



The Guardian's Quest:
Reclaiming Home



Overview of this Game:

The Guardian's Quest is a 3D action adventure game where the player controls a young villager. The character utilizes different weapons and items to aid them in navigating through the different areas of the game, defeating enemies, and helping other characters on their way.

Controls:

The game will support both controller and keyboard support. The Game Controller is the preferred input device for playing this game.

The character can move in 8 directions and can also move the camera. One button is used for the main attack, one is used for running/dodging, and one is used for interacting with the world and its objects. Two buttons will be used to cycle through the inventory.

1. Characters

- 1.1. Main Character: Leon the Guardian**
- 1.2. Skeleton Enemies**
- 1.3. Village Leader**

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1. Characters

- **Main Character: Leon**

- A young adult from Sylvanleaf Haven who is currently the village's protector.
- Leon's goal is to become a knight for Verdalia.
- Wields a sword to help protect the village



- **Enemy 1: Skeleton Footman**

- Skeletal Minion summoned by Undead Faction to destroy the forest and village.
- Appears in the Thornwood Forest and Sylvanleaf Haven.
- Performs basic attacks with swords.



- **Enemy 2: Skeleton Archer**

- Uses a bow and arrow to attack the character.
- Skeletal Minion summoned by Undead Faction to destroy the forest and village.
- Appears in the Sylvanleaf Haven.



- **Enemy 3: “Bones” Boss: Skeleton Elite:**

- The Commander of the operation to destroy Sylvanleaf Haven
- Boss appears in front of the village's main building.
- The Elite Skeleton is much larger than the basic Skeleton mobs. Boss battles involve more movement mechanics and timing to deal with their attack.
- Has a much larger health pool and deals significantly more damage than regular mobs.
- Attacks include a dash, and casting fire balls. Once below half health, the Boss enters a rage, where he starts casting rings of fire.



- **Enemy 4: “Brute Skeleton Boss Fight” Boss: Skeleton Elite:**

- The defender of the Mad Wizard Lair and protector of the ancient scroll.
- Boss appears in the center of the cave area.
- The Brute Skeleton is larger than the basic Skeleton mobs, but smaller than the Skeleton Elite. Brute battles involve more movement mechanics and timing to deal with their attack.
- Attacks are faster and more versatile. Has a much larger health pool and deals significantly more damage than regular mobs.
- The boss is equipped with a shield and can defend attacks with a sword as well as a bow and arrow.

- **Agnus the Wise**

- Agnus is a wise and knowledgeable wizard residing in Sylvanleaf Haven.
- Has his shop where Leon can buy potions.
- He becomes a key ally to Leon, revealing the dark magic wielded by his pupil, Velius the Dark.



- Agnus guides Leon in his magical training and teaches Leon magic spells like fireball and AOE attack.
- He later performs the ritual to reverse the undead curse.

- **Velius the Dark**

- Velius is a dark wizard, he is the main antagonist of the game and former pupil of Agnus.
- Velius uses necromancy to summon undead skeletons and poses a threat to Sylvanleaf Haven. He is revealed to be the mastermind behind the undead invasion, and Leon's quest revolves around confronting and defeating him to save the village
- Velius transforms into the Mad Wizard, a more powerful and menacing form during the climax of the story. Leon must defeat him to obtain the missing part of the ancient scroll and complete his quest
- He has strong magical attacks like fireball, AOE, and magic shield. He also wields a magic wand which is used to cast magic attacks and do melee attacks.



- **Ari the shopkeeper**

- Ari is the village shopkeeper and a friend of Leon.
- When the undead skeletons attack, she relies on Leon for protection.
- She plays a crucial role in guiding Leon to understand the source of the undead threat.
- Ari tasks Leon to get information from the wise wizard Agnus.
- Ari also gives Leon multiple side quests like retrieving the stash from her hut and saving other fellow villagers.



