

StormSilver

Design Brief

V. 0.1.0

By

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Abstract:

JRPG's often provide the player with a role to play and a slew of people they can interact with; StormSilver gives the player these things. With people to talk to and save from the evil Flarasite, and being able to fight against him for the liberation of the people from his clutches.

Genre:

Retro 2D JRPG

Platform:

Online (including Mobile Web) and GameBoy handheld (or emulator).

Time Intervals:

Real-time

Player Modes:

Single Player

ESRB Rating:

E10+ for Everyone 10 years and older

Target Audience:

The game is a retro-style 2D game that focuses on a story involving the endless battles of StormSilver and Flarasite. It is targeted to all people who enjoy a cinematic and melodramatic experience with their game.

Primary Gameplay:

This is a short, linear game that features a small amount of exploration, with a battle against Flarasite, and ending with [pending]. The exploration involves the player going into houses and talking to people who are about to go to class, late to class, or just have something funny to say. Ken walks down a street only to find Flarasite holding a civilian hostage with a crowd being moderated by police. After some dialogue, there is a Pokemon-style battle sequence where StormSilver and Flarasite fight. After winning the fight, Flarasite leaves and the civilian is safe. From there the player can continue to explore (maybe even finding a secret or two), and then go to class, where he finds out it's Saturday. The game continues through exploration and interaction.

Maps:

Ken's Room



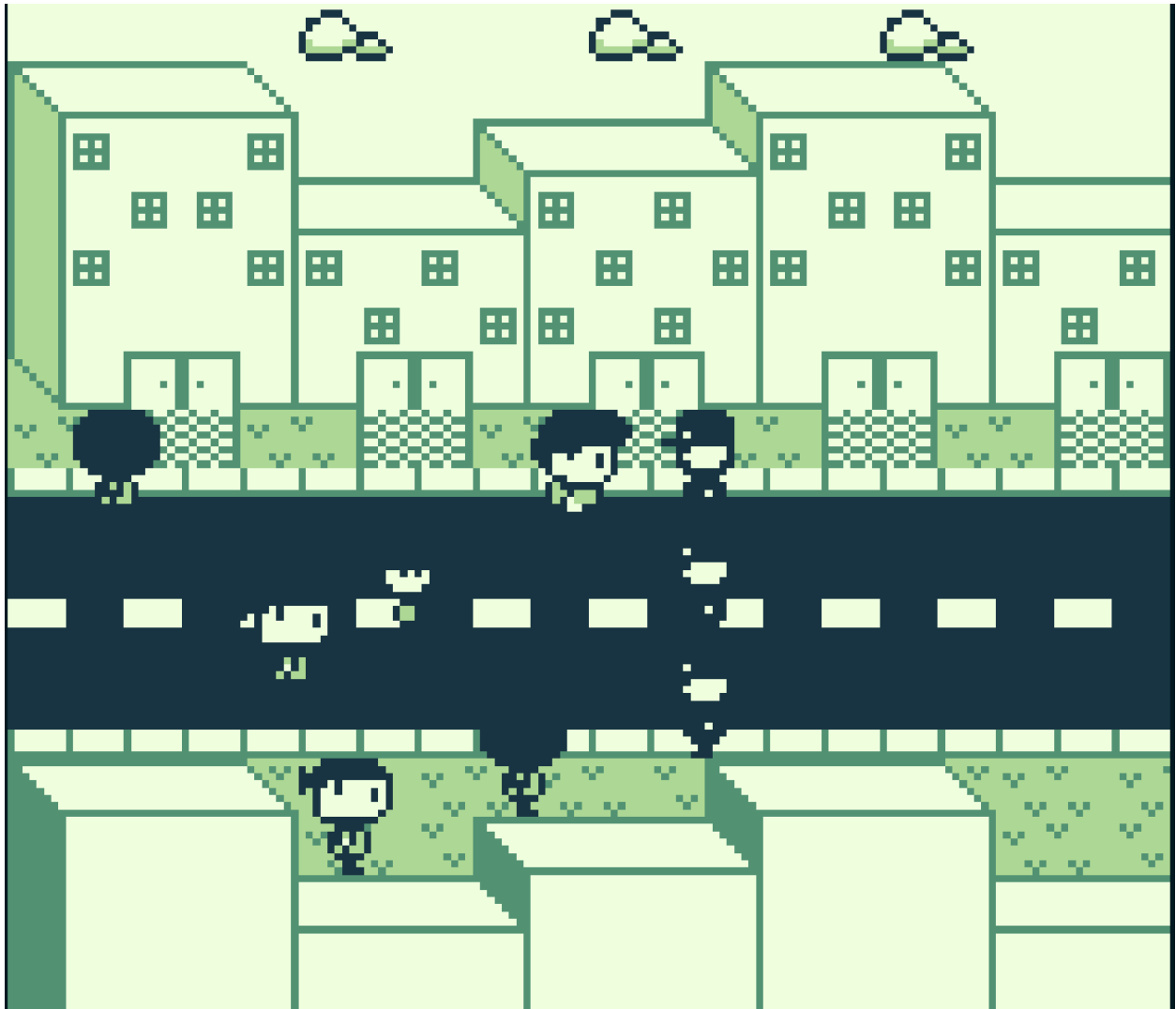
Ken's room has all the essentials, a bed, a desk, a wardrobe, and a roommate. All intractable.

