

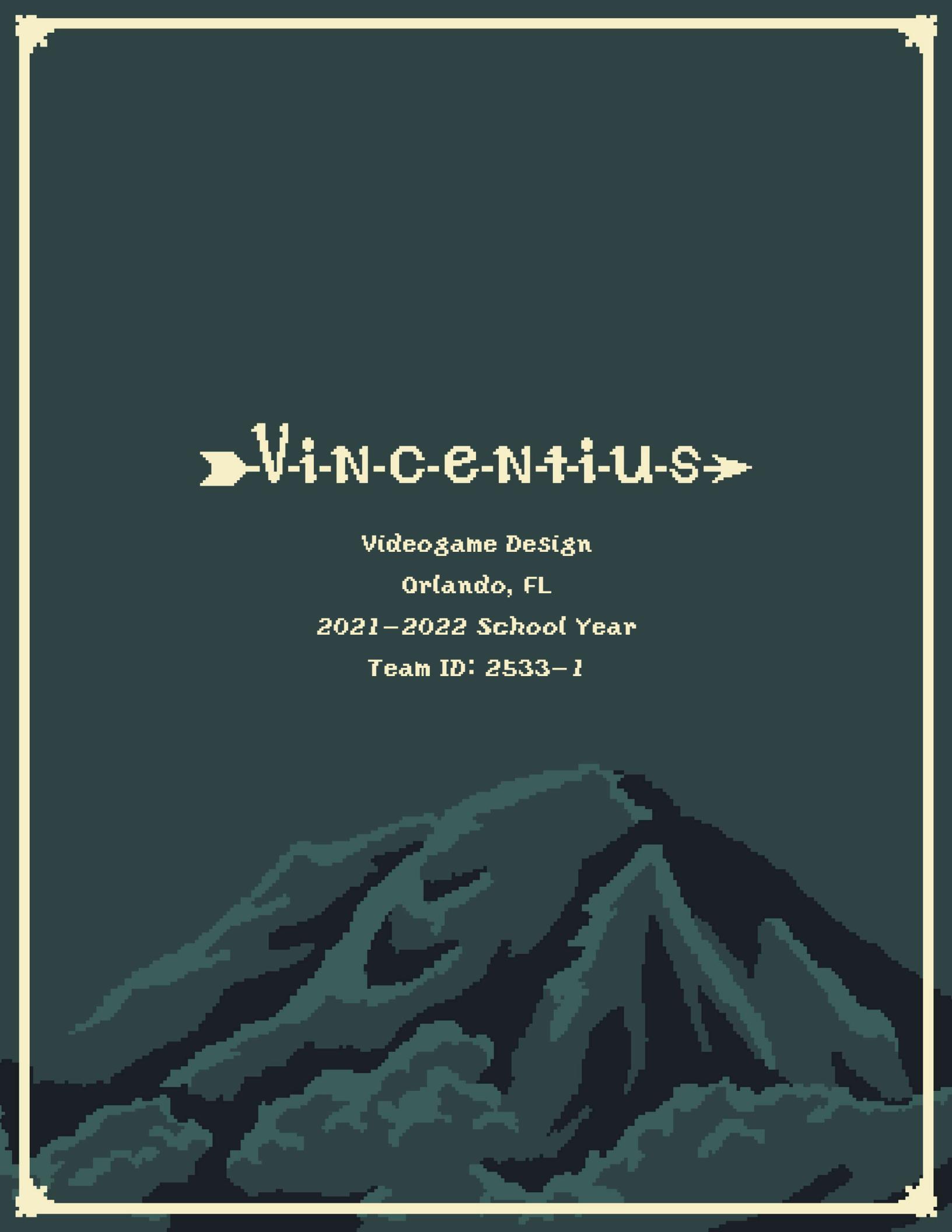
►V-i-N-C-E-N-t-i-U-S►

Videogame Design

Orlando, FL

2021–2022 School Year

Team ID: 2533-1



Assets and Copyright

Citations

All art assets, sound assets, and programming assets were created from scratch by the team, and all characters – aside from the Roman gods and goddesses – seen in the game are based purely upon the ideas of the team.

