**Apothecary**

**Designed by Jack Donohoe, Anthony O’Keefe and Moses Ugwulo**

**For Browser**

**Ship Date: January 14th, 2022**

**Game Story Summary:**

A figure approaches the entrance to a forest. This is **Leigh**, an **Apothecary** who is searching for medicinal ingredients to cure his daughter **Gude**.

**Game Flow Outline:**

Apothecary is a text-based point and click game where the player has to solve a variety of puzzles by both combining elements and interacting with the environment. The player will have a number of choices on how to combine the define the different elements and will have to find the correct combination in order to progress. Throughout the game, the player will have to overcome a variety of obstacles, from tree blocked paths to hiding from the incarnation of Death itself. The first four levels of the game will introduce an element to the player and showcase different uses for it, Towards the end of each of the first four levels of the game, the player will gain permanent access to that new element. The game’s final level will involve the use of all 4 elements in various combinations and will test the skills the player has developed throughout the game.

**Characters:**

Leigh is an apothecary and has a vast amount of alchemical experience to draw from. This knowledge allows him to make use of the mystical powers he gains over the four elements in a myriad of ways in order to save his daughter.

A picture containing diagram

Description automatically generated

Gude is Leigh’s daughter and the driving force behind the story. She has fallen ill with the plague and is on the verge of death. She serves as Leigh’s emotional lodestone.

**Controls:**

Apothecary is a point and click, and therefore can be entirely controlled through the mouse.

**Gameplay:**

**Apothecary** is a point and click game, where the player will have to choose the correct options and elemental combinations in order to progress.Throughout the game there is a large variety of obstacles to surpass. The game is divided into five levels. The player will unlock one element in each of the first four levels. The final level will require the use of all 4 elements and will be a test of the knowledge the player has collected throughout the game.

The controls of the game are optimised for the pc and the entirety of the game can be played with only the mouse.

If the player makes the incorrect choice in a segment of the game, they will die and will be reset to the most recent save point.

**Game World:**

Apothecary is set in a medieval Scotland with some fantasy elements. During Leigh’s journey, he will visit a wide variety of biomes. From a mystical forest in the early stages of the game to caves and icy peaks in the later stages as Leigh ascends a soaring mountain, the game has a diverse and engaging world throughout.

**Game Experience:**

Upon starting the game, the player will immediately be brought to the game’s introduction, where they can immediately begin the game’s tutorial level.

The world of Apothecary is rather dark but with some hopeful undertones, with stylistic cues taken from games such as Celeste. The tone and overall feel of the game will be reminiscent of early point and click adventure games such as Grim Fandango, with very serious subjects being portrayed in the story but also some minor comedic elements sprinkled throughout the game. However, the game’s narrative will aim to draw in the player and make them grow attached to the game’s characters.

The music in Apothecary will be quite sombre throughout, however, the intensity of the music will vary at different points throughout the game.

**Game Mechanics:**

The main mechanic of the games comes in the form of element control and combining. At points in the game element menus will appear that can be used to combine and use elements to progress through the game.

**Game Art:**

A picture containing fire, outdoor, nature, night

Description automatically generatedA bright light in the dark

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Description automatically generatedA picture containing text

Description automatically generated **Link to github:** [**https://github.com/MosesUgwulo/Joined-Together.git**](https://github.com/MosesUgwulo/Joined-Together.git)