4.2.1 ACTIVIDAD DISEÑO DE JUEGO
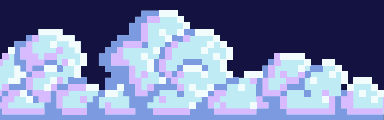
THE LOST SENTINEL

START

GENRE

Our game combines Zelda-style exploration with RPG progression mechanics. Players can freely explore different floors, engage in combat, solve puzzles, upgrade the items and interact with NPCs to complete various quests. Defeat powerful bosses and collect legendary items!
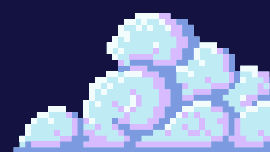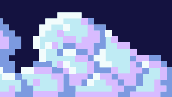
Action/Combat
Fantasy
Survival

ELEVATOR PITCH

PLAY

Imagine stepping into a dungeon where every corner holds danger, mystery, and excitement. Our game blends the best of Zelda-style exploration with the challenge of roguelike mechanics.

We bring to you: The Lost Sentinel.

You'll journey through a series of unique, randomly-generated rooms, each filled with powerful enemies, intricate puzzles, and hidden treasures. As you defeat monsters, collect resources, and unlock powerful items, you'll upgrade your weapons and abilities. But beware: death means starting over, losing most of your progress, and facing even stronger foes.

Every time you enter the dungeon, the layout changes, offering new surprises and challenges. With simple yet nostalgic 16-bit graphics inspired by Zelda and a storyline driven by both main quests and side adventures, this game offers endless replayability.

Are you ready to take on the dungeon, master your upgrades, and claim legendary rewards?

Your adventure begins now.
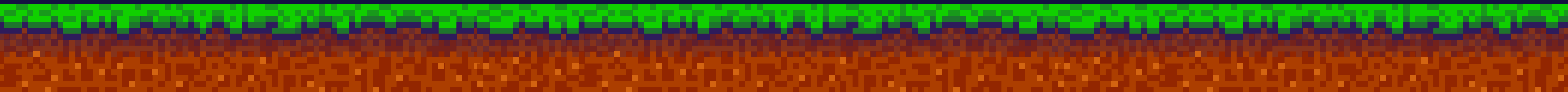
ROGUE-LIKE ELEMENTS

