

Formal Components

Players

The game is of PvE (Players vs. Environment) kind. This game contains two game modes, Single-Player Mode and Multi-Player Mode that enables up to four players that play co-operatively with each other.

Goals

In this game there are short-term and final goals. The short-term goals contain different kinds of mini tasks such as exploration of the game map, extraction of different characters and solving different kind of mysteries. The purpose of these goals is to bring the player closer to the main goal of the game which is to solve the main mystery and defeat the evil witch who threatens the people of the town. The player's goals are predetermined so he cannot choose other goals. The system informs the player of his goals at the beginning of the game when he arrives in town.

Procedures

The system informs the player of the game processes at the beginning of the game when he arrives in town.

Start Action

After the player chooses to create a new game, he spawns in town. There he meets the mayor and the town wizard, after talking to both and getting the first mission the player can start exploring the game world.

Core Loop

In order to advance in the game the player will have to explore the world and perform various missions while killing monsters. He will have to go through the stages while each stage has stronger monsters and the challenge becomes more difficult.

Ending Action

Once the player goes through all the stages and solves the riddle, he will move on to the last stage which is the final mission. At this point he will have to face the main evil character of the game and defeat it.

Rules

Both Modes:

1. The player will only be able to complete a mission if he has received it from the town's wizard.

Multi-Player Mode:

1. The mission is performed for everyone. If a single team member has successfully completed the task, the task will be considered as completed for all team members even if they did not actually participate in the mission (provided they received the mission in the first place).
2. It is enough that only one player receives/returns a mission for all team members.

Resources

Health

Each player will have a different amount of health points depending on his level (each level will add a certain amount of health points). If health points end, the player dies and he is respawned back in town.

Power

In order to perform a certain spell/attack the player will have to use the power points. Power points will be limited and will return gradually every few seconds. The stronger an attack, the more it will require power points.

Potions:

1. Health Potion – Will return the player X health points.
2. Power Potion – Will return the player X power points.

Treasure Box

At each stage boxes will be scattered around, upon opening they will randomly generate gear items, coins and potions.

Coins

The player will get coins after completing missions, killing monsters and opening boxes. The player can also get coins from trading and marketing.

Conflict

During the game the player will encounter a number of different conflicts. The main confrontation will be between the player and the system, the player will have to fight different monsters in order to complete the missions and win the game. Another confrontation will be between the player and himself/other team members, for example, debating which character to save or which task to perform first and so on.

Boundaries

The game world will be closed and flat. The player will only be able to walk on defined paths and will not be able to deviate from them; some of the paths will be blocked by physical walls and some will be limited by other physical objects.

Outcome

The game ends only when the player defeats the evil witch threatening the town, meaning the player can't lose in this game, he can try again until he will succeed.

Dramatic Components

Challenge

The target audience of the game is mainly young children aged 7-13. The game does not require special skills or a high level of skill from the players; it's an entry level game that suits players who have no previous experience in computer games. In order for the game to be suitable for different levels of players and be interesting to more advanced players, at the beginning of each game the player will be able to choose the desired difficulty level and the size of the maps. In addition, as the game progresses the stages will become more and more difficult. The game will not give feedback on failure, only for success. If a player succeeds in a mission he will be able to return it and receive a reward accordingly.

Flow

In order to focus the player's attention on the game itself and prevent distractions from the outside world, the game uses the control paradox; people enjoy the thought of being in control of difficult situations, that is, when the player is in an unsafe situation and the outcome of his decisions depends on the balance. Another important thing for the flow is concentration in the mission. During a mission the player must be focused so that monsters do not kill him, meaning he will have to run to the same point again (from the town respawn).

Entertainment

The game does not allow the player to do things that are not directly related to the purpose of it. The game is mainly suitable for the following types of players:

1. The Competitive – Plays in order to be better than other players, with the highest level, with the most coins and the best gear items.
2. The Explorer - Plays in order to discover the world, looking for adventure, the game world changes in each game so the world will always look different and will need to be rediscovered.
3. The Clown - Does not take the game seriously, playing for fun to pass the time with friends.

Emotions

Apart from positive emotions like joy, pleasure and victory, there is another emotion that we would expect to occur when playing the game:

1. Friendship - It is observed when the player plays together with his friends and reaches significant achievements.

Background Story

The town was built over dark tombs. The mayor is a witch whose powers have been taken and imprisoned in an urn (that can be found in these tombs). After a long time, when this story has been forgotten, Chef Alf informs the mayor that he has found a secret entrance in his basement leading to the unknown. She then convinces him to investigate it further, specifically to look for an ancient urn and return it to her, without informing the rest of the townspeople; knowing that he will find the urn and so her forces will return to her. The witch is forbidden from going down to the graves using the help of an ancient spell, so, she informs her servants in the graves to let Chef Alf pass in order for him to find the urn. Alf gets to the imprisoned urn and breaks it so only some of the witch's powers return. Because Alf broke the urn it is no longer needed and its dark servants kill him.

