

# The Price of a Picture

## Concept Document

### V 1.01

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# 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.

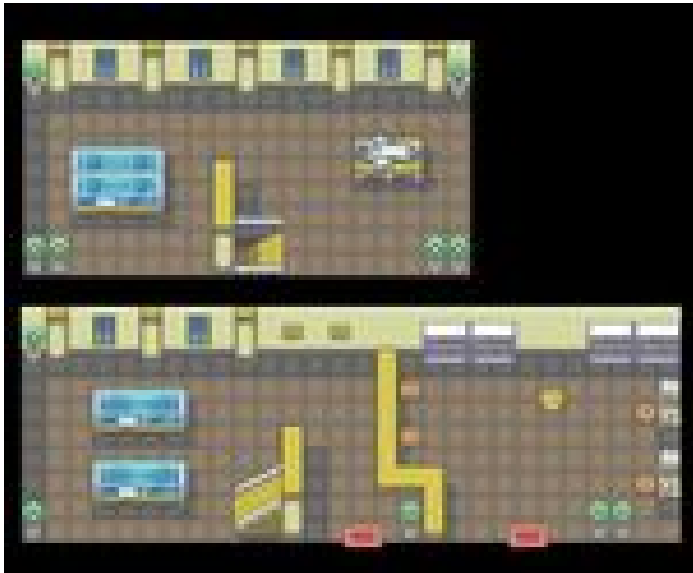
## Look and Feel



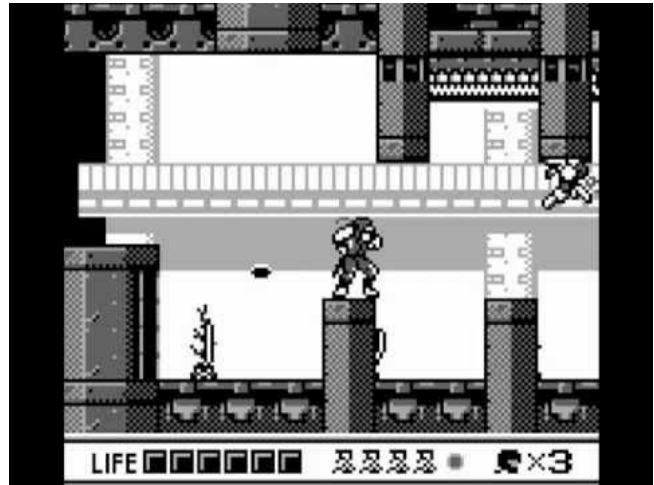
I want the game to feel like you are in the roman senate so that you can feel like you are talking with the senators.



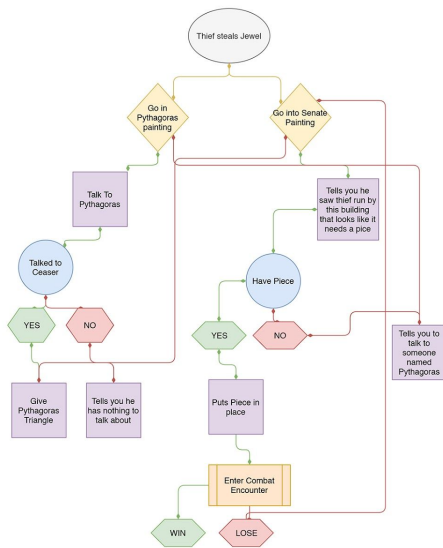
I wanted the museum part to feel like an actual museum with historical paintings in so it felt like you actually went into the painting.



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

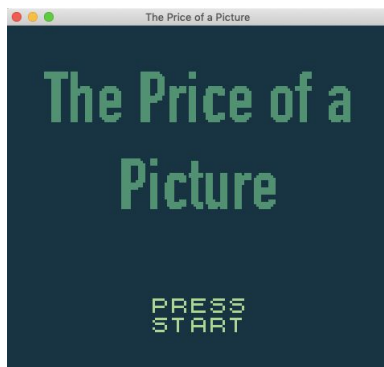


I wanted the enemy to be some type of thief so I thought what's a really stealthy enemy type Ninja's of course.

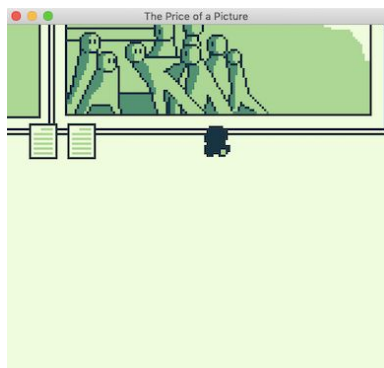


This is a flowchart of the general narrative of the game

# Gameplay Scenes



The title screen



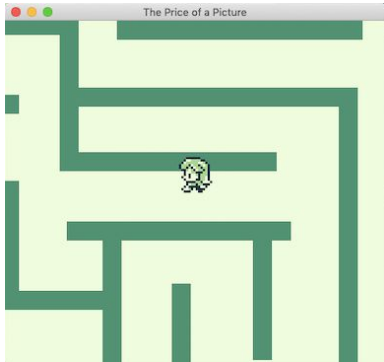
First cut-scene the thief running into the painting



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.