- Action defeating enemies
- A shop where the player can buy weapons, accessories, etc.
- If the player loss all its life, dies and start the game again
- After death, the player loses all resources except for a few, which can be used to purchase items in a shop.
- Player can upgrade their items with resources (ex. coins)
- Main story lines and quests.
- Each room, the monsters get stronger.
- Have to manage the items in the right situation to clear the stage easily.
- Interaction with the non-playable characters.
- Can explore different dungeons each time they enter again.
- Hidden stuffs like treasures (Easter egg)
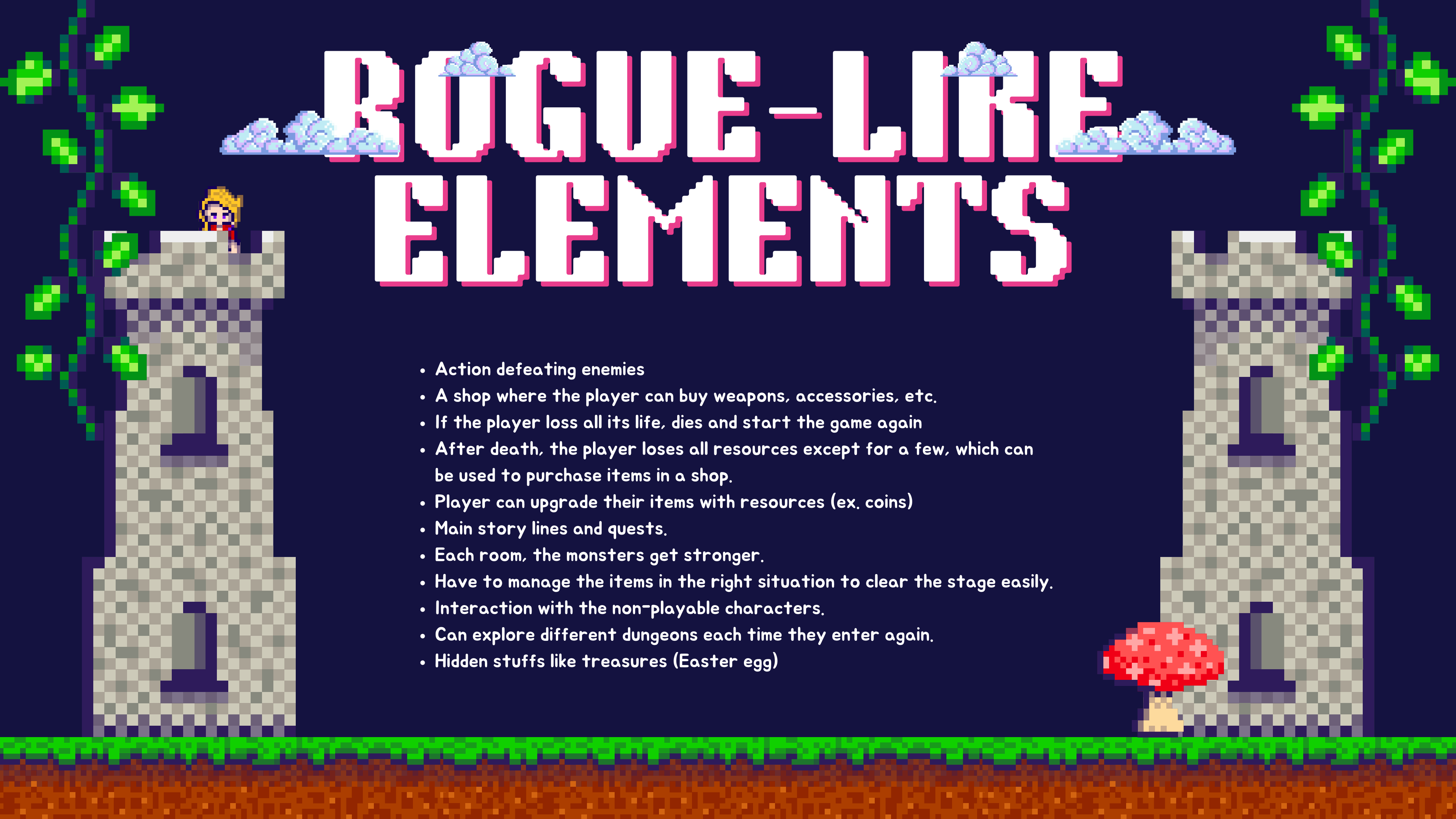
RULES AND MECHANICS

