Table of Contents

Video - Audio 2

Audio 3

Audio - Text - Controls - Sprites 4

Sprites - Art 5

Art 6

Art - GUI 7

GUI - Storyboard - Items 8

Items 9

Items - Level Design 10

Level Design 11

Level Design - Credits 12

Video

Title Screen:

* Intro

Credits:

* Info

Audio

Environment:

* Birds
* River
* Wind

GUI/Music:

* Theme Music
  + Music 1
    - <https://incompetech.filmmusic.io/topics/topic/adventure/>
  + Music 2
    - Medieval, There are lots of royalty free music and sounds online
  + Music 3
* Clicking button
  + Videogame Menu BUTTON CLICK by Christopherderp
* Going back
  + hint.wav by dland
* Death Screen
* Shop
  + Purchase upgrade, consumable, character

Misc:

Obstacles:

* Jumpable/Stompable
  + Goblins/Orcs with shields
    - When killed:
    - When stabs hero:
  + Fire
    - Fire cackling:
  + Catapult
    - Boulder flying through air:
  + Spike Pits
    - When touched
  + Werewolf
    - growl
    - When killed:
    - When kills hero:
  + Charging Unicorn
    - Galloping sound:
    - Neigh:
    - twinkle
  + Basilisk
    - When killed:
    - When kills hero:
* Slidable
  + Manticore
    - Roar:
  + Bats
    - Shrieks
  + Ghosts
    - Moans
  + Will o Wisps
    - Ominous noises:
  + Dragons
    - Roar
  + Spike Blocks
* Shootable
  + Screaming Skulls
    - Hysterical laughing:
    - When hits hero
  + Destroyable Trees
    - When Destroyed:
  + Lightning Barrier
    - Electric cackling

Characters:

* Footsteps
  + Forest road gravel
* Attack sound (Arrow)
* Wounded sound (Running into objects)
* Death

Enemies:

* Enemy 1
  + Mummy Zombie Sounds | Effects | Sound Bites | Sound Clips from SoundBible.com
* Enemy 2
  + use"horse constant gallop on dirt foley 03" Horse sound effects | Sound-Fishing
* Enemy 3

Miscellaneous:

* Title Music:
* Button Click Sounds:
* Credits Music?
* Shop Music:

Text

Startup screen:

* Name of game
* Buttons
* Credits
* Shop name and items descriptions

Controls

Movement:

Running

Jump

Slide

Death

Shoot

* Cannot shoot and jump/slide at the same time

Slow\_Time

* Measured in a stamina-like bar that regenerates over a set period of time

Pause\_Game

Sprites

Enemies:

Enemies\_ColorCube\_Placeholder\_Big

Enemies\_ColorCube\_Placeholder\_Small

Enemies\_RedSquid\_Placeholder\_Big

Enemies\_RedSquid\_Placeholder\_Small

Enemies\_Slime\_Placeholder\_Big

Enemies\_Slime\_Placeholder\_Small

Player:

Player\_Knight\_Ducking\_Placeholder\_Big\_Png\_4FrameSheet

Player\_Knight\_Ducking\_Placeholder\_Small\_Png\_4FrameSheet

Player\_Knight\_Jumping\_Placeholder\_Big\_Png\_4FrameSheet

Player\_Knight\_Jumping\_Placeholder\_Small\_Png\_4FrameSheet

Player\_Knight\_Walking\_Placeholder\_Big\_Png\_4FrameSheet

Player\_Knight\_Walking\_Placeholder\_Small\_Png\_4FrameSheet

PowerUps

PowerUp\_Gem\_Placeholder\_Big

PowerUp\_Gem\_Placeholder\_Small

Hazards:

Hazard\_Fire\_Placeholder\_Big

Hazard\_Fire\_Placeholder\_Small

Art

General:

* Pixel Based
* 64x64 Images
* Color:
* Realistic
* Bright fantasy

Obstacles:

* Block/Floating Block
  + Gray cobblestone rectangular block
* Floating Spike Block
  + Gray cobblestone rectangle block with 3 silver spikes on each side of the block
* Box
  + Light brown x crossed wooden box/crate
* Tree
  + Thick trunked dead oak tree (no leaves, low saturation)
* Tree Stump
  + Rotted trunk based off the tree model
* Spike pit
  + Deep straight pit with flat bottom with silver spikes lining the sides and bottom of the pit
* Fire
  + Campfire with 2 logs underneath (classic red/orange/yellow flames)
  + Will have 3 frames of looping fire animation
* Fire pit
  + Same deep straight pit with flat bottom and same fire animation as stated before on the bottom of the pit
* Wagon
  + Stationary, open, wooden cart
  + Tall enough for player to slide under

Enemies:

