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| ***GWJ #70 - Folklore*** |
| **[Untitled Game]** |
| **[game tag line]** |

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| JWR26, Smileasyougounder, Joe, TheAnonymousGhoul, Sianxn, Tim, Loxo HighScore  6-14-2024 |

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| --- | --- | --- |
| Version | Date | Changes |
| 0 | 14/06/2024 | First draft shared with team |

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# Theme & Wildcards

**Theme:** *Folklore*

**Wildcards:**

* *Transfer Takeover – play as different characters*
* *Actions have consequences – players actions persist between playthrough*
* *Turtles all the way down – use recursion in level design / story elements*

A blue and orange sign

Description automatically generatedA group of cards with text

Description automatically generated

# Game Overview

## Concept

[TBD] Narrative driven adventure game where the player takes on the role of both the protagonist and the hero, crafting their own short story.

## Genre

[TBD]

## Target Audience

Fellow GWJ developers.

## Inspirations and References

* panzer dragoon
* drakengard
* breath of fire series

[TBD]

# Game Concept

## High-Level Description

[TBD]

## Core Gameplay Mechanics

## Story Synopsis

[TBD]

## Setting and World Design

# Characters

## Hero

[TBD]

Goat(s)

## Protagonist

A dragon. [TBD]

## Non-Playable Characters

* The narrator
  + Unidentified speaker that tells the story as it is played out by the player
* Inworld NPCs
  + Can be killed by the protagonist

# Gameplay

## Objectives and Goals

* A single level is played twice, once as the protagonist, and then again as the hero, with the hero experiencing the world state left from the first playthough, with some minor adaptations

## Progression and Level Design

## Game Flow Diagram

A screenshot of a computer

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## Player Actions and Controls

|  |  |
| --- | --- |
| **User input** | **Action** |
| Escape | Pause the game |

## User Interface (UI) Design

# Art and Visuals

## Art Style

## Concept Art

A video game screen with a dragon and a village

Description automatically generated

## Character Designs

[later]

## Environment Designs

[later]

## Animation Requirements

[later]

# Sound and Music

## Sound Effects

Ideally every “event” in the game world should have an associated sound effect

## Background Music

[tbd]

## Voice Acting (if applicable)

Potential voice over for the narrator

# Development Team

## Roles and Responsibilities

|  |  |  |
| --- | --- | --- |
| *Team Member* | *Role* | *Tasks* |
| JWR26 | Programmer |  |
| Tim | Programmer |  |
| Smileasyougounder | Programmer |  |
| Smileasyougounder | Artist |  |
| Joe | Artist |  |
| Sian | Narrative |  |
| TheAnonymousGhoul | Music |  |
| Loxo HighScore | Music |  |

# Timeline

## Milestones

* 18/06/2024 – first vertical slice for playtesting
* 23/06/2024 – Final submission