Name of the Game: Home for the Holidays

Developer: Maggie Seibert “Irodex”

Project Scope

Development Cycle time: 11/20/20 – 12/20/20

Elevator Pitch: As Julenisse delivers small gifts in the days before Christmas, many of the children in the nearby villages go missing. He journeys out to find the missing kids, coming across many iconic Christmas characters along the way. Just in time for the Holidays, enjoy this Christmas-themed RPG action adventure game designed for Itch.io’s Secret Santa 2020 Game Jam!

Story:

**Opening CutScene**

Wood Wonderland – Day

Julenisse walks outside to his mailbox. He joyously opens it, expecting to see more letters from the good little boys and girls of Viborger. Instead, he opens a letter from a local parent stating that many of the town’s children have gone missing!

SURPRISED JULENISSE FACE :0

THE LETTER

Dear Julenisse,

Please help! Our Children have gone missing overnight! Please come investigate as soon as you can!

P.S. I ate all your pepperkake last year

XoXo – Local Parent

**Load into Scene 1**

*Play Fitting Music for Area*

Julenisse: I’d better hurry into town and see what I can do!

*Player can now move Julenisse*

*If player goes near house (1 time event only)*

Julenisse: I should see if I have anything that might help me on my adventure.

*If player interacts with Bonfire*

Julenisse: An unlit bonfire. I can save here, it’s not copyright!

*If player walks to the Upstream River*

Julenisse: I want to go to town, besides I would need a boat to cross.

Gameplay:

Game Elements:

Characters:

1. Julenisse
2. Santa
3. Elf on the Wealth
   1. “Treat yo’elf”
   2. “Don’t get caught elvesdropping on Santa”
   3. “Let’s get elf-ed up”
4. Cramp-us
5. Elves
6. Villagers
   1. Shop Keepers
   2. Townspeople
   3. Children

Locations:

1. Winterville
2. Wood Wonderland
3. S.S.I’mOnABoat
4. Viborger
5. The Snow Pass
6. The Holly-Den
7. Deck-the-Malls Square
   1. Trees Fir Free (trees, side quests)
   2. Forever 25th (clothes/armor?)
   3. Sci-Falala (weapons)
   4. Dashing Through the 24th Century (mounts)
8. Santa’s House
9. Santa’s Workshop
10. Elf Room
11. Houses

Levels:

Objects:

Assets:

Art:

Sound:

Animation: