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Portfolio Level Project 02: Pre-production

Gametype:

The level I will be making is an overworld in a Zelda 1 creation engine called ZQuest. It will play like a combination of Link's Awakening and A Link to the Past, so it will be a 2D top-down adventure that's single player. The target audience of this is people that are familiar with how 2D Zelda games play. This will also attract the attention of those that like narrative and set design.

Story:

The story in this game will take some inspiration from Zelda: Link's Awakening. The setting of this game is not Hyrule. Instead, it takes place in an undisclosed world that is unknown until the end of the game. Link wakes up in a snowy village where everyone likes to tell stories. They tell him myths and legends about the world. However, they are isolated on a snowy mountain, so they do not know the current state of the world they speak of. The idea of this is that it is up to Link to discover that these stories are true but there is more to each story than they initially appear.

Gameplay:

The main objective of the map is to explore the world, conquer all of the dungeons and obtain the full Triforce, just like in Zelda 1. This is an overworld map, which is almost the equivalent of a full Zelda 1 playthrough. As such, completing this map would take a few hours without speedrunning. The opening area will mostly be linear but there will still be enough wiggle room for the player to explore on their own. Upon clearing the first dungeon (which will be expedited for the sake of designing the overworld), the player will be able to leave the mountain and explore the wide world. Most of the map will be open to the player by this point, but there are certain areas that they would not be able to access until they acquire specific items. The dungeons are given an intended order, but the player is given a little bit of room to choose which dungeons to tackle first. Players should be familiar with how basic combat works by poking with the sword and using the shield to block projectiles. There will be multiple optional items called Skill Scrolls that give the player new techniques to enhance the combat. This map is designed to be about as difficult as Link's Awakening and A Link to the Past, but it might be a little more difficult than those because of the lack of a proper map and clunkier controls. The player should walk away with the experience of playing a unique Zelda game.

Visuals/Effects/Audio:

This game will aesthetically be a mix between A Link to the Past and Link's Awakening in terms of the visuals and the effects. The audio will mostly be remixes of various tracks across different

Zelda games. The game overall will aim to attract a sense of mystery to try to convince the player to explore the world more and discover its secrets. This overworld will use a mix of environmental design, NPC dialogue, and enemy choices per area to establish that air of mystery and make the world more interesting.

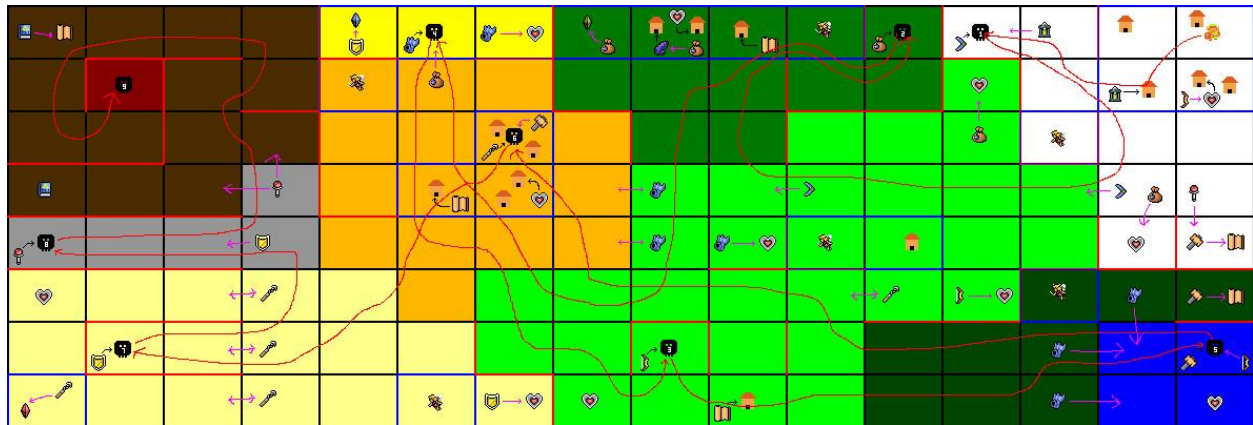**Asset List**:

