

Engraving



A Thrid-Person ARPG Adventure game which based on Mystery Ruins

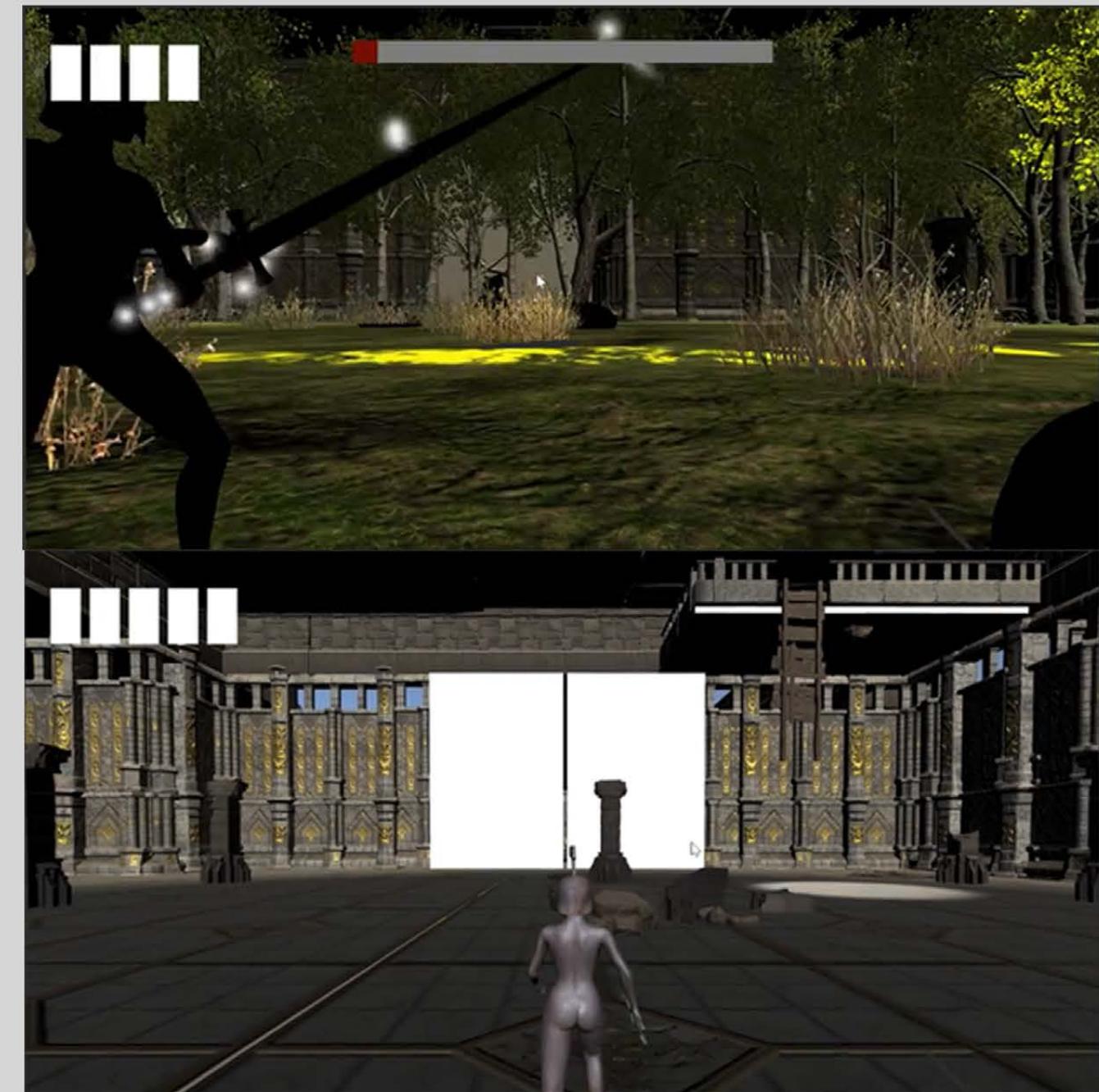
GAME PILLARS

Explore the Ruins Dungeon
Crack the Puzzle
Epic battle

STORY

There is an organization called "Witnesses" whose mission is to objectively record and preserve the major events that have occurred in the past and the present to prevent human history form being destroyed by sudden disasters. They have recorded many myths and epics.

