

# Snowball Chronicles

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Platform: PC, Mac, Linux

Christmas Snowball with interactive battles, cartoony style, not taking self too seriously but sticking to it, 2D, classical RPG like engagement, battle tactics, certain amount of spells or crazy/goofy attacks. Battle similar to old FF or DQ, textbox based information, turn based combat. Enemies not limited to humans but mythical. Special snowball abilities.

1 objective to meet 1 ending with theme of giving. You are a child on the way to meet your family. It snows badly and you enter a snowball fight world to find your family. Maybe MC really loves snowball fighting but no one to play, so they feel giving/holiday spirit is a way to bring people together, and they can share their love for snowball fighting. (potential story)

# To-Do:

Luke:

- ☐ Prototype Overworld and movement mechanics

Gabe:

- ☐ Prototype Turn based combat system

Vonnaze:

- ☐ Prototype Concept Art / Story

Ellis:

- ☐ Prototype Story / Concept Art

# Scrapped or Unused Ideas / Concepts

An RPG or visual novel to maybe tell a **story** about giving, similar to Undertale but not entirely similar, quest about giving or around Christmas, interactive, mini objectives, dialog heavy

- Snowball Fight
- Undertale meets snowball fight
- **With both the RPG and Snowball fight**, I was thinking a character Amongst the characters was left out and decided to be an antagonist for some reason which was dumb. Which later on gets resolved in a nice way
- do something about literal giving like a hot potato kind of game or we could something more metaphorical
- Classe