

Knight Scare: A Goblin's Tale

Character

Name: Gob Quixote

Small Goblin Squire wanting to be knight making his way to knighthood

Has to earn way to knighthood.

Bullied by bigger goblins, they tell him to go to the castle to steal the crown to Earn his right to be like them.

Gob Quixote is scared of everything but wants to be brave and prove himself

Gob Quixote is fueled by belief in his strength

Inspired by Don Quixote



(Mood board by Shane Smith)

Core Mechanics

Health (Hearts similar to Zelda)

- Start at 3

Basic Jump

- Jump for platforming

Walk

- Walk

Run/Charge (Shield Dash)

- Gob Quixote dashes forward with his shield to traverse and damage enemies he hits

Aerial (Air Shield Dash)

- Gob Quixote dashes forward in the air with his shield to traverse and damage enemies he hits.

Attack (Light/Heavy/Block)

- Gob Quixote 2 attacks and a block
 - Light attack (slash attack with sword)
 - Heavy Attack (Stronger sword attack)
 - Block (holds shield up)

Art Style

- Stylistic and cartoony. Ominous but whimsical feel to the world itself

Soundtrack style

- Ominous but adventure like
- Similar to something youd hear in zelda

- https://www.youtube.com/watch?v=ZIEzX78jPGU&list=PLR35LNBy5Uoh_K5HyQfmUJDASEftkQ6fI&index=17

Narrative Flow

Environment/Level

Working way up to HAUNTED Castle from forest opening

2 levels

Level 1A (forest)

- Forest hub surrounding castle area
 - Exploration focused with various POI around area
 - Platforming and enemies around area
 - Collectible Crests around area of world that player needs to find to gain entrance
 - Each of these area tied to a “trial” From a knights past

Level 1B (castle exterior)

- Lead up to castle/ castle exterior
 - Riddle at beginning of path that tells player they need 5 crests of previous knight families to “prove worth” and gain entrance to castle itself
 - More linear path with danger along way
 - Draw bridge to castle entrance
 - Enter castle to go to interior however door is locked until crests found
 - Has 5 empty crest slots for collectibles found in area to enter castle

Level 2 (castle interior)

- Castle interior (Locked until player finds 5 knights crests collectables)
 - Kings castle
 - Abandoned feel to it with undead soldiers around patrolling halls
 - Dark, ominous, haunted feel
 - Kings crown at end on kings skeleton
 - Kings crown is key item to activate boss

Enemies

- Enemy Tribe Goblins - Forest (Melee and Heavy)
 - Goblins also seeking the king's treasure but are too dumb to solve castle riddle
 - Goblin has spin attack Reference to Windmill (don quixote)?
- Undead enemies – Castle Interior (Melee maybe ranged)
- One Boss Fight – Castle interior boss room (Undead King)
 - Find 4 gems to put into crown and then this awakens king boss fight
 - Once you beat the King boss, the king's soul returns and he knights you officially as Sir Gob Quixote
- Neutral enemy – forest (passive)
 - Roam surrounding area
 - When killed drop health pick up
- All enemies can drop coins and hearts to heal player and reward them for being killed

UI

Menus needed:

Main Menu (Play, Settings, Credits, Level Select, Quit)

Pause Menu (resume, settings, Controls, quit to main menu, quit to desktop)

Controls Menu (all controls need to be shown for user here)

Mini Map? (cut if not needed)

Loading screen (MUST have a moving element to show game is loading)

Title Screen (game name/logo)

Level Select screen (Select Level 1 or 2)

Credits Menu (Assets and Team members WITH Roles)

Sounds

Levels

- Level 1 Exploration Music
- Level 2 Intense castle music (Done)

Gob Quixote

- Core movements

- Footsteps
 - Jump
 - Land
- Dash
- Block
- Combat
- Death
- Damaged
- Emotions (Grunts)
 - Intrigue
 - Anger
 - Sad
 - Happy

General Enemy/Npc

- Goblin Grunt
- Heavy Goblin
- Skeleton
- King Boss

General

- Ambience Sounds
 - Wind blowing in forest
 - Torch sound in castle
 - Water dripping in castle
- Door Open and closing

