

PIXEL BROTHERS STUDIO PRESENTS

Once Upon a time at...

Misthaven

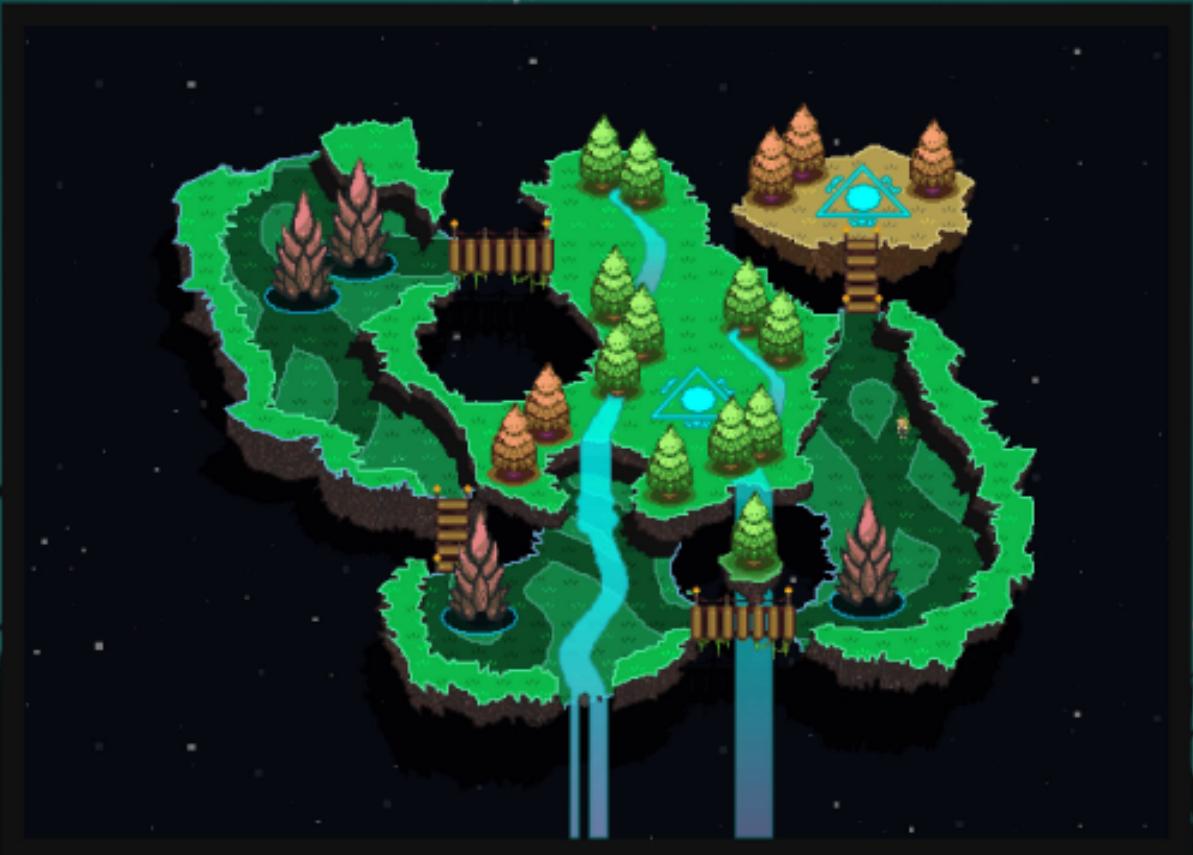
DESIGN DOCUMENT

INTRODUCTION

The Development Team

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The logo for Misthaven features the word "Misthaven" in a stylized, blocky font. The letters are primarily white with black outlines, set against a dark background. The "M" is particularly prominent, with a long, sweeping stroke that curves upwards and to the right.



Some of the map art done by Aaron Alphonso

INTRODUCTION

What Is It?

"Once upon a time in Misthaven" is a top down, hack and slash adventure game where the player needs to fight through various levels and arenas in order to progress."

What we want this game to do is make the player have an emotional attachment towards the characters and really understand the emotions they are going through. Since our game is very story heavy, we think that this can be done well. We also want players to have fun with our game. Since our game is a hack and slash with some unique levels, we think that players will find our game fun to play.

