleeding, target takes bleeding DMG for all 3 charges

Movement Bar: 3 | Attacking Bar: 4



UPGRADED AXE:



First Strike - Attacks 3 tiles in front of player and one central tile ('T' shape) [MAX DMG]

Charge - Player attacks 3 tiles ('L' shape), The next attack is mirrored [HALF DMG]

Movement Bar: 5 | Attacking Bar: 3



UPGRADED THROWING KNIFE:



First Strike - Attacks any horizontal or vertical tile from the player [MAX DMG]

Charge - Sticks in target dealing DMG for all 3 charges, knife returns to player

Movement Bar: 5 | Attacking Bar: 4



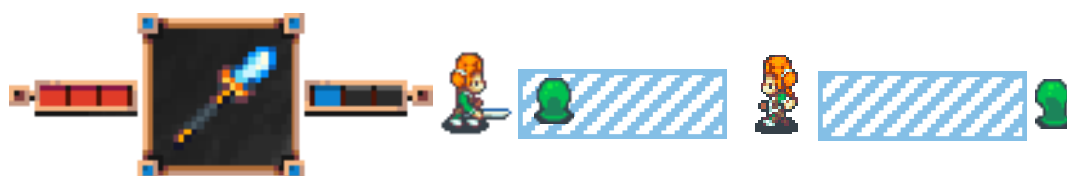
UPGRADED SPEAR:



First Strike - Attacks 3 tiles in front of player [MAX DMG]

Charge - Pushes target 3 tiles away and copies the players movements

Movement Bar: 3 | Attacking Bar: 3



2.6 ITEMS:

HEALTH POTION:

Heals Player health by 1 Heart



CHARGE UP:

Increases movement bar by 1



DISCHARGE:

Decreases movement bar by 1



TRAVEL ORB (NEW GAME+):

Escape the Dungeon unharmed with the all the gained weapons however, this won't create a plaque meaning the player's highscore won't be updated. Players must pay to recharge the orb.



2.7 UPGRADES:

HEART CANISTERS:



Permanently increase the player's potential max health [MAX 6 HEARTS]

WEAPON SLOTS:



Permanently increase the player's carrying capacity for Weapons by 1 [MAX 8]

ITEM SLOTS:



Permanently increase the player's potential carrying capacity for Item by 1 [MAX 6]

3. CHARACTER & ENEMY DESIGN:

3.1 SAM:



DESIGN:

Sam as the protagonist is the playable character. The game's interactive narrative is shaped by the choices that the player makes on Sam's behalf. Her spirit and charisma are designed to invest players into Sam's world so they can empathise with her struggles and desires. This will allow the player to continue the campaign to answer Sam's questions. Sam is very expressive, which is designed to feed back into the player's empathy and investment into Sam's character as she is more personable and human.

BACKSTORY:

Sam lives alone in her family home within a small town. Her mother and father, now departed, settled here years ago. The family moved to this town when Sam's father heard word of the Dungeon that was uncovered by the local miners. Sam's Father was an Adventurer, he made his money by completing contracts nobody else would touch. The Dungeon created lots of local work for Adventurers, so Sam's Father settled close by and started a family, three sons and a daughter, Sam's Mother sadly died in childbirth. As the years passed the Dungeon grew a reputation as more and more Adventures uncovered its secrets. It was obvious the Dungeon had been created with sorcery long ago as it became a source of everlasting treasures and creatures. The Dungeon became increasingly dangerous the more adventurers showed up, eventually The Dungeon grew too perilous for all but the strongest adventurers. Sam lost her father and three brothers to the Dungeon. The only thing Sam has from her past is her father's sentient sword, 'Adam'.

3.2 ADAM:



DESIGN:

ADAM is the side character and the players right hand man; All seven members of ADAM accompany Sam during the campaign at one stage or another. ADAM will always give their judgment on the players actions or choices. The response will change depending which member of ADAM is talking to Sam. Giving the player seven voice acted companions throughout the campaign will ensure the player will find one member of ADAM they like making conversation with. Strategy then becomes more conflicting as players cannot effectively use one member of ADAM throughout the whole campaign.

GAMEPLAY INTERACTION:

Each of the seven members of ADAM gave up their material bodies and imbued their consciousness into seven weapons of power which the player equips throughout the campaign. ADAM talks to the player whilst in gameplay and in the overworld with different personality traits, mannerisms and ideals depending on which weapon is equipped.

CHARACTERISTICS:

1st MEMBER OF ADAM:



Grit:

"Fight first, ask questions later." This member of ADAM uses raw strength and power to solve any and all problems he's confronted with. Eager for a fight he will never back down, no matter what the consequences.

2nd MEMBER OF ADAM:



Curiosity:

"They Look interesting let's go talk to them." This member of ADAM has hundreds of questions and will never be satisfied until they are all answered. She has a very keen perception and can spot hidden passageways and secrets with ease.

3rd MEMBER OF ADAM:



Self-control:

"..." This member of ADAM does not seem to say much, the odd grumble now and then but mainly a chap who keeps to himself. He would be perfect for a player who also likes their own company and enjoys peace and quiet.

4th MEMBER OF ADAM:



Zest:

"Did I tell you guys about that time I saw a squirrel riding a headless moose?" This member of ADAM pipes up with humorous remarks all the time and get along especially well with the Crimson Pirates, so much so, that he will initiate unique conversations only accessible when having him equipped.

5th MEMBER OF ADAM:



Gratitude:

"Pardon me miss thank you ever so much for not leaving me on that cold hard floor back there" This member of ADAM is awkwardly apologetic and incredibly grateful for any kindness shown towards him. He gets along especially well with the Knights of the Blue Tome for his impeccable manners and use of formal greetings and titles, So much so, he will unlock unique conversations only accessible when having him equipped.

6th MEMBER OF ADAM:



Social intelligence:

"Oh, I do love your accent, reminds me of my fourth husband. Unlike him I'm sure you're a gentleman though. A gentleman who wouldn't expect us to pay such high prices on these items, would you sugar?" This member of ADAM likes to randomly butt into conversations and take over from Sam. She uses her silver tongue to persuade people into doing things they would not normally do. Her powers of persuasion cannot be relied on as it's unpredictable when she may pipe up.

7th MEMBER OF ADAM:



Optimism:

"That was a close one Sam I hope you're alright. I bet we're almost there though let's push on." This member of ADAM is extremely positive and supportive of Sam's quest. He asks Sam how she's doing and is always motivational encouraging her to reach the end of the dungeon. He is almost a little too pushy at times.

3.3 ENEMIES:

CORE BEHAVIOUR:

In The Truth of Adam enemies have a similar core behaviour loop. If the player's weapon is activated the enemy will evade the player. When the player's weapon is deactivated the enemies hunt down the player to deal damage. Other attributes and weaknesses are built upon this core giving the player diverse strategic enemy encounters.

SLIME:



Design:

Slimes travel in packs of three to five. The entire pack moves unanimously in the same direction every turn. They share a hive mind that controls the movements of the entire pack.

Movement:

Slimes move one tile each turn.

Health:

Slimes are weak enemies and are very easy to kill (1 successful combat)

Damage Type:

Normal: Slimes have no elemental modifiers.

