Eep! A Game of Lost Sheep

Concept Document

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Game Development Studio

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Introduction

Design Statement

Audience

Gameplay

The core of the gameplay is finding your lost sheep, with each one requiring a different solution. Some may require you to find certain items, others may require completing challenges. The idea is kind of like a scavenger hunt. Some sheep are easily visible but inaccessible without figuring out the proper solution, others may be trickier to find. Only 5 sheep are planned (one for each area), though if time allows, I'd like to add more.
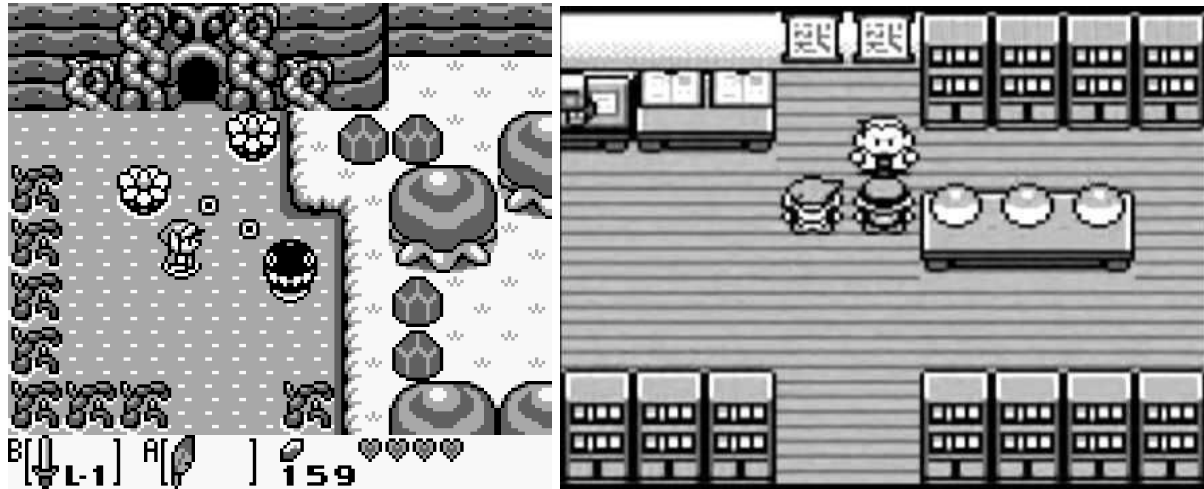
Core Mechanics

Walking and interacting with both objects in the world and character. Monsters do appear, and you can defend yourself by swinging your crook. Lock and door-esque system similar to say Zelda, though in a more open format than typical Zelda games (Besides the last one, sheep can be obtained in any order).

Look and Feel

Creating readable graphics with such a limited color palette was rough, so I often went back to Pokemon Red as a source of inspiration. Naturally, my game has a similar look to it because of that. It suits the more-laid back nature of the game. On the other hand, the game's intended feel is somewhat Zelda-like. Journeying through a landscape and collecting items to open your path

is pretty Zelda-like, though combat is a lesser focus outside of the boss fight at the end. Most closely I can relate the intended feel to Link's Awakening, where you don't have a ton of guidance but that allows for lots of exploration.

Maps and Flowcharts

Farmlands — Zackary Felix

S1 = Sheep
* = Good soil, plant magic beans and use the water can to grow a vine

Can break with pickaxe to access Caves

Mountain

Ruins

Marion's house / starting area, water can inside

Neighbors house

MB = Magic Beans

Sheep place(?)

Caves — Zackary Felix

* Not drawn to scale

SS = Sheep
W = Werewolf
▭▭▭▭ = Cage, goes away when you beat the werewolf

W

Need pickaxe to access caves, can from any other area through the mountain

Boulder blockade, requires 4 sheep and silver charm

Farm Ruins Town Forest

Town — Zackary Felix

Gambler in here

Bar

Market

can get the scissors

Forest

Fountain

Villager Houses

Church

Town Name

After 4 Sheep, get the silver charm

Ruins

Flowchart v.1 — Zackary Felix

Home → Get watering can
Home → Talk to neighbor
Talk to neighbor → Get magic beans
Get magic beans → Get sheep 1
Get watering can → Get sheep 1

Go through maze → Go to Ruins
Complete block puzzle → Go to Ruins
Go to Ruins → Go to Town
Go to Town → Beat the gambler
Beat the gambler → Get sheep 3

Get scissors from the Market
After 4 sheep are collected
Get pickaxe

Get sheep 2 → Go to Forest
Go to Forest → Cut vine trap
Get sheep 4 → Cut vine trap

Go to church → Get silver charm
Get silver charm → Go to caves

Go to caves → Beat the Werewolf
Beat the Werewolf → Get sheep 5
Get sheep 5 → completed!