Town (Top):



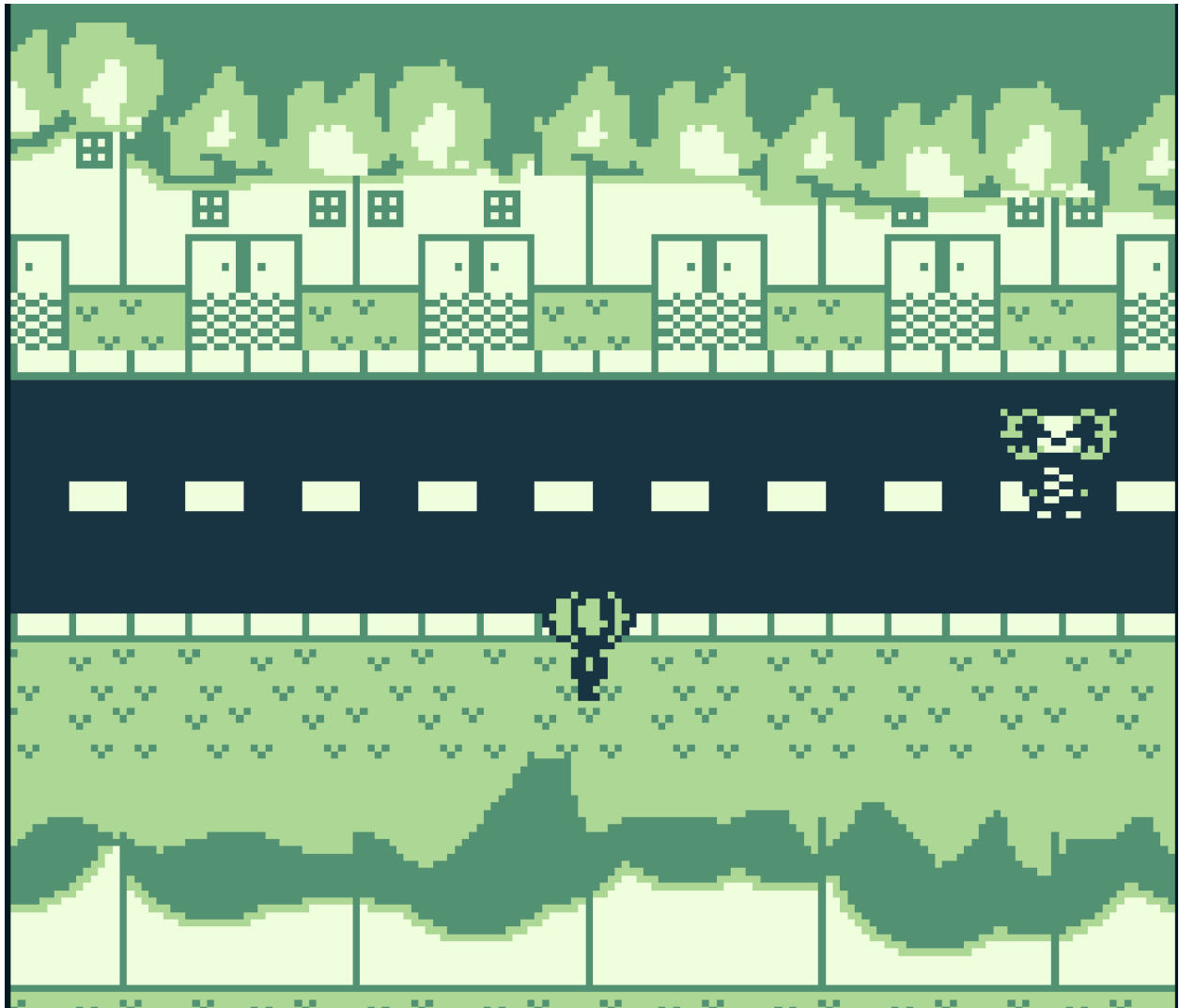
Viewed above are enterable houses that lead to NPC dialogue (left is Ken's house).

