

# **STRANDED:**

## **ARCHIPELAGO MYTHS**

**PROPOSAL/GAME DESIGN DOCUMENT**



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***VEINE***

# I. Game Design

## a. Title

- Game Title : Stranded: Archipelago Myths
- Target : 13+, Windows
- Team : Veine
- Member : Oky Satria Widhiansyah ([okywidhiansyah@gmail.com](mailto:okywidhiansyah@gmail.com))  
as Designer

## b. Summary

Someone stranded in fantasy world where myths, legends, and magic exist. He explores that world to find out what is happening. He discovered an ancient royal civilization it turned out there was a prophecy where a mysterious person would come who would help the world from a disaster from a legendary creature called Garuda (king of the sky). Can he help that world and return to his home world?

## c. Objectives

Through this game, we want to invite players to play the role of being an adventurer and develop the character according to the player's wishes. Apart from that, this game contains traditional Indonesian characters and stories such as the Garuda as the main villain, kingdoms and kings that have ever existed in Indonesia. With that we hope to provide a little knowledge about Indonesian history and attract people's interest about Indonesia.

## d. Gameplay

Stranded: Archipelago Myths is 2D Action-RPG game. Players can choose a character class between swordsman, magic swordsman, and assassin in the game. in the story quest the player must survive and kill all the monsters to be able to enter the next stage, and at the end of the stage the player will face the boss. Players can also enter dungeons to increase character levels and get equipment to increase character attributes. In order to make that happened, player can do:

### 1. Action

- Moving

Player can do both moving right and left. There are buttons that would be triggers how player can achieve this action.

- Jumping

In order to pass a gap, player should jump by pressing jump button. Some enemy are up above the character so player should jump up.

## 2. Upgrade

- Stats

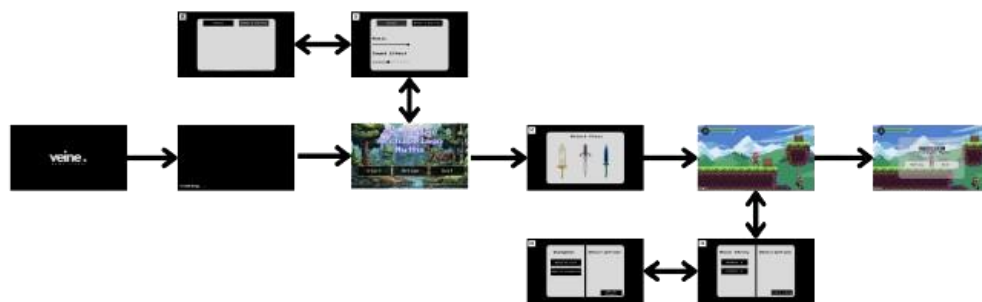
Players can level up characters by killing monsters to gain experience. Every time a character levels up, they will get increased stats ie. strength, agility, intelligence, vitality.

- Equipment

Players get equipment from opening chests, completing dungeons, and buying from NPCs. It would increase stats of the character.

## II. Technical Design

### a. Screen Flow

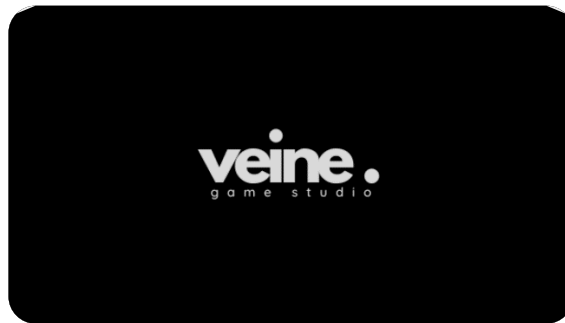


\*design is not finish yet

## b. Screen

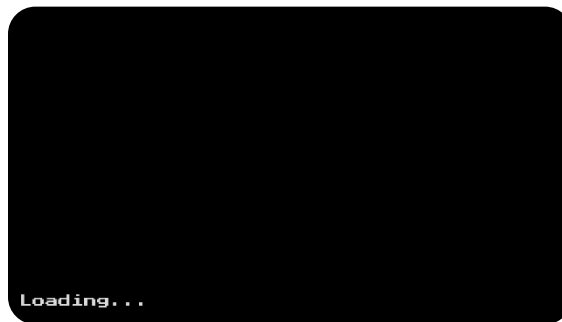
\*design is not finish yet

### i. Splash screen



Showing the logo of the creator of this game

### ii. Loading screen



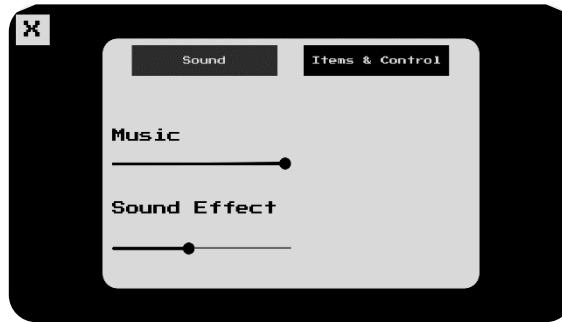
Showing the status of game

### iii. Main Menu screen



This is the main menu of the game. Player press play button to play, or press option button to set the game preference and get information about this game.