* Goblins with/without shields
* Werewolf
* Charging Unicorn
* Basilisk
* Screaming skulls
* Manticore
* Archer
* Ghost
* Will-o-wisp/Spirit
* Bat
* Dragon

Consumables:

Shop: Icons

* Slow Time: Hourglass with gold top and bottom
* Extra Hit: Shield
* Gold Magnet: Horseshoe magnet
* Gold Multiplier: Gold Coin sprite with a small x2 in the corner.
* Explosion: Cartoon style RoundBomb icon
* Winged Shoes: White wings on back heel of tan 2 strapped sandal with bare foot in it
* Golden Chalice: Gold stemmed chalice with gem encrusted rim (think holy grail)
* Elixir of Life: Rounded potion bottle topped with a cork and labeled with a heart

Characters:

* Witch/Wizard
* Mercenary
* Knight
  + Armor variations (blue, red, yellow, etc)
* Holy Knight
* Priest
* Nun
* King/Queen
* Plague Doctor
* Prince/Princess
* Jester/Bard

Sample:

Backgrounds:

Backgrounds\_Castle\_PlaceHolder\_Big

Backgrounds\_Castle\_PlaceHolder\_Small

Tiles:

Tile\_Cobblestone\_Placeholder\_Big

Tile\_Cobblestone\_Placeholder\_Small

Tile\_DevRuler\_Rainbow\_Placeholder\_Big

Tile\_DevRuler\_Rainbow\_Placeholder\_Small

Tile\_MissingTexture\_Placeholder\_Big

Tile\_MissingTexture\_Placeholder\_Small

GUI

Title Screen:

* + Play/Run
    - Play Screen
      * Pause
      * Game Over Screen
      * Action Buttons (Jump, Slide, Shoot)
      * Consumables
      * Slow Bar
      * Distance counter
      * Currency counter
  + How to Play
    - Explanation of Slow mode
    - How to use Jump, Slide, Shoot
    - Obstacles that can be jumped over
    - Obstacles that can be slid under
    - Obstacles that can be shot
    - Exit
  + Shop
    - Categories:
      * Consumables
      * Upgrades
      * Characters
  + Credits
    - Play credits
    - Exit
  + Settings
    - Volume
      * Music Slider
      * Effects Slider
    - Brightness Slider
    - Exit
  + Version Information
    - Info
    - Exit
  + Storyboard
    - Displays storyboard of main character
    - Exit
* Achievements?

Storyboard

Comic style story:

“In the small village of Wronid, in the Kingdom of Vania, King Jaime & Queen Amelia call you to the castle to appear before the royal court. Their majesties report that the kingdom is in debt due to a food crisis and they need your help. They request for you to go on a journey to reclaim the kingdom’s wealth, battling enemies and recruiting help on the way. If you fail, the neighboring Kingdom of Viris will conquer the Kingdom of Vania. Thus starts this brave hero’s journey.”

Unlocks as the player progresses through the game/unlocks a new character

Items

Consumables:

* Increase slow bar time
* Total Capacity Cost and Versions:
  + V1: Capacity of Slow Bar is increased (5% or however many units). Cost:
  + V2: Capacity of Slow Bar is increased (5% or however many units). Cost:
  + V3: Capacity of Slow Bar is increased (5% or however many units). Cost:
* Decrease Depletion of Slow Bar
* Depletion Rate Cost and Versions:

- V1: Depletion Rate is decreased by 5%. Cost:

- V2: Depletion Rate is decreased by 5%. Cost:

- V3: Depletion Rate is decreased by 5%. Cost:

* Extra hit
  + Can take an extra hit before dying
    - Cost and Version:
      * V1: Add an extra slot for Extra Hits. Cost:
      * V2: Add an extra slot for Extra Hits. Cost:
* Gold Magnet
  + Attract gold to yourself for a set time.
    - Cost and Version:
      * V1: Magnet lasts an additional 5 seconds. Cost:
      * V2: Magnet lasts an additional 5 seconds. Cost:
      * V3: Magnet lasts an additional 5 seconds. Cost:
* Gold Multiplier
  + Multiply all the gold you collect by 2
    - Cost and Version:
      * V1: Multiplier lasts an additional 5 seconds. Cost:
      * V2: Multiplier lasts an additional 5 seconds. Cost:
      * V3: Multiplier lasts an additional 5 seconds. Cost:
* Explosion that clears all obstacles on screen
  + (would be an expensive consumable)
  + Cost and Version:
    - V1: Cost of consumable is decreased by (5% or 500 coins). Cost:
    - V2: Cost of consumable is decreased by (5% or 500 coins). Cost:
    - V3: Cost of consumable is decreased by (5% or 500 coins). Cost:
* Winged Shoes
  + (Speed through obstacles quickly, more distance)
  + Cost and Version:
    - V1: Winged Shoes boosts an additional XXX meters. Cost:
    - V2: Winged Shoes boosts an additional XXX meters. Cost:
    - V3: Winged Shoes boosts an additional XXX meters. Cost:
* Golden Chalice
  + Allows the user to respawn at the last used shop checkpoint one time per use
* Elixir of Life
  + Allows the user to respawn at the location they died at