RAT:



Design:

Rats attack in a one tile radius horizontally or vertically towards the player. Every sixth turn a new rat will spawn into the room with the player until the original rat is killed.

Movement:

Rats move two tiles every turn.

Health:

Rats are weak enemies however they are fast making them hard to hit (1 successful combat)

Damage Type:

Normal: Rats have no elemental modifiers.

COLD SPIDER:



Design:

Cold Spiders shoot frost projectiles at the player diagonally every third turn. Every sixth turn the frost spider encases itself in impenetrable ice for two turns to protect itself.

Movement:

Cold spiders move one tile every turn. Every third turn they pounce moving an additional tile.

Health:

Cold Spiders are tougher enemies which take more hits to kill (3 successful combats)

Damage Type: 

Frost: Cold Spiders use the frost modifier which has a chance to freeze the player meaning they cannot move that turn.

VENOM SNAKE:



Design:

The Venom Snakes can attack in a two tile radius horizontally or vertically. Every sixth move the Venom Snake creates a poisonous gas cloud encompassing a three by three area around the snake.

Movement:

Snakes move 4 tiles every other turn in an 'L' shape.

Health:

Venom Snakes are slow but very tough enemies which take the most hits to kill (4 successful combats)

Damage Type: 

Poison: Venom Snakes use the poison modifier which has a chance to inflict the player with chip damage every turn until the poison wears off.

VOLT BAT:



Design:

Volt Bats fire electrical projectiles at the player every four turns, the projectile can target diagonally, horizontally and vertically.

Movement:

Volt Bats move diagonally 2 tiles every turn.

Health:

Volt Bats are weak enemies however they are fast meaning they are hard to hit (1 successful combat)

Damage Type: 

Electric: Volt Bats use the Electric modifier which has a chance to paralyze the player meaning they cannot move that turn.

RED SCORPION:



Design:

Every third turn the red scorpion shoots a fire projectile at the player, the projectile can target diagonally, horizontally and vertically. Every sixth turn the red scorpion cloaks a three by three area in flames for that turn.

Movement:

Red Scorpions move one tile every turn.

Health:

Red Scorpions are tougher enemies which take more hits to kill (3 successful combats)

Damage Type:

Fire: Red Scorpions use the fire modifier which has a chance inflict the player with chip burn damage every turn until the burns wears off.

3.4 THE CRIMSON PIRATES:



DESIGN:

NPC's will be encountered throughout the game's campaign. The player may wish to interact with this group of characters and in doing so will unlock specialised narrative sequences. These are designed to enrich the campaign through storytelling, difficulty curves and meta game knowledge. They are delivered to the player through NPC encounters from The Crimson Pirates. This content comes at the cost of loyalty towards The Crimson Pirates. During the campaign the player can earn a total of seven loyalty tokens by aiding the group, commonly obtained by helping the group defeat a guardian. These seven loyalty tokens can be shared with their rivalling group, The Knights of the Blue Tome. The more loyalty shown towards one group the greater the reward.



BOSS:

The Leader of The Crimson Pirates is a man driven by riches. His soul purpose in life is to exploit anything and everything to further his own selfish desires. A man who built an empire of loyal crewmates to share his ambitions with, more importantly give him the manpower needed to tap the dungeon dry of all its treasures.



SHOP KEEPER:

The Shopkeeper is the first member of The Crimson Pirates the player encounters through their campaign. If the player wishes to interact with them they will gain their first loyalty token. This will also unlock cheaper prices when buying items at The Crimson Pirates Base.

STORY:



[TOKEN OF LOYALTY]

FIRST INTERACTION:

Sam will meet two men before she fights the first boss, one dressed in red, the other blue. These men need a health potion as they are badly hurt. If the player decides to give a potion to the man dressed in red the man will grumble to his feet and splutter "here I thought I was DONE for... that's a nice blade ye got there missy... tells ya what, give us ya name and I'll put in a good word for ya with the boss. How sounds it" Here the player can refuse or give the man their name " Sam is it, name of MY dog. Good to know our cause still speaks to the youth an all, we ain't had much 'fresh meat' in a while." The player can continue to conversation or leave, "*THE CRIMSON PIRATES*, ye daft lass. Course you've heard of us, '*were folk go to get rich beyond their wildest dreams*' and all, I loves it cos ya can be your own boss, work your own hours, lovely stuff. Half our loot gets split with the boss mind, but I just don't tell 'em about everything I find. Works a treat really." Sam nods in amusement. "ere take this, cash it in when you get the chance" The stranger winks at Sam. An item is added to the players inventory, it's a piece of paper with a unique red wax seal pressed against it, it seems to serve no purpose.

POWER:

The Crimson Pirates have acquired the ability to enhance their weapons with aspects of Fire and Poison found within Red Scorpions and Venom Snakes:



Fire - % Chance for chip burn damage



Poison - % Chance for chip poison damage



GROUP CHARACTERISTICS:

Selfish, Ruthless, Money driven and Backstabbing. Inspired by mafia, pirates and gangsters

GOALS:

Exploit the dungeon for all its riches

LOYALTY:

1st Token: The Crimson Pirates will recognise Sam by name.

2nd Token: The Crimson Pirates will answer Sam's questions.

3rd Token: The Crimson Pirates will let Sam into their Hideout.

4th Token: The Crimson Pirates will introduce Sam to their boss.

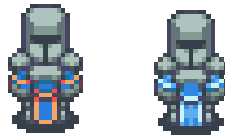
5th Token: Crimson Pirate Leader will gift a SMALL army to help Sam defeat the Lich King.

6th Token: Crimson Pirate Leader will gift a LARGE army to help Sam defeat the Lich King.

7th Token: Every member of The Crimson Pirates will help Sam defeat the Lich King.



3.5 KNIGHTS OF THE BLUE TOME:



DESIGN:

NPC's will be encountered throughout the game's campaign. The player may wish to interact with this group of characters and in doing so will unlock specialised narrative sequences. These are designed to enrich the campaign through storytelling, difficulty curves and meta game knowledge. They are delivered to the player through NPC encounters from The Knights of the Blue Tome. This content comes at the cost of loyalty towards The Knights of the Blue Tome. During the campaign the player can earn a total of seven loyalty tokens by aiding the group commonly obtained by helping the group defeat a guardian. These seven loyalty tokens can be shared with their rivalling group, The Crimson Pirates. The more loyalty shown towards one group the greater the reward.



BOSS:

The Leader of The Knights of the Blue Tome is a man devoted to knowledge. His sole purpose in life is to learn, record and preserve knowledge so they may be accessed by future generations. He is wise enough to accept his own limitations building a religious order around his ideals of preserving knowledge. He found men strong enough to obtain and help him uncover the world's greatest secrets in order to write them in the 'Holy Blue Tome'.



SHOP KEEPER:

The Shopkeeper is the first member of The Knights of the Blue Tome that the player encounters through their campaign. If the player so wishes to interact with him they will gain their first loyalty token. This will also unlock cheaper prices when buying items at The Knights of the Blue Tome Headquarters.

