**MID SEMESTER**

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| Game Title | Golden Sun |
| Document | Story & Character |

**Game Story** (minimum 600 words)

Golden Sun: The Elemental Prophecy

In the mystical world of Weyard, where the elements hold unimaginable power, a grand adventure is set to unfold. As the forces of darkness threaten to plunge the world into eternal chaos, a group of young heroes rises to restore the balance. Isaac, a valiant warrior with an unyielding sense of justice, leads the charge. Alongside him stand Garet, a fiery adept of Mars; Ivan, a sharp-witted wind adept; and Mia, a wise and powerful adept of Mercury. Together, they embark on an epic quest to prevent the resurrection of Alchemy and the impending chaos it would unleash.

Their journey takes them through a world of diverse landscapes, from the enchanting Goma Plateau to the scorching deserts of Suhalla. Along the way, they unearth ancient ruins and confront formidable adversaries, each encounter revealing a fragment of the forgotten past.

The heroes' abilities are bolstered by elemental Djinn, enigmatic creatures embodying the very essence of Weyard's elements. These creatures grant them extraordinary powers, enabling the heroes to unleash devastating Psynergy spells and overcome seemingly insurmountable challenges.

As their quest advances, the heroes uncover a tapestry of forgotten civilizations, prophecies, and the untold potential of the Golden Sun. They form alliances with other skilled Adepts, recognizing that their collective strength is the key to combating the encroaching darkness.

The path to victory, however, is fraught with peril. The heroes find themselves face-to-face with ancient guardians and colossal elemental titans, each encounter a test of their mettle and mastery over Psynergy. They must delve deep within themselves, confronting their fears and insecurities, to unlock the true potential of their synergy.

In the climactic final act, the heroes stand united against an unimaginable force, drawing upon their combined strength and the very essence of synergy. The battlefield trembles as they face the ultimate challenge, their resolve unwavering, their determination unyielding.

As the dust settles and the echoes of their triumph reverberate through Weyard, the heroes find themselves hailed as legends. Their names are spoken with reverence, their deeds celebrated in song and story. The Elemental Prophecy has been fulfilled, and Weyard stands once more in harmonious balance.

Yet, the heroes know that their journey is not truly over. The bonds forged in battle and the lessons learned along the way have forever changed them. They part ways, each carrying with them a piece of the shared adventure that will forever bind them together.

Isaac returns to Vale, his hometown, a changed man. The memories of their epic quest are etched into his very soul, and he takes on the mantle of protector, ensuring that the tranquility of Vale endures for generations to come. Garet, forever the fiery spirit, sets out on a new adventure of his own, seeking to hone his skills and explore the vast reaches of Weyard.

Ivan, with his sharp intellect and keen insight, returns to Kalay, his homeland, as a wise and just leader. His people look to him for guidance, and he leads them with compassion and wisdom. Mia, the powerful adept of Mercury, ventures to Imil, her serene homeland, where she becomes a beacon of hope and a healer to those in need.

Their paths may diverge, but their hearts remain forever intertwined. When the call to adventure arises once more, they know they can rely on each other, no matter the distance or the passage of time.

The legacy of their journey lives on, not only in the hearts of the heroes but also in the tales told across Weyard. Their story inspires new generations of Adepts, who take up the mantle to protect their world and uphold the delicate balance of nature.

And so, the sun sets on one chapter of their lives, but it rises on countless others. The heroes of Weyard may have saved their world, but they have also sparked a legacy that will endure for all time. Their names will be sung in ballads, their deeds recounted in stories, and their spirits forever intertwined with the essence of Weyard itself.

As the years pass, the heroes find solace in the knowledge that they played their part in a story much larger than themselves. They may not know what new challenges await them, but they face the future with courage and the unwavering belief that, no matter what trials arise, they will face them together. For the heroes of Weyard, the adventure never truly ends. It lives on in the hearts of those they inspire and in the world they helped to save. And so, they stand ready, knowing that whatever comes next, they will face it with the same determination, unity, and heart that carried them through their epic journey.

