

GamePad - Concept Development

MOJI'S MYSTERY

Part I: Ideation

1. Describe the overall idea behind your game:

Moji's Mystery is a fast paced, cave-diving, action game where the protagonist, a bow-wielding half-elf man named Moji, is burdened with an amulet that haunts him with voices from his past. He must dive deeper and deeper into the cave fighting off rooms of enemies to progress forward and uncover the mysteries of this strange amulet. Throughout his journey, Moji will come across a variety of equipment and items that aid in his perilous downward adventure. At the bottom of the cave lies the truth behind the amulet and his lost son.

2. Cite three references for your game and describe the influence they will have on your game concept. Support your descriptions with visuals.



The Binding of Isaac: Rebirth is a top-down dungeon crawling shooter where you must go from room to room clearing them of enemies and delving deeper and deeper into increasingly difficult and randomly arranged floors. There are hundreds of power ups and items that you can acquire and use that alter Isaac's ability to dispatch enemies. This game will largely influence the layout and gameplay in *Moji's Mystery* as I intend on using a similar cave/floor layout for levels and a similar power-up system for Moji's projectile attacks.

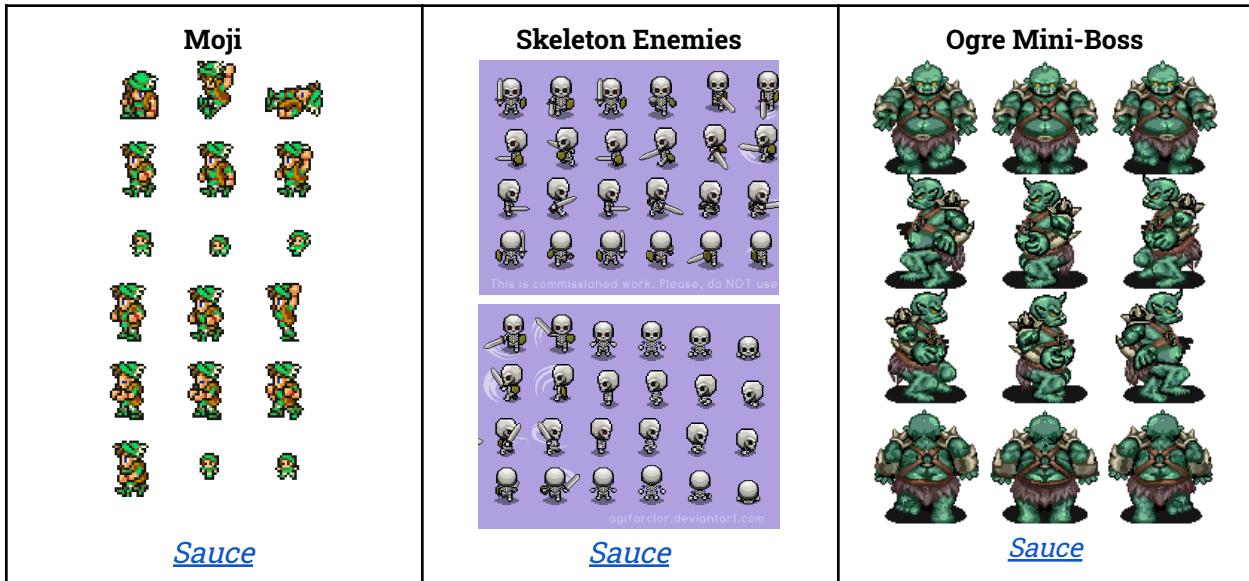


Tangleddeep is a roguelike RPG adventure dungeon crawler game where you must explore deep and randomly generated caves to collect items and abilities to boost your skills and defeat the enemies in your path. The visual design of the character sprite graphics will heavily influence the look and feel of gameplay in *Moji's Mystery*.