STORY:



[TOKEN OF LOYALTY]

PRELUDE:

Sam will meet two men before she fights the first boss, one dressed in blue, the other red. These men need a health potion as they are badly hurt. If the player decides to give a potion to the man dressed in blue he will kneel before Sam and say, "Your kindness will not be forgotten miss. I am but a mere shopkeeper, out of my depths in these labyrinths. Please take this. A token of loyalty towards my group, The Knights of the Blue Tome. You show promise in becoming a valiant knight for our cause. So long as our ideals align you would be a great asset, I can see it now. I must get back to my stall, thank you once more. Your heart is pure. 'Knowledge is power'." And with that the shop keeper exits. An item is added to the players inventory, it's a piece of paper with a unique blue wax seal pressed against it, it seems to serve no purpose.

POWER:

The Knights of the Blue Tome have acquired the ability to enhance their weapons with aspects of Frost and Electric found within Cold Spiders and Volt Bats:



Ice – Freezes target in place , target cannot move and misses their turn 

Electric – Stuns target in place , target cannot move and misses their turn 

GROUP CHARACTERISTICS:

Holy, Lawful, Honourable and Wise. Inspired by paladins, wise men and wizards

GOALS:

Learn the dungeons secrets and understand its teachings

LOYALTY:

1st Token: The Knights of the Blue Tome will recognise Sam by name.

2nd Token: The Knights of the Blue Tome will answer Sam's questions.

3rd Token: The Knights of the Blue Tome will let Sam into their Hideout.

4th Token: The Knights of the Blue Tome will introduce Sam to their boss.

5th Token: The Blue Tome Leader will gift a SMALL army to help Sam defeat the Lich King.

6th Token: The Blue Tome Leader will gift a LARGE army to help Sam defeat the Lich King.

7th Token: Every member of The Knights of the Blue Tome will help Sam defeat the Lich King.



3.6 GUARDIANS:

DESIGN:

Guardians serve as the campaigns main pacing structure. The guardian collates all the skills the player has acquired up until that point and tests their understanding of the games mechanics and systems. There are six guardians in total all providing the player with an option loyalty token for The Crimson Pirates or The Knights of the Blue Tome. They also provide a new weapon with new abilities and attack patterns for the player to master.

STORY:

Six members of ADAM built a prison for the Lich King, this prison would house six guardians to stand as sentinels of the Lich King. All six members of ADAM gave up their form to imbue their consciousness upon powerful weapons wielded by each of the six guardians, this ensured ADAM's immortality for the future.

BOSS 1:



Outside the first guardians' room the player is met with two people arguing, one dressed in red and the other blue. The two are arguing over who will defeat the Phoenix first. Sam walks by the two and before she enters the arena they both ask to come with her. Sam now chooses who to bring with her, if anyone. The Phoenix flies around the arena making it invulnerable. During this time feathers will fall at key locations. If these feathers hit the player they will take damage. Once the Phoenix lands for 6 turns the player can deal damage. On the third turn the Phoenix will use its fire breath in the direction it has landed. The Phoenix is weak to ice and will become extinguished for 3 turns making it extremely vulnerable to attacks. Once the Phoenix's health reaches zero the guardian will perish. The person the player chose to interact with will thank the player for their work and give Sam the opportunity to take the weapon found within the Phoenix's nest, a sentient Two-Handed Sword imbued with the consciousness of the first member of ADAM. The person can optionally imbue the weapon with magic from their group (Fire or Ice). The person will then give the player a token, a sign of loyalty towards the group.



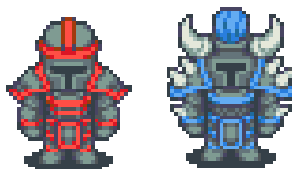
BOSS 2:



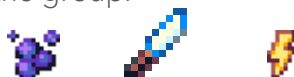
Outside the second guardians' room the player met with an entrance covered in vegetation. Within the vegetation are two people who seem to be trapped within the foliage, one dressed in red and the other blue. *(After this encounter the player will be able to identify people dressed in red as The Crimson Pirates, and people dressed in blue as the Knights of the Blue Tome.)* Upon entering, the arena is empty besides a tree. The only thing the player can do is attack the tree, when doing so the Ent will awaken and spawn its minions. The Ent cannot move or attack it relies solely on its two types of minions, The green fires projectiles that trap the player for a turn. The brown fire projectiles that damage the player. The Ent can only control one minion at a time. The Ent is weak to Fire. Once the Ent's health reaches zero the guardian will perish. The person the player chose to interact with will thank the player for their work and give Sam the opportunity to take the weapon found within Ent's trunk, a sentient Bow imbued with the consciousness of the second member of ADAM. The person can optionally imbue the weapon with magic from their group (Fire or Ice). The person will then give the player a token, a sign of loyalty towards the group.



BOSS 3:



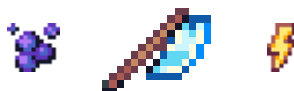
Outside the third guardians' room a commotion can be heard. Sam enters to see two Dark Nights, a red fire elemental knight, weak to ice. A blue ice elemental knight, weak to fire. In the room Sam also finds two people, one a member of The Crimson Pirates, the other from the Knights of the Blue Tome. Sam must talk to each of the people fighting and explain to them to stop fighting their current target Guardian Knight and fight the other Guardian Knight as they will be vulnerable to their attacks. Once Sam has convinced both people to use their elemental powers effectively the Guardian Knights are no longer impenetrable. Once both Guardian Knights' health reach zero the guardians will perish. After the fight the two men distance themselves from each other. The player now has a choice to talk to only one of the people, the other will see this as their cue to leave with a spiteful remark. The comment given will depend on the players actions during their prior interactions with each group. The person the player chose to interact with will thank the player for their work and give Sam the opportunity to take one of the Knight's weapons, a sentient Dagger imbued with the consciousness of the third member of ADAM. The person can optionally imbue the weapon with magic from their group (Poison or Electric). The person will then give the player a token, a sign of loyalty towards the group.



BOSS 4:



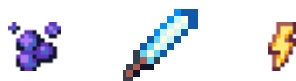
Outside the fourth guardians' room two people, one a member of The Crimson Pirates, the other from the Knights of the Blue Tome fly out of the arena and through the entrance at Sam's feet, the two are badly hurt. Sam can choose to heal one person. The arena is boarded with spikes that will hurt the player on impact, The Minitour is a slow methodical beast however, its attacks last for six turns with a cool down of six turns. The Minitour can only be damaged during its cool down. The Minitour also keeps to beasts, the beasts deal no damage however, they will charge the player knocking them back 3 tiles which could lead the player getting knocked into the spikes dealing damage. The Minitour is weak to Poison attacks. Once the Minitours' health reaches zero the guardian will perish. The person the player chose to interact with will thank the player for their work and give Sam the opportunity to take the Minotaur's weapon, a sentient Axe imbued with the consciousness of the fourth member of ADAM. The person can optionally imbue the weapon with magic from their group (Poison or Electric). The person will then give the player a token, a sign of loyalty towards the group.



