Adventure Elf

A Blue Tractor Production

Revision: 0.0.1

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# Overview

## Theme / Setting / Genre

- Medieval fantasy with elves and goblins

## Core Gameplay Mechanics Brief

- walking around

- swinging sword

- talking to people

- collecting items

## Targeted platforms

- PC

## Project Scope

- <Game Time Scale>

- it will take 3 months to make

- <Team Size>

- <Core Team>

- Mac Maunder

- <Cost to employ them full time or part time>

- Aljon Ramos

- <Cost to employ them full time or part time>

- Nicholas

- <Cost to employ them full time or part time>

## Influences (Brief)

### - The Legend of Zelda

- Video Game

- The top down perspective that we are going for and general combat is based upon the gameplay found here.

## Project Description (Brief):

The player walks around a top down world fighting off monsters and talking to village folk. The character wakes up in a field with a sword and doesn’t know how they got there. They must fight their way to a town where they can talk to people and discover why they were there at all. When the player defeats monsters they can pick up the items they drop, things like coins. Enemies they can face are slimes, skeletons and spiders.

# What sets this project apart?

- The project is made with our own custom engine

## Core Gameplay Mechanics (Detailed)

### - Movement

- <Details>

This allows the player to move left right up and down but not through objects like walls or trees

- <How it works>

You can use the wasd or arrow keys to move

### - Attacking

- <Details>

The player swings a sword in front of them damaging any enemy they hit

- <How it works>

The player presses the space button to attack

### - Talking

- <Details>

The player can talk to npc in the game that are in front of them. A dialogue box will appear.

- <How it works>

The player can press enter in front of an npc to talk

### 

### - Collecting

- <Details>

Items dropped by enemies can be picked up by the player

- <How it works>

When the player moves over an item they will pick it up.

# Story and Gameplay

## Story (Brief)

The player awakens in a field with no memory how they got there. Nearby is a town where almost everyone is afraid of them. This is because the main character used to be a bandit that brought fear to the hearts of the villagers and must now defend the town to redeem themselves.

## Gameplay (Brief)

The player walks around the map fighting monsters and and other creatures. The monsters get killed when hit by the players sword and will drop coins on death. To repay the debt they owe to the town the player must donate 1000 coins so that the town can rebuild.

# Assets Needed

## - 2D

- Textures

- ground

- trees

- water

- rocks

- buildings

- Characters List

- player

- slime

- skeleton

- spider

- towns folk

## - Sound

- Sound List (Ambient)

- Outside

- overworld theme

- Inside

- village theme

- Sound List (Player)

- Character Movement Sound List

- walking

- Character Hit / Collision Sound list

- sword swing

- Character on Injured / Death sound list

- hit sound where the player goes oof

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- NPC Scripts

- Enemy

- villager

## - Animation

- Character Animations

- Player

- Standing still

- walking

- Attacking

- NPC

- Walking