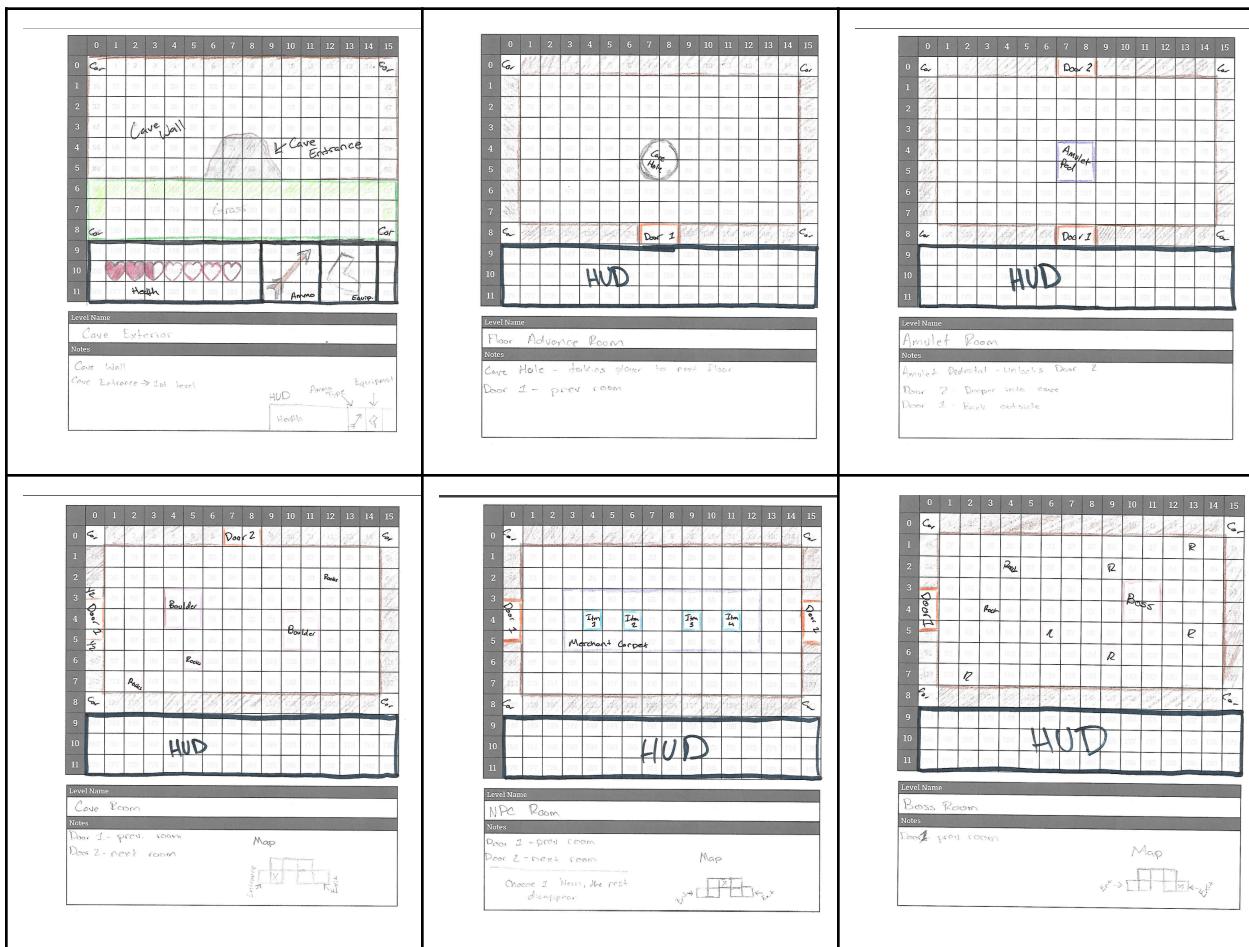


Spelunky is a 2D action platformer cave diving game where you are challenged with increasingly difficult enemies and scenarios as you delve deeper into the caves. You encounter a number of items and abilities in your descent that aid in your ability to fend off enemies and survive the perilous journey. One such item is cash which can be used in item shops throughout the game that allow you to purchase particular items that aid in your journey. This will be influential in *Moji's Mystery* as I intend to have some rooms contain NPC's who are there to aid in Moji's journey by offering him a choice between a selection of random items.

3. Create at least 3 characters for your game using reference images and sketching as necessary.



4. Create at least 6 playing areas for your game and include the scans below. You can use the level designer template here to help: [GamePad Level Template](#)



4. Describe the controls that will help the user interact with the game (the GamePad includes 1 analog joystick and 4 push button controls)

Controller Interactions	
Joystick X	Moves the hero horizontally across the screen.
Joystick Y	Moves the hero vertically across the screen.
Button A	Makes the hero shoot upwards
Button B	Makes the hero shoot to the left
Button C	Makes the hero shoot to the right
Button D	Makes the hero shoot downwards