Collectibles

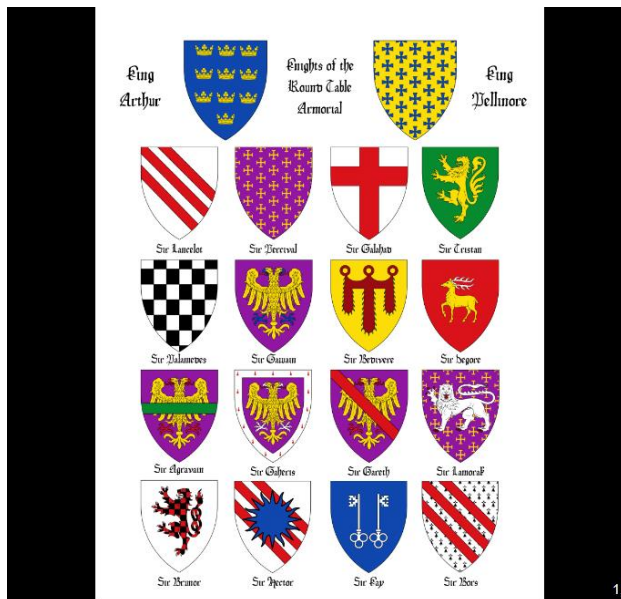
- Woosh for pick up being moved towards player
- Coin Pickup
- Crest Pick up sound
- Gem Pickup Sound
- Crest Placement Sound
- Gem Placement sound

Collectibles

(Goblins want to collect things)

Coins being collected represent his BELIEF that he is getting stronger

- Health drop pick up
 - Heals player by one heart
- Coins in the map
 - XP, lead player, track via UI icon in HUD
 - Have passive upgrade earned tied to gold amount
 - After X amount of gold gain more health, dash, damage, Coin gain modified, etc)
 - Upgrades every 100 coins up to 1000
 - Upgrade heals player to full
 - Gold is XP that goes towards gaining experience
 - More Gold = Stronger Gob
 - Progress bar with next upgrade at end then when gained, reset for next upgrade
 - Simple UI (total gold, upgrade and progress bar)
 - If out of scope, change to lives system (100 coins = 1 life) few coins heal health
- Crests of previous Knights (forest)
 - Found around Level 1A and Level 1B area, tell lore about world, collect 5 to enter castle entrance
 - For the crests, narratively I'm thinking they tell Gob he can't enter unless he proves his worth with the 5 knights of honor. Each crest is tied to a trial (platforming, fight enemy, explore, etc.) and the area where the crest is will have the families symbol nearby to show that is where they need to go



- Gems of Kings crown (castle interior)
 - Crown is found in kings' quarters with empty gem slots held by king holding it tightly
 - Riddle to find gems to awaken king spirit

- Find 4 gems to put into crown and then this awakens king boss fight
- Once you beat the King boss, the king's soul returns and he knights you officially as Sir Gob Quixote
- also scope wise we can scrap boss fight and just crown locked in place via locks or something and when opened king speaks from above and knights you
- Narratively, the gems are parts of the kings soul and you must collect them all which awakens the king however he is still corrupted when awakened. So Gob must beat the king to “save” him. When the king is beat his normal kind soul returns and knights Gob while also telling him all treasure in the castle is his to take



Reference Games

- Spyro Reignited Trilogy
- Medieval
- Epic Mickey Rebrushed
- Psychonauts
- Luigi's Mansion
- Astro Bot (Mechanically)
- Banjo Kazooie (Level size)

Inpsirations



Spyro Psychonauts 2

Epic Mickey

Astro Bot

Luigi's Mansion

Medieval

(Mood Board by Shane Smith)

Gameplay loop

- Start game
- Collect coins for upgrades
- Collect crests in forest
- Gain access to castle
- Collect Gems in castle
- Insert gems into crown
- Fight boss or just gain access to crown
- Be knighted as Sir Gob Quixote