The look and feel of the game is inspired by old Nintendo games like Pokémon and The Legend of Zelda, where they have an 8-bit stylistic feel. Our game will be represented with 8-bit maps and characters that are very minimalistic in design, but still give the impression that they are characters with depth. Our game is unique as the levels in the game are designed as explorable arenas that the hero has to search, each one having a different theme than the previous one. For example, one of our arenas will have a ghostly spirit chasing down the player and spawning monsters. The ghost cannot be hit normally, so the player needs to find its weak point. In order to progress, the hero will have to defeat the monster. We also have a unique currency system that acts as a time saver. If your hero faints in the level, he will be revived back in the village, but he can also give a certain amount of "plasma" to a wandering spirit in order to revive him at the start of the level. This is why currency is much rarer in our game so that we can give players a challenge.

Misthaven

INTERACT MODES

Default Controls

The user interacts with the game by using the keyboard and can be changed with key bindings. The controls explained here are the defaults the controls. The player controls the character through the 'WASD' keys, the 'spacebar', the 'Q' key and 'E' key. Pressing any of the 'WASD' keys will move the character in the direction of how they appear on the keyboard. 'W' is up, 'A' is left, 'S' is down and 'D' is right. . Pressing 'spacebar' will make the character do a basic attack and pressing 'E' will make the character interact with an object or NPC (Non-Player Character).

Play the way you want to...

Pressing 'Q' will go to the exit menu where players can save and quit. Players control the menu by using the 'WASD' keys. Use the 'AD' keys to shift throught options, 'W' to select an option and 'D' to cancel a selection. The reason the controls are so simplistic is due the fact that the game is a "hack-n-slash" adventure; there is no need to overcomplicate the game with numerous keys in such a game.

The logo for Misthaven, featuring the word "Misthaven" in a stylized, blocky font. The letters are white with black outlines, set against a dark background of silhouetted grass blades.

Misthaven

Synopsis

In "Misthaven", our hero needs to rescue his kidnapped wife from the elders of their island before she is sacrificed to the Dragon of Serapion. Along the way, he needs to save the other 4 sacrifices and he learns that he must destroy this Dragon once and for all.

