**FDD CanvasQuest**

**Team:**

Dana, Tim, Milan, Pepijn, Lexx

**Roles:**

Leader / Product Owner: Dana

Lead Developer: Tim

Scrum Master: Milan

Art Directors: Pepijn and Lexx

**Concept summery:**

You’re Captain Brushbeard, a pirate who searches for art instead of gold. Your ship, The Painted Pearl, is your ride and a floating art gallery, but it’s full of secrets. Hidden somewhere on the ship are art supplies like paints, brushes, rare gems, and even magical inks. You’ll need these to trade with artists around the world.

Sail to faraway islands to meet artists who’ll turn your supplies into amazing paintings inspired by their cultures and stories. Your goal: Collect three incredible paintings that are good enough to get you into the famous Rijks Museum. Only then will you prove you’re the best art collecting pirate out there and win the game.

In Canvas Quest, your ship holds the secrets, the world is your adventure, and art is the treasure you’re chasing.

**MDA**

**Mechanics**

* Ship Exploration: The Painted Pearl is filled with hidden compartments, secret nooks, and puzzles. Players must explore every corner of the ship to find art supplies, such as pigments, brushes, and rare materials.
* Trading and Bartering: Use the art supplies you’ve found to trade with artists, choosing carefully based on their needs and the quality of their work.
* Art Commissioning: Unlock unique paintings by trading the right supplies, with each painting tied to a story or myth from the region where the artist is found.
* Progression System: Earn recognition by collecting paintings and completing quests, unlocking new parts of the world to explore.
* Museum Goal: Once three exceptional paintings are collected, you gain entry to the Rijks Museum, completing your journey.

**Dynamics**

* Curiosity: The thrill of searching your ship and discovering hidden supplies.
* Decision-Making: Strategic trading and planning to secure the best paintings.
* Storytelling: Building connections with artists and uncovering their cultural inspirations.
* Achievement: The satisfaction of creating a collection and earning entry to the Rijks Museum.

**Aesthetics**

* Discovery: Exploring a vibrant world full of secrets and surprises.
* Expression: Pride in curating your own art collection.
* Challenge: Finding hidden supplies and managing resources effectively.
* Narrative: Feeling immersed in a journey where art and adventure blend seamlessly.

**Reference Photos**

 