McKenzie Ashworth

D. Mauro

CIT 340-101

11/1/2023

Project Deliverable: Plan

Design:

My game is going to be a fully made version of *The Executioner’s Daughter: Prologue* with all the details I originally wanted to include in the version previously submitted but was unable to do so. It will have the same name of *The Executioner’s Daughter: Prologue*, being one game out of other installments that will be longer than previous ones (hence, chapter one will be longer than the prologue, etc.).

The genre of this game will be a story-driven Top-Down RPG; central inspirations for this game are indie top-down RPGs like the *Fear and Hunger* series and manga such as *The Rose of Versailles*, *Innocent* and its sequel *Innocent Rouge,* and *Berserk*. The lore that surrounds this game will be that in the fictional island country of Vinyana, midway between the new country of America and England, you play as the 12-year-old daughter of the kingdom’s Royal Executioner, Victoria Crowe. Rather than being content to stay as merely the eldest daughter of your family, you decide to choose the path of your family by way of being appointed Commoner’s Executioner, exacting punishment on people for lesser crimes or crimes seen as too base for the Royal Executioner.

Features:

Most Importance:

* 3-4 environments
* Interactable NPCs/objects
* Status/Inventory System
* Progression mechanic based upon items/status.
* Key items and item usage (i.e., money (called Vinyans) spent exits inventory and is used to buy something)
* Basic animations such as walking with movement input.

Features that I’d like to include (but might not):

* Status management (i.e., use something to make you happy)
* Relationships (platonic for this prologue) development between you and NPCs (ex. Father and Victoria’s parent-child relationship)
* Developed relationships affecting interactions with NPCs.
* Animations for things like door opening and taking items.