A Game by Sheyla and Kira

Title: Friends or Foe

Elevator pitch (1-2 sentence description of the game concept):

A sunny day in the park becomes the ultimate battle of friendship! Every critter you encounter can be a cute friend or a sad foe. What choices will you make?

Gameplay summary (What mechanics exist in your game?):

Adventure/sim experience/ choice:

Choice type game with combat through text dialogue, the player can choose to either make friends through various options and earn huge points, or make enemies and lose points. This affects the overall game and if the player wins or loses.

A mixture of undertale, pokemon, and visual novels etc.

Player experience goals (What feelings/reactions/thoughts will your players have?):

We want the player to have a positive and happy experience. The first decision isn't the right decision. We want them to feel surprised when they pick the wrong decision in the game.

The player will learn a lesson through the game that will make them.

Art style guide and plan (What will the game look like? How will you make these assets?)

The art style will be pixelated which will be full of bright colors.

2D sprite art with bright and pastel colours.

Game will consists of art scenes as well

We will use the source online nag have some portions made by us for the end scene.

MVP: we believe we can

- **We believe that we can create a short-form game, that is playable in 5 minutes**
- **We believe our game can be played by intermediate players.**
- **Our players will learn a message from our game.**
- **We can create 6 scenes, with 3 playable screens**
- **We can create a simple textbox battle system**
- **We can program 3 spices, sourced from online**
- **We can create 1 main menu, 1 sprite scene, 2 interactive scenes (battles), 2 ending screens**
- **Implement a point system that determines if the player wins or loses**

Miro: https://miro.com/app/board/o9J_lRo5mso=/?fromRedirect=1
Github: https://github.com/sheylavperez/IGM-Group-Project