sad.

Concept Document
V0.01

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Game Development Studio
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Fall 2019

Design Statement

The reasoning behind this game is to create an JRPG adventure game, I have always enjoyed creating games on limited resource based engines on older systems. It forces you to think creatively and adapt your situations and ideas towards the limited engines. I also believe there is not a single horror gameboy game. I would like to create one due to that reason. The design of this game involved little to no dialogue as well as no monsters while maintaining a certain atmosphere. The primary audience for this type of game is a player of any age seeking an art piece to interpret in their own way while also solving various puzzles. In the game you are thrown into an artistic experience in which you delve deeper and deeper into an abandoned mining town. Finding mysterious puzzles left behind by the townspeople.
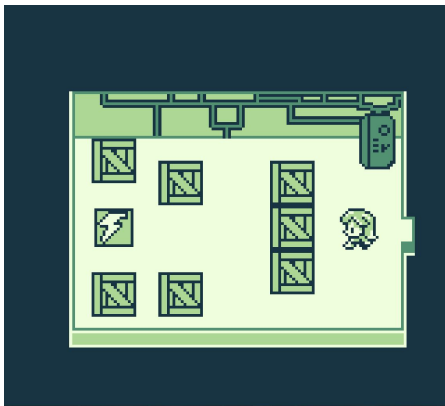
Core Mechanics:

The core mechanics of this game involves exploration of the levels and solving various puzzles in order to progress throughout each section of the game.

Screenshots:
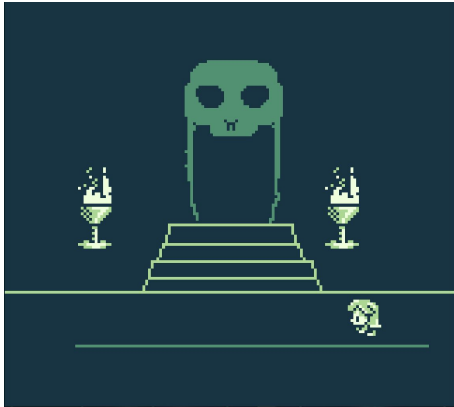
//In the above image you have an ominous entryway that your only choice is to go deeper into the caverns.

//In the above image you see one of the puzzles created. In which you have to move the wooden boxes to reach the generator you have to refuel.

//In the above image you left your car to set out on your journey.

//In the above image you first enter the abandoned security base. You are surrounded by a forest.

//In the above image you are seen next to a bridge in disrepair leading off a cliff that leads to nowhere.

//In the above picture you are in the security building adjacent to the security base.

Look & Feel:

The look and feel of this game is somewhat based on the stylistic choices of the game Undertale. I used a dark background to represent a darker area throughout the game. I used heavy amounts of contrast from dark to light.

Post Mortem:

I found while creating this game I expected myself to make too much and it was hard for me to implement an implied narrative. During the development of this game I cut a lot of features due to lack of knowledge on how to code on gbstudio. I also had to cut a lot of content due to hardware constraints. and the amount of custom tiles I was allowed to use.