Game Concept: How we get Pieces and Inspiration for Puzzles - (In Works)

Sunday, March 01, 2015

10:51 PM

***Crazy things*** - Anything that can make you laugh, smile or entertained. Anything fun to see.

1. Beating a monster down that turns into something you need for a limited time necessary to solve a problem: *A Large monster that if you knocked out will turn into a boulder, that if you use, it can be a stone to smash a wall* (only if Rolan has that ability that can be done using Hammer mode.) It's like your knocking out your opponent throwing him away to barge a door.

***Real World Mechanics*** (Using how things are made. This will give appreciation to nature and world. This will make player learn things. *Real world mechanics.)*

1. Building a Dam to generate Power or a Wind Mill to Generate Power
2. Connecting major tubes or lines to send energy or power to another location.

***What to look for?***

Look for a task that will give the character an interesting moment and action (what is fun for you? When you're a kid what is fun for you?) Look for a something that will make you entertained, laugh, and smile. Look for something that will give the audience a benefit in return like learning knowledge about nature, making them think and study.

1. Cause and Effect
2. Action and Reaction

**Work Flow**

1. We look for anything crazy, funny, interesting happenings in real life, that will make people smile, laugh, interested seeing it. This will make our goal. It is best to write it on pen and paper when we saw something in real life, we can also view interesting funny things in youtube.
2. We'll study how those things happened and that we will use it as inspiration for the game. That will be our goal to let the gamer experienced what we experienced in real life: fun, crazy, funny, interesting moments.
3. We'll look need real world mechanics, we will list them all up first not composing it yet.
4. Think for a twist we can do for this real world mechanics
5. Make a quick puzzle in concern of the main goal.
6. Analyze the logic, and backbone of the design.

Game Concept: Puzzles How We Do it - (In Works)

Friday, February 27, 2015

1:07 AM

**1st Stage:**

1. Think first what do you want to experience in the game or what do you want the players experience in the game. (Think of funny things or anything fun you want or the audience to experience in the game.)
2. Make a Quick Puzzle idea that concern the answers of number 1. (Fun part)

**2nd Stage:**

1. Breaking down the idea: Objective, Problems and Solution (Logic and analysis)
2. Make a flow chart, write as if you're the one who experience playing it or in a walkthru format. It a more improved version of a Quick Puzzle writing.

After this, don't read it again for correction, instead, go out and rest. Then read it again next day.

**Case 1:**

**Main Objective:** (Player) Rolan needs to pass the gate in order to proceed.

**Problem 1:** In Room C, Player (Rolan) comes into a room with a hole in the ground connected to a machine, unfortunately *the path is blocked by a gate.*

**Objective:** Find a solution in order to open the gate.

In the previous room, Room A, Player will hear a sound of a thunder. If the player go out and return to this room again, the player will hear the sound of the thunder again. Now notice that there is a button in this room, that if the player pressed it, it will cause the sound of thunder each time. If the player returns to the Room C, there will be lighting strikes hitting the hole.

**Solution 1:** If the players places the hammer in that hole, and returns to Room A and pushes the button there. Lightning bolts will be generated hitting the hammer.

This will cause *powering the machine* and if that happens, *the gate will open. The reason why it happened is because the machine is responsible for the gate, empowering it up, will open the gate (permanently).*

(Solution 1 effect: When the players presses the button, you will be forwarded to Case 2)

**Case 2**

**Problem 2:** The player cannot get the hammer back because it appears the lighting strikes are blocking the way.

**Objective:** Find a solution in order to remove those lighting strikes away. Look again Room A, you can probably turn the lighting off but pressing the button again.

**Solution:** If the player goes back to Room A and presses the button again, the lightning will stop. The player is now able to get the hammer back again.

***Suggestion and Details***

To make it interesting, instead of using the actual hammer as the "connector" of lighting to the machine, we can be creative of thinking of *something else* that connects the lighting to the machine.

Example:

We can call it **"Key Objects"** (Not the Key item for the progression of the game and story)

***Key Objects*** are required in the ***Solution*** in order to trigger an ***Action*** that solves the ***Problem.***

***Key Objects*** *are the one that cause to solve a problem or an effect.*

***Because*** *of the* ***Key Objects*** *it* ***solves the problem.***

***Key Objects*** are the ***results*** made by the service of the Hammer's Ability.

What the hammer does is to create something from what you see in the environment, that something you create is the Key that will help to solve the problem.