BOSS 5:



Outside the fifth guardians' room two heaps of wounded people litter either side of the entrance, once half members of The Crimson Pirates, the other half, members of the Knights of the Blue Tome. Only one member fit enough to fight remain on either side of the entrance. Sam enters the arena to find it covered in lizard eggs and a Lizard Man. Every six turns an egg hatches releasing a small, very fast dinosaur. The player must break all the eggs, so they do not get swarmed by small dinosaurs. The player can then focus on the Lizard Man. The Lizard Man is slow and hits the ground to damage an area of effect around him, this action is sign posted for two turns then released dealing damage on the third. This attack occurs at random increments. The Lizard Man is weak to Electric Attacks. Once the Lizard Man's health reaches zero the guardian will perish. The person the player chose to interact with will thank the player for their work and give Sam the opportunity to take the weapon found within the Lizard Man's nest, a sentient Throwing Knife imbued with the consciousness of the fifth member of ADAM. The person can optionally imbue the weapon with magic from their group (Poison or Electric). The person will then give the player a token, a sign of loyalty towards the group



BOSS 6:



Outside the sixth guardians' room two lone soldiers sit talking with each other, one of The Crimson Pirates and the other a Knights of the Blue Tome. The people invite Sam to sit with them and they tell their story of being rivals from the day they met, always trying to get one up on each other to one day. In need of each other's help they put their differences aside and from that day the two became inseparable working together ever since. When entering the arena, the two wolves are immediately foreboding. The Wolf of Light bounces around the room relentlessly attacking diagonally at the player. Its weakness poison. The Wolf of Darkness conjures shadows that damage the player if touched. Its weakness is Electricity. During the fight a special attack will commence endangering both people who followed Sam into the arena. Sam can only save one person, the other will die. Once both Wolves' health reaches zero the guardian will perish. The person the player chose to save with storm out of the arena upset without saying a word to Sam but, give her the opportunity to take the weapon, which is being used to barricade the exit, a sentient Spear imbued with the consciousness of the sixth member of ADAM. Sam optionally goes to follow the survivor and talk to them. Once consoled the survivor can opt to imbue the weapon with magic from their group (Fire / Poison or Ice / Electric). The person will then give the player a token, a sign of loyalty towards the group.



3.7 THE LICH KING:



DESIGN:

The Lich King is used as the underlying threat for the entire campaign, throughout Sam's adventure she will learn of his existence and become more familiar with its past and how it shaped the world to become a former shell of what it once was. Worst of all Sam's father tried to stop the Lich and failed. Sam must finish what her father started once and for all.

CAMPAIGN:

During the campaign Sam will hear of a prophesy depicting a terrible evil, one that has been dormant for a hundred years which will finally arise and take back its rightful place as the destroyer of worlds. Sam's father was obsessed with this prophesy and had to find answers for himself. This then forced Sam to follow her father into the dungeon and bring 'Adam' to the Lich King, where He betrays Sam and breaks the Lich King free.

FINAL BOSS:

Outside The Lich Kings Prison Cell, the player enters with one of seven scenarios:

- Sam is on her own
- Sam has a Small army of Crimson Pirate Members
- Sam has a Small army of Knights of the Blue Tome
- Sam has a Large army of Crimson Pirate Members
- Sam has a Large army of Knights of the Blue Tome
- Sam has every member of the Crimson Pirates with her
- Sam has every member of the Knights of the Blue Tome with her

The loyalty tokens Sam earns throughout the campaign will dictate which of the seven scenarios the player confronts in the final battle. When entering the Lich's cell 'Adam' reveals his true motives and sides with the Lich King while breaking it free. Now the player must defeat the Lich King whilst it wields 'Adam'. Sam must use all of her weapons in order to destroy the Lich's five pieces of armour and finally use the spear to send the Lich King back into his crystal cage. The larger the army that Sam brings with her, the more damage the Lich receives when a piece of the its armour is destroyed.

3.8 SAM'S GRANDCHILD:

DESIGN:

'New Game+' is set years in the future following Sam's defeat of the Lich King. The player now controls Sam's Grandchild. Players can fully customise the appearance and gender of Sam's Grandchild. A messenger comes bursting into Sam's house to tell her about the resurrection of the Lich King. Sam has become too old to answer the call to adventure so it is up to Sam's Grandchild to kill the Lich King.

WEAPONS:



Sam's Grandchild is given Sam's full set of six weapons all still imbued with the six members of ADAM. During the Grandchild's playthrough, defeating a guardian and freeing it from the Lich Kings control, the weapon corresponding to the guardian will be upgraded to a special variant of that weapon with different characteristics. When facing the Lich King for the final time Sam's grandchild will have all six weapons upgraded with their new abilities, these weapons are now strong enough to kill the Lich King once and for all.

4. GAMEPLAY LOOP:

4.1 PRIMARY LOOP:

MOVEMENT COMBAT SYSTEM:

Observing enemy behaviours using the turn based movement system, devising stratagems of the most effective way to get the enemy to move to a specific tile and to align the player. These actions need to be carried out in such a way that the attack unleashes a huge amount of damage is delivered to the enemy. All the while balancing player health and other enemies on the field.

4.2 SECONDARY LOOP:

DEFEATING GUARDIANS:

After mastering the players current skill set of trials placed before the player their skills will be tested. This will decide whether or not the player understands their current move set, their understanding of type balances and their choice to team up with one of the two rivalling groups and the consequences those decisions will have over the rest of the campaign.

ACQUIRING NEW WEAPONS:

When the player succeeds in their trial by defeating a guardian they will be rewarded with new content that expands upon the systems they have learnt and will eventually master again before a new trail. The new content comes in the form of new move sets with new weapons, new enemies with different type match ups and status effects. Finally there are more narrative opportunity's within the rivalling groups and building loyalty towards one or both of them.

4.3 TERTIARY LOOP:

INVESTING LOYALTY:

Every time the player encounters a member of either, The Crimson Pirates or The Knight of the Blue Tome, the player has a chance to earn tokens of loyalty towards their corresponding group. Throughout the campaign the player can unlock faction specific content depending on how many tokens of loyalty the player obtains. During the campaign the player can only collect seven tokens.

UNCOVERING GAME KNOWLEDGE:

THE CRIMSON PIRATES:

Combat Knowledge: What properties are found within the groups chosen elemental type (Fire & Poison) in combat scenarios. The player can learn their strengths and weaknesses of these elemental types. The Crimson Pirates also have insight into monsters' attack patterns and elemental weaknesses.

KNIGHTS OF THE BLUE TOME:

Story Knowledge: What properties are found within the groups chosen elemental type (Ice & Electric) in combat scenarios. The player can learn their strengths and weaknesses of these elemental types. The Knights of the Blue Tome also have insight into the backstory of the world the player inhabits. Also, ancient archives filled with information about how the world was and how everything changed at the hands of the Lich King.

4.4 NEW GAME+ LOOP:

ADVENTURERS GUILD:

When Sam's grandchild defeats the Lich King, they will be given an Adventurer Pass which will let them into the Adventurers Guild in the town centre. The Pass will give Sam's grandchild access the Guilds Leaderboard (*Online Highscore board*). Once all six guardians have been defeated the Lich's Cage is left open, past the cage is an endless dungeon, each room is numbered and randomly generated. In this dungeon the player can find the complete set of special weapons all with elemental modifiers (Fire, Frost, Poison, Electric). In every fifth room the player will find a gemstone unique to that numbered room (*twenty in total*). In every tenth room the player will face a random guardian from the campaign.

When referring to the 'Bartle Test', the Adventurers Guild's content is designed around the needs of the 'social player' demographic.

