

# Umbaria

## Concept Document

Version 1.0

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Game 110  
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# Introduction

“Umbaria” is a linear RPG styled game that takes place in another world akin to our own, known as “Umbaria”. The player is mysteriously transported to the planet during a period of eternal darkness. A mysterious dark force that is still present in the world has destroyed the sun and left its inhabitants to survive off of synthetic sources of light. The darkness, not satisfied that light is still present in the world, has begun to hunt down the last fragments of the sun to ensure the planets death. It’s now up to a young strange hero, who’s name is Adam Abner to deliver the planet from this army of darkness, and be the light bringer that Umbaria desperately needs.

## Design Statement

The majority of my designs were influenced from previous game titles I had the privilege to play. The golems, specters, and braille system was inspired by the Pokemon series games that I played as a child. The design choices and sprites created were all just a result of many entertainment sources and personal imagination blended into one. The limited color variety also played a role, as it made me create a more black and white story game, and I did enjoy it.

## Audience

Although the theme isn’t too bright, I feel as if anyone could pick up the game and play it as I didn’t add any real feeling of dread into the game, other than the personal narrative. It is a quick and hopefully simple game that everyone could pick up to mess around with to pass the time.

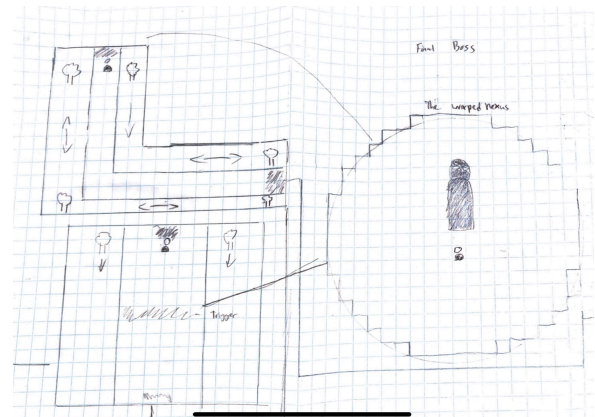
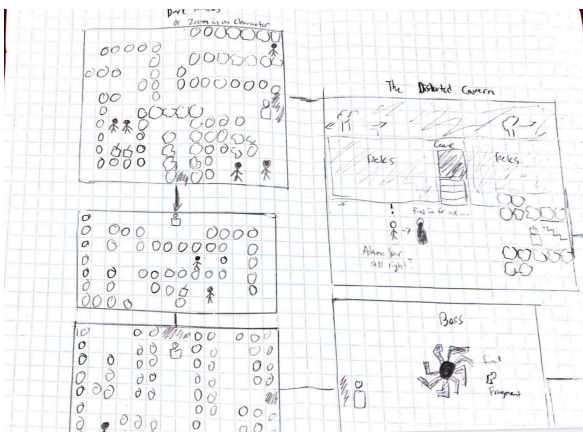
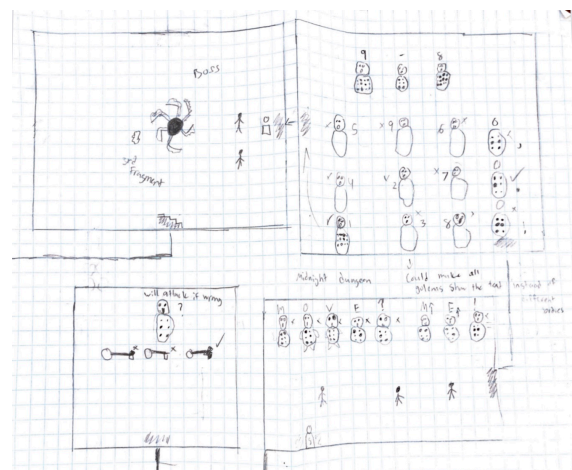
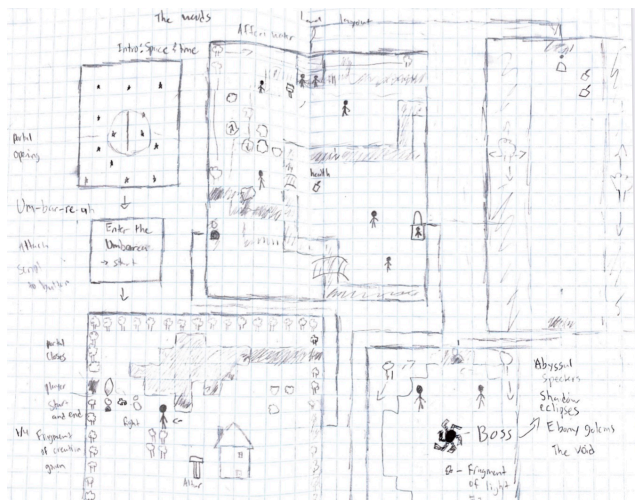
## Gameplay

I tired making my gameplay feel like playing a combination of a a maze runner simulator and somewhat real turn based combat game, but with the limitations of the engine I couldn’t fit all that I wanted in the game. Nevertheless, the core gameplay revolves not eh simple rule that the player must go through the dark mazes and solve its puzzles, along with fighting enemies to find the quest items and defeat the final boss to win the game.