Upgrades:

* Gold Magnet lasts longer
* Gold Multiplier lasts longer
* Can take extra hits
* Slow Bar Upgrades: Total capacity, depletion rate decreases
* Winged Shoes lasts longer

Characters:

* Witch/Wizard
* Mercenary
* Knight
  + Armor variations (blue, red, yellow, etc)
* Holy Knight
* Priest
* Nun
* King/Queen
* Plague Doctor
* Prince/Princess
* Jester/Bard

Level Design

* Obstacles Rarity:
  + Common - Always appears
  + Rare - Appears sometimes later in game
  + Very Rare - Almost never even later game

Jumpable:

* Block (Common)
* Box (Common)
* Tree stump (Common)
* Spike pits (Common):
  + Pits that are filled with spikes on each side and on bottom that has to be jumped over to get across.
* Fire pits (Common)
* Fire (Common):
  + A ground hazard that the hero can jump over. Coins path will arch over the fire so that the hero can continue to gain coins.
* Catapult (Rare):
  + From the left side of the screen, a boulder that is hurled goes past the hero and has to be jumped over. It can’t be destroyed with arrows and has to be jumped over.
* Enemies:
  + Goblins with/without shields (Common):
    - These enemies can be jumped on or over and if the hero jumps on them, they can get extra coins and additional points possible. Arrows don’t affect the shielded ones but can defeat the non-shielded ones but don’t give extra coins
  + Werewolf (Rare):
    - Standing on two legs, the werewolf can be jumped over or on for extra coins when defeated. But when it is shot with arrows, it drops no coins. But can withstand an arrow shot, needs 2 to kill.
  + Charging Unicorn (Very Rare):
    - A unicorn that is charging the hero directly from the right and has to be jumped over. Comes speedily onto the screen and has to have precise jumping to avoid it. No coin path is directed over the unicorn. This enemy can’t be destroyed by arrows.
  + Basilisk (Rare):
    - A ground hazard that has to be jumped over and can’t be jumped on to defeat. Arrows can also be used to defeat this enemy but no coins when defeated. Coin path can be present to show that this enemy has to be jumped over. No extra coins gained

Slidable Obstacles:

* Floating block (Common)
* Floating spike block (Rare)
* Wagon (Rare)
* Enemies:
  + Manticore (Very Rare):
    - A flying hazard that comes flying straight at the player at a very quick speed. This is a very rare occurrence. The manticore will roar offscreen to signify its coming and then immediately speed onto screen. It will be a mechanic that serves as an increased difficulty enemy. If you don’t slide at the right time you could be caught in its claws. It can’t be shot by arrows.
  + Archer block
  + Ghost (Rare):
    - A common slide enemy that swoops from the top right of the screen toward the player to throw off the player that it has to be jumped over but ends up having to be slid under. Can’t be hit with arrows but rather goes right through him.
  + Will-o-wisp/Spirit (Common):
    - A common slidable obstacle that can’t be shot with arrows. A coin path will be present to show that this has to be slid under.
  + Bat (Common):
    - A much more common slide enemy that is slower than manticore and can’t be jumped over. It also can’t be shot by arrows.
  + Dragon (Very Rare):
    - A very rare enemy. This is very similar to the manticore that it can’t be shot by arrows and roars before coming on screen very quickly at the player. But as an additional feature, it spews fire. In this case, after you slide under the dragon a fire will show up on the ground that you immediately have to jump over after sliding out from the dragon.
  + Spike Blocks (Common):
    - Floating spike blocks that you have to slide under that are a common threat. A coin path will be available that shows you have to slide under it to get past it. It can’t be shot by arrows.

Shootable:

* Trees (Common):
  + A common obstacle that can be shot to get past. When destroyed, a gold coin appears that is worth more than normal that has to be collected by running through it.
* Lightning barrier (Rare):
  + A rare obstacle that has to be shot to get past. A orb will appear near the bottom of the barrier that has to be shot. When destroyed, a gold coin will appear that is worth more than normal coins and has to be collected.
* Enemies
  + Screaming skulls (Very Rare):
    - A very rare obstacle that has to be shot. When destroyed they split up and after running past their location they show up as obstacles that have to either be jumped over or under. They can’t be shot with arrows and don’t give coins when defeated.

Credits

* AngryShrimp Games
  + Names and roles of everyone involved