Characters

Main Characters

1. The Hero – The main character of the game, the player will play the game as this character and has complete control over the decisions of the character. The aim of the hero is to explore the strange things that are happening in the town and kill all the monsters that threaten its inhabitants.
2. The Mayor/Granny Iga – The main villain of this game.
3. Claudelius – The town wizard, sends a letter and actually summons the hero to town. Helps the hero in discovering the weird things happening and also provides guidance; the player can ask him questions about the town's history (prior to the game's present time) and more clues regarding the investigation. Gives the following missions:
 - a. Explore Chefs Alf basement.
 - b. Find Chef Alf.
 - c. Return magical gold dust.
 - d. Defeat the mayor.

Secondary characters

1. Chef Alf - This character may be secondary but his disappearance initiates the plot of the story. The hero of the town arrives to the city to investigate the disappearance of Chef Alf. The character's goal is to create a mystery around her disappearance. Towards the end of the game the protagonist discovers that this character was dead all the time. The townspeople will tell the hero that this character is brave, loyal and kind-hearted. It does not make sense that he left the town without parting and therefore there must be an explanation for his disappearance.
2. Irvin - Gear Items seller, the player will be able to sell/buy clothing items from him.

3. Everett - Weapons Seller, the player will be able to sell/buy weapons from him.
4. Pauline - Potions Seller, the player will be able to sell/buy potions from her.
5. Gladys - Banker, the player will be able to store items from his inventory at the bank.

Plot

The town wizard feels that dark forces are beginning to take over the town and sends a letter to his childhood friend, but does not know he is dead so his grandson reads the letter and arrives. The player sees the game through the eyes of the grandson. Slowly but surely, the grandson and the wizard try to find out what is going on in the town, not knowing that the mayor is one step ahead of them and it is all part of her evil plan. After the grandson performs the wizard's last mission, the wizard returns the urn to its original state. The witch then reveals herself and the last mission begins which is to defeat the witch and her assistants.

World

The game world consists of two main areas where the player spends most of his time and one area that is secondary. All play areas have the same physical rules to which we are accustomed.

The Town

This is a protected area where the player spawns. That is, except for the last stage where the player confronts the mayor there will be no monsters in this area. Also, the player can engage in trading and store his belongings in the bank. This is also the place where the player will be given the missions he must perform.

The Tombs

The tombs will include 5 different stages, the degree of difficulty will increase from stage to stage, as in - the monsters will become stronger. In this area the player has to pay a lot of attention and concentrate on the game. The map will be revealed slowly when the player discovers it which means the player does not know where to go in advance.

Chefs Alf Basement

This is the separating point between "The Town" and "The Tombs".

Dynamic Components

Objects

1. The Hero - A physical object controlled by the player. The player has two bars: health bar and power bar, both help him consider his next steps in the game. The player's character

will also possess traits like strength, endurance, agility, level and more. Note that this object has many abilities that change during the game. Because of its great complexity, this object will have less predictable relationships with the other objects in the game.

2. The Mayor and Monsters - Physical objects that the user cannot control. They have a health and power bars.

Properties

1. The Hero – Its health and power data will start with a fixed value and vary depending on the level of the character, about 120 points for each. Other abilities like strength, endurance, agility will change according to the player's level and gear items. The more monsters the player kills, his level will rise.
2. The Mayor and Monsters - health and power bars vary depending on the difficulty at which the user chooses to play.

Choices

Players will be able to choose between two strategies, whether to play at a high level of difficulty and thus risk dying often, or to choose a low level of difficulty and thus win the game quickly but without the pleasure of overcoming the challenge.

Economic system

The game contains a complex market economy. The player starts from the lowest level and the amount of resources is minimal. By killing monsters and advancing in stages the player can find items that he can sell to a system seller (NPCs) or other players. System sellers do not operate according to normal economic principles:

1. They can buy any object and pay a fixed price in advance. This ensures that every new player in the game will have a guaranteed payment coming his way.
2. They also offer low price for expensive and rare items even though the supply is low and demand is high. The goal is to get players who find rare items to trade with other players rather than the system.

The market economy attributes:

1. Quantity of products: Unlimited.
2. Money supply: Unlimited.
3. Prices: Fixed prices with base.
4. Trading Opportunities: Unlimited.

Information

The game combines an open information system together with a closed information system. All information about the player himself will be open and available which means that the knowledge is accessible to the players and gives full exposure to the state of the game at any given moment.

1. Status of missions; completed/incomplete missions.
2. Comprehensive information about character condition: Coins, Gear items, Health points, Power points, level, abilities and more.
3. Location (On map).

However, the player will not have full access to the data of other players. That is, the information the player sees about his teammates is limited. The player will only be able to see the other players gear, level and location (if they are in the same area).

Another thing that players will not have information about is the map at "The Tombs". That is, they will discover the way only when they will go through it and won't know the direction from the beginning.

Control

The player sees the world from isometric view and controls the game with direct control that takes place in real time. The method that players will use to move their characters around is "Point and click"; the actions of a computer user moving a pointer to a certain location on a screen (pointing) and then pressing a button on a mouse, usually the left button (click). The player can also use the keyboard to do different actions such as press the numbers 1-4 in order to cast spells, M to open the local map, Q/W to drink health/power potions if available, respectively.