Backstory

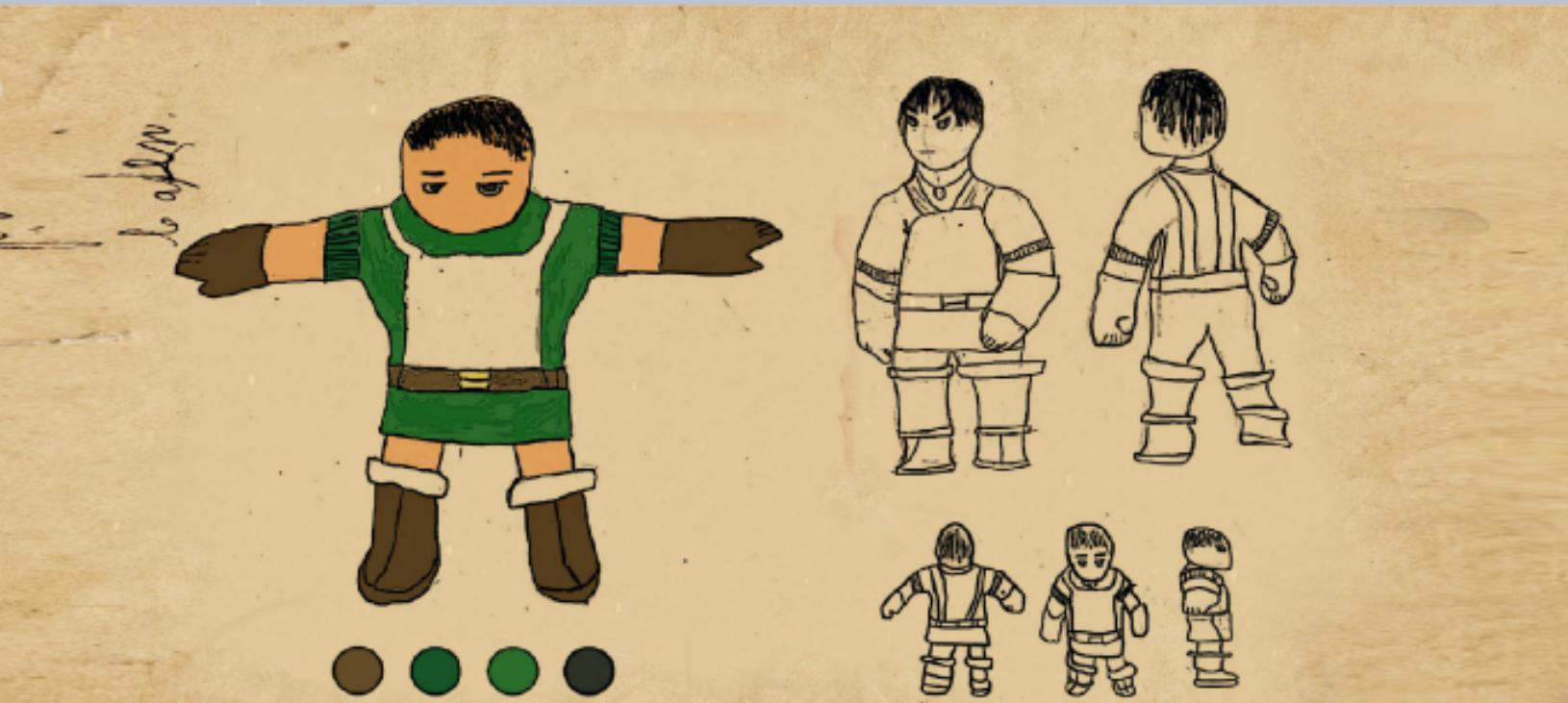
The planet of Misthaven, a peaceful planet where everyone got along and there were no problems. There were no wars, crimes, or corrupt leaders. The planet of Serapion, a planet whose inhabitants wanted nothing else but power, had noticed Misthaven and how vulnerable the planet was. Thus, they sent a dragon to the planet and ordered it to assume control over the inhabitants by any means necessary. This dragon began smashing the planet and breaking up the land. Eventually, Misthaven became a planet of five floating islands. The people of Misthaven were so terrified of the dragon that they decided in order to keep it happy, they had to sacrifice themselves as food. Every month, one person was chosen from each island as a sacrifice.



Misthaven

Story

Both our hero and his wife had been placed on the sacrifice list by the elders for some time now. Our hero was sure that he was next, since he was on the list before his wife was. The night before the sacrifice was announced while the hero was sleeping, he heard the sound of struggling and shuffling. He woke up to see his wife getting dragged out of the house by two thieves. The hero dashed after them and tried to save his wife, but he was too slow, he couldn't catch up. He had to save her, she was his everything. He grabbed a weapon and vowed that he will save his wife and village. The hero then went into the island transport portal and went to rescue his wife.



Character Concept Art by Eric Chan

Misthaven

Ghost Concept Art done by Rehan Rameez



Character Concept Art done by Usman Variava

ACTION

Enemies

"Misthaven" is a hack and slash adventure game where the expectation is for the player to fight against the monsters in order to save the sacrifices. The game will send many types of monsters to kill the player ranging from simple creatures from the forest who are looking for food, monsters who's only satisfaction is from killing anything, and cultists who will do anything to stop the player from interrupting the sacrificial ritual. The game will also have some boss fights in the game that would require different strategies to be able defeat them. The ghost in the second level chases the player around the map to the final boss which is a dragon that the player will have to dodge incoming fire balls. When the player defeats the boss at the end of a level, a portal would open to allow access to the next level.

Arsenal

In terms of arsenal equipment, the player has a sword as his primary form of attack. The sword is used to attack any enemies nearby. The sword would damage one hit point whenever the player hits a monster. The player can also cast powerful spells ranging from energy shots, to an area of effect spell to a spell which even allows the player to heal themselves. However, casting spells costs plasma and each spell's cost differs depending on the effectiveness of the spell. One example would be the healing spell that would cost a lot of plasma due to how effective it would be for the player to regenerate health.

The logo for the game "Misthaven" is displayed in a stylized, blocky font. The letters are white with black outlines, set against a dark blue background that features vertical, jagged, lightning-like patterns.

