

Birth of a Monster

Concept Document

Eric Bey

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Professor Samoff
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Introduction:

My game is titled “The Birth of a monster”. This game follows the son of Frankenstein, FJ (also known as Junior), as he learns the basics of scaring. His father was the “king” of Scare U, the university he graduated from and now FJ is now at the starting age. He will have to collect the scrolls of terror before he is accepted into scare school.

Gameplay:

The scrolls will be collected through puzzles. The player will receive hints and clues from his familiar. Fj will talk to his family members to get through his nerves. He must finish a puzzle area to obtain the final scroll he needs to be accepted.

Design Statement:

This assignment is to make a 2D RPG game. I utilized both GB Studio and photoshop for sprite creation to create this game. I want the dialogue to show how a normal family would interact with each other. Although there is a difference between the human world and monster world I want the dialogue to seem like any interaction between a child and their family.

Map:



.. This is the map for the puzzle section.