**Phases -** Phases are the tasks given to the player in order to solve the puzzle. There could be 3 phases to be done, or more depending on it's difficulty. But we do it is more important.

**The First Phase -** Exploration and look for accessible area, if you made to get the (Hammer Mode)( Tool). It's time to explore what the (Tool) can do. So the first exploration is design for your character only using a sword and normal abilities. There are also monster here that are not design for your sword as well, means they are not easy to beat.

**The Second Phase -** Exploring the Hammer mode you got and how it relates to the dungeon. So the dungeon must incorporate a design specific to the hammer mode's ability, this time, the monsters that are designed to your hammer is now easy to beat.

**The Third Phase -** The last and final, is exploring how the hammer modes works on your main enemy and put your reflexes to the test. So the enemy must be designed to match the hammer mode's ability.

If you take a look on first and second phase, they player don't have to be active much, player is fine to slowdown and think for solving the puzzle while the third phase requires the player be active.

Phases are a chain of tasks what the player is going to do.

What experience we want them to have is the key.

As a player, when I got to a dungeon, I don't know anything about it. So what I do is to study and explore.

We give something look visually different until they realize they can relate on it.

Game Concept: Dungeon's Main objectives (In Works)

Friday, February 27, 2015

1:07 AM

Is to channel power

Game Concept: The Hammer and it's Abilities (In Works)

Saturday, February 28, 2015

10:32 AM

**The Hammer and it's Abilities**

***Reform***

**Rolan's Hammer Modes of Transforming Objects**

To simplify in reality: *Modes is a setup in mind of the character what he is going to do."*

In order to use the "effect" of the hammer, a Mode must be set up. If a Mode is activated, and Rolan hits an "A" object, "A" object will transform into "B" object according to the mode that has been set up.

"B" object is the ***Key Object.***

**Limitation and Possibilities (Building a Mode)**

Not all things you can see in the environment that can be "Wacked by the hammer". That means Rolan will never transform a mountain into a trap. Only specific material can work and there can only be a specific transformations designed for the game.

But first we start the basic.

>> What is the Requirement?

>> And what is the Result?

Proposted Requirements:

* + If the object is shape like 'this' you can transform it.
  + If the object is attached with something else you can transform it.
  + If the object is colored you can transform it.

Proposed Abilities:

* + Transform the object to some kind of shapes. A shape of a Stretching Stick or an Arm.
  + Transform the object to some kind of Project Tile, maybe a Rocket
  + Transform the object that deals damage such as Bombs or Catapult
  + Transform the object that you can carry and throw away.
  + Transform the object into obtainable items and money.

Backbone:

* + The hammer is required you to have item X. Item X can be anything, and items Z is the result of transforming item X.

* + In order to get the item X, you need to do very small tasks in the game, like looking for it or making it.

* 1. Example: The Hammer needs item X to create Item Z, in order to make an item X, you need 2 items, Item A and Item B, the player must obtain these 2 items first to get item X.

***Unlike "Craft Power"***

1. List are not the same, you cannot do what the Craft Power can do.
2. More on serving a Key object to solve a problem.
3. You can use it only if you have a smashable object.
4. Transforming objects is free of SP, you only need a smashable object.

***Craft Power***

When Rolan unlocked the features of this hammer, Rolan can now create something out from it's special power that hammer provides. SP guage will automatically created in Rolan's Status panel and it will consumed whenever Rolan creates something.

Certain conditions of recovering SP:

1. Wait until it fills up over time
2. If you use a SP recovery item
3. If Rolan blocks a damage it will recover 10% of SP
4. With a SP recovery boost equipment

"SP is easy to recover and it's fun if it is."

To use:

1. Players must open the lists and select something in that list. That move will cost an SP in order to be executed.

***Unlike "Reform"***

1. You will only need an SP to cast.
2. List are not the same, you cannot do what the "Reform" hammer mode can do.
3. Is can be Key object in some cases but heavily affects combat.
4. It provides "Heal" "Super Moves" "Special Attacks"
5. You can use this anywhere you want.

***Absorption/Absorbing elementals***

Is one of a puzzle solver and enemy vanquisher is it's ability of Absorbing elements. It can gain elemental abilities like lightning if you put it in a source, then use it to power machines, kill enemies, etc. for a limited time.  Here it would play a big role in the gameplay and there could be many different kinds of conduits.

For now lets use: Electrical, fire and water.

The hammer can change colors when powered by each one. (We can also use graphic as well.)

Conduits are placed at strategic locations in the game.