Misthaven

Plasma

In "Once upon a time at Misthaven", the player has 2 main resources. The first resource would be the plasma. The plasma acts as a source of currency within the game. The plasma can be used to spawn closer to the current level. It can also be used to activate the spellbook which allows the player to use spells for a certain amount of plasma. To obtain the plasma, a player can collect it on his path to complete the quests/levels and further themselves within the game. The spellbook is the second resource and can be accessed mostly anytime or place in the game. These spells can help you get out of sticky situations and avoid dangers or loss of lives.

Spell Book

To use the spells in the spellbook, the player must have the necessary amount of plasma. The player is capable of casting spells in the game via a spellbook to use against the enemies in the game. However, magic costs plasma to cast and are not plentiful within the game. Unfortunately, because magic is a powerful spell, it can be too useful of a tool that players may ignore the use of the hack and slash mechanic. The cost of plasma will fix this problem because the player will have to be careful with how often they use spells in case of losing all their plasma.

The background of this section features a dark blue gradient with a silhouette of tall grass in the foreground.

Misthaven



Concept art of Misthaven done by Aaron Alphonso

Misthaven

Progression

While playing "Once upon a time at Misthaven", the player will be progressing through the game by unlocking and going through a series of portals by completing the levels using hack and slash mechanics. That is the main progression theme of the game.

When starting the game for the first time, the player will start off at the first level in the village. The first level is the tutorial where the player will be able to interact with the NPC's to learn more about Misthaven. It also becomes the revive point when you die in future levels. There will also be combat training in the first level and will be introduced when the player gets interrupted while talking to an NPC and a flock of seagulls come into town. The player will have to get rid of the seagulls by using abilities.

The game has a total of 4 levels including the first level which is the town / tutorial stage. Each of the levels are unique and have a variety of monsters, puzzles and content. To get through these levels and progress through to the next level, the player will be able to use hack and slash mechanics and a spell(s) against the monsters and other enemies within the maze. In the final level of the game, the player will have to save a sacrifice from a fire breathing dragon That lights areas of the ground of fire.

As the player progresses through the game, they can get stronger by obtaining more plasma to be able to use the spell(s) more often. As the player gets stronger, they can defeat more difficult monsters and complete harder levels within the game.

Misthaven

CURRENCY

PC Platform

Once upon a Time in Misthaven could be sold as one of two models. One, it could be sold as a PC game and the other it could be sold as a mobile. Both of these models are proficient in what they do for us as they are online. This would help reduce manufacturing costs and have the game be easily buyable throughout the world. The pc model would be sold for an initial 10\$ as a starting price and possibly rise to be as much as 15\$.

Mobile Platform

This model of the game could have starting DLC (Downloadable content) at roughly 2.50\$ per DLC. This DLC would be more content that comes in the form in additional quests and dungeons with more enemies and bosses. The DLC could provide a more challenging game or an easier one. The Second model, the mobile model would have an initial value of 1 to 2\$ and DLC with similar traits to the PC version would come in packages worth about 1\$ each. However differently the mobile model sells extra gems and continues for players who might find the game too hard for them on such a platform.

The logo for the game Misthaven. It features the word "Misthaven" in a stylized, blocky font. The letters are primarily white with black outlines, set against a dark, textured background that looks like tall grass or reeds. The overall aesthetic is mysterious and atmospheric.

Misthaven

REWARDS

Plasma

In "Once Upon a Time in Misthaven" players receive rewards in the form of Plasma. Plasma is a form of power and currency. It is used to purchase respawns when the player unfortunately dies and when casting magical spells. Plasma is gained by picking it up when it spawns randomly throughout the level. Plasma are purple balls of floating energy and are very scarce. Players collect them to help them on their journey to save the sacrifices.



Depiction of Plasma - Thomas Whiting



Plasma Sprite Art - Donald Smith

Misthaven

Checkpoint

In "Misthaven", checkpoints are of major importance for the game due to the length of the game in which the players will experience. They will spend a lot of time battling monsters or completing quest and there is a chance that the players may face defeat in their progress or where the players would need to leave the game. This can be a frustrating situation as progression can take some time to complete, especially when having to start all over from scratch, thus making players find the game repetitive and frustrating.