City:



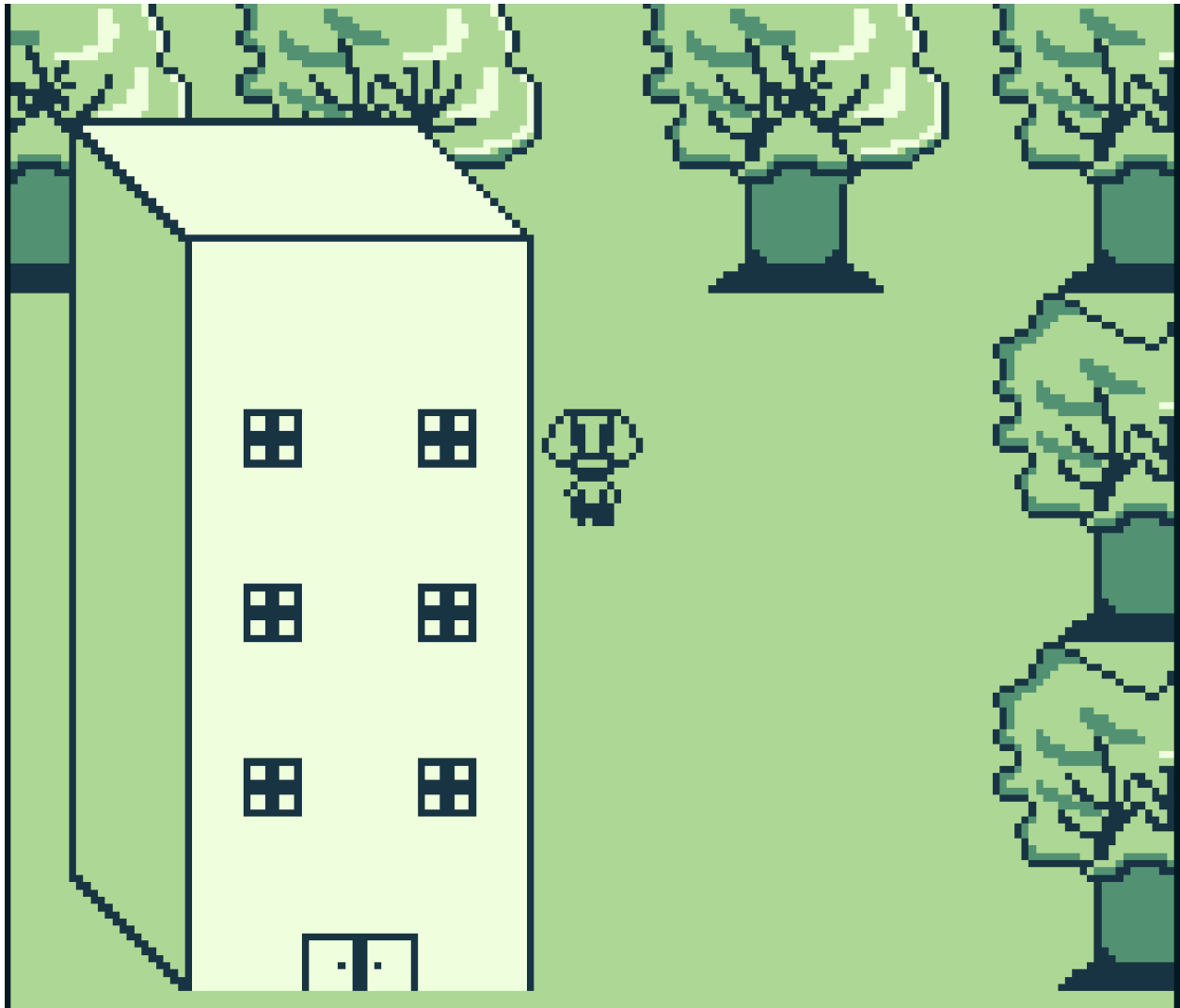
Here is a crowd that formed to witness Flarasite's hostage situation (not shown) and the police keeping the crowd at bay.

