

# Project Potion

## Key Info

<b>Platform</b>	PC
<b>Genre</b>	Life Simulation, casual game, sandbox
<b>Camera Perspective</b>	RPG View
<b>3D or 2D</b>	3D
<b>Number of Players</b>	Single Player

## Short Summary

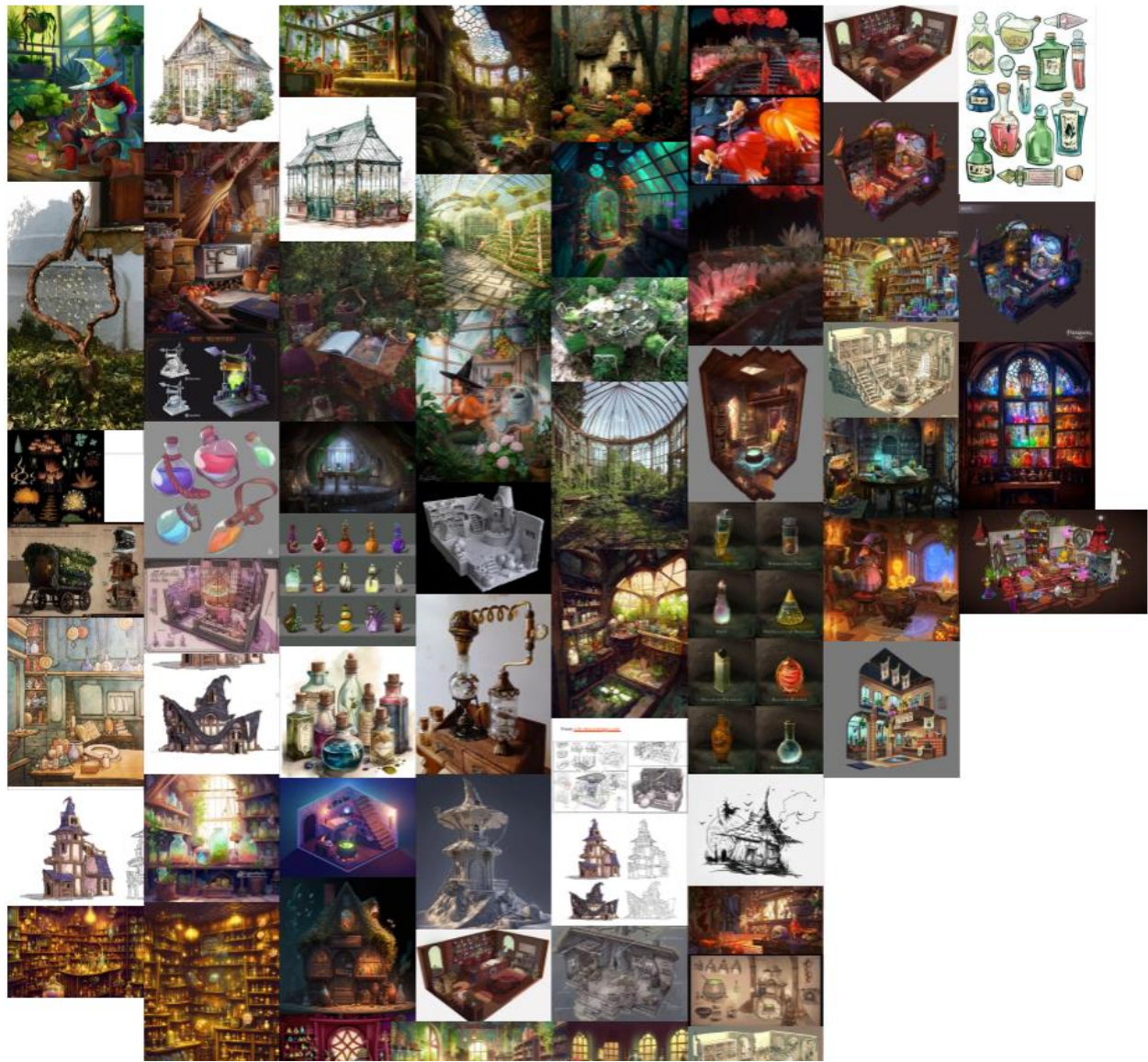
Project Potion is a Life Sim game where you talk to customers, plant and harvest herbs, and brew potions.

## Video References of Comparable titles

Takeaway	Video URL
Strange Horticulture	<a href="https://youtu.be/v69Jp10nLK8?si=GJSH540bJavAXJra">https://youtu.be/v69Jp10nLK8?si=GJSH540bJavAXJra</a>
Potion Craft	<a href="https://youtu.be/JZeJsJevF8Q?si=Pjx-FLKZQsoFheKP">https://youtu.be/JZeJsJevF8Q?si=Pjx-FLKZQsoFheKP</a>
<b>Stardew Valley</b>	<a href="https://youtu.be/ot7uXNQskhs?si=ekjB0dGAingstXJh">https://youtu.be/ot7uXNQskhs?si=ekjB0dGAingstXJh</a>

## Mock Screenshot

### Mood Board



Character Concept Art



Concept Models for Potion Shop





Model made in Maya of the starter potion shop level.



Model made in Blender of a potion room (separate rooms after the player expands their shop)

## Key Features

Customer Interaction/Book Usage - Strange Horticulture

<https://youtu.be/v69Jp10nLK8?si=QpAVEN979oLq5oZK&t=13>

Player interacts with customers to find out what they are looking for, then has to consult a book full of information to determine which one is the right option.

Craft items – Animal Crossing

[https://youtu.be/\\_3YNL0OWio0?si=YHafaREyGBmcinu7&t=35](https://youtu.be/_3YNL0OWio0?si=YHafaREyGBmcinu7&t=35)

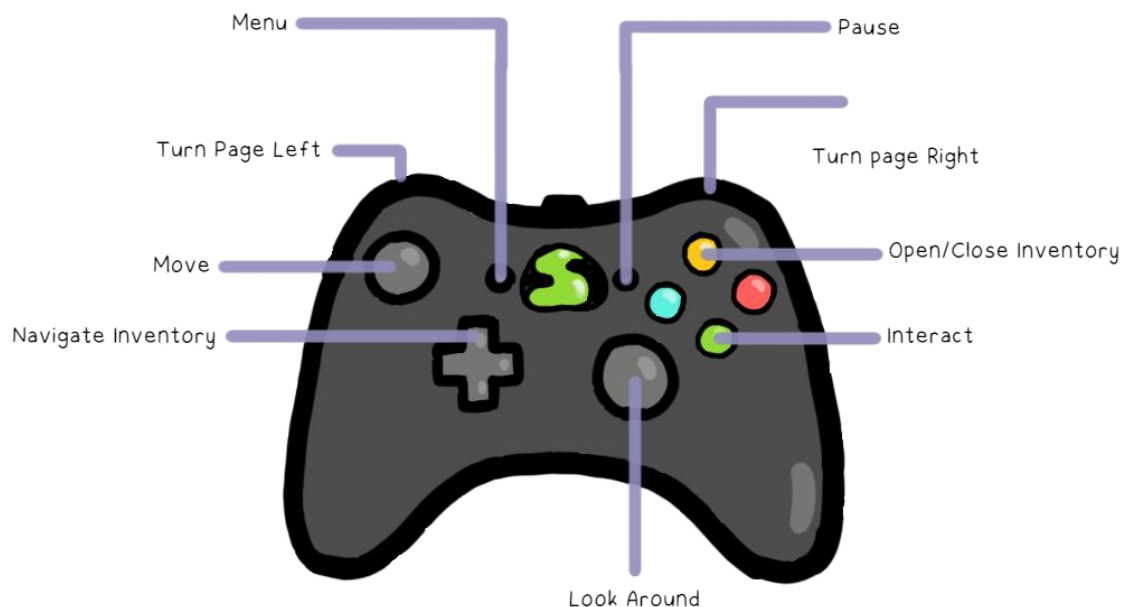
Players can craft items from a workbench (In project Potion the player crafts potions at a cauldron).

Planting Food – Raft

<https://youtu.be/Dle8DwL05lw?si=MeFbRV3BBdEjevPR&t=325>

The player is able to plant different foods and herbs and harvest them to be used in making potions.

## Controller Map



Made with Gamepad Layout Maker by Del Nordlund and Sebastian Scaini.



## Control Descriptions

Feature	Description	Binding
Move	Basic player movement.	Left Analog Stick
Look Around	Move the camera around to change perspective	Right Analog Stick
Navigate Inventory	Move to select different items in the players inventory	D-pad
Open/Close Inventory	Open and close the players inventory	Button Y
Interact	This is used to enter rooms, interact with customers, harvest ingredients and to brew potions.	Button A
Menu	Opens the Menu were the player can exit out of the game.	Select
Pause	Pause the game, pauses time in game	Start
Turn Page	Turns pages in the potion book. Players will use the book to determine the best potion for the customer and to find the potion recipe.	LT and RT

## Walkthrough

1. Exit out of the bedroom door and into the shop.
2. Interact with the sign in the store to change it to open
3. Interact with customer to see what type of potion they are looking for (ex: healing potion)
4. Go towards the desk and interact with the book, flip through the book until you find the recipe for a healing potion.
5. Exit out of the store and go outside, approach a flower pot and find the sign for the plants needed for the potion.
6. Interact with the plant to harvest and then replant it.
7. Return to the store.
8. Walk up the staircase and enter the potion room.
9. Approach the cauldron and interact with it.
10. Select the plants from your inventory to move them into the cauldron's inventory
11. Wait a couple of seconds for the potion to brew.
12. Interact with the cauldron to obtain the potion.
13. Head downstairs and towards the customer, interact with the customer to find out what potion they need and hand them the potion.