RULES:

1. When the player dies a plaque will be left by the Dungeon Keeper signifying their highscore, this score will be updated on the Adventurer's Guild's leader board.
2. If the player dies without having made progress to their highscore no plaque will be left.
3. The weapon the player was equipped at the time of their death will be dropped as ADAM transports the player home. However, the weapon will be left behind. The Dungeon Keeper collects these and sells them at the entrance to the dungeon to online players.
4. Throughout the players journey through the Dungeon the player will find plaques of other fallen adventurers (online players highscores)

(If the player has attempted to retrieve their lost weapon once, the player has a discount on their own items lost. The price of fallen gear will increase the longer it stays in the chest. All copies of the game interact with the same chest, meaning anyone can buy the fallen player's weapons and the player can buy anyone else's.)

MUSEUM:

Sam's grandchild also gains access to the Great Museum once defeating the Lich King, this gives Sam's grandchild the chance to sell their weapons to the museum at a high price. The museum wants a complete collection of every Weapon Type and Elemental Variant and every monster head, (5% drop rate). Including the gemstones found in every fifth room.

When referring to the 'Bartle Test', the Great Museum content is designed around the needs of the 'achiever player' demographic.

5. ART:

5.1 ART STYLE:

2D PIXLE ART:

As 'The Truth of Adam' uses mechanics tried and tested by classic games such as Pac-Man (1980) and Chess (no date) homage was paid to the retro foundation for this project. The game is routed in an RPG aesthetic, so it encompasses an 'SNES Pixel Art' tile pallet. In order to free up more time devoted to prototyping and realising the concept, two art packs were used in order to start prototyping as soon as possible.

FANTASEY RPG TILSET PACK:

This tile set included assets for characters and environments to be used within Unity and to help establish artistic design solutions for example, colour schemes for the two rival groups.

7SOUL'S RPG GRAPHICS - UI:

This tile set included a range of UI and UX assets which were modified to create the necessary UI for the project.

5.2 ANIMATION:

CINEMATIC ANIMATION:

As this project relies heavily on storytelling, full cutscenes must be drawn out and animated at a studio standard. This will give the player a clear division between story and gameplay. Some players find long cutscenes tedious as they believe they are being robbed of valuable gameplay. With this approach the hope is that the player is given an innate disconnect from the narrative and gameplay in order for the player to digest and immerse themselves within the unfolding narrative. This approach is much like how a viewer would digest a movie, instead meaning the player is more engaged in, rather than distracted by frustration of, the narrative being delivered on screen. The Legend of Zelda: Link's Awakening (2019) has a great example of this in its opening cutscene setting up the premise of its campaign.

CUTSCENE



The Legend of Zelda: Link's Awakening (2019), cited by Nadia Oxford (2019)

GAMEPLAY



The Legend of Zelda: Link's Awakening (2019), cited by MelonSpeedruns (no date)

STORYTELLING:

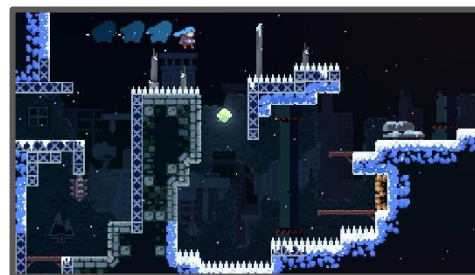
Conversations between characters must also be drawn and animated to elicit an emotional investment and a human response from the player. With the limitations of pixel art high quality, character expression is lost due to the lack of fidelity. Celeste (2018) encountered this limitation within their game and so incorporated a second art style that specialised in narrative elements and conversations. This approach will be adopted for 'The Truth of Adam' to combat this limitation.

DIALOGUE



Celeste (2018), cited by Matt Makes Games Inc. (2018)

GAMEPLAY



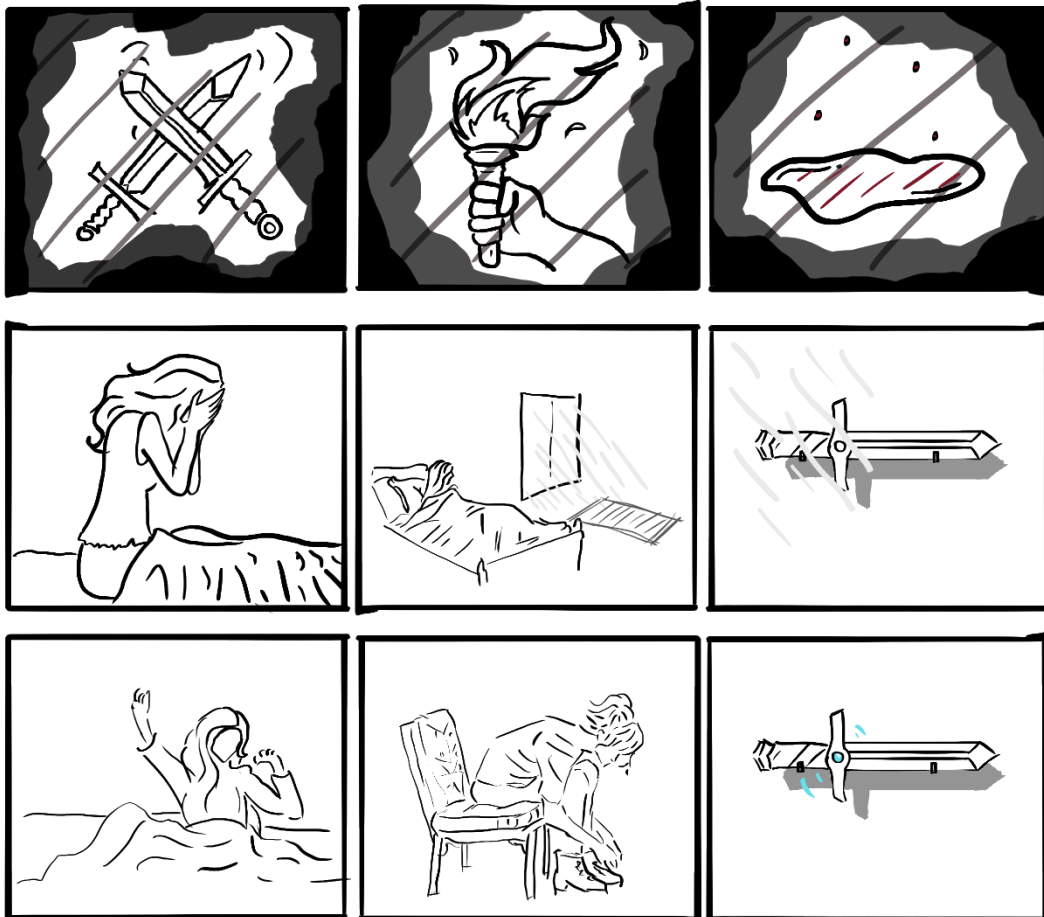
Celeste (2018), cited by Darian Bilderback (2019)