As for who is responsible for each asset:

- Game Art – Evan Bertis-Sample and Jill Alexis Garcia
- Storyboard Art – Alexas Floyd
- Sound Effects – Daniel and David Franco
- Music – Daniel and David Franco
- Programming – Evan Bertis-Sample
- Characters – Jill Alexis Garcia

However, there are two assets that were not made from scratch, including:

- The Game's Color Palette
 - Created by Cophee Moth based on the First Color Publication on Fish – 1754
 - First Obtained on: 10-15-2021
 - Link: <https://iospec.com/palette-list/poisson-23>
- The Yoster Island Font
 - Used for all text in the game, as well as documentation.
 - Created by codeman38
 - First Obtained on: 12-15-2021
 - Link: <https://www.1001fonts.com/yoster-island-font.html>

Additionally, the project makes use of the Unity Game Engine – Version 2020.1.0f, under the Personal License.

All research for the sake of historical accuracy and inspiration for the representation of the gods and goddesses of the game are attributed to:

- Britannica, The Editors of Encyclopaedia. "Heracles". Encyclopedia Britannica, 9 Jul. 2021, <https://www.britannica.com/topic/Heracles>. Accessed 5 February 2022.
- Britannica, The Editors of Encyclopaedia. "Vesuvius". Encyclopedia Britannica, 19 May. 2020, <https://www.britannica.com/place/Vesuvius>. Accessed 5 February 2022.
- Apel, Thomas. "Vulcan." Mythopedia, Mythopedia, 16 Nov. 2021, <https://mythopedia.com/topics/vulcan>.
- Britannica, The Editors of Encyclopaedia. "Salus". Encyclopedia Britannica, 12 Feb. 2018, <https://www.britannica.com/topic/Salus>. Accessed 5 February 2022.
- Britannica, The Editors of Encyclopaedia. "Mars". Encyclopedia Britannica, 24 Nov. 2019, <https://www.britannica.com/topic/Mars-Roman-god>. Accessed 5 February 2022.

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Alexas Floyd

Student Name: _____

Kenneth Jakoby Digitally signed by Kenneth Jakoby
Date: 2022.02.05 08:03:05 -05'00'

Chapter Advisor Signature: _____

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Daniel Franco

Student Name: _____

Kenneth Jakoby

Chapter Advisor Signature: _____

Digitally signed by Kenneth

Jakoby

Date: 2022.02.05 08:07:40 -05'00'

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David Franco

Student Name: _____

Chapter Advisor Signature: _____

Kenneth Jakoby

Digitally signed by Kenneth Jakoby
Date: 2022.02.05 08:09:23 -05'00'

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Esteban Narvaez-Garcia

Student Name: _____

Kenneth Jakoby

Chapter Advisor Signature: _____

Digitally signed by Kenneth Jakoby
Date: 2022.02.05 08:10:39 -05'00'

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Evan Bertis-Sample

Student Name: _____

Kenneth Jakoby

Digitally signed by Kenneth Jakoby
Date: 2022.02.05 08:04:50 -05'00'

Chapter Advisor Signature: _____

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Jill Alexis Garcia

Student Name: _____

Chapter Advisor Signature: _____

Kenneth Jakoby

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Jakoby

Date: 2022.02.05 08:11:41 -05'00'

Storyboard

Narrative

Act I : Vincent's Dream



In a dream, the goddess, Salus, warns Vincentius that Pompeii is in danger. She sends him on a journey to the top of Mount Vesuvius to save Pompeii.

