

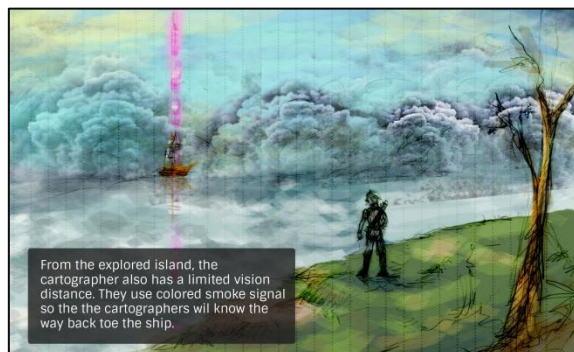
Application Tasks Submission – Alvin Herawan

01 | PROJECT OUTLINE AND VISUALIZATIONS (~3738 characters)

Project Title	Genre / Tags	Platform
Cartographers	2D Physics, Side scrolling, Exploration	Mobile

Overview

In this game, users will be brought to a fantasy setting, playing as a group of cartographers who are on a mission to explore mysterious archipelago and chart the explored areas as maps. They set sail on a ship, which is equipped with map-making rooms and laboratories. As they approach their destination, thick mists blocks their visions. Oddly, as soon as the ship delves into the mists, the mists are not blocking their visions anymore. It is as clear as day, but only to a certain distant. Now, in front of these brave cartographers, lies a construct that seems to be an island, also covered by the same mists. Not wanting to take the risks of wrecking the ship, the captain decides to drop the anchor while the cartographers are getting ready to accomplish their missions – To embark on the island, explore and chart the newfound lands, and investigate the topography and ecosystems that they will find within.



Gameplay

The goal of each stage is clear at least 75% of the mist, covering the current stage. This is achieved by doing an expedition. In one expedition, the player starts by tossing away three cartographers, one by one, to a pre-designed island. As each cartographer is tossed, he will glide then land on the island. Depending on the condition of the ground, he will slide, walk, or bounce back. All the paths that he has treaded will clear the mists, charting the island as a result. The clearing of the mists is a representation of area being mapped, not the banishing of the mists. Rare and useful materials can be obtained if the cartographer lands on a pre-determined coordinates on the island. These materials can then be used to upgrade the cartographers, helping them in their missions, as well as obtaining treasures.

After a cartographer lands and does everything he could do, he will be exhausted and disappeared. This represents the fact that he has to return to the base, consolidate his reports and resupply. After all three cartographers are exhausted,

an expedition ends. All the mists that have been cleared will remain cleared, even if an expedition clears less than 75% of the stage. Depending on the result, the player may need to replay the stage.

When an island have been cleared 75%, the stage is considered passed. Players, however, will still have the choice to conduct more expeditions on passed stage, e.g. to achieve 100% clearance, or to look for more materials on the island.

TYPICAL GAMEPLAY SESSION

● ● ● - Shows how many cartographers left before the expedition ends

Area Explored: 0%



1. Players set an angle to launch a cartographer.

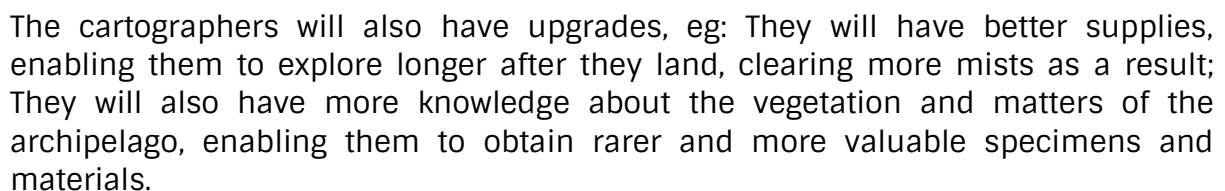
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Area Explored: 25%



2. Each launch will consume one cartographer. The projectile arch will expose the mists, which in this case is around 25% of the whole current expedition.
3. The expedition ends after all cartographers are launched.
4. New island will be available for expedition when an island is explored at least 75%.

Other than the story and mysteries behind the archipelago, the game will also progress its difficulty. Random weather element such as wind and rain will sway the tossing process, making it more difficult to clear a stage. The shape of the stage will also give the players varying experiences.



In short, *Cartographer* takes the 2D exploration element of [Terraria](#) and the basic input mechanic of [Angry Birds](#), combined with generic item-inventory-crafting-upgrades elements, that can be found in many RPG games like [Monster Hunter](#), which also inspired the settings.

Rather than age group, *Cartographer* aims to satisfy players who have fun from 'clearing mists at 100%', commonly known as perfectionist or completionist – Such fun that you could obtain from getting 100% in *Zenbound* or the explorative behavior when doing dungeons in *Skyrim*.