5.3 OPENING CUT SCENE:

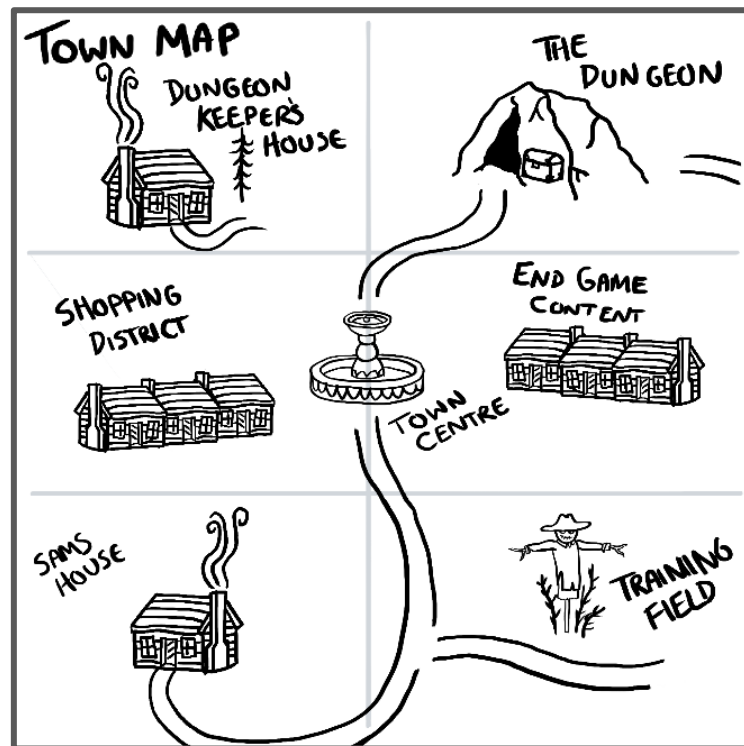
SCRIPT:

Abstract dream scape, the sound of distorted swords clanging and men shouting down corridors fills the air. Creatures echo throughout these stone structures, followed by abstract flashes of imagery resembling harsh torch light in motion. Deep crimson puddles tremble as darkness approaches. Sam awakens from her nightmare. Dazed and uncomfortable from her dreams she nests in her bedding hoping to find solace within the linen. Sam battles the urge to comfort herself whilst maintaining acute focus and alert for the dangers she could suddenly face. Her instincts seem less profound as the lines defining her reality settle from her drowsy, dream ridden thoughts. Songbirds outside begin to awaken with a serene morning lullaby. With this starts a thoroughly rehearsed chain reaction as strong streams of harsh sunlight break through Sam's window. Casually and calmly the room begins to flood with sunlight. Sam's attention fades from thoughts of danger and anxiety into captivation as she watches the light intently as it dances around her room climbing higher and higher. Finally, the sun's rays engorge the mounted steel blade from across the room. Within no time at all a harsh dazzling light pierces Sam's eye inspiring her to face the world head on. Sam instinctively jumps out of bed with purpose and prepares for the day ahead of her. As she fastens the shoelace of her boots she looks up towards her mounted sword and rises confidently to speak with it, "You ready Adam?" The pristine sword appears to look colder, the perfect blue orb mounted within the blades handle seems to catch the light all of a sudden. From the glowing orb a voice, considerate yet strong, replies, "I, am ready".

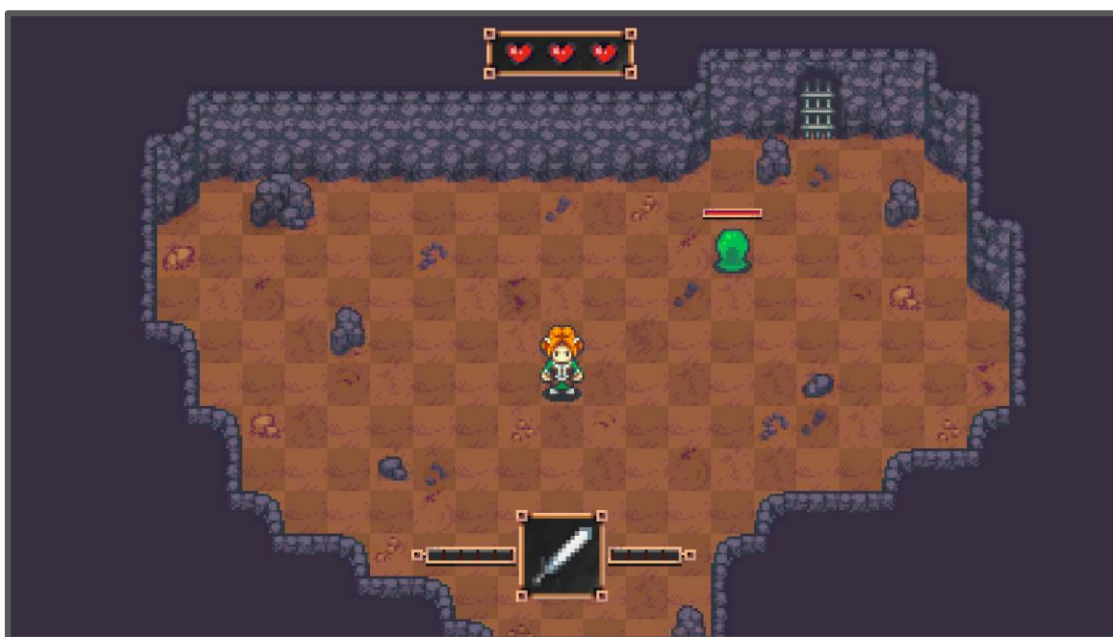
STORYBOARD:



MAP SKETCH:



DUNGEON EXAMPLE:



CAMPAIGN INTRO:

Sam Walks out of her house which is located at the bottom left hand corner of the town map. Opposite Sam's house (bottom right of the map) is a wheat field filled with fighting equipment, training dummies and old weathered childish creations. It's made apparent that Sam and her family used this field as their playground and as they grew older, a training area. The player can go here and be tutorialised on the games turn-based movement combat system and they can practice new attack patterns as they find new weapon types. From here a dirt path, heading north, leads into the town centre.

Located at the centre of town is a fountain this is the central landmark for the town map, to the left and right of the fountain are residential/shopping areas, these will be used to sell your loot and buy potions and single use items. Here Sam will also encounter NPCs that will recognise and tease her, alerting the player to Sam's backstory. This is where the player can learn about the history of the town and Sam's past. A path leads north from the right of the fountain, this leads to the Dungeon.

Sam is greeted by an old man at the front of the Dungeon with a chest next to him, the Dungeon Keeper. He originally found the dungeon and he alone has kept tabs on all the adventurers who have entered the Dungeon and those who have never returned. The Dungeon Keeper collects fallen adventurers loot. To enter the Dungeon adventurers must be 18 or over.

On this day Sam will have turned 18, the Dungeon Keeper will comment on Sam's sword unknowing of its sentient nature. He recognises Sam's Father sword that he had left behind for Sam on the day he died, the dungeon keeper explains he had his eye on this sword for years and felt robbed when he couldn't retrieve it. This angers Sam and she explains her father left it to her for protection. The Dungeon Keeper uninterested, changes topics and asks Sam to register her 'Adventurer's Title', "so I know what to put on your plaque when you inevitably die." (This is where the player registers their online name.) Once this is complete the Dungeon Keeper walks over to his house to log the name. His house is situated to the left of the dungeon (top left of the town map).