The player plays a fledgling archaeologist who once unearthed the remains of the witnesses and part of the history was released. The world is therefore in an extremely unstable situation. The past and the future are intertwined. Once the conditions are met, history can be staged again. Players need to travel in an open world and look for other relics, and seal the released history again.



<https://youtu.be/W40vxkkD02s>

High Concept

I was affected by Sekiro and Dark Soul when I designed this game. And I think the high environmental interaction in Breath of the Wild is very entertaining. From this game, I hope that players can learn some extra knowledge, so I choosed to use historical ruins as the subject.

SUMMARY

The world of game is based on real world. 7 areas are chosen as the main areas, and the major ruins are related to the location of ruins. Each area has its own music, reflecting the feature of the area. Players need to use transportation to move within these area.

Enemy

Chinese mythology: Taotie, Hundun, Taowu, Qiongqi

Greek mythology: Medusa, Cyclops

Norse mythology: Griffin, Jeremiah gad

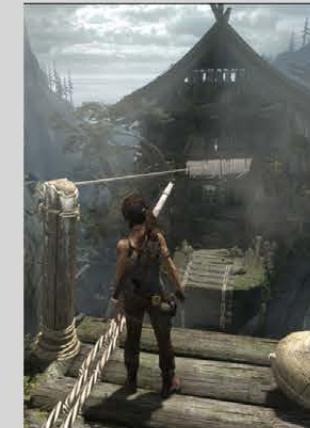
Other mythology: Four Horsemen of the Apocalypse

Each enemy can be defeated by corresponding myth.

Players need to look for clues, solve puzzles or get information form insiders. The plot is to use the past to satirize the present. Using the same process as the mythology but replace the core of the story. During the battle, players can attack enemies, or restore Scene to cause great damage to enemies. The items used to restore Scene can be damaged.

There are two kinds of ruins: the ruin of Witnesses, where players can achieve item to strengthen themselves, and the ruin of mythology, where the Scene items are placed.

INSPIRATION



Player

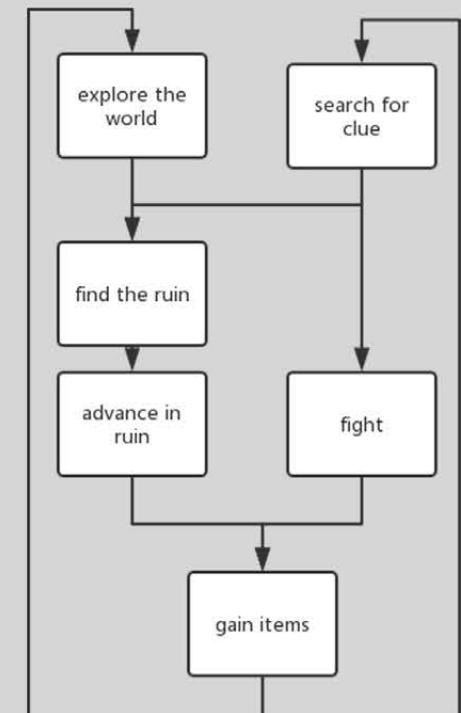
Age: 26

Ocuuation: Archaeologist

Feature: Wrist guard on left hand (energy collector); Bracket for weapons on right hand; Pendant Necklace (shield generator)