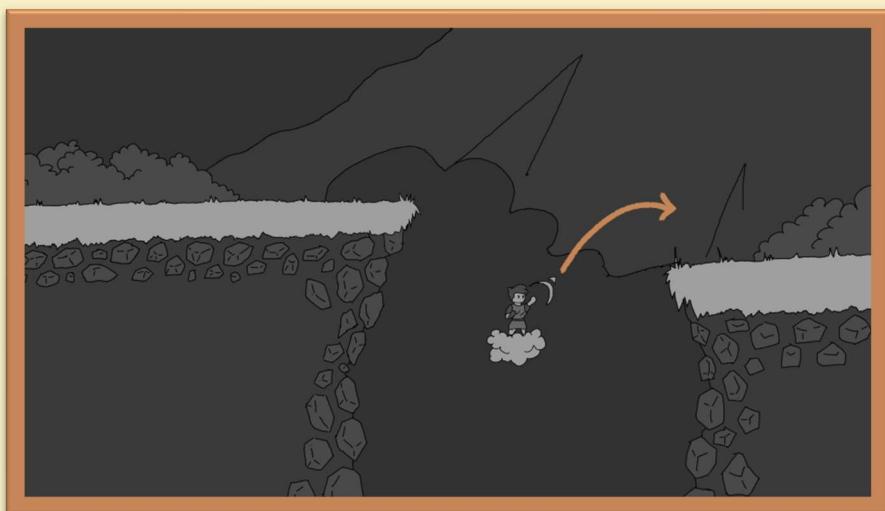
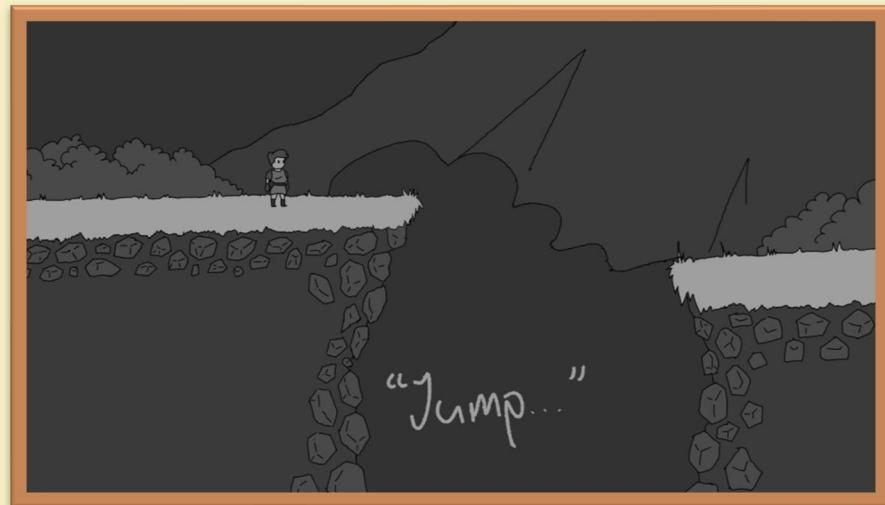
Vincentius wakes up, and sneaks off from his Barracks to begin his journey up Mount Vesuvius.



Vincentius begins faces his first trial – the woods leading up to the mountain. He is guided by Salus via stone tablets.

Act II: Apollo and the Gap

After overcoming the challenges under Salus's guidance, Vincentius is faced to jump over a large valley. A mysterious voice whispers to him, "Jump, my child."



Vincentius takes the leap, and as he is falling, the same voice, which is Apollos' voice, blesses him with his bow, which grants Vincentius the ability to launch himself midair. He uses this newfound ability to cross the valley.

Act III: Wildlife and Fire



Vincentius continues his journey up the mountain, and eventually stumbles upon a statue of Feronia, the goddess of Wildlife.

Vincentius reads the statue, and the voice of Feronia begins to speak to him. She explains that Mount Vesuvius is going to erupt, and that Vulcan, the god of fire was the reason for the eruption.



Feronia tells Vincentius to reach the top of the Mountain, and to convince Vulcan to not to erupt Mount Vesuvius. She grants you her blessing, and Vincentius carries on.

Act IV: War and Peace



Vincentius eventually stumbles upon a statue of Mars, the god of War.

Vincentius reads the statue, and similar to Feronia, Mars begins to speak to him. Mars explains to Vincentius that the only way to stop the eruption is to kill Vulcan. Mars gives his blessing and Vincentius continues up the mountain.



Act V: A Fiery End



Vincentius reaches the peak of the mountain and meets Vulcan. He is frustrated.

Vincentius begins to speak to Vulcan, and Vulcan explains to Vincentius that he is frustrated with the people of Pompeii. He is jealous of Apollo, who is worshiped more than him. He wants people to remember him, and to worship him once more.

Vincentius is prompted with three choices: to convince Vulcan there are better ways to fix his problem, to kill Vulcan, or allow Vulcan to continue his plans.

Convincing Vulcan will only prevent the eruption half the time, killing Vulcan will always prevent the eruption, and allowing Vulcan to continue his plans will always end in the eruption. The choice is up to the player.

Storyboard

Concept Art and Progression

Environment Concepts:



This image, created early on in the project, was the visual goal we had for the game. It standardized the uses of some colors on the color palette, as well as the shape of trees, rocks and bushes. Without this mockup, the game would not look nearly as cohesive.



To the left is the first depiction of Mount Vesuvius, which became the basis to how the mountain was drawn in latter development.

Below is the first draft of the bush silhouettes in the foreground.



Player Concepts:

The player character underwent a multitude of changes throughout the project.



These first, lankier designs were inspired by games such as **Superbrothers: Swords and Sworcery**.



However, animation on these lanky designs left much to be desired.



It was hard to add any character to the animations without making the sprites impossible to interpret. For this reason, we redesigned the character to be larger, which made the character much easier to animate.



Overview

**Description, Controls,
Purpose and Audience**

Description

Pompeii is in danger.

Down below, within the crust of the earth, molten rock spews, and rivers of fire begin to flood.

Slowly but surely, the fires are climbing their way up the mountain you call Mount Vesuvius.

The Mountain can only contain the inferno for one more day. When the sundial hits noon, the flame will annex Pompeii, casting the land in fire.

Salus, the Roman goddess of welfare and safety, calls Vincentius to embark on a journey to the top of the mountain, in a desperate attempt to save Pompeii. The clock is ticking, as Vincentius only has 12 hours before the Pompeii is coated in ashes.

He cannot do it alone.

Join Vincentius on his journey up the mountain, and as he is thrown into the drama of Roman gods and goddesses. Who knows, maybe the eruption is what's best for Rome.

Controls



WASD to Move

If You are on a wall, use "S" to fall down faster



Spacebar to Jump

If You are on a wall, use the Spacebar to Wall Jump



E to Interact

Used for: Speaking, Reading Signs, Entering Doors



P to Pause



Left Click for Apollo's Ability

Drag in the opposite direction you wish to launch – like you are shooting a bow

Left Click on Buttons in the UI



Right Click to Control Dialogue

Used to: Skip Dialogue, Move to Next Dialogue, Select Responses

Purpose:

Vincentius tells a mythological story of one worst natural disasters of the old world. Although this story is completely made up for the purpose of the game, it uses certain aspects of Roman Mythology, Roman Culture, and Roman History to build the story. In this respect, the game is an exploration of Rome, propelled by self-contained mythology.

Because of this, Vincentius can be used to teach players about Rome in general and would act as an outstanding addition to any History Museum. There were a few learning objectives we wanted to hit in the game:

- The conditions that Roman Soldiers faced
 - This is seen in the opening scenes of the game – Vincent's room is barren, and the barracks are in shambles.
- The interaction between gods and men in Roman Mythology
 - This is the basis of the story – Salus, Mars, Feronia, Apollo, and Vulcan play significant roles in the story, and Vincent is in the middleman.
 - Vincent is similar to Hercules, except with Salus as the Quest Giver instead of Apollo. The story draws connections to Hercules's Twelve Labors, as gods act somewhat similar in both stories.
- The interaction between gods in Roman Mythology
 - Gods in Roman Mythology had relationships and views on one another, which is shown in the game. Feronia believes that Vulcan can be saved, whereas Mars feels otherwise. Gods are less omnipotent figures in Roman Mythology, which are exemplified by their interactions. The game needed to hit this point, which we did through the story.

Aside from teaching, the game needs to draw the attention of players. Therefore, we chose to base the story off the eruption of Mount Vesuvius. This story has a much more enticing, and easily explained hook, especially in comparison to real Roman Mythology.

Audience

This game, being an arcade game for a museum, is targeted specifically at those that want to learn Roman Mythology or some derivation of it. The game is aged for children 13 years and older, namely due to uncensored Roman statues. That being said, the majority of the children going to museums are at or above the age requirement, whether it be because of the age requirements of the museum, or the nature of History Exhibits.