City (Battle/Reality):



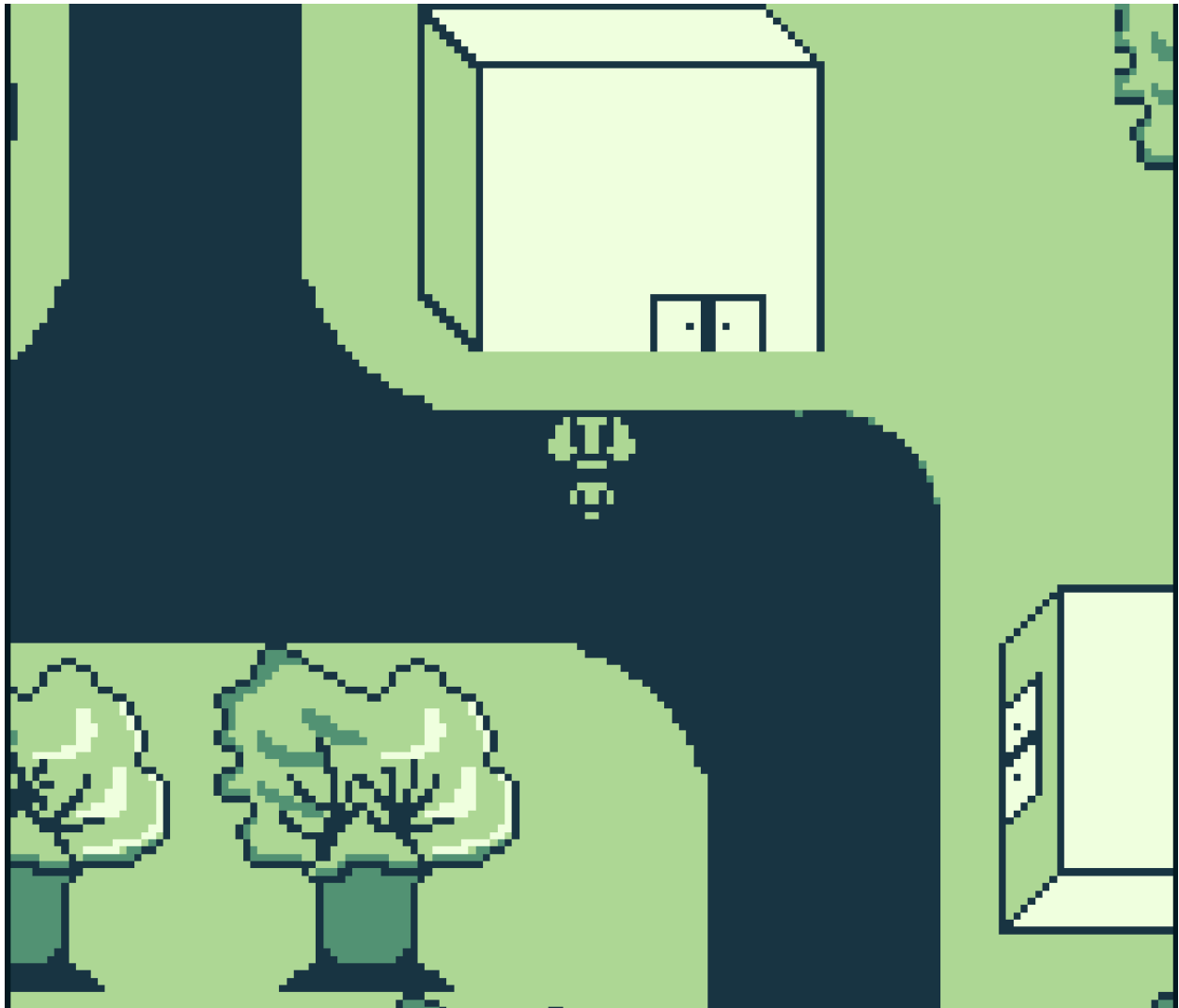
Here is the battle scene where Flarasite and StormSilver have their first bout, the cityscape looks much different right?