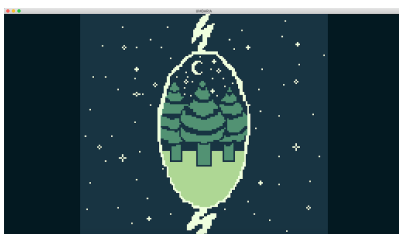
## Visuals



# Design Process



## Screenshots



The game intro shows the player coming into the game through a portal.



The player is given the main quest.



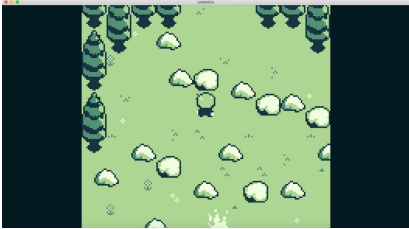
The player is exposed to the first blacked out section of the map!



Player is able to heal themselves through heart pickups.



The player fights their first boss.



A puzzle room that involves pushing boulders to get to the next area.

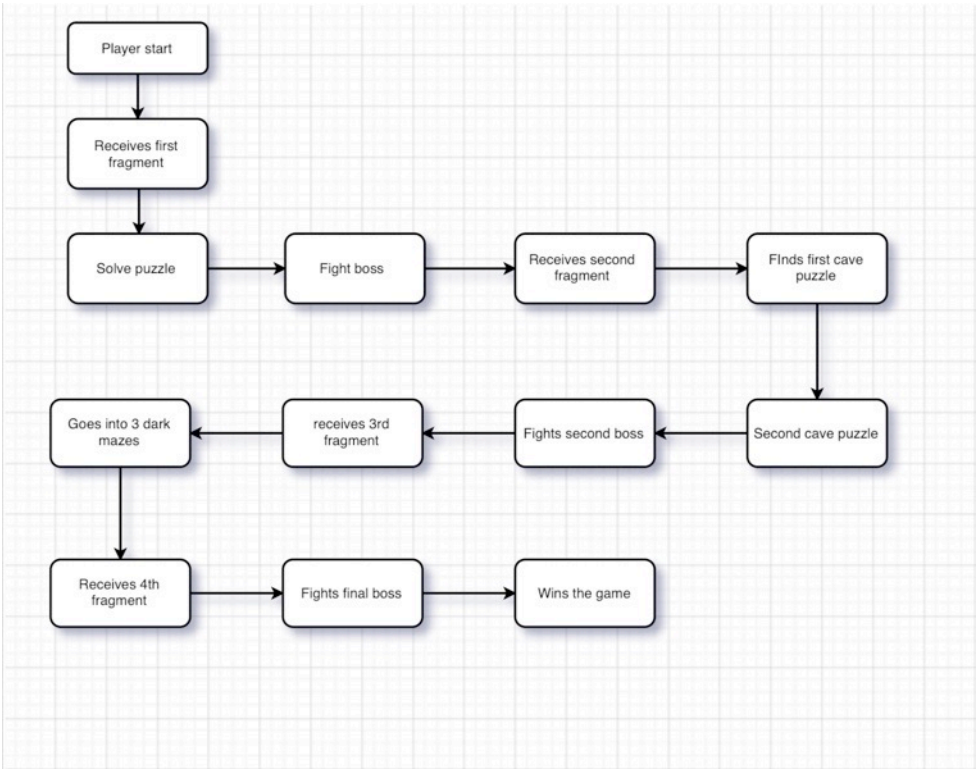


A ebony golem puzzle room that involves Braille!



A tag team boss fight!

# Gameplay Flowchart



## Post Mortem

In conclusion, I enjoyed making my very first game! I had a lot of trouble finding my footing when it came to producing sprites and art in general, and just finding a good place to start. I didn't know where to start even after I had planned out my game on graph paper, but I eventually got the hang of it. I had to figure out how to plan and properly program my scripts through online tutorials, and it wasn't easy to replicate off the bat. However, after a week of rigorous tutorial binging, programming, and creating scenes, I was able to find a good work flow.

Aside from my novice experience with working and creating with GB studio, I was disappointed that I couldn't put all my ideas into the game at the time, as I either couldn't script it correctly or the script couldn't be implemented the way I envisioned it to work as. Overall, I'm moderately pleased with my end result, and this experience taught me a valuable lesson in time management for any future projects.