The audience of the game is not limited to the individuals noted above, however. This game, at its core, is an easy-to-play narrative-driven platformer, which appeals to gamers of all skill levels. This game was intentionally made easier in order to provide a more enjoyable experience for players.

Plan of Work Logs

Date	Task	Time Involved	Team Members Responsible	Comments
10-04-2021	Distributed Roles to Team members	30 Minutes	Whole Team	
10-04-2021	Began talking about Color Palettes for the Game	15 Minutes	Whole Team	Agreed to use very limited, slightly dull color palette
10-12-2021	Began Discussion on Game Ideas	45 Minutes	Whole Team	
10-12-2021	Set Up Google Drive for Project	15 Minutes	Evan Bertis-Sample	
10-12-2021	Decided that the Game was going to have Pixel Art	30 Minutes	Whole Team	
10-12-2021	Decided on Main Mechanic of the Game	45 Minutes	Whole Team	This mechanic is now "Apollo's Arrow"
10-12-2021	Planned Week by Week Objectives	1 Hour	Evan Bertis-Sample	Was too intense, and we fell behind schedule in a few weeks.
10-15-2021	Decided Color Palette for the game	2 Hours	Evan Bertis-Sample	Color Palette was found here: https://iospec.com/palette-list/poisson-23 Created some artwork to try out palette.
10-15-2021	Created Cutscene Music	1 Hour	David Franco	Was planned to be played in the prologue of the game.
10-15-2021	Came up with Level Design Ideas	45 Minutes	Esteban Narvaez	Decided that a Vertical Level Design would be Best
10-15-2021	Created Some Music	1 Hour 30 Minutes	David Franco	Would be a great town or shop theme
10-16-2021	Refined Cutscene Music	30 Minutes	David Franco	Added Arpeggio and other enhancements
10-16-2021	Edited and Refined Music	2 Hours and 30 Minutes	David Franco	
10-17-2021	Programmed Player Controller	3 Hours	Evan Bertis-Sample	Very overly engineered, but easy to use.
10-17-2021	Programmed Player Animator	30 Minutes	Evan Bertis-Sample	Pretty simple to do when controller was finished.

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10-17-2021	Created a Satisfying Jump	1 Hour	Evan Bertis-Sample	Programmed the Physics behind the jump, and allowed for variable jump heights.
10-18-2021	Created Cutscene Music Loop	16 Minutes	David Franco	
10-18-2021	Attempted Credits Music	33 Minutes	David Franco	Music was scrapped because it sounded uninspired and didn't fit the style of the game.
10-19-2021	Created World Music	40 Minutes	Daniel Franco	Unused
10-20-2021	Created Prologue Music	36 Minutes	David Franco	
10-22-2021	Edited Prologue Music	20 Minutes	David Franco	
10-26-2021	Attempted Title Theme	25 Minutes	David Franco	Song was scrapped because it was unsatisfying.
11-05-2021	Created Visual Mockup	3 Hours	Evan Bertis-Sample	Defined art style for the game and gave us a goal to work towards.
11-05-2021	Created Wind Sound Effects	13 Minutes	David Franco	Intended to play when trees reacted to wind. Was scrapped because it was annoying.
11-05-2021	Created Chirp Sound Effect	1 Hour	David Franco	Surprisingly difficult with Chiptunes.
11-05-2021	Discussed Player Design	20 Minutes	Whole Team	Discussed Proportions of Player Character
11-06-2021	Programmed Parallax Effect	30 Minutes	Evan Bertis-Sample	Was scrapped because it made it difficult to build levels.
11-06-2021	Discussed Improvements of Player Character	36 Minutes	Whole Team	Improved the Design of the Player Character.
11-08-2021	Created Forest Music	1 Hour, 20 Minutes	David Franco	
11-08-2021	Created Menu Music	1 Hour 45 Minutes	Daniel Franco	Unused – it was too jovial