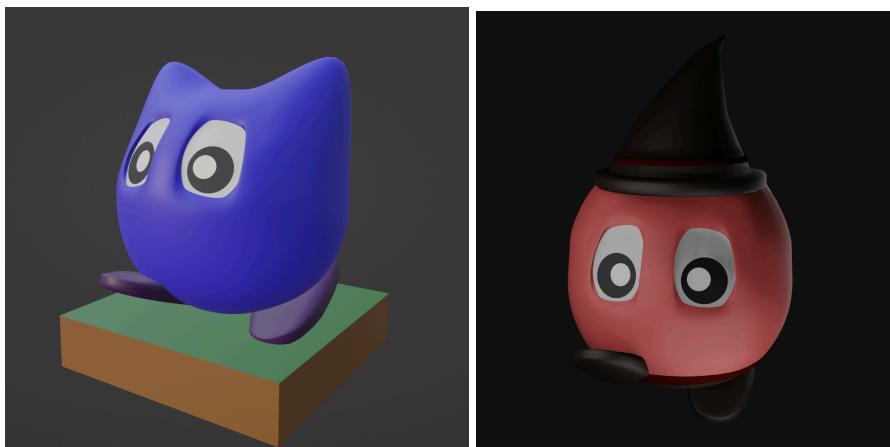
- **Villagers**

- Villagers will be scattered around the map and have different side quests for Leon to complete and be rewarded with gems.



- **Slime**

- Slime is a small enemy encountered mainly in the cave area of the game.
- It has a ranged attack where it splits out the poisonous substance that can harm Leon and has a relatively small health pool.
- Slimes are usually found in heard where Leon has to defend himself from multiple of them at the same time



2. Story/Plot

In the beginning, players assume the role of the guardian, Leon, a revered protector of a peaceful village nestled in the heart of the game world. The guardian becomes distracted, drawn away from the village, only to return and discover a devastating explosion and the village under siege by malevolent enemies. The village is in ruins, and chaos reigns.

As the guardian, the quest for redemption and retribution unfolds. The player must venture back to his village, battling hordes of skeletons and uncovering the truth behind their sinister attack. Along the way, you'll encounter villagers and uncover dark secrets that will test your resolve. The ultimate goal is to find your way back to the village, free it from the clutches of the skeletal invaders, and restore peace to the land.

2.1. Theme

The Guardian's Quest is a journey through adversity and redemption, where moments of action and levity intertwine to portray the unwavering determination of the guardian in the face of darkness. It's a game that explores the resilience of the human spirit and the quest to restore hope, even in the midst of chaos and destruction.



3. Story Progression

Leon awakens in Thornwood Forest, disoriented and discovering the effects of a mysterious sleep potion. He is unaware of how long he was asleep.

As Leon heads back to Sylvanleaf Haven, the ground beneath him begins to tremble. After the tremor subsides, Leon hastily returns to the village, his senses on high alert.

Within the village, Leon encounters a group of skeletons, a grim realization dawning upon him – someone has wielded dark magic to summon the undead. Leon battles and defeats the skeletons. He continues through the forest, finally reaching Sylvanleaf Haven.

Entering Sylvanleaf Haven, Leon hears the scream and realizes it's the voice of his friend Ari, the shopkeeper, and rushes to defend her. He finds skeletons attempting to break into the store, prompting him to fight them off and protect Ari.

Ari tells him that the first tremor, which happened two days ago, summoned the undead skeletons. Being told that the second tremor was larger than the first, he is tasked with checking on the shop of the wizard Agnus the Wise. Upon reaching the wizard, the wizard tells him that the wizard's pupil Velius the Dark has used necromancy to summon undead skeletons to take over the village.

After a fierce battle between the skeletons and village defenders, with a lot of casualties, the defenders were able to hold off the skeletons. In a feat of anger, Agnus summoned the Strong Skeleton Elite boss who wiped out the rest of the village's defenders. After this revelation, Leon is horrified, as the only defender left in the village he swore to protect. Agnus the Wise tells Leon to defeat the skeleton Elite; he has to learn magic. This begins with Leon's magic training arc to confront and defeat Velius and his undead army.

Upon reaching the main village overrun by the skeletons led by the elite skeleton boss, Leon battles and defeats the elite skeleton boss with the newly equipped magic spell and the shield he retrieved from the shopkeeper's stash. The Elite drops items enchanted with magic. Leon picks up the enchanted item and the mad wizard Velius the Dark appears in thin air. He tells Leon to surrender and threatens that if he does not he will be killed like the rest of the defenders. Leon rushes to attack him, but Velius summons the undead and disappears.

Returning to the wizard, Leon discovers the enchanted properties of the necklace and inherits the elite skeleton's fire AOE attack. After seeing the necklace and hearing about his pupil's appearance, the wizard asks Leon to gather more information by scouting out the cave the pupil used for his study.

Leon ventures into the mad wizard's lair, fights through slimes, and comes across the brute skeleton. The two clash their swords and get into an epic battle. Leon comes on top by defeating the skeleton brute, and he discovers the ancient scroll.

