**Game Design CA – Step 2**

**Tagline:**

An Apothecary ventures into the forest to retrieve medicinal herbs to cure his sick daughter but is pursued by death.

**Narrative Synopsis:**

The game begins with our protagonist, Leigh, approaching the entrance to a forest with Gude, his daughter, strapped to his back and swaddled in blankets. He stops in a clearing and is presented with a crossroads to proceed. Leigh then checks on Gude and through this it is revealed that she is sick with the plague. Leigh is searching for herbs to help treat Gude and save her life. Leigh proceeds through the different paths of the forest, solving puzzles and getting a number of items which when used in concert, allow him to unlock the first element of the game, fire. He uses his newly gained access to fire to clear the blocked path on the crossroads and to enter the forest.

Upon entering the forest, Leigh realises that Gude has begun to develop a fever. He begins to search for water within the forest in order to help treat her. This leads to an encounter with the forest sprites where Gude is taken from Leigh. Upon Leigh tracking down the sprites and discovering they are helping to treat Gude, the sprites inform him of where he can find the element of water. Leigh leaves and obtains the element of water. He then returns and stabilises Gude. Leigh uses the element of water in conjunction with fire in order to track down the medicinal herb within the forest. The pair then move on towards the mountain where the rest of the ingredients are located.

Leigh enters the foothills of the mountain. Gude’s condition worsens and she asks Leigh for some food. Leigh finds an abandoned

**Character Profiles:**

* The Apothecary / Leigh / The Player:
  + A medicine man and father. The player character and the game’s protagonist. Quiet, kind, and knowledgeable. Looking for medicinal herbs to save his daughter.

A picture containing text, toy

Description automatically generated

* The Daughter / Gude:
  + Child of the Apothecary. Afflicted with the plague and in need of medicine. Innocent and optimistic but dragged down by sickness. Driving force for progression.
* Death / The Reaper:
  + The grim reaper. After Gude’s dying soul. Ominous, tall, and intimidating. The main antagonist of the game.

**Level Design:**

Diagram

Description automatically generated

**Prototype:**

**Github Portfolio:**

<https://mosesugwulo.github.io/Joined-Together/>

By Antony O’Keefe, Jack Donohoe and Moses Ugwulo