

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)
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.

- Upgrade

- i. 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.

- ii. Equipment

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