Campus (Top Right):



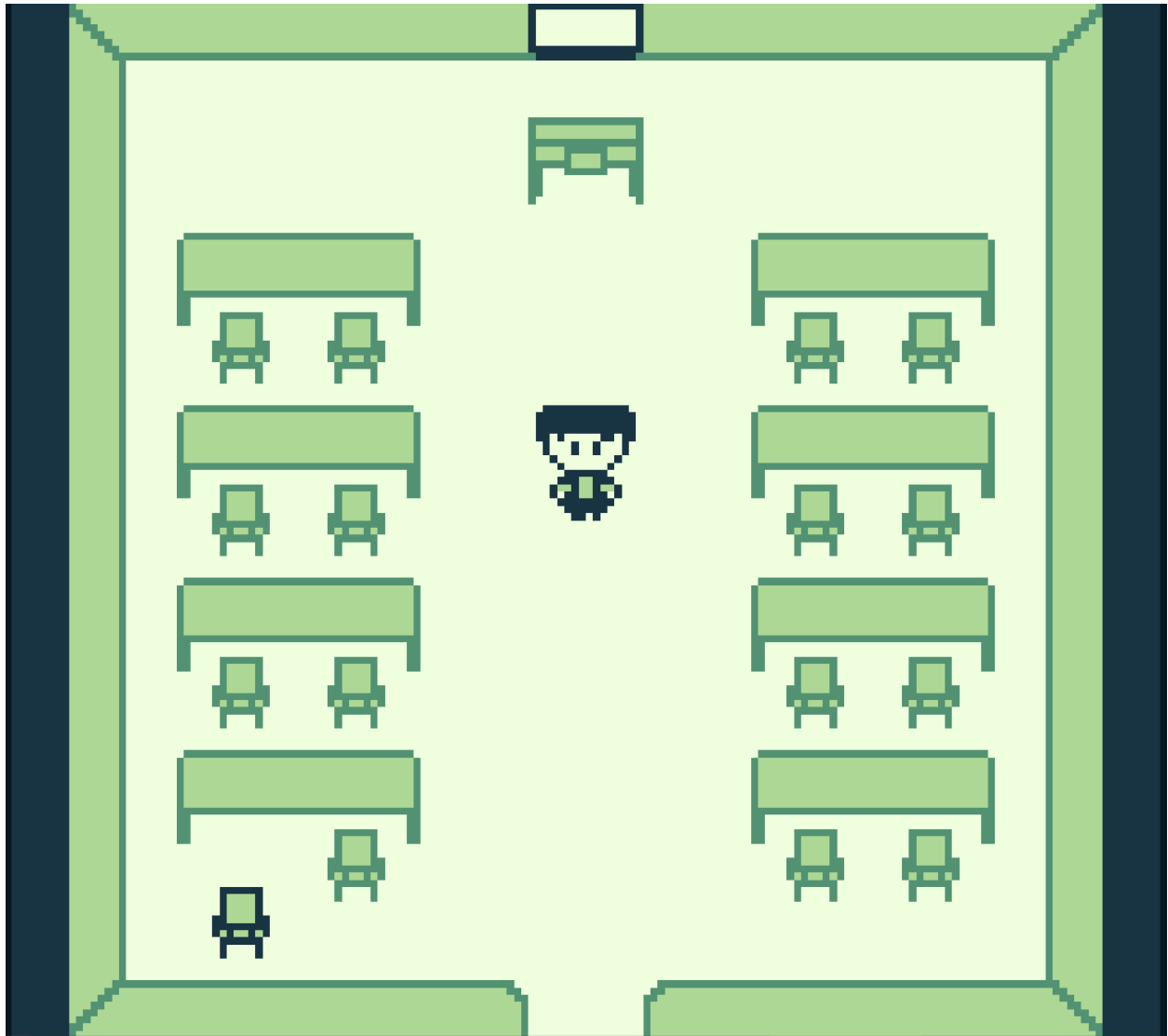
Here is the tall building envisioned on Campus along with some trees adding some aesthetic value.