1. Introduction and Menu
   - Main Menu with start and control options
   - Prologue screen
   - Black screen that dissipates between rooms and once the game starts.
2. Basic Controls
   - Arrow keys for movement between dungeons and across the same.
   - 'Z' performs a basic attack, 'X' performs a special attack
3. Rooms and Exploration
   - 10 rooms with different layouts and enemies. Difficulty increases as does the room number.
   - Some rooms will have treasures, advice/warning fairies and item shops
   - Final room has a boss enemy.
4. Combat and Enemy Mechanics
   - Each room contains progressively harder enemies that must be defeated using weapons and items. The player has a health bar and can use items like potions to aid in combat or recover health.
5. NPCS
   - Advice and warning fairies. Advice fairies alert about enemies' strength or clues to hidden treasures. Warning fairies lead to combat with a random, strong enemy (extra).
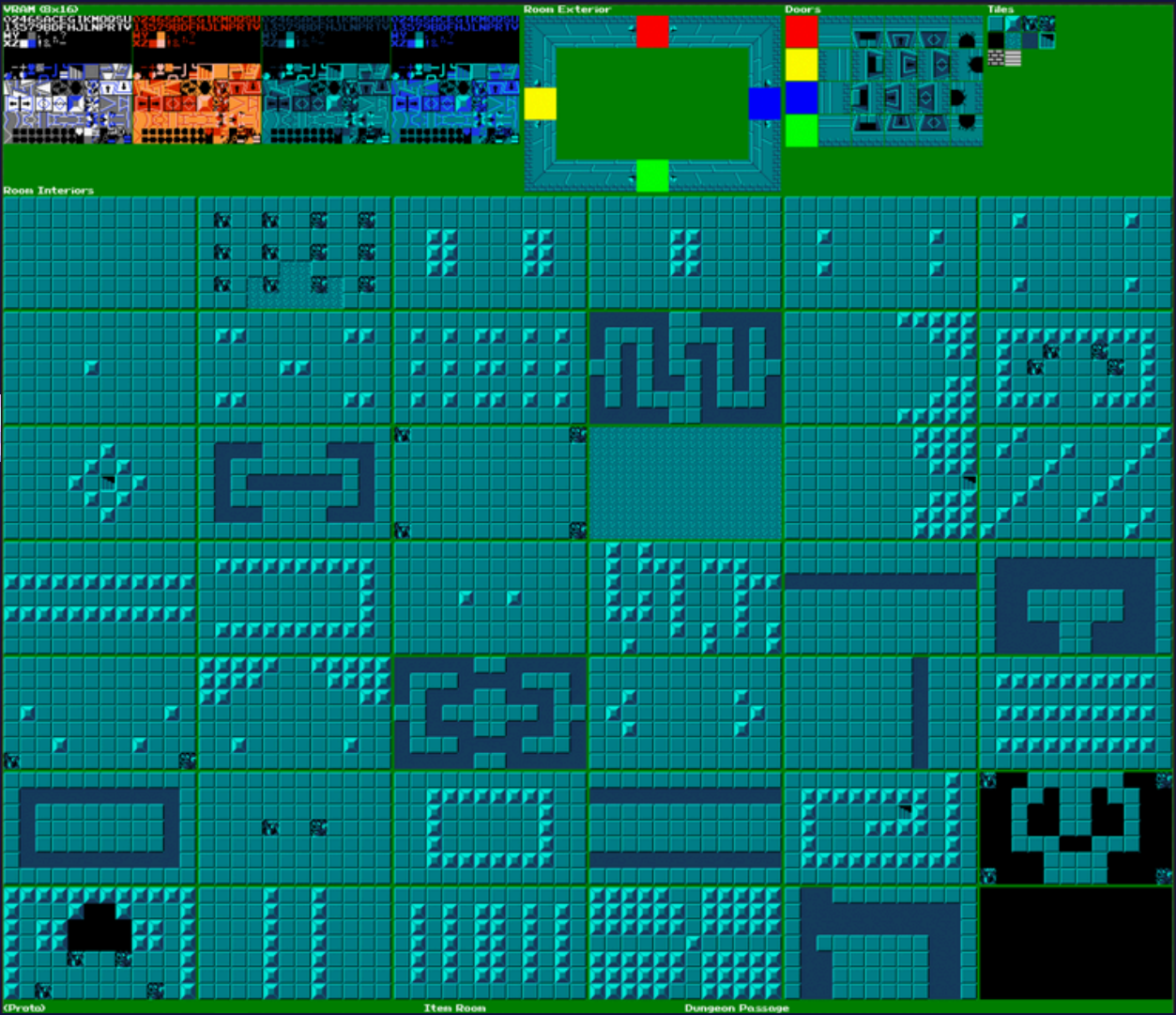7. Quests and Storyline
   - The player follows a main quest to escape the dungeon and uncover its mysteries, encountering mini-quests along the way. Side quests and hidden treasures offer rare rewards, new abilities, and unique challenges, enhancing replayability.
8. Death and Replay
   - Upon dying, players restart from the first room, losing most resources but retaining a small fraction for the next run. This encourages strategic planning and improvement for each playthrough.

VISUAL STYLE

Basic movement   Use item/weapon   Pick up item   Magical Shield

Wooden Sword   White Sword   Magical Sword   Magical Rod

Other Weapons/Items

Hurt Colors Example

1 > 2 > 3 > 4 >1

Aquamentus

Hurt Colors Example (Aquamentus)

1 > 2 > 3 > 4 >1

Old Man   Merchant   Fairy

01 The game will be inspired by the 16-bit style from old NES games with simple but understandable sprites. We will use the sprite sheets from the game The Legend of Zelda from the NES to model our character and our environment.

02 We modified Link's colors to be different and inspired by the colors of our university. Dungeons, items, and npc's are also taken from the sprites of this same game, but with a different color scheme.

Zol   Keese

Stalfos

Darknut   Wizzrobe

DATA COLLECTION

- Player Health: Tracks the current health of the player in the game.
- Enemies Defeated: The number of enemies the player has defeated throughout their progress.
- Rooms Cleared: The number of rooms the player has successfully completed.
- Deaths: Total number of times the player has died and had to restart the dungeon.
- Items Collected: The total number of items (weapons, potions, accessories) collected by the player.
- Gold Earned: Total amount of in-game currency (e.g., coins) that the player has earned.
- Special Abilities Unlocked: Tracks how many special abilities the player has unlocked during the game.
- Bosses Defeated: The number of major boss enemies defeated by the player.
- Side Quests Completed: Tracks the number of side quests the player has completed.
- Treasure Found: The number of hidden treasures or Easter eggs the player has discovered in the dungeon.

THANK YOU