Sam can follow the Dungeon Keeper or enter the dungeon. If she follows the old man he will tell Sam about the Dungeons magical qualities, the layout of the dungeon changes for every time an adventurer enters it. The Dungeon Keeper believes it was built by old sorcerers. For what purpose he won't say. The more trading you do with him the more information you unlock. Eventually the Dungeon Keeper will tell you he believes it's a prison for a dark and evil creature, maybe the devil itself?

When Sam enters the Dungeon, the entrance looks like an old abandoned mine where at the end of the wide corridor, is a blocked entrance and six platforms, a plaque at names them 'Guardian Gates', from one of the platforms a stream of light emerges from its base. When the player enters the light stream, they are transported to the first room of the dungeon. Here the turn-based movement system kicks in and the roguelike Dungeon crawling begins.

6.2 HISTORY:

THE BEGINNING:

Year: A117 a time of peace. Civilisation has created unparalleled equality. Mortality rates were at an all-time low; famine had been abolished; crime was a thing of the past. The executives announce a Utopia.

RISE OF THE LICH KING:

Growing up in this era, we find a bright young man who is starting to question the status quo. "How come there aren't any history data banks dating pre A100?" "Why have I never seen hospital building or any doctors?" "Why does everyone look like me?" "There must be an answer." This young man had to find answers, a way out, he had to leave Utopia.

Time passes. In the year A134 he had become increasingly disillusioned with his quest, his heart broken by the humanity he had uncovered; all left behind by his perfect Utopia. "No more" he vowed, "No more, for I am your redemption, I am your future, I denounce humanity, for I am your Lich King."

ADAM:

At the birth of everything, by the hand of the creator, a great power was gifted to the world. This power gave the user the ability to wield the building blocks of this world. The first people of this world were wise enough to understand this power was never to be used by one man alone and so ADAM was born.

ADAM was made up of 7 members, each member being chosen to represent their portion of society in order for this power to be used for the betterment of humanity not, the select few. However, this arrangement led to stagnation as all members could never agree unanimously on how to use to power. So, instead they chose to guard this power for the rest of time to keep any one-person from using it as they decided humanity was not worthy.

THE FIGHT AGAINST REBIRTH:

A135. The Lich King had raised a rebellion from the remnants of utopia and stormed the world over in search of humanities future. A future gutted of all complexion; a future reminiscent of man's beginning and a future for everyone. However, tormented by his guilt and disgust of his past life led by ignorance and indulgence, the Lich King went mad and took his rebellion too far. After tearing apart Utopia and all it stood for, the Lich King still wanted more. He wanted ADAM.

ADAM stood no chance of defeating the Lich King; he had grown too powerful, with no choice the 7 members of ADAM had to give the Lich King the power they had been guarding for centuries. Had ADAM failed? Was all lost? The Lich King wielded this power and terraformed all of creation to fit his vision. ADAM however had tricked the Lich King. During his final conquest ADAM trapped the Lich King in a wall of crystal, strong enough to encase the threat forever. ADAM had stopped him. However, his affliction left upon the world would remain forever.

As the world tried to rebuild what was left of civilisation ADAM found a new purpose, to guard the Lich King forever more. Six members of ADAM built a prison for the Lich King, this prison would house six guardians to stand as sentinels of the Lich King. All six members of ADAM gave up their form to imbue their consciousness upon powerful weapons wielded by each of the six guardians, this ensured ADAM's immortality for the future. The seventh and final member of ADAM had been tasked to hide the prison and watch over the world only to return at the end of days. He also gave up his form to meld his consciousness upon the final powerful weapon which would then be used by generations of adventurers worthy enough to help watch over the world and keep evil and corruption from rising once more.

6.3 CAMPAIGN:

OVERVIEW:

The player will be met with other NPCs along their journey and progression throughout the Dungeon, these NPCs will form the game's narrative. Here Sam will meet two rivaling groups: The Crimson Pirates and the Knights of the Blue Tome. Both these groups have conflicting personalities, goals, ambitions and alignments. Along Sam's journey she will be given opportunities to show her favour and help one, both or neither of the groups. The player will have a chance to interact with each group before each boss fight and decide whether to team up with one of the groups or face the boss alone. If the player defeats a boss with one of the groups, the player will earn a loyalty artefact. The amount of loyalty artefacts (seven in total *across both groups*) will determine the amount of help each group will provide in the final boss.

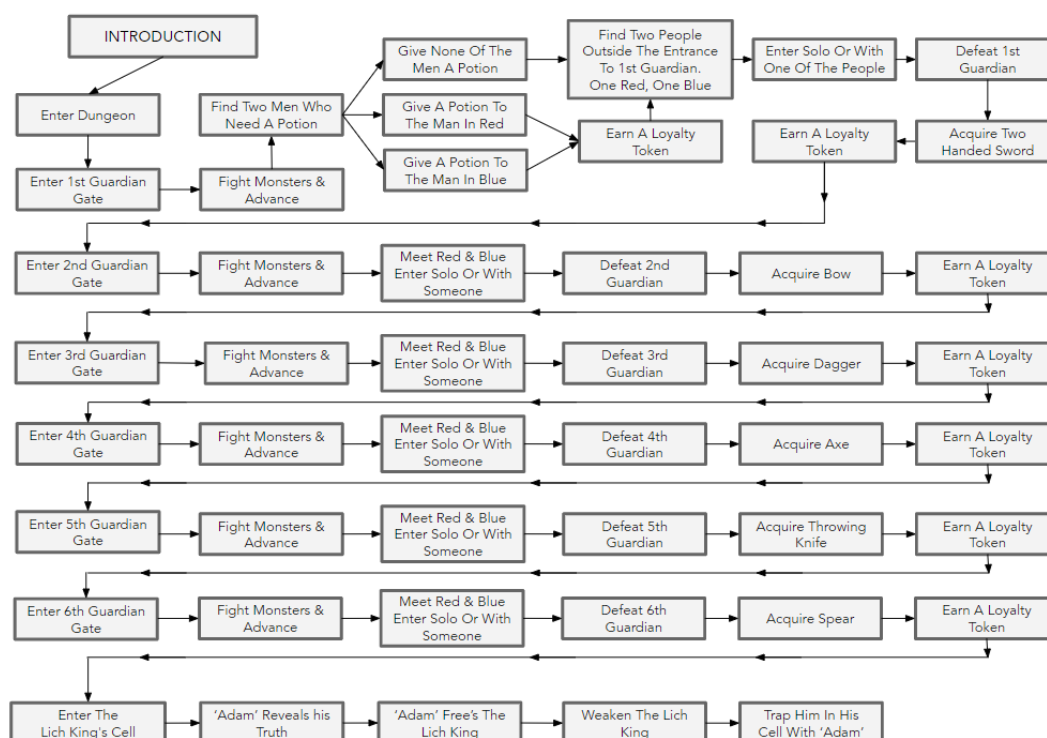
When referring to the 'Bartle Test', the campaign is designed around the needs of the 'explorer player' demographic.

THE FALL OF ADAM:

The Seventh Member of ADAM, only now known as 'Adam', had kept to his vow and watched over the world for a hundred years. Adam was given to Sam's grandfather when he was a young man and had been passed down the generations finally leaving Sam to wield Adam in her quest to find her father, the previous owner. After defeating all six guardians, Sam uncovers the gates to the final room held within the dungeon. This is the Lich King cage. Here Sam finds her father's body with a note stating simply, "Stop Adam".

