**Wandering Wonderland**

Version 1.1

Rebecca Stewart, John Gotts, Jon Hunt, and Greg McCready

**Table of Contents**

1. Game Overview

1.1 Plot

1. Setting

2.1 Core Gameplay

2.2 NPC’s

2.3 Items

2.4 Quests

3.0 Menus

3.1 Controls

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
* BlackSmith
* 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

* Bandits

-Human enemies that do med damage

* Boss?
  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

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 - Kill enemies

A number of scavenging creatures have been raiding the village pantries late at night. Alison will be tasked with venturing to the nearby forest and kill these pesky pests. A monetary reward will be given if she manages to kill 6 .

Task 2 – Rescue Villages

Some of the local residents have been taking 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.

Task 3 – Boss

A giant creature has just been discovered that threatens the existence of the entire village population. The village enlists Alison for one more mission to defeat this giant menace and save their future. This will complete the game upon completion.

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

The End