**Character Archetypes (minimum 3 characters)**

| Name | Isaac |
| --- | --- |
| Place of Birth | Vale |
| Family | Isaac was born to a humble family in the tranquil village of Vale. His parents, well-respected members of the community, instilled in him a sense of duty and a strong moral compass. He also has a close-knit group of childhood friends who share a deep bond forged through countless adventures. |
| Favorite Person | Garet, his childhood friend and loyal companion. Their friendship has withstood the test of time and adversity, and Garet's unwavering support and fiery spirit have been a source of strength for Isaac. |
| Most Important Event Before the Game Starts | The most crucial event in Isaac's life before the game begins was the great elemental disaster that struck Vale. It was a tragic event that took the life of his father, igniting a fierce determination within Isaac to protect his village and maintain the delicate balance of the elements. |
| Deepest Desire | Isaac's deepest desire is to safeguard Weyard and its people from any threat that may arise. He yearns for a world where every corner is filled with peace and harmony, where the elements coexist in perfect equilibrium. |
| Archetype | The Hero. Isaac embodies the classic hero archetype, driven by a strong sense of justice and a willingness to put himself in harm's way for the greater good. He is selfless, courageous, and willing to make personal sacrifices for the well-being of his world and those he cares about. |
| Write out the physical features of the character, using five bullet points | * Tall and lean, standing at 6 feet with a strong, athletic build * Striking amber eyes that gleam with determination and an unrivaled intensity * Auburn hair, cropped short and kept neatly, framing a face with rugged, chiseled features * Wears practical, earth-toned clothing suited for adventuring, with a distinctive blue scarf as a keepsake from his late father * Adorned with a necklace bearing a small, iridescent gemstone, said to be a token from his mother |
| Create a back story for the character. The back story must lead the character up to a point of current conflict, write out emotional/personality of the character.  Isaac was born in the serene village of Vale, nestled at the foot of the mystical Mt. Aleph. He grew up surrounded by the beauty of nature and the soothing hum of the elements. From a young age, his parents, respected members of the community, instilled in him a deep reverence for Weyard and its delicate balance. As he matured, so did his affinity for Psynergy, a gift inherited from his ancestors. With guidance from his parents, Isaac honed his abilities, becoming proficient in manipulating the elements. His closest companion, Garet, shared this extraordinary gift, and together, they forged an unbreakable bond.  However, tranquility was not destined to last. A devastating event shook the very foundations of Isaac's world. A catastrophic eruption from Mt. Aleph sent shockwaves through Vale, claiming the life of his father and forever altering the course of his life. In the wake of the tragedy, Isaac's resolve solidified. He assumed the mantle of protector, driven by an unyielding desire to safeguard his village and the world he held dear. Guided by his mother's wisdom and his father's unwavering spirit, he set forth on a journey of self-discovery and purpose.  The years that followed were marked by relentless training and perilous adventures. Isaac and Garet, joined by their gifted friend Ivan and the powerful adept Mia, formed a formidable team, united by their shared goal: to prevent the resurrection of the malevolent force, Alchemy. Their quest led them through treacherous terrains, ancient ruins, and encounters with formidable foes. Along the way, they unlocked the potential of elemental Djinn, enhancing their abilities and solidifying their place as formidable Adepts.  Now, as the world teeters on the precipice of chaos, a new threat looms on the horizon. The fate of Weyard rests in the hands of Isaac and his companions. Their resolve is unwavering, their spirits unyielding, as they face the ultimate challenge that will determine the destiny of their world. | |

**Character Archetypes (minimum 3 characters)**

| Name | Garet |
| --- | --- |
| Place of Birth | Goma Plateau |
| Family | Garet hails from a close-knit family on the Goma Plateau. He is the eldest of three siblings, with a younger brother and sister. His parents are hardworking farmers who instilled in him a strong sense of responsibility and a deep love for their homeland. |
| Favorite Person | Isaac, his childhood friend and kindred spirit. Their bond was forged through shared adventures and tested by trials, creating an unbreakable connection. Garet greatly admires Isaac's courage and unwavering sense of justice. |
| Most Important Event Before the Game Starts | The pivotal moment in Garet's life occurred when he and Isaac witnessed the devastating eruption of Mt. Aleph from their home on Goma Plateau. The cataclysmic event forever changed their world, inspiring Garet to join Isaac on a quest to protect Weyard. |
| Deepest Desire | Garet's deepest desire is to prove himself as a worthy protector of Weyard. He yearns to follow in the footsteps of his heroic parents and ensure the safety of his homeland and its people. |
| Archetype | The Loyal Companion. Garet embodies the archetype of the steadfast and fiercely loyal companion. He is known for his fiery spirit, unwavering determination, and willingness to stand by Isaac's side through thick and thin. |
| Write out the physical features of the character, using five bullet points | * Sturdy and muscular build, standing at 5 feet 10 inches tall * Fiery red hair, cropped short, with a perpetually tousled look * Expressive hazel eyes that mirror his passionate and adventurous nature * Often seen wearing practical, earth-toned clothing, built for durability and mobility in the field * Carries a pendant with a small fragment of a Djinn, a keepsake from his parents, as a symbol of his determination and heritage |
| Create a back story for the character. The back story must lead the character up to a point of current conflict, write out emotional/personality of the character.  Garet's early years on the Goma Plateau were marked by the rhythms of rural life. He assisted his parents in their agricultural endeavors, learning the value of hard work and the importance of community. As the eldest child, he felt a strong responsibility to set an example for his younger siblings.  The eruption of Mt. Aleph was a defining moment for Garet. The cataclysmic event not only shook the foundations of his world but also ignited a fierce determination within him. Witnessing the devastation, he knew that he could not stand idly by. Inspired by the bravery of his parents, who had defended their homeland against elemental threats, Garet joined forces with Isaac to embark on their quest.  Together with their gifted friends, Ivan and Mia, they formed an unbreakable team of Adepts, each harnessing the power of a different element. Garet's mastery of Mars Psynergy, coupled with his indomitable spirit, made him a formidable force on the battlefield.  Their adventures took them to distant lands, through ancient ruins, and into the heart of perilous encounters. Along the way, Garet's loyalty to Isaac and their shared cause never wavered. His fiery spirit and unyielding determination became a source of inspiration for the group.  Now, as a new threat looms over Weyard, Garet stands shoulder-to-shoulder with his companions, ready to face the ultimate challenge. The fate of their world hangs in the balance, and their unwavering resolve will be put to the test in the face of unimaginable odds. The adventure continues, and Garet's fiery spirit burns brighter than ever, lighting the way for the heroes of Weyard. | |