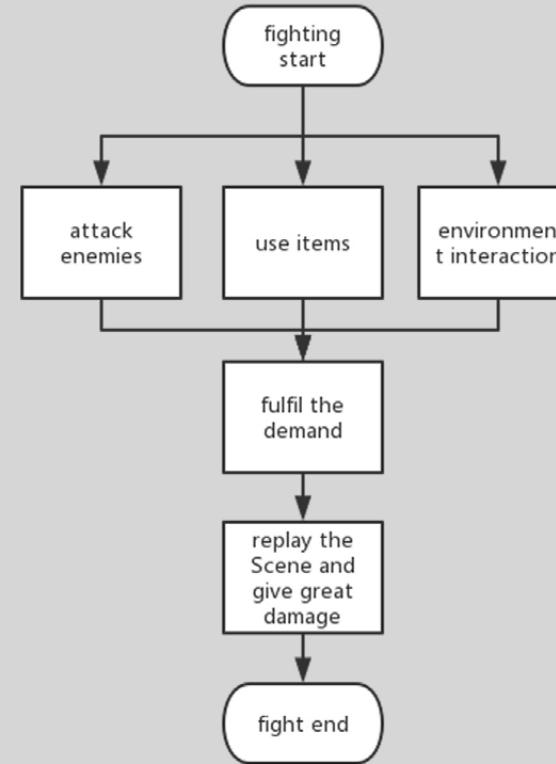
Background: Influenced by their parents, he love mythology, but he prefers field investigation to reading.

experience Flowchart



Core Mechanics

Battle

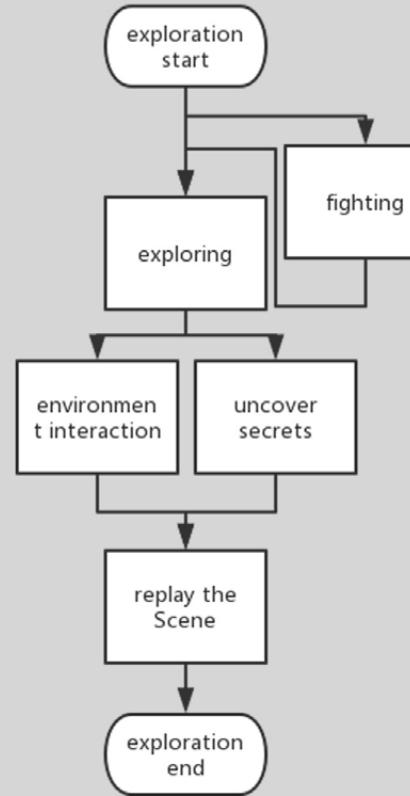


Features:

In the combat phase, players are encouraged to use the restore Scene to defeat the enemy.

If players can not reach the conditions, they can also pass the level, or they can win by directly attacking the enemy, but more difficultly.

explore

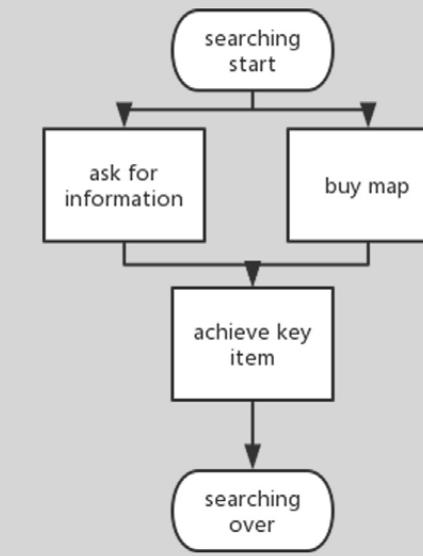


Features:

In the process of exploring, players need to solve puzzles by interacting with the environment, triggering specific mechanisms, or restoring Scenes

There may be battles in exploration and players can try to escape

Search



Features:

Players need to find out the location of the ruins by asking for information, solving puzzles, or buying maps directly from merchants.

Some important ruins with rare props, such as plot related or hidden, need key props to enter.

Level Building

This is the first exploration level based on the theme of the game. With the background of Zeus and Cyclops in Greek mythology, the player will experience two puzzles and a battle level from the hall. On the way, there will be hints of mythology related materials to help the player pass the challenge of the level,

Puzzle

Puzzles are related to the mythology of Zeus

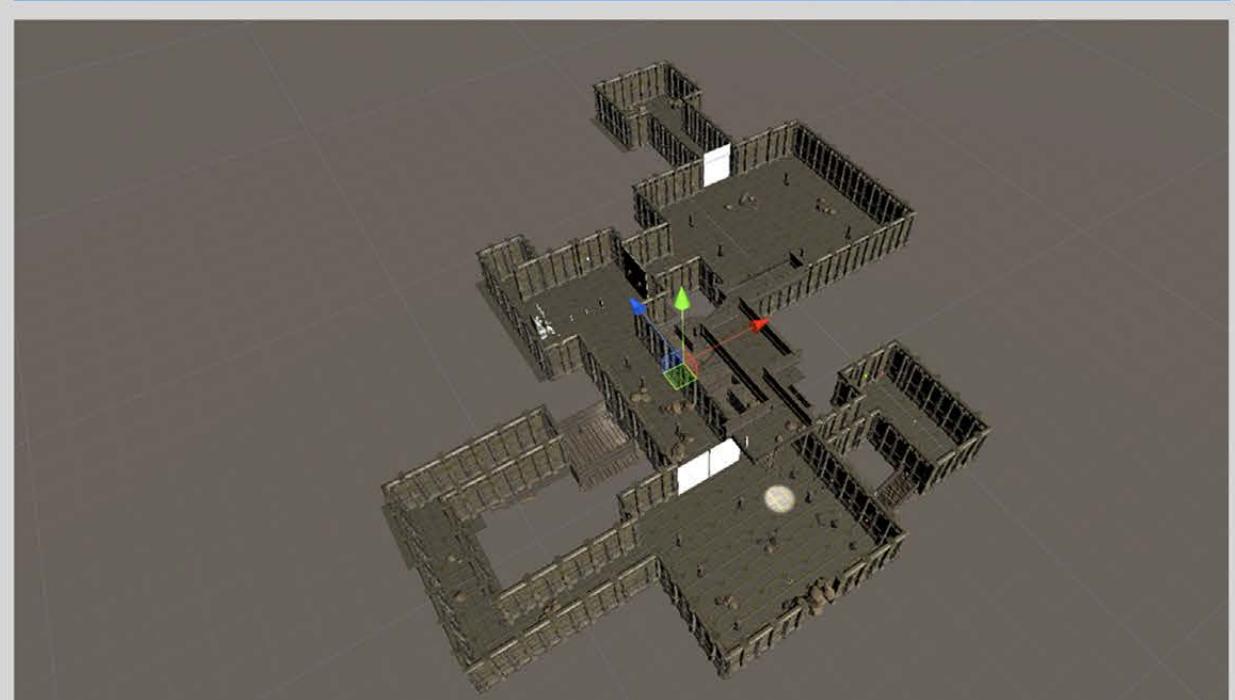