Campus (Middle Right):



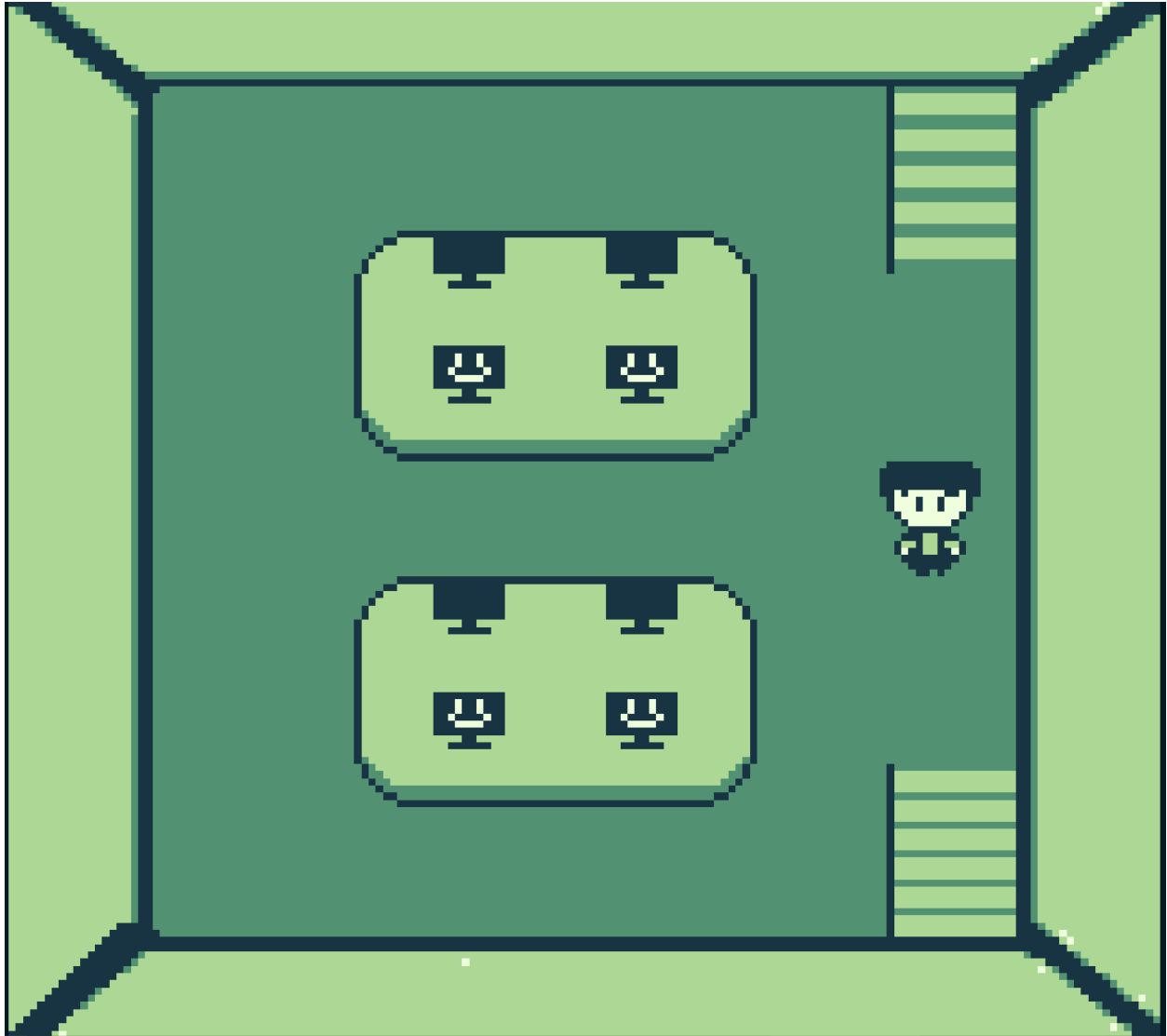
Here are the class and restaurant buildings envisioned slightly east of the tall building on Campus.

Classroom:



The aforementioned classroom, wonder why it's empty.

Tall Building (Floor 2):



Second floor of the tall building, it's a computer lab with happy monitors (and an easter egg hidden for those willing to interact with the right one).