**Character Archetypes (minimum 3 characters)**

| Name | Ivan |
| --- | --- |
| Place of Birth | Kalay |
| Family | Ivan comes from a tight-knit family in the bustling city of Kalay. He is the only child of his parents, who are both respected scholars known for their extensive knowledge of ancient artifacts and Psynergy. |
| Favorite Person | Ivan greatly admires his parents for their intellectual prowess and their dedication to uncovering the mysteries of Weyard's ancient civilizations. Their teachings and guidance have played a significant role in shaping Ivan's own passion for learning. |
| Most Important Event Before the Game Starts | The most pivotal event in Ivan's life occurred when he uncovered an ancient relic that held clues to a forgotten civilization. This discovery not only solidified his love for archaeology and history but also set him on a path to join Isaac and his friends on their quest to protect Weyard. |
| Deepest Desire | Ivan's deepest desire is to unlock the secrets of Weyard's ancient past and contribute to the collective knowledge of his world. He yearns to follow in his parents' footsteps and make significant contributions to the field of archaeology and history. |
| Archetype | The Sage-in-Training. Ivan embodies the archetype of the wise and knowledgeable scholar. His insatiable curiosity and intellectual acumen set him apart as the group's primary source of historical and archaeological knowledge. |
| Write out the physical features of the character, using five bullet points | * Lean and of average height, standing at 5 feet 8 inches * Striking silver hair, kept neatly and falling just above his shoulders * Intelligent and inquisitive blue eyes that seem to hold a wealth of knowledge * Dressed in scholarly attire, favoring earth-toned robes and adorned with ancient artifacts * Carries a leather satchel containing writing materials, scrolls, and a collection of rare artifacts |
| Create a back story for the character. The back story must lead the character up to a point of current conflict, write out emotional/personality of the character.  Born and raised in the vibrant city of Kalay, Ivan was surrounded by a rich tapestry of culture, knowledge, and history. His parents, esteemed scholars in their own right, imparted upon him a love for learning and a deep appreciation for the mysteries of Weyard's past.  At a young age, Ivan displayed an uncanny aptitude for uncovering ancient artifacts and deciphering forgotten languages. It was during one of his expeditions that he stumbled upon a relic of immense significance—an artifact that held the key to unraveling the secrets of a lost civilization.  This discovery ignited a passion within Ivan, solidifying his determination to unearth the hidden history of Weyard. When he met Isaac and learned of their quest to protect their world, Ivan recognized that his knowledge and skills could be instrumental in their mission.  Joined by his newfound friends, Ivan embarked on a journey that took them to the farthest reaches of Weyard. Along the way, his expertise in history and archaeology proved invaluable, unlocking the secrets of ancient ruins and providing vital insights into the challenges they faced.  As the group faces the current conflict threatening Weyard, Ivan's dedication to uncovering the truth and preserving the legacy of his world remains unwavering. With every discovery, he steps closer to fulfilling his deepest desire—to leave a lasting mark on the annals of Weyard's history and to contribute to the collective knowledge of his people. The adventure continues, and Ivan's intellect and wisdom serve as a beacon of light, guiding the heroes through the shadows of uncertainty. | |

