

The Price of a Picture

Concept Document

V 1.01

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Games 115
Professor Samoff
Fall 2019

Introduction

The Price of a Picture takes place in a museum, the story goes like this. A priceless artifact has been stolen from the museum. You witness the Thief run into a painting, journey into paintings of historical events in order to find the artifact. While at the same time learning a little about historical figures.

Design Statement

Design an adventure game in GB Studio it must include Dialog and an Inventory. What I am trying to do with the game is to send players on a journey into paintings so that they can discover historical figures while recovering a stolen artifact.

Audience

The game should be playable by anyone but it would mostly target children in the middle school range, as well as anyone in learning a little about history.

Gameplay

Most of what the player does is walking around and talking to the historical figures trying to solve puzzles, fight in the coliseum, and find the thief. The genres I think would be educational adventure game. The modes being single-player for a gameboy or ROM. The player has to talk to historical characters to receive items that are necessary to solve puzzles.

Core Mechanics

The Player talks to NPCs and Interacts with blocks to move them around into position to solve puzzles and a combat system. Sometimes even solving riddles to solve those puzzles. There is an implied inventory with you receiving the items from the NPCs.

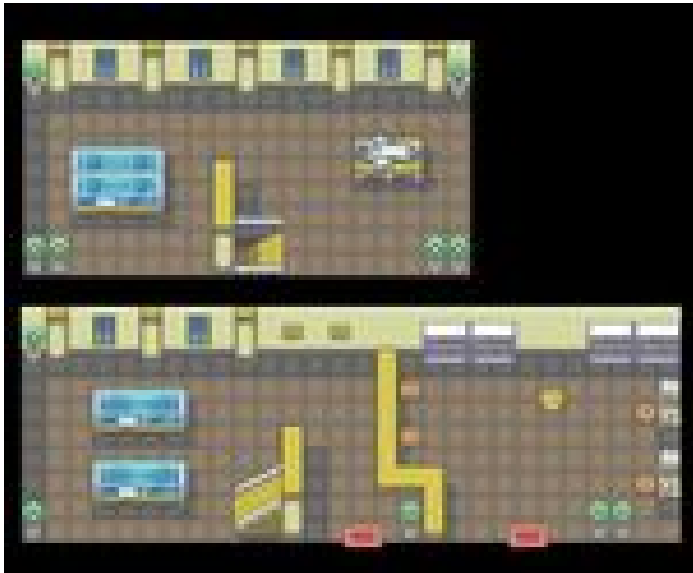
Look and Feel



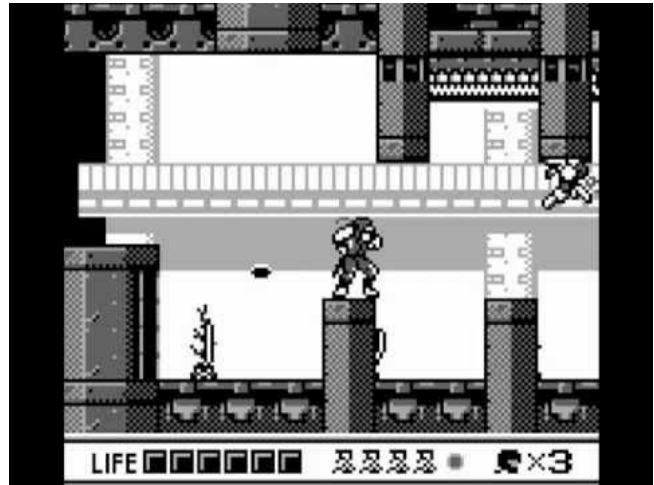
I want the game to feel like you are in the roman senate so that you can feel like you are talking with the senators.



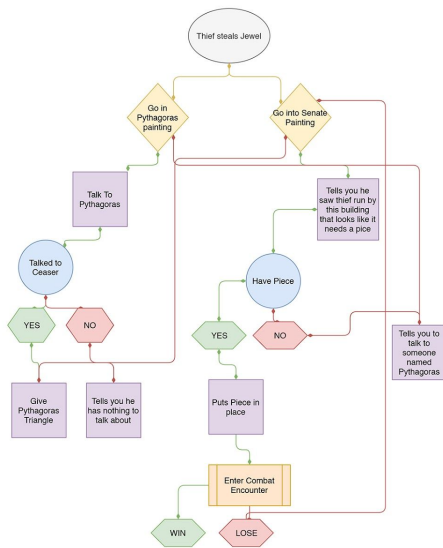
I wanted the museum part to feel like an actual museum with historical paintings in so it felt like you actually went into the painting.



I wanted the museum to feel like you were in the pewter museum of science in the Pokemon games.

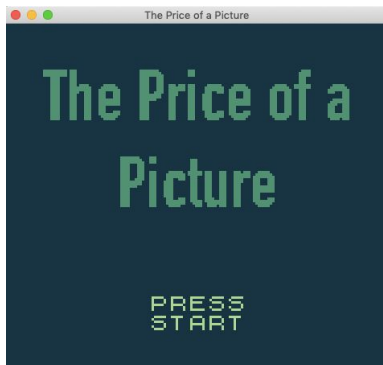


I wanted the enemy to be some type of thief so I thought what's a really stealthy enemy type Ninja's of course.



