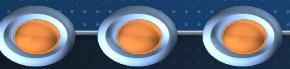




Space Mistery

Introduction to Visual Media Programming
Art & Technology 20201139 장창엽



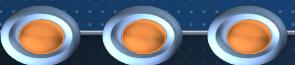
Introduction

- My plan is making RPG game motivated in Legend of Zelda.
- There are some reasons
 - I think RPG games are the best genre for storytelling while playing games like participatory comic books.
 - While playing a lot of RPG games since I was young, I had a desire to make the game special by planting him in my own story and Easter in a somewhat standardized game genre and format.



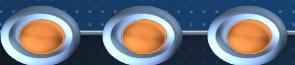
Idea & Concept & Style

- Genre : RPG
- Motivation : Legend of Zelda
- Concept : Adventure in Universe Space
- Style : 2D Graphic



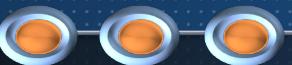
Story of the game

- The story begins with the unknown space of the universe. The protagonist, who relies on a spacesuit only in the empty open field, removes threats from space through various equipment, expands his domain to other planets, finds why he is here in the past through interactions with people on other planets, and embarks on an adventure to return to Earth again.



Flow of the game

- Similar to the basic rpg form, the flow of the game is to grow while catching monsters, taking experience, acquiring equipment, and strengthening their abilities. I'm planning to create a stage and keep those elements open one by one every time I break it, but I really want to implement an open world and plant him in Easter in an open world.



Color theme

- Like the color of this ppt, the adjustment of the tone based on the blue will be the main. Based on blue, characters, topography, and props will be produced in colors that go well with blue.

A sketch or a game view in your imagination

- It's one of the game scenes I'm trying to refer to as a reference. I'm going to change the sculptures here, and add them to Easter Egg.