**Character Archetypes (minimum 3 characters)**

| Name | Mia |
| --- | --- |
| Place of Birth | Imil |
| Family | Mia was born into a revered family of adept scholars in the serene village of Imil. Her parents, accomplished adepts in their own right, passed on their deep knowledge of Mercury Psynergy and their dedication to the preservation of their village's traditions. |
| Favorite Person | Mia holds a deep admiration for her grandmother, a wise and powerful adept who served as the village's spiritual leader. Her grandmother's teachings on the delicate balance of Mercury Psynergy and the importance of protecting Imil have left an indelible mark on Mia. |
| Most Important Event Before the Game Starts | The most significant event in Mia's life occurred when she received the mantle of spiritual leader from her grandmother, who sensed the immense potential within her. This passing of the torch marked a pivotal moment in Mia's journey, solidifying her role as a guardian of Imil. |
| Deepest Desire | Mia's deepest desire is to honor her family's legacy and protect the sacred traditions of Imil. She yearns to ensure the safety and prosperity of her village, upholding the delicate balance of Mercury Psynergy that sustains their way of life. |
| Archetype | The Wise Guardian. Mia embodies the archetype of the wise and powerful guardian, steeped in the ancient traditions of Imil. Her deep connection to Mercury Psynergy and her role as the spiritual leader of her village set her apart as a source of wisdom and guidance for her companions. |
| Write out the physical features of the character, using five bullet points | * Graceful and lithe, standing at 5 feet 6 inches * Long, flowing silver hair that cascades down her back like a shimmering waterfall * Piercing sapphire eyes that reflect a profound wisdom beyond her years * Adorned in elegant, flowing robes of cerulean and aquamarine, reflecting her affinity for Mercury Psynergy * Wears a pendant with a radiant blue gemstone, a symbol of her spiritual connection to Imil |
| Create a back story for the character. The back story must lead the character up to a point of current conflict, write out emotional/personality of the character.  From a young age, Mia was immersed in the rich traditions of Imil, a village known for its deep reverence for Mercury Psynergy. Her parents, accomplished adepts, recognized her innate talent and nurtured her abilities, ensuring that she would carry on the legacy of their village.  As Mia grew, so did her affinity for Mercury Psynergy. She dedicated herself to mastering its intricacies, drawing strength from the elemental energies that flowed through her veins. Her grandmother, the village's spiritual leader, recognized Mia's exceptional potential and bestowed upon her the mantle of leadership.  This passing of the torch marked a pivotal moment in Mia's life. She embraced her role as the guardian of Imil, dedicating herself to preserving the delicate balance of Mercury Psynergy that sustained their village. Her deep connection to the elements and her unwavering commitment to her people made her a source of inspiration and guidance.  When fate brought Mia together with Isaac, Garet, and Ivan, she recognized the gravity of their quest to protect Weyard. United by a shared purpose, they set forth on an epic journey, facing trials and adversaries that tested the limits of their abilities.  Now, as the world teeters on the brink of chaos, Mia's determination to protect Imil and uphold its sacred traditions remains unyielding. With every step, she draws upon the ancient wisdom passed down through generations, guiding her companions through the trials that lie ahead. The adventure continues, and Mia's presence serves as a beacon of strength and wisdom, illuminating the path for the heroes of Weyard. | |

**Project Design Document**

Project Concept: Golden Sun

1. Player Control:

- You control a group of elemental adepts in this fantasy RPG game where Psynergy, elemental powers, make the player move around the screen in all directions.

2. Basic Gameplay:

- Mythical creatures and elemental puzzles appear from ancient ruins and the goal of the game is to restore the elemental balance to save the world.

3. Sound & Effects:

- There will be sound effects for casting Psynergy, battling creatures, and uncovering hidden treasures.

- Particle effects will accompany powerful Psynergy spells and when unlocking ancient secrets.

- [Optional] There will also be an enchanting soundtrack that immerses players in the magical world.

4. Gameplay Mechanics:

- As the game progresses, the adepts gain new Psynergy abilities and summon powerful Djinn to enhance their powers, making them formidable against stronger adversaries.

- More challenging puzzles and formidable bosses await the players as they journey through diverse terrains and ancient civilizations.

- [Optional] Players can collect Djinn to customize their characters' classes, adding strategic depth to battles.

5. User Interface:

- The adepts' health and Psynergy points will be displayed, and they will face consequences if their health reaches zero in battles or if they expend all their Psynergy points.

- At the start of the game, the title "Golden Sun" will appear, setting the stage for an epic adventure.

- The game will end when all adepts are defeated in battle, but players can restart from their last save point.