He goes back to Agnus the Wise and shows him the scroll. Agnus reveals that this is the scroll that his pupil used to raise the dead. He also learns that there is a second part of the scroll that is missing, which should have the information on how to lift the curse, and Velius, his pupil, must have the missing part. Defeating the mad wizard is the key to obtaining the enchanted items and the other half of the scroll.

Leon confronts and defeats the mad wizard, retrieves the enchanted item and scroll, then returns to Agnus the Wise.

The wizard Agnus the Wise performs the ritual to reverse the undead curse.

As the curse is lifted, the village celebrates Leon as a hero, and he is named "Leon the Guardian" for completing his guardian's quest.

As the village rejoiced, Leon couldn't shake the feeling that this was just the beginning of a more significant adventure, with mysteries yet to unfold. In the midst of the celebration, a mysterious figure approached Leon, revealing cryptic symbols on a tattered map—a hint at a larger, more perilous journey awaiting him beyond Sylvanleaf Haven.



4. Gameplay

4.1. Quest and progression

Overall (Long Term):

Reclaim Home: Guide the guardian to restore the village to its peaceful state.

Uncover the Mystery: Reveal the truth behind the malicious attack.

Achieve Redemption: Develop the guardian's character and find redemption for their lapse in duty.

Gameplay (Short Term):

Defeat Enemies: Engage in combat to eliminate skeletons and clear areas.

Explore: Navigate landscapes and uncover secrets.

Aid Villagers: Interact with villagers, possibly complete quests, and discover more about the story.

4.2. User Skills

As Leon traverses through the game, he has various abilities he can perform. His main mode of attack is with his Sword. The sword provides a normal and heavy melee attack. Another basic attack he can perform is ranged attacks with a bow and arrow to damage enemies from a long distance. Bow automatically targets enemies within a few feet of Leon's range. As Leon completes quest storylines, he will unlock the ability to cast spells, including a ranged fireball and an AOE fire ring that knocks back enemies.

For defensive mechanics, Leon can perform a dash move to dodge enemy melee or range attacks and is also equipped with a shield. Our game focuses on good dodge timings to greatly minimize damage taken and counterattack the enemies quicker. Jumping is also a mechanic that can be used for dodging some attacks but it is mainly used to move around the levels.

Leon can also use potions to aid him in battle. Some of the potions include health potions to regenerate his health during battle or in the field or even potions that cause his damage to be increased for a short amount of time.

4.3. Game Mechanics

The Guardian's Quest is a 3D action adventure game that focuses on hacking and slashing against enemies while exploring the different levels. Combat consists of attacking mainly through swords and bows. There is an emphasis on dodging with your skills to counterattack quickly as enemies do a lot of damage.

The UI of our game consists of an HP Bar and a mana bar. On the bottom of the screen is an inventory cross that shows Leon's current equipment, spells, potions as well as the controls. The different items in the cross can be cycled through and the number of that item available will be shown. We plan to move the list of controls to the menu.

A checkpoint system is used to save the progress of the game and acts as a respawn point anytime the player loses all of his health points in a battle or loads up the game.

4.4. Items and power-ups

- Basic Sword
 - Used by guardian and enemies
- Bow and Arrow
 - Used by guardian and enemies
- Shield
 - Used by guardian and enemies
- Potion
 - Used by guardian
 - Health Potion
 - Damage Boost Potion
 - Mana Boost Potion
 - more to come...





4.5. Quests

- Quest 1: Awakening in Thornwood Forest
Objective: Leon wakes up in Thornwood Forest, disoriented and discovers the effects of a mysterious sleep potion. Unaware of how long he was asleep, he must navigate back to Sylvanleaf Haven.
- Quest 2: Defeat the undead and discover the root of the tremor
Objective: After returning to Sylvanleaf Haven, Leon experiences a tremor and discovers the village under attack by undead skeletons. He fights off the initial wave and learns about the dark magic causing the invasion.
- Quest 3: Protect Ari and defend her store
Objective: Leon rushes to defend his friend Ari, the shopkeeper, as skeletons attempt to break into her store. He fights off the attackers, protecting Ari, and learns about the source of the undead invasion.
- Quest 4: Seek the wizard Agnus the Wise
Objective: Ari informs Leon about the wizard Agnus the Wise. Leon seeks Agnus's guidance, and the wizard reveals Velius the Dark's involvement. The quest involves understanding the severity of the threat and the need for magical training.
- Quest 5: Magic Training Arc
Objective: Agnus instructs Leon to undergo magic training to confront Elite skeleton boss. Leon learns spells and skills to prepare for the upcoming battle.
- Quest 6: Defeat the elite skeleton "Bones"
Objective: Leon faces the Strong Skeleton Elite, a boss summoned by Agnus in a desperate attempt to defend the village. This quest involves a fierce battle with a significant risk of casualties.