iv. Option & Items & Control screen

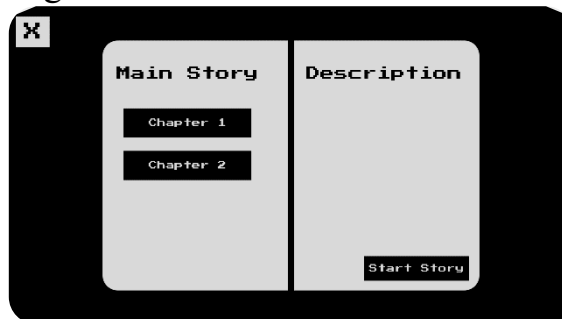


Player can set audio volume option screen.

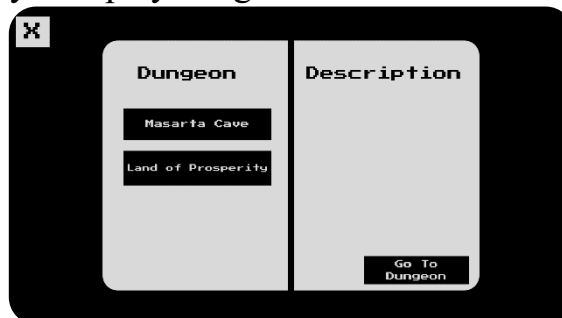


Player get info about how to action on the game and item list here, in this items & control screen.

v. Main Story & Dungeons screen



Player have to play and win previous chapter before a next chapter unlocked. Every chapter have story to entertain and give hint to player to play the game.



Player can enter the dungeon to get items and level experience.  
Every dungeon have some restricted level or requirement to enter it.

vi. Game screen



This is the main screen of the game. There are 3 layered parallax background to increase the aesthetic element.

### c. Mechanic

i. Player

1. Move left & right

Player can move the character left or right as which movement key he/she pressed.

3. Jump

Player can jump to pass terrain gap or attack enemy above the character.

4. Stop

Player can stop to avoid enemy attack.

5. Attack

Player can attack enemies to win the stages

6. Skills

Player can cast skill to deal AOE damage to enemy.

### III. Visual Arts

#### a. Style Attributes

The characters in this game are pixel art to get a nostalgic impression of RPG games from the 2000s



\*Image above is only reference

#### b. Art Needed

##### i. Characters

##### 1. Swordman



Player can choose main character. There are 3 class that player can choose (Swordman, Magic Swordman, Assassin).

##### 2. Magic Swordman



### 3. Assassin



\*Design is not finish yet

## ii. Environment

### 1. Theme



There will be various themes such as mountains, forests, kingdoms, villages.

\*Design is not finish yet

### 2. Platform



The platform that character can stand up is flat terrain.

\*Design is not finish yet



### 3. Items



There would be 2 types of items. One is equipable item that increase character stats and consumable items that can regen character hp, buff etc.

\*Design is not finish yet

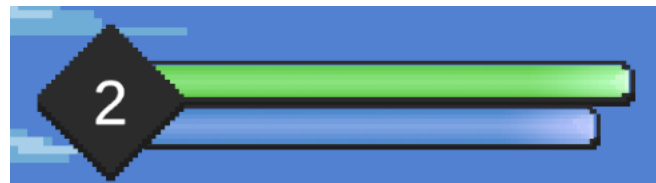
#### iii. UI

##### 1. Button



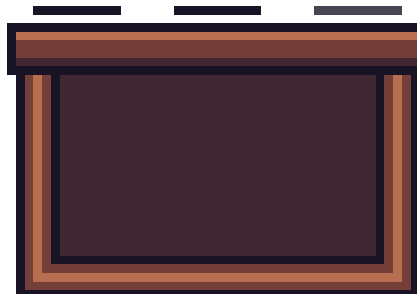
\*Design is not finish yet

##### 2. HUD & Bar



\*Design is not finish yet

##### I. Board



\*Design is not finish yet

## **IV. Sound / Music**

### **a. Sound Needed**

1. Foot Step
2. Jump
3. Attack
4. Get Hurts
5. Button Clicked
6. Destroy Box

### **b. Music Needed**

For the environment music, this game use medium and slow beat for background music.

\*Design is not finish yet