Like the player can pass by an ice glacier and think "Hmm, can't get past this" then a bit later run across a fire conduit. He thinks "Oh yeah, the glacier!", powers up the hammer with fire, goes back to the glacier, and melts it.

***How to Use***

1. Hammer can be dropped if you pressed a special button. If you press that special button again, the hammer will return to you "Hammer-Back". (This will remove of "Returning back to location where you drop your hammer." It can be frustrating without this feature.) However, there are important location that you cannot use this feature, such as dungeon, it can be explained like: it is blocked by an unknown force, you are not allowed to use "hammer-back" feature. It is possible that if you drop the hammer in a totally far location, it will return back to you, either if you sleep or press the special button again.
2. If you drop the hammer to a conduit, it will charge it's head based from the element of conduit.
3. There are times that if you dropped your hammer it acts like a Key object as well.

Game Concept: Rolan's Game Profile

Saturday, February 28, 2015

10:18 AM

**Rolan's Character Statistics in the Game**

Format:

<http://zelda.wikia.com/wiki/Link>

<http://finalfantasy.wikia.com/wiki/Cloud_Strife>

<http://xenoblade.wikia.com/wiki/Shulk>

<http://codegeass.wikia.com/wiki/Lelouch_vi_Britannia>

**Gameplay**

Not only Rolan knows how to craft things he can also solve complicated problems such as puzzles in the dungeon. Rolan knows how to fight using a sword but he is not trained as a warrior like Lulu, in the game, he uses his sword to physically damage enemies and uses his hammer to do extra-ordinary things.

**Story**

In the story Rolan already possesses the hammer as he is using it in his Job as a blacksmith. The hammer later 'revealed' as one of the scattered pieces of the obelisk created by the Divine Matron and destroyed by Malekev yet there is no real proof that it is, it's only said by a respected Elder in just one dialogue. In conclusion, the story left the hammer's origin a mystery. However, in the game some scattered pieces of information hints that it is the tool that creates the obelisk, not the other way around. One of the universal tool is called "Mystic Tools" is mentioned by someone from a Side Quest.

**General Stats:** I simplify this to just 3 core stats for the meantime

|  |  |
| --- | --- |
| HP | 999 |
| ATTK | 200 |
| DEF | 150 |

**Abilities and Arts**

Attack

Block

Walk

Run

Hammer Mode

Game Design: Concerning Things

Sunday, March 01, 2015

11:40 PM

1. Entertainment Value
2. Avoid Deus Ex Machina
3. Avoid Repeatition
4. Consistency
5. Replay Value
6. Designed for/Target Audience

Origin Concept: Computer Generated Illustrator "Tools" or CGI (Refered as Mystic Tools in Rolan's Quest Universe)

Thursday, February 26, 2015

10:00 PM

**In the Universe (Our Potential Games)**, The CGI tools are created by an advance race designed to build mega buildings, called Megas. One of the user of those tools is named Brian K. Who impresses other beings of CGIs (or Advance People) for building a *"world"* using it. Two of the beings of CGIs witnessed his greatness: Eph and Boybogart, the unknown immortal npcs in Rolan's Quest. After his story, the tools are sealed, and no one knows what happened next.

**In *Rolan's Quest,*** the Hammer is not revealed as one of the mystic tools, it is only an ordinary hammer of Rolan when he is doing his Job as a blacksmith. It even don't display any powers until Rolan got his first Hammer Mode. Later it will be mentioned as mysterious magical object in the game. It came from the Obelisk and channels the Obelisks power as experts says.

In the game design, the hammer is not yet active, Rolan can only fight monsters with his sword and use hammer to block projectile until he obtain his very first Hammer Mode.

It's design looks extra ordinary yet it is nothing but an ordinary hammer with no special powers or anything until the game progresses, it activates, showing "Flashbacks and Past memories", triggering the hammer to unlock it's mystical powers and abilities.

The "Flashbacks and Past memories" feature is still in construction, I am thinking off using this to tell the history of the world, but the back bone of it is to tell the player hint or direction where to go next. It has it's own botton like Holding "Shift Button + Button X" if the player wants to see the previous flashback again.

**Execution Style and Delivery:** Unlike some rpgs that focuses the abilities/weapons or concept powers of the heroes in the story, the mystic tools in the story are not the center of attention. It is more like "a nobody that shows up and reveals it's worth only by his actions". It is only mentioned as 'mysterious tool' in the story. But in the gameplay, it is a core element.

**Creation and Development:** The Ability of Reform is based from the idea similar to Full Metal Alchemist's *Alchemy.* But our prime focus is to borrow that idea to do an action-adventure puzzle game.

