**Wandering Wonderland**

Version 1.1

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1. Game Overview

Wandering Wonderland is a Third Person RPG game created with the Unity engine. It’s a sequel to the hit indie game Lost in Wonderland and will follow the adventures of the player character Alison after the events of the first game.

1.1 Plot

Following the events of the groundbreaking first title Alison has accepted her fate of being stuck in the mythical land of Wonderland. Alison has wondered into a new region of Wonderland and has decided for reasons unknown to work as a mercenary. Alison has arrived at a small remote little village that has a plethora of problems that only she can deal with.

1. Setting

Wandering Wonderland takes place in a new larger region than the revolutionary earlier title. In the center of this region is the little village of Johbeccon where Alison first finds herself in. The villagers of this happy little Hamlet are in dire need of assistance due to a number of problems plaguing the villagers including pesky scavenging animals and bandits. Outside of the village includes locales such as a mountain, a forest, grassy fields and a bandit camp.

2.1 Core Gameplay

Wandering Wonderland unlike its imaginary predecessor includes standard RPG game elements including combat, quests and shops. Alison will arrive in the village of Johbeccon where she will take on various mercenary tasks. Alison will earn money from killing enemies and completing jobs to buy items and upgrade weapons to help her in her endeavors.

* 1. NPC’s

Building upon the genre defining first game, Wandering Wonderland will include a number of npc’s including helpful allies and dangerous enemies

Villagers

* Quest Giver
* Will give Alison her jobs when interacted with.
* Shopkeeper
* Will sell Alison potions for gold Alison earns when killing enemies
* Black Smith
* Will Upgrade weapons damage if Alison pays gold
* Ransomed Villagers
* Villagers taken by bandits, Will follow Alison back to village upon rescue

Enemies

* Little Wild Animal(not final)

-Little enemies that do little damage

- Reward small amounts of gold when killed

* Bandits

-Human enemies that do med damage

- mix of melee and bow enemies

* Boss
* Fires ballista at player
  1. Items

For the first time after the top selling first title, Items in Wandering Wonderland are split into 2 categories, weapons and potions

Weapons

* Sword

-Fast swings and does moderate damage to enemies in its range

* Bow

-Allows Alison to attack enemies from afar for minimal damage

* Axe

-longer range than sword, does heavy damage but slow swings

-used for chopping wood as well

Potions

* Replenishment Remedy

-Gives a small amount of health when drunk

* Swift Soda

-Speeds Alison’s movement for limited time

* Punishment Punch

-Increases Alison’s damage for limited time

2.4 Quests

Adding to the revered first title’s quest system, Wandering Wonderland will build on the initial concept offering players 3 mercenary tasks to complete. Alison will acquire these tasks upon talking to the Quest Giver in the village

Task 1 – Collect Resources

Alison will be given the task of collecting wood for the villagers and then returning the resource to the village for payment, this will require her to go to the forest which is full of small animals and chop away at some trees.

Task 2 – Killing enemies

Alison will be tasked with raiding a nearby bandit encampment where she will have to kill the bandits and their boss in order to free the villagers, this will lead into the third task.

Task 3 – Rescue Villages

Some of the local residents have been taken by bandits and held for ransom. Alison will be charged with confronting these bandits in their camp and escorting the villagers safely home. A monetary reward will be given upon return.

Menus

Start Menu

-3 buttons for Start game, Options and Quit Game

Options

-Audio sliders and back to Main Menu Button

Pause Menu

-Button to Options menu and quit to main menu button

Controls

Movement – WASD to move Alison and change direction

Pause game – Escape key

Attack – Left click on mouse

Cycle/Switch weapons – Right click

Interact - E

3.2 FlowChart

Main Menu

Pause Menu

Options Menu

Game Screen