- A Link to the Past tilemap
- More music

Feature List:

- NPC dialogue and sign messages
- Changing specific parts of the world depending on the items collected

Objective List:

- Explore the world
- Learn the lore behind the world
- Beat dungeons
- Collect items
- Complete the game

Paper Map:

Locations

- ☐ Dawn Mountain
- ☐ Field of Ruins
- ☐ Light Forest
- ☐ Dark Forest
- ☐ Pure Lake
- ☐ Out-Of-Season Plains
- ☐ Peaceful Beach
- ☐ Bottomless Desert
- ☐ Vengeful Volcano
- ☐ Mouth of Volcano
- ☐ Glass Valley
- ☐ No-Monster Zones
- ☐ Uncrossable Borders

Legend

- Starting Position
- House
- Dungeon
- Fairy Fountain
- Heart Piece
- Candle
- Whistle
- Magic Book
- Din's Fire
- Nayru's Love
- Farore's Wind
- Skill Scroll

- Boomerang
- Bombs
- Bow
- Flippers
- Hammer
- Hookshot
- Mirror Shield
- Wand
- → Item in Location
- → Item Required to Progress
- → Critical Path

Note about Heart Pieces: 4 Heart Pieces create a Heart Container in this game. Link can have 16 hearts max and one Heart Piece will be placed in each dungeon except for Dungeon 9. There will also be one Heart Container in each dungeon except for Dungeon 9 upon defeating their respective bosses. This leaves 12 Heart Pieces in the overworld to max out the number of hearts.

Further Notes: A pink arrow crossing an area border means the item is required to move to the other area. Pointing at another object within the same area means the item is required to access the other object.

Pacing Map:
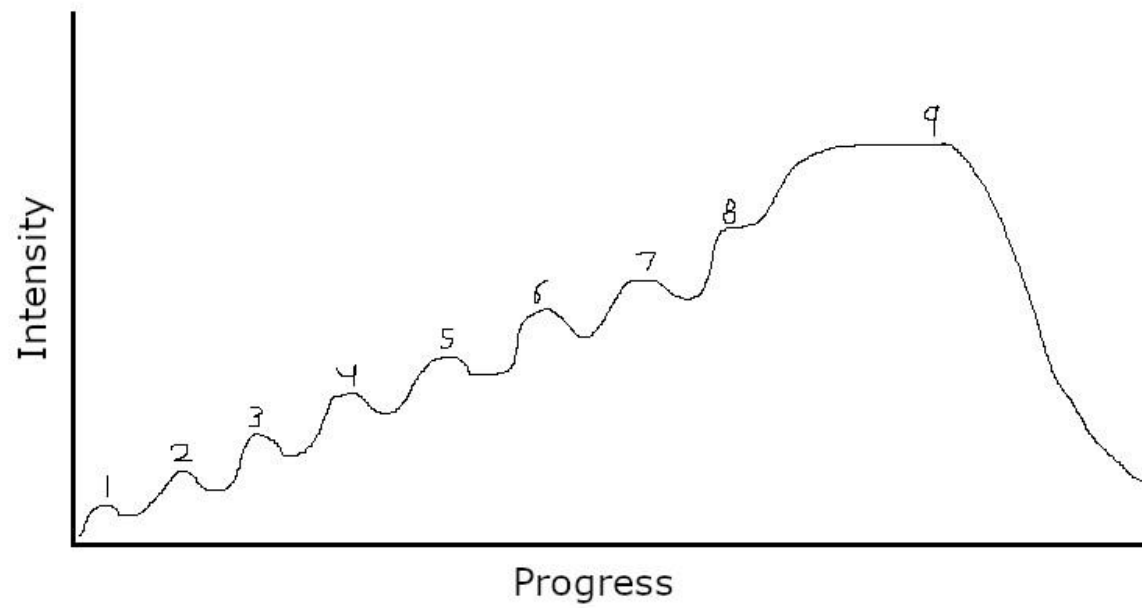
1. Dungeon 1
2. Dungeon 2
3. Dungeon 3
4. Dungeon 4
5. Dungeon 5
6. Dungeon 6
7. Dungeon 7
8. Dungeon 8
9. Dungeon 9