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.

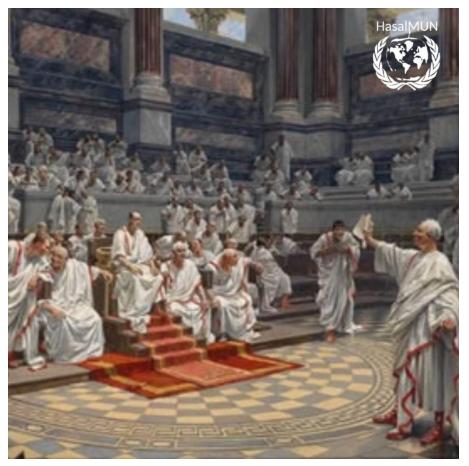
Gameplay

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.

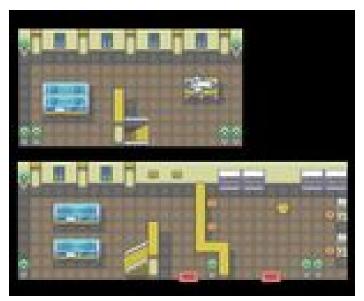
Look and Feel



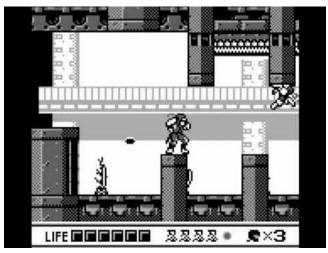
I want the game to feel like you are in the roman senate so that you can feel like you are talking with the senators.



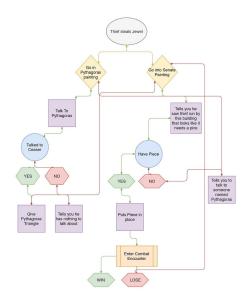
I wanted the museum part to feel like an actual museum with historical paintings in so it felt like you actually went into the painting.



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

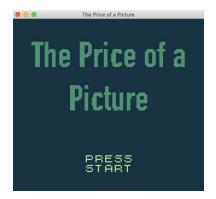


I wanted the enemy to be some type of thief so I thought what's a really stealthy enemy type Ninja's of course.

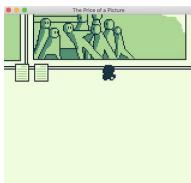


This is a flowchart of the general narrative of the game

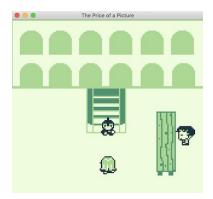
Gameplay Scenes



The title screen



First cut-scene the thief running into the painting



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



Fighting a gladiator in the Coliseum.



In the maze under the Coliseum



Confronting the thief



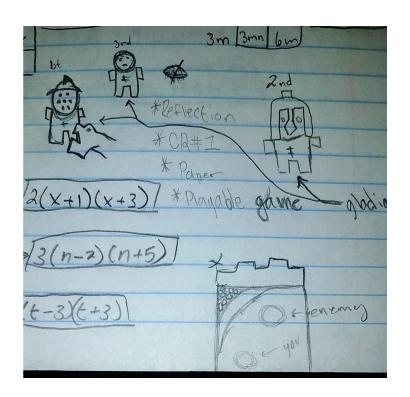
Talking to Pythagoras to get the key.

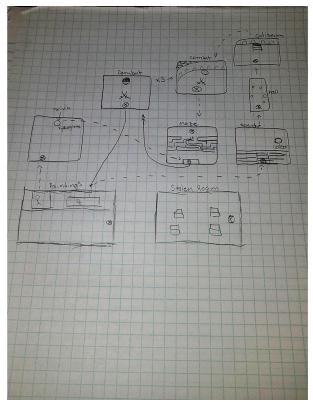
Post-Mortem

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.





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	or too many useless	useless components			
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				consistent.	
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	not complement each	Several mechanics do not fit together well in the broad	Few mechanics might not	fit extremely well together. All the	
	other at all.	scope of the game.	fit well together.	mechanics come together	
	1 > 2			to make a unified and immersive experience.	
	Complete lack of	4	5 > (6)	► 7 ► 8	
	emotional connection	Little emotional connection, tension, interesting	There's a fair amount of	Constant emotional	
	tension, interesting	decisions, or interesting	connection, tension, and interesting decisions. The	connection or tension	
	decisions, or interesting theme. Lots of downtime.	theme. Too much downtime	theme is appropriate	Most decisions are	
	mente, bots of downtime.	"Fun" moments are rare.	Downtime is	interesting or meaningful Very good theme.	
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Balance	Very unbalanced or completely broken. Feels			all players. No strategic loopholes and luck is		
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	or too many useless components.	components that are either		components are too useful		
		too useful or useless. Luck may be too great a factor.	luck elements are a problem.	or too useless.		
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