Adam reveals his truth and frees the Lich King from his prison of crystal. The Lich King takes Adam and wields him for the final fight. Sam must use a combination of all six weapons she has acquired to weaken the Lich King enough to trap him once more and return him to the wall of crystal, along with her betrayer 'Adam'.

FLOW CHART CAMPAIGN WALKTHROUGH:

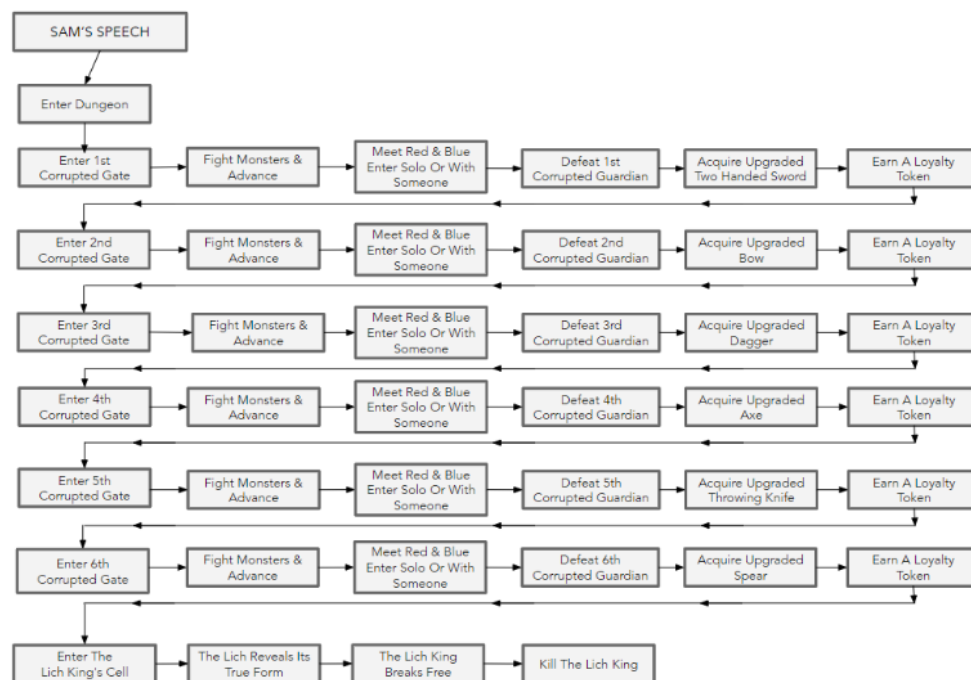


6.4 NEW GAME+:

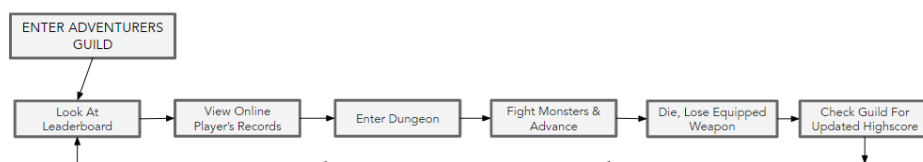
THE NEW DAWN:

Sam has grown old and lived a long life, you now play as her grandchild. Sam discovers that the Lich with the aid of 'Adam' has corrupted the minds of the six guardians making them stronger than ever. They cannot be held back much longer the crystal is too weak. Sam instructs her grandchild to stop the guardians and kill the Lich King once and for all. After defeating the corrupted guardians, a hidden ability within Sam's inherited weapons is unlocked. The weapons become stronger giving the grandchild new abilities when wielded. Once Sam's grandchild defeats the Lich King the campaign ends, and the Museum and the Adventurers Guild are unlocked.

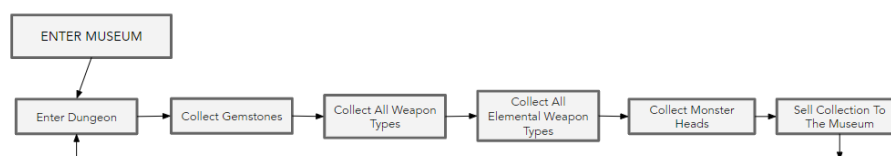
FLOW CHART CAMPAIGN+:



FLOW CHART ADVENTURERS GUILD:



FLOW CHART MUSEUM:



7. DEVELOPMENT:

7.1 PROTOTYPE OVERVIEW:

MINIMUM VIABLE PRODUCT:

- Polished Combat Movement System
- All Enemies Implemented With Their AI Behaviours
- Random Dungeon Generator
- 2 Guardians
- Two Polished Weapons (one to start with, the other to obtain from Guardian)
- Shop Keeper First Encounter Event
- Teaming Up With The Crimson Pirates When Fighting The Guardians
- Teaming Up With The Knights Of The Blue Tome When Fighting The Guardians

PROTOTYPE ACHIEVEMENTS:

MECHANICS

- [x] TURN BASED MOVEMENT
- [x] TILE BASED MOVEMENT
- [x] OVERWORLD MOVEMENT
- [x] COMBAT SYSTEM

WEAPONS

- [x] TWO-HANDED SWORD

UI

- [x] PLAYER HEALTH
- [x] EQUIPPED WEAPON
- [x] MOVEMENT BAR
- [x] ATTACK BAR
- [x] WEAPON CHARGE INDICATOR
- [x] ENEMY HEALTH
- [x] FLEE STATUS EFFECT

ENEMY

- [x] SLIME

7.2 VIDEO:

PROTOTYPE VERSION VI:

<https://youtu.be/o3H6uJ4tVWI>

7.3 LINK:

PLAYABLE LINK:

<https://>

7.4 DEVELOPMENT PLAN:

PROJECT BREIF:

"Design a NEW GAME based on the Pacman mechanic of being chased, use a limited resource (e.g. eat 1 of 4 power pills) then chase for a limited time.

Your initial pitch should specify the platform (PC, arcade machine, mobile, VR, etc) and the target audience.

...

The game should be designed to be made by a 2-3 people in 6 months."

SKILLS REQUIRED:

PERSON 1:

Full time Game Director. This person will be responsible for overseeing the entire project and implementing assets made and code written into Unity to make the game.

PERSON 2:

Full time Narrative Designer. As this project relies heavily on storytelling and with the games vision in mind dense, law filled cutscenes must be written and story boarded. All NPC dialogue must be written and standardised for the two factions and all seven members of ADAM. Finally, the backstory must be fleshed out and rounded off so other methods of narrative can be incorporated i.e. environmental storytelling.

PERSON 3:

Full time Programmer. This person will create all the code needed for the game to function; this will spawn from enemy AI behaviours to a dungeon generator. They will also create tools that the Game Director can use to design out aspects of the game using Unity's Inspector rather than having them delve into code.

OUTSOURCEING:

This Project will take full advantage of outsourcing some assets needed for the game's completion: Music, Voice Acting, Sound Design, Animators (*drawn cutscenes*) and Pixel tile sets (*already been obtained by FANTASEY RPG TILSET PACK & 7SOUL'S RPG GRAPHICS*)

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