## *-Abstract*

# <u>Oh Honey!</u>

My game is called "Oh Honey!". It will be about a bear named Ben and his other animal friends going on an adventure to retrieve the *honey* that has been stolen from them. In their world *honey* is an essential part of their society to keep the animals from ravaging each other, since they live in peace. Another thing to mention is that the number of animals in the forest have gone low due to humans, so *honey* was the perfect solution to have the animals stick together. *Honey* could also be a form of payment just like money is in our world. The bees who make the *honey* distribute it to all the other animals who live in the forest, but eventually they grew tired of having to give away all their hard work and took all of it for themselves and fled. Because of this the animals started losing their peaceful mentality and engaged in harming others. To stop this, Ben and his friends go out and explore their world to seek the bees and their *honey* to save the forest!

-The genre would be an action/adventure JRPG
-It would be single player or multiplayer (I haven't decided yet)
-The target audience would be everyone

## *-Design Statement*

This assignment is for us to create a 2D JRPG game for our first semester. We have to utilize Adobe Photoshop and GB Studio to make sprites, areas and coding. We also have to show our knowledge and put it to work, from the examples and demonstrations that were done in class.

In my game I am trying to communicate the effect good team work has on an objective and how no matter what situation, we are in it together. I am also trying to communicate how we should never give up when trying to achieve something, no matter how difficult it may be. Another one would be owning up to your faults and trying to become a better person.