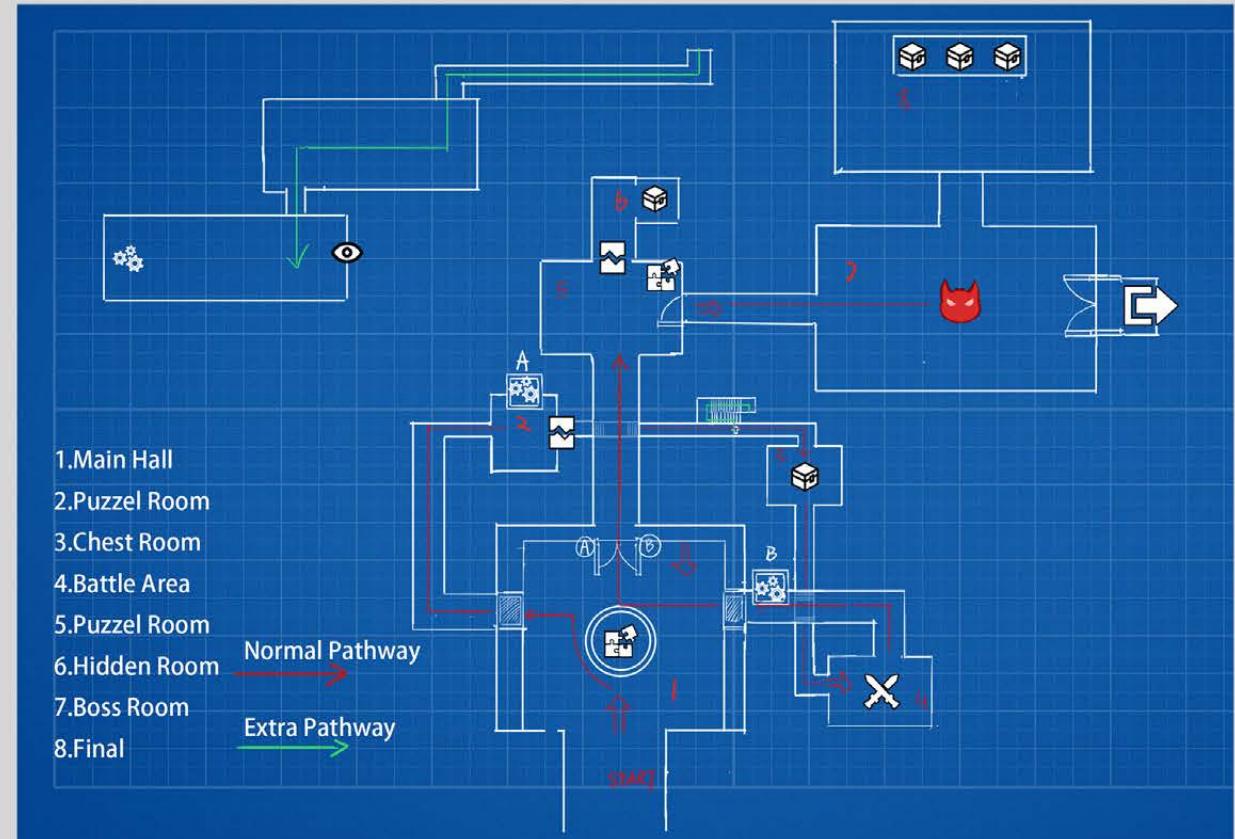
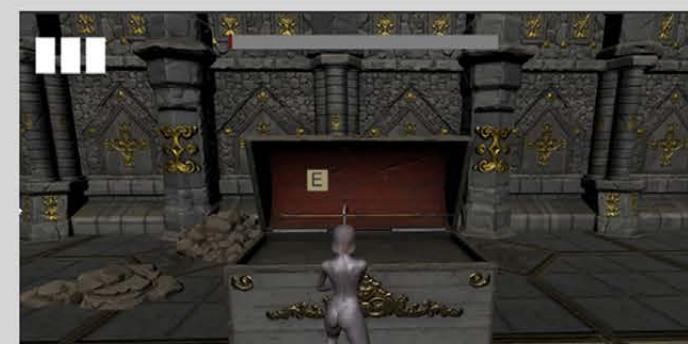
Trap and Hidden door