This is a flowchart of the general narrative of the game

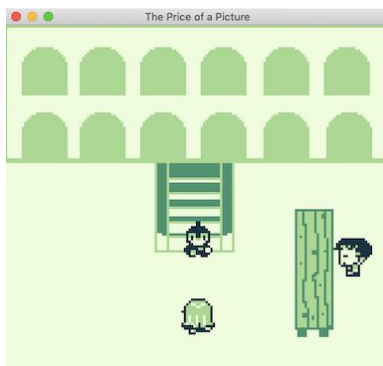
Gameplay Scenes



The title screen



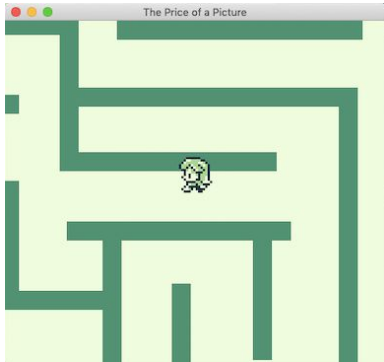
First cut-scene the thief running into the painting



In front of the Coliseum with the Healer and a guard.



Fighting a gladiator in the Coliseum.



In the maze under the Coliseum



Confronting the thief



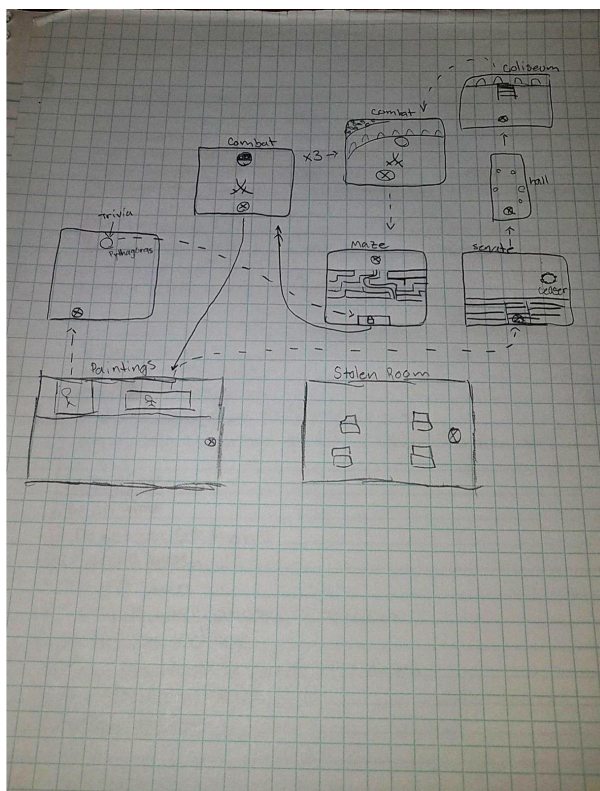
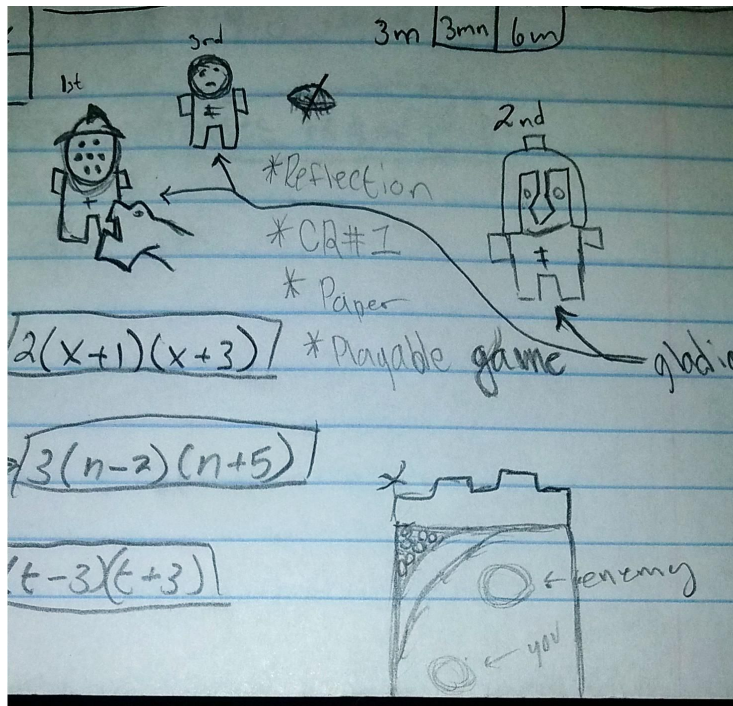
Talking to Pythagoras to get the key.

