

A FAIRY'S LAST STAND

G A M E D E S I G N D O C U M E N T

A SOLO DEVELOPMENT EFFORT

PRESENTED BY

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OVERVIEW

TITLE

A Fairy's Last Stand

GENRE

RPG, Action-Adventure, Puzzle

PLATFORM

PC (Windows Only)

TECH USED

Unity, C#, Aseprite

STORY

You play as a boy who discovers a dying fairy in his garden.

The fairy, who has been watching over you since childhood, requests your help to reach the Great Tree.

As you journey through a mysterious forest, you must protect her from the shadows of the elder using a magic wand she gives you.

The game culminates in an emotional farewell as you help the fairy complete her last wish.

GAMEPLAY

CORE MECHANICS

- **Exploration** - Navigate through a mysterious forest to reach the Great Tree.
- **Combat** - Use a magic wand to fend off shadows that threaten you and the fairy.
- **Puzzles** - Solve Zelda-like puzzles to progress through the forest and reach the Great Tree.

CONTROLS

- **Movement** - Arrow keys/WASD
- **Attack** - Spacebar to use the magic wand
- **Interact** - E key to talk to the fairy, inspect objects, and solve puzzles

CHARACTERS

- **Protagonist** - A 16-year-old boy, about to turn 17, who is courageous and compassionate.
- **Fairy** - A small, weak fairy who has watched over the protagonist since childhood. She is wise, caring, and in pain due to her imminent death.

ENVIRONMENT

- **Garden** - Starting area where the boy finds the fairy.
- **Forest** - The main area with paths, obstacles, and enemies. Includes a puzzle dungeon with various challenges.
- **Great Tree** - The final destination where the fairy wishes to go.

ART STYLE

- **Sprites** - Pixel art using the Aseprite blur brush to avoid having to go deep in details. Simple animations for walking, attacking, and interacting.
- **Atmosphere** - Colorful palette; vibrant garden and forest areas with a mystical atmosphere.
- **UI** - Minimalistic with an emphasis on conveying important information clearly (Personal health, fairy health, wand cooldown).

SOUND AND MUSIC

- **Music** - Soothing, nostalgic melodies for exploration; tense and dynamic tracks for combat and puzzle-solving.
- **Sound Effects** - Gentle sounds for interactions, magical effects for the wand, and eerie noises for the shadows.

DEVELOPMENT SCOPE

ASSETS

- **Character sprites** - boy and fairy
- **Enemy sprites** - shadows
- **Environmental tilesets** - garden, forest, dungeon
- **UI elements** - health bar, wand cooldown
- **Puzzle elements** - switches, movable blocks

PROGRAMMING

- **Basic movement and collision detection**
- **Combat system with wand mechanics**
- **Puzzle logic and interaction**
- **Dialogue system for interactions with the fairy**
- **Enemy AI for shadow behaviors**

TIMELINE

- **Day 1-2** - Setup project, create basic character movement, and start on sprites.
- **Day 3-4** - Implement basic combat and enemy AI, continue working on environment art.
- **Day 5-6** - Develop puzzle mechanics, integrate UI elements.
- **Day 7-8** - Build the forest and dungeon areas, place puzzles and enemies.
- **Day 9-10** - Implement dialogue system, polish interactions, and test gameplay.