Date	Task	Time Involved	Team Members Responsible	Comments
11-09-2021	Added Percussion to Forest Music	18 Minutes	David Franco	
11-09-2021	Discussed Music Style	1 Hour	Whole Team	Fixed miscommunications in music direction.
11-11-2021	Attempted Boss fight music	30 Minutes	David Franco	Was scrapped after it was decided to not have bosses in the game.
11-13-2021	Created Title Theme	2 hours	David Franco	This is the current title theme in the game.
11-14-2021	Refined Title Theme	50 Minutes	David Franco	Added Extension to Theme
11-15-2021	Began animating Player Character	2 Hours	Evan Bertis-Sample	Created a walk cycle, which was scrapped because the Player was redesigned
11-15-2021	Edited Unused Menu Music	40 Minutes	Daniel Franco	Attempt to salvage the song.
11-16-2021	Messed with Commodore64 Music	1 Hour	David Franco	Was Scrapped.
11-17-2021	Discussed Story Ideas	20 Minutes	Whole Team	
11-22-2021	Discussed Character Design	40 Minutes	Whole Team	
11-22-2021	Finalized Character Design	30 Minutes	Evan Bertis-Sample	Design was changed to be easier to animate.
11-22-2021	Created Player Running Animation	2 Hours	Evan Bertis-Sample	Uses 8 Frame Run Cycle.
11-22-2021	Created Player Idle Animation	30 Minutes	Evan Bertis-Sample	
11-23-2021	Programmed Dynamically Reflected Water	1 Hour 30 Minutes	Evan Bertis-Sample	Was eventually scrapped because it didn't fit the style of the game.
11-25-2021	Began Work on Grass Tileset	2 Hours	Evan Bertis-Sample	This tileset is in the final game.
11-25-2021	Draw Rock Clusters	2 Hours	Evan Bertis-Sample	

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11-25-2021	Created Boss Music	4 Hours	Daniel Franco	Intense theme that would have been used for the antagonist
11-27-2021	Discussed Cutscene Implementation	10 Minutes	Whole Team	Shared examples of cutscenes for inspiration.
11-29-2021	Drew Some tree assets	1 Hour	Jill Alexis Garcia	These trees became the small trees in the game.
11-29-2021	Created Forest Song	40 Minutes	Daniel Franco	Unused, we used David's song instead
11-30-2021	Created Salus Theme	2 Hours	David Franco	Planned for the Entrance of Salus
11-30-2021	Salus Character Design	1 Hour 30 Minutes	Jill Alexis Garcia	
11-30-2021 To 1-21-2022	Created 13 Unused Tracks	21 Hours	Daniel Franco	Three were level themes, Five were boss themes, and five were short, scrapped songs.
12-01-2021	Learned how to use Tween library	1 Hour 45 Minutes	Evan Bertis-Sample	This library was used heavily throughout the game.
12-01-2021	Programmed Main Movement Mechanic	1 Hour	Evan Bertis-Sample	This became "Apollo's Arrow."
12-02-2021	Feronia Character Design	1 Hour	Jill Alexis Garcia	
12-06-2021	Created Mars Character Design	2 Hours	Jill Alexis Garcia	Brainstormed over a few days and finalized.
12-08-2021	Designed Levels 1, 2 and 3	2 Hours	Esteban Narvaez	Was drawn on paper.
12-12-2021	Created Ambient Music	40 Minutes	David Franco	Was scrapped.
12-13-2021	Created Vulcan Character Design	2 Hours	Jill Alexis Garcia	
12-14-2021	Refined Level Designs	30 Minutes	Esteban Narvaez	
12-28-2021	Discussed Game Rendering Choices	35 Minutes	Whole Team	Was the game going to be "Pixel perfect" or just going to have Pixel Art assets?