6. Other Features:

- The game will feature an expansive world with towns, dungeons, and overworld areas to explore, each with unique challenges and hidden treasures.

- Players can interact with NPCs to gather information, receive quests, and uncover the lore of Weyard.

- [Optional] Players can engage in turn-based battles with wild creatures, using a combination of Psynergy, Djinn, and strategy to emerge victorious.

**Project Timeline: Golden Sun**

Milestone 1 (05/07):

- Finalize game concept and mechanics.

- Establish core team roles and responsibilities.

- Set up project repository and version control.

Milestone 2 (05/14):

- Complete initial character and environment concept art.

- Develop basic movement controls for player character.

- Implement a basic camera system.

Milestone 3 (05/21):

- Design and implement elemental abilities (Psynergy) for player characters.

- Create and integrate a system for enemy AI behavior.

- Begin level design and layout for the starting area.

Milestone 4 (05/28):

- Replace placeholder assets with finalized 3D models and textures.

- Implement basic combat mechanics, including player and enemy interactions.

- Begin work on the first set of puzzles and challenges.

Milestone 5 (06/04):

- Integrate a dynamic weather system affecting gameplay and visuals.

- Implement a day-night cycle with corresponding effects on environment and NPCs.

- Begin testing and bug fixing for the initial game build.

Milestone 6 (06/11):

- Introduce non-player characters (NPCs) with interactive dialogues and quests.

- Implement a save/load system for player progress.

- Begin development of special abilities and powers unique to each character.

Milestone 7 (06/18):

- Integrate sound effects and background music for immersive audio experience.

- Implement in-game UI elements, including health bars, inventory, and minimap.

- Conduct extensive playtesting for balancing, bug fixing, and overall polish.

Backlog Tasks (07/01):

- Add optional side quests and hidden treasures for enhanced player engagement.

- Implement a system for dynamic events and encounters based on player choices.

- Develop a New Game+ mode with additional challenges for replayability.

- Conduct final optimization and performance testing for various platforms.

**Project Sketch: Golden Sun Game**

Concept:

Golden Sun is an epic fantasy RPG set in the world of Weyard. Players control a group of adept heroes on a quest to save their world from impending catastrophe. The game combines strategic turn-based battles, elemental magic, and intricate puzzles in a visually stunning 3D environment.

**Core Features**:

1. Elemental Powers: Characters possess unique elemental abilities (Psynergy) based on their affinity with earth, water, fire, and wind.

2. Epic Quest: Players embark on a grand adventure, exploring diverse landscapes, ancient ruins, and encountering a range of creatures and adversaries.

3. Party System: Players assemble a party of skilled adepts, each with their own strengths and abilities, allowing for diverse strategies in battles.

4. Djinn Mechanics: Djinn, elemental creatures, enhance characters' powers and can be summoned in battle for devastating effects.

5. Puzzle-solving: Players navigate through intricate puzzles and environmental challenges using their Psynergy and Djinn abilities.

6. Rich Narrative: Engaging storyline, deep lore, and character-driven interactions immerse players in the world of Weyard.

7. Strategic Battles: Turn-based battles require careful planning and the use of various elemental powers to exploit enemy weaknesses.

8. World Exploration: An expansive world map with varied terrains, hidden secrets, and ancient ruins to discover.

9. Character Progression: Experience-based leveling system, skill acquisition, and customizable classes through Djinn allocation.

**Development Outline**:

1. Pre-production (Month 1):

- Game concept and storyline finalization.

- Art style and visual design direction.

- High-level design of game mechanics.

2. Prototype Development (Months 2-3):

- Basic movement and camera controls.

- Elemental powers (Psynergy) and basic combat mechanics.

- Character and environment prototypes for testing.

3. Core Gameplay Development (Months 4-6):

- Implementation of turn-based battle system.

- Djinn mechanics and summoning abilities.

- Puzzle design and integration.

4. Art and Assets (Months 7-9):

- Character modeling, animation, and texturing.

- Environment modeling and world-building.

- UI/UX design and implementation.

5. Narrative and Quests (Months 10-12):

- Scripting of main storyline and side quests.

- NPC interactions and dialogues.

- Testing of narrative flow and pacing.

6. Optimization and Testing (Months 13-15):

- Performance optimization for various platforms.

- Extensive playtesting for bug fixing and balancing.

- User feedback and adjustments.

7. Polish and Finalization (Months 16-18):

- Integration of sound effects and background music.

- Finalization of UI elements and menus.

- QA testing for final build.

Launch and Post-launch (Months 19-24):

- Marketing and promotional activities.

- Launch on targeted platforms (consoles, PC, mobile).

- Post-launch updates, patches, and community engagement.