The checkpoints, as the name suggest, would allow the players' progress to be saved in case the players leave or die in-game. Usually the game would set the checkpoint system on as a default option but players can turn the option off if they feel daring enough. If the player happens to leave the game, the game would sets the checkpoint as the latest save access for the continue option in the menu to access.

Saving

As previously mentioned before, there will be times that players would have to leave the game to do something. If the player is about to progress through to the next level by going through the portal, the player would be given the option to save the overall progress before accessing the next level. The save option will advise the player to make a save before progressing to the next level. The advantage of the saving over the checkpoint is that the player could just explore the next level if they wish to without having to make any progress for future purposes. Like the checkpoint, players can access the save file in the menu if the player makes the save before a level without any checkpoint progressing in that file.

Misthaven

Continues

The game can be difficult and there is no guarantee that the player would be able to complete the game in just one attempt. The players will experience death, halting the game's progression. However, death in "Misthaven" is not absolute as players can retry the progress in the game. Should the player die; there are two options for the player to restart. The first option would allow the players to return to the last checkpoint that the player made with absolutely no cost. The second option for the player is to restart at the same position, costing them plasma. In order to ensure that this option does not harm the experience of the game, the cost of the plasma can be costly and due to the rarity of the plasma, this option should be reserved for emergency uses only.



Misthaven before shatter done by Aaron Alphonso

Misthaven

Some of the map art done by Aaron Alphonso



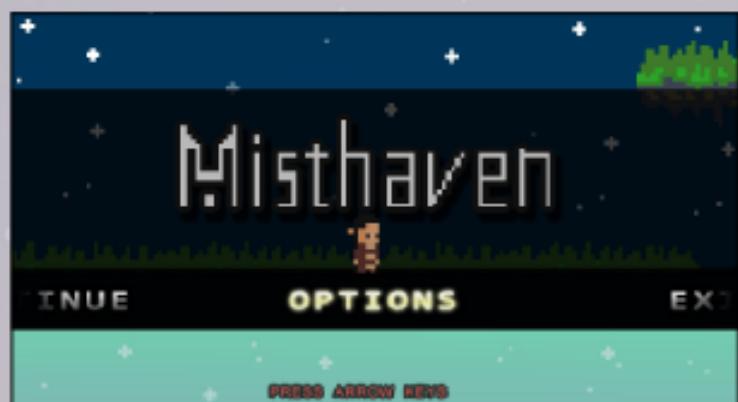
USER INTERFACE

Main Menu Interface

The menu interface is unique to this game. It simulates a sort of platformer setup where the player walks on a menu strip with the options: Continue, New Game, Options, Credits, Exit Game. The player uses **W, A, S, D** to control the menu. The user can go left and right along the options by using **A** and **D** keys. **W** enters an option (forward) and **S** goes back to main menu (backward). The enter key and the backspace also perform the same function as the **W** and **S** for players that prefer it.

In Game Interface

The game interface is simple and easy to understand at first glance. The hearts represent the health bar, the numbers represent the score. And the buttons represent with their respective keybinding represents the spells.



Some of the UI design done by Aaron Alphonso

Misthaven

Single Player (Hack & Slash)

The game can be difficult and there is no guarantee that the player would be able to complete the game in just one attempt. The players will experience death, halting the game's progression. However, death in "Misthaven" is not absolute as players can retry the progress in the game. Should the player die, there are two options for the player to restart. The first option would allow the players to return to the last checkpoint that the player made with absolutely no cost. The second option for the player is to restart at the same position, costing them plasma. In order to ensure that this option does not harm the experience of the game, the cost of the plasma can



Swamp - Level 3 Concept Art done by Aaron Alphonso

Misthaven

Team Goals & Player Goals

The overall goal of our game is to try and give the player an emotional as well as fun experience. We intend to do this by creating an engaging storyline and using many mechanics like hack and slash to our advantage. Some goals that we have set for ourselves and completed are:

- Designed Gameplay
- Created all arena levels
- Designed NPC's
- Designed Enemies
- Designed Main-Bosses
- Designed Weapons/Spells
- Added music/sound effects
- Designed U.I.

The main goal of our game (gameplay wise) is for the player to rescue each of the five sacrifices and eventually destroy the dragon. Each level contains many different monsters that the player needs to kill in order to progress. If a player fails to kill every monster, the portal that leads to the next level will not open.

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Once Upon a time at...

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