Date	Task	Time Involved	Team Members Responsible	Comments
12-29-2021	perfected Main Mechanic	1 Hour	Evan Bertis-Sample	Added Clouds beneath Player's feet when using it.
12-30-2021	Finished All Animations for Player	5 Hours	Evan Bertis-Sample	Jumping Animations, Falling Animations, Landing Animations, Wall Sliding Animations, etc.
01-02-2022	Finished Grass Tileset	1 Hour	Evan Bertis-Sample	This tileset was overly complicated for what the game needed.
01-03-2022	Created Scene Decorator Tool	4 Hours	Evan Bertis-Sample	Created a tool that decorated levels automatically.
01-04-2022	Drew More Trees and Rocks	3 Hours	Evan Bertis-Sample	
01-05-2022	Released First demo of the game	1 Hour	Evan Bertis-Sample	This was very, very exciting, yet we were far from done.
01-06-2022	Began Work on Dialogue System	5 Hours	Evan Bertis-Sample	Created a programming language to orchestrate how text was displayed.
01-16-2022	Finished Dialogue system	6 Hours	Evan Bertis-Sample	Added the first NPCs in the game. They remember what the player says to them.
01-17-2022	Added Signs	2 Hours	Evan Bertis-Sample	
01-18-2022	Created Main Menu and Logo	3 Hours	Evan Bertis-Sample	Decided to call the game, "Vincentius."
01-18-2022	Wrote Final Story for the Game	2 Hours	Jill Alexis Garcia	Introduced the dynamic of Mars and Feronia
01-18-2022	Began Story Board for Act I	1 Hour	Alexas Floyd	Decided on greyscale for storyboard
01-19-2022	Created Intermission Music	15 Minutes	David Franco	Was unneeded for the plot, therefore was scrapped.
01-19-2022	Finished Story Board for Act I	30 Minutes	Alexas Floyd	
1-19-2022	Finished Story Board for Act II	45 Minutes	Alexas Floyd	
1-19-2022	Created Level Manager System	4 Hours	Evan Bertis-Sample	Had a lot of issues at first, but they were ironed out.

Date	Task	Time Involved	Team Members Responsible	Comments
1-21-2022	Finish Storyboard for Act III	2 Hours	Alexas Floyd	
01-21-2022	Created Notification System	5 Hours	Evan Bertis-Sample	This system is what notifies you when you are assigned a quest, or enter a new area.
01-23-2022	Drew Roman Barracks	4 Hours	Evan Bertis-Sample	
01-23-2022	Finished Storyboard for Act IV	1 Hour	Alexas Floyd	
1-24-2022	Finished Storyboard for Act V	2 Hours	Alexas Floyd	
01-25-2022	Drew Apollo Statue	4 Hours	Evan Bertis-Sample	This is Evan's favorite sprite in the game.
01-26-2022	Programmed the Quest System	3 Hours	Evan Bertis-Sample	Much simpler than originally expected.
01-26-2022	Programmed Interactables System	1 Hour	Evan Bertis-Sample	One of the simplest, yet useful systems in the game.
01-26-2022	Programmed Respawn System	1 Hour	Evan Bertis-Sample	Very Simple Simple, yet polished system.
01-26-2022	Created Theme for Mountain Level	2 Hours	David and Daniel Franco	
01-27-2022	Refined Volcano Theme	2 Hours	David and Daniel Franco	Added percussion to the Volcano Theme.
1-25-2022	Created Intermission Music	40 Minutes	Daniel Franco	Could be used for loading screens.
01-28-2022	Implemented Pause Menu	5 Hours	Evan Bertis-Sample	Much more difficult than originally expected.
01-29-2022	Created Documentation Page Designs	2 Hours	Evan Bertis-Sample	
01-29-2022	Added Moving Platforms, and others	3 Hours	Evan Bertis-Sample	
01-30-2022	Created Vincent's Room	3 Hours	Evan Bertis-Sample	This is Evan's area in the game because it's so tiny.

Date	Task	Time Involved	Team Members Responsible	Comments
02-03-2022	Created Rocky and Thorn Tilesets	4 Hours	Evan Bertis-Sample	
02-03-2022	Created Tutorial Level	2 Hours	Evan Bertis-Sample	
02-03-2022	Added Fireflies	20 Minutes	Evan Bertis-Sample	Very simple to add, but it is nice eye candy.
02-03-2022	Added Day-Night Cycle	40 Minutes	Evan Bertis-Sample	Simple, but neat addition to the game.
02-04-2022	Created Meeting with Apollo Interaction	2 Hours	Evan Bertis-Sample	
02-04-2022	Finished Story Board	3 Hours	Alexas Floyd	
02-04-2022	Finished Remaining Levels of the Game	7 Hours	Evan Bertis-Sample	Levels were easy to make, seeing that everything was programmed and drawn.
02-05-2022	Polished Game and Documentation	4 Hours	Whole Team	Finally! Submitted