**Trivia:** In Rolan's Quest, hints can give a theory that the Great Obelisk is made by the hammer not the other way around. But the story gives information that it is created by a mysterious person from a piece of an obelisk.

In the RQ universe, the Great obelisk is confirmed as a Megas.

**Etymology:** CGI comes from our company name "Colony Games Interactive."

Origin Concept: CGI Hammer/Mystic Hammer (In Rolan's Quest)

Thursday, February 26, 2015

9:58 PM

**In Rolan's Quest:** The obelisk is summoned but the Divine Matron and the obelisk is destroyed by Malekev. The pieces of the obelisk shattered through out the world.

According to Legend said by the grandfather of the grandfather of Rolan's friend's best friend, the hammer is made from a shard of an obelisk. It is also said by the experts as an obelisk shard.

However, none is the game can prove it's true origin. Even the full details of how Rolan got the hammer is unknown. The only thing we know is that he is using it in his job as blacksmith. It's wierd design made Rolan to think it is his *signiture* so no one can steal it.

It is describe and mentioned as made from a 'Super crystal' piece of the obelisk.

In revelation, one of the npcs that lives long ago, who witnessed the creation of the obelisk before the time it is used by the Divine Matron, says that the hammer is one of the tools that created the obelisk. This is when he reveals that there's an advance people exists. They are called Mystics by the people of the world (Beings of CGIs). They are known for creating Mega Structures all over the universe, including the obelisk before the time it is used by the Divine Matron.

**Abilities and power:** (See Ability of Reform)

**Concept Art/Design Plan:** The hammer's **art** **concept** is having 3 main colors, and shape and form based from the letters "CGI". It is refered as one of the tools of advanced people who creates those Super Structures to all realms so that means this tool should look 60% functional and 40% out of this world.



*Concept (Not the exact art design)*

*I suggest of using our company's name as our "unique origin" for the core ideas of the game, since Rolan's Quest is the first game and made by CGI company. However, we can't tell this to people, let them guess where our main art designs come from.*



*Tried during my freetime, not perfect, hope we get the right spot.*

Origin Concept: Ability of Reform

Thursday, February 26, 2015

10:08 PM

Is the main function of the **The Hammer** in Rolan's Quest. It allows the user to change things into something else useful designed for the game.

**Inspiration:** The idea comes from Fullmetal Alchemist "Alchemy". However, we like to see fun with that concept and using it to a action-adventure puzzle game.

In FMA, Alchemy requires a price in order to gain what you wish for, it is known as Equivalent Trade.

However understanding FMA's concept, it's ability is based from equivalent trade "there will always be a price in everything you wish" and message of the author is to say that Power is equivalent to Life of your love ones.

Logically, It heavily relies to the user's imagination and thinking in order to get the right thing to create. Some imagination may not be possible and needs to take caution. So that means all wishes still cannot be possible because there is always a price.

In **Rolan's Quest**, the hammer's ability is the same, however the possibility is limited. Only a specific materials can be transformed.

Origin Concept: The Megas and the Great Obelisk

Friday, February 27, 2015

12:06 AM

**The Megas,** are super structures made by advance people. The idea somehow like this:



**The Great Obelisk (The Monolith)**

**In Rolan's Quest (alone)** - It is believed as God in history as it is worshipped greatly by people. It is where 2 entities locked inside that result's it's Positive and Negative force after it's destruction. It plays a major role in the story as it acts as the origin of powers, Rolan must obtain the crystals to progress the game.

*>> Divine Matron* - She summoned the obelisk in order to lock the demon inside.

**In R.Q. Universe (games of Colony Game's Interactive),** it is mentioned as one of the Megas, a magical structure made by advance people, and the tool used creating it is Rolan's Mystic Hammer (CGI hammer *(Computer Generated Illustrator hammer or some fun, but in fact it's Colony Games interactive 'product'))*

Art Concept: Main Concepts

Friday, February 27, 2015

12:46 AM

(Art concepts are not Final Art, they just ideas in visual form. They are rough sketches of Game Designer or maybe a reference with quick retouch.)

Story Concept: The Force

Saturday, February 28, 2015

11:10 AM

We don't have this yet

In other games, it is called "Mana" or "Spiritual Energy"

Story Concept: Building block of all life

Saturday, February 28, 2015

11:10 AM

We don't have this yet

In Regards to Kevs writing, I wonder if we have the core "Building block of all life". Example: Carbon.