- Quest 7: Return Enchanted Item to Agnus
Objective: After defeating Velius, Leon retrieves enchanted items and a scroll. He learns about the missing part of the scroll and Velius's connection to it.
- Quest 8: Confronting Velius
Objective: With the defeat of the elite boss, Velius appears, threatening Leon. A confrontation ensues, leading to Velius summoning undead reinforcements. Leon must survive the onslaught and attack Velius.
- Quest 9: Investigate the Mad Wizard's Lair
Objective: Leon explores the cave where Velius conducted his studies, facing challenges like slimes and encountering a powerful skeleton brute. After defeating Velius, Leon retrieves enchanted items and a scroll. He learns about the missing part of the scroll and Velius's connection to it.
- Quest 10: Defeat the Skeleton brute
Objective: Defeat the skeleton brute who is protecting a scroll chest.
- Quest 11: Confront and defeat the Mad Wizard
Objective: Leon confronts and defeats Velius the Dark in his final form, retrieving the missing part of the scroll and the enchanted items.
- Quest 12: Ritual to Lift the Curse
Objective: Agnus the Wise performs a ritual using the scroll to reverse the undead curse on the village.
- Quest 13: Celebrating Leon the Guardian
Objective: The village celebrates Leon as a hero, and he is named "Leon the Guardian" for completing his quest.

4.6. Progression and Challenge

The first level will consist of a tutorial with minimal difficulty as Leon navigates through the forest. The intention is for the player to understand basic skills and movement in the game.

The second level begins as Leon reaches the village, the horde of skeletons will increase the difficulty and to progress through the level will take more time and effort than the first level.

The first difficulty is with the Elite Boss skeleton, which is the one of most difficult enemies. For the continuation of the game, the levels will specifically increase as you reach the next boss.

The third level is a cave with dim lighting and it is infested with slimes. The use of shields and magic is important at this level.

The second boss fight will be with Skeleton Brute who is fast and is equipped with a shield. A good understanding of game mechanics is important to defeat this boss.

The last boss fight is with the mad wizard himself who is the main antagonist of the game. The player needs to use all the tools in his arsenal and has to have a mastery of game mechanics to defeat the final boss who is the most challenging of all the enemies.

4.7. **Losing**

If Leon's health goes to 0, he dies. A "you have lost your HP" screen appears and you can respawn to the nearest checkpoint or go to the main menu screen.

5. Art style

The Guardian's Quest takes inspiration from the whimsical and vibrant art style seen in games like "The Legend of Zelda: The Wind Waker." It's a 3D action-adventure game with a distinct, hand-drawn art style that brings the world to life in a charming and visually captivating way.





6. Music and Sounds

These are the music themes throughout the game that we will focus around:

Orchestral Fantasy: This style, often used in epic fantasy games, can bring a sense of grandeur and adventure to the game. Orchestral instruments like strings, brass, and woodwinds can be used to convey the heroism of the guardian and the epic nature of his journey.

Ambient/Ethereal: For moments of mystery or reflection, ambient music with ethereal tones can create an otherworldly atmosphere. This style can be used in the forest or outside of the village.

Sounds:

Walking: In Woods, In Village

Attacking: Swinging, Hitting, Bow/Arrows,

NPCs: Talking



7. Technical Description

Initially, the game will be a standalone PC using the Unity 3D engine.

8. Demographics

Age: 14+

This game is casual and does not require extreme skill.

8.1. Localization

The Guardian's Quest will initially be in English.

9. Other ideas

There are a few ideas that are not officially set in stone. This includes the limited inventory that the player will have to hold potions, as well as, extra weapons and upgrades for the guardian.

We plan on moving the list of controls to the pause menu since we are going to implement a step-by-step walkthrough of the tutorial teaching the user the controls. With the controls in the pause menu, it will allow the user to remap the controls to their liking.

As of now, our main focuses are to create a quest system that will guide the player through the game's storyline and to implement a map overlay to assist them.