Post-Mortem

Making the game was at the very start a pretty daunting task. I was nervous about what I would make and how I would go about making it, but once I started working, it was actually really fun to do. I started by making all of my scenes so that I wouldn't have to worry about them later and I knew that they could potentially take a long time. Then I started working on all the coding, which was the majority of what I was nervous about. Finally, I did all of the sprites for the game. I think that in the process of making the game the things that went well were the narrative and the pixel art. I think the big thing that I learned was that coding is not actually that bad. In regards to the future of my game, I don't really know I think it would be pretty easy to add-on to the game because each of the paintings is like a module.

Design Notes

The idea didn't really come from any source the day before I had watched a history documentary, so I really wanted to do a historical game. I had thought about making a game about King Arthur, but I really liked the idea of going into paintings to interact with figures from history. One of the things I considered making for the game was music, I really thought music would enhance the feel of the game. I decided not to do any music because I thought that the game doesn't really need music and I wanted to make my pictures look like actual paintings which took a decent chunk of time. Another thing I wanted to include was more paintings, I didn't include those because I felt that they were not necessary and if I really wanted them I could make them in at a later point.



Drive of a Parking
(Rebecca) (you have my disc :))

Notes:

- Right time: when I walk right, the dialogue repeats itself
- While Righting, it would be cool if you could mention hp or atk damage so I know how much longer I will be Righting.
- I went through the whole menu and it tells me to talk to ceasar hmpn u
- I hate math gr

* I really love the art & the personality!

* the game idea is super fun & unique i really love it

- I would love to see a larger version of it!

The Price of a Picture

NAME: Cal Brown CONTACT: 01/01/17 DATE: 01/01/19

Circle the corresponding number score for each category that you feel is appropriate (1 is the worst, 8 is the best). Write additional notes on the right-hand side relating to your scores or about the game in general. At the bottom of the sheet is a space to write about what you feel is the strongest element of the game, the weakest element of the game, and one thing you would change if you could.

1	2	3	4	5	6	7	8
Very cumbersome design. Difficult to see what is going on in the game. Rules are unclear and difficult to understand.	Somewhat cumbersome layout. Rules are somewhat unclear and fairly difficult to understand.	Somewhat streamlined layout. Rules are generally clear and fairly easy to understand.	Very streamlined layout. The player can easily see what is going on in all areas of the game. Rules are very clear and straightforward.				
1	2	3	4	5	6	7	8
Lots of unnecessary procedures. There's too much to pay attention to. Many cumbersome exceptions to the rules.	Several unnecessary procedures. There may be several exceptions to the rules.	Few unnecessary procedures. There might be a lot too much happening. Few exceptions to the rules. Fairly well streamlined.	Few or no unnecessary procedures. There's just the right amount of stuff happening. Extremely well streamlined.				
1	2	3	4	5	6	7	8
Very unbalanced or completely broken. Feels unfair, far too much luck, or too many useless components.	More unbalanced than balanced. There are too many strategic loopholes, useless components, or components that are either too useful or useless. Luck may be too great a factor.	More balanced than unbalanced, but there are still some loopholes or components that aren't appropriately useful. Few luck elements are a problem.	Very balanced and fair for all players. No strategic loopholes and luck is appropriate in its significance. No components are too useful or too useless.				
1	2	3	4	5	6	7	8
The game lasts far too long or not nearly long enough. The game might also last a completely unpredictable amount of time.	The game does not last a satisfying length for what it offers. The game might still be too unpredictable in length.	The game lasts an acceptable amount of time. Game time is relatively consistent for what it offers.	The game lasts exactly as long as it should, given what it offers. Game time is appropriately consistent.				
1	2	3	4	5	6	7	8
Mechanics and theme are extremely mismatched. Different mechanics do not complement each other at all.	The mechanics and theme are somewhat mismatched. Several mechanics do not fit together well in the broad scope of the game.	The mechanics and theme are fairly well matched. Few mechanics might not fit well together.	The mechanics and theme fit extremely well together. All the mechanics come together to make a unified and immersive experience.				
1	2	3	4	5	6	7	8
Complete lack of emotional connection, tension, interesting decisions, or interesting theme. Lots of downtime.	Little emotional connection, tension, interesting decisions, or interesting theme. Too much downtime. "Fun" moments are rare.	There's a fair amount of connection, tension, and interesting decisions. The theme is appropriate. Downtime is relatively low.	Constant emotional connection or tension. Most decisions are interesting or meaningful. Very good theme. Downtime is virtually nonexistent.				
1	2	3	4	5	6	7	8
Player interaction is at a completely inappropriate level. There is not enough to interact with, or you affect other players far too much or too little.	Player interaction is lacking or inappropriate. You still interact with or affect game elements and/or players too much or not enough.	Decent player interaction overall, but improvements can be made to the amount of interaction or the quality of it.	Player interaction feels seamless and beneficial to the game without being too much or too lacking.				

Strongest Point: The narrative is quick, short, and sweet. You know your objective immediately.

Weakest Point: The combat does not display health/damage. I could not tell if I was winning or losing.

One Change: Make spawn points further from doorways. There were multiple times where I switched scenes despite not wanting to.

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Strongest Point: Story line, easy to follow

Weakest Point: Door ways i keep going back and forth w/

One Change: 6