Battle

Players will face the one eyed giant. Two ways are given in the design. One is normal blocking and chopping. The other is combining with the pillars in the scene. When the boss breaks the pillars, players can pick up the stones on the ground and smashes them to the boss, restoring the way in which he was defeated in the myth and causing a lot of damage.

Artifact

There will be a trophy in each relic, and the player's safe room can be used to place the loot. Players need to collect clues, which will be placed on the whiteboard of the safe house; when they go out, they will record them on the notebook that the protagonist carries with them; the clues will be visualized, and the location of the relics can be found when they are spliced together.



Survivor

60~120 mins
5-8 Players
Age 12+

Overview

Zombies suddenly appeared in the downtown area, and the infection spread rapidly. At the same time, mad scientists are planning bigger plots. Time is limited, and scientists' madness must be stopped before greater losses have been incurred.

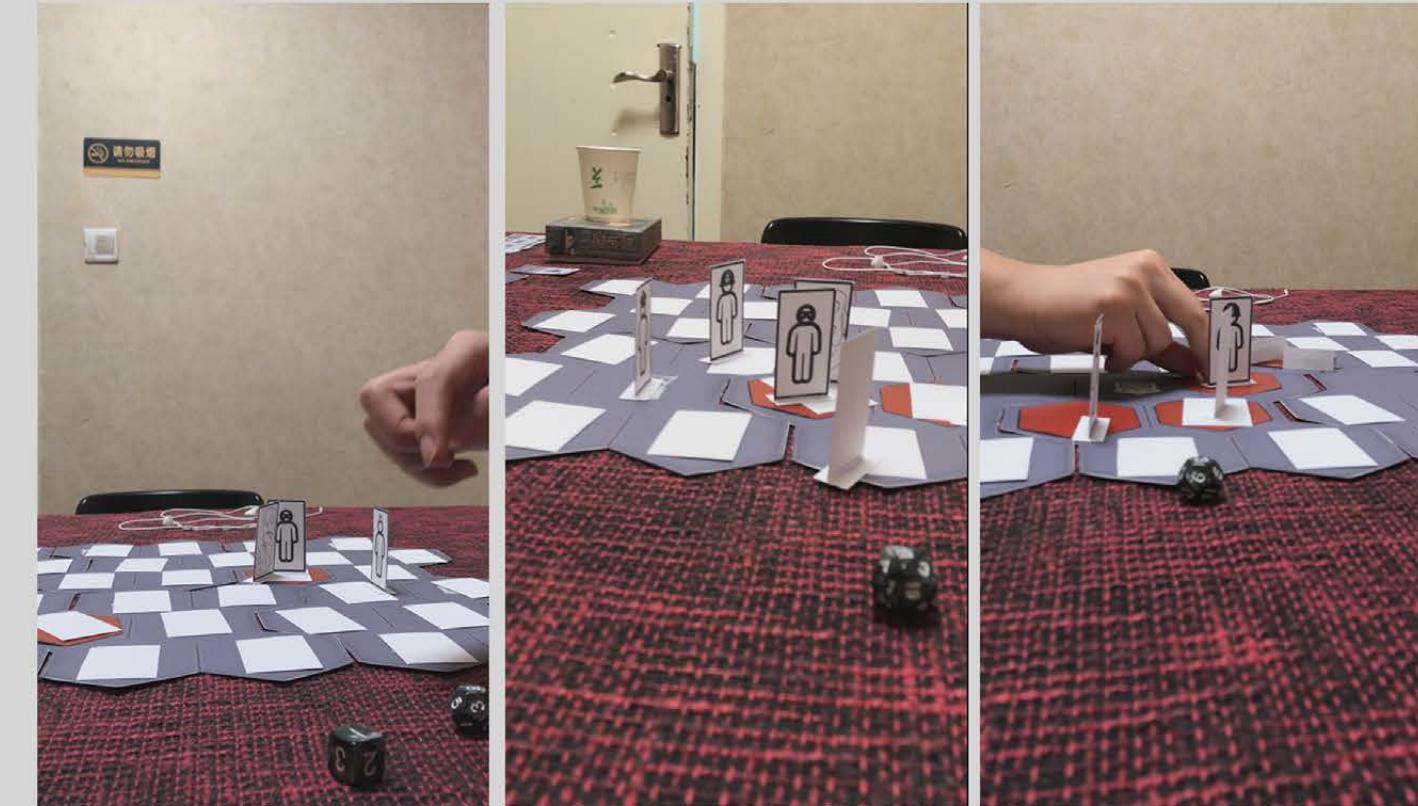
Target Audience

Players who enjoy survival theme and zombie theme

How TO Play

To begin with , you need to match the map and decide where the infected area is.

Players will be randomly born on the map. The mad scientist wants to kill all the survivors and make sure that this matter is not exposed, the survivors will have to find a way to save their lives
Players take turn to move.



Win Condition

Winning condition: clear all infected areas within 7 rounds; or kill the Hound

Failure conditions: all human players die; or the total number of infected areas reaches a certain number; or after 7 rounds, there are areas infected

https://youtu.be/t97B_0Zt5TE

Rules

Action Point:

Player's initial action point is 2

At the beginning of player's turn, the action power is restored to the maximum

Roadblock:

One building material is required for the construction of one roadblock.

Areas with roadblocks cannot be infected areas until three adjacent areas are infected.

Battle:

If the player does not use the weapon, then make a fighting roll, and the damage is 1.

When using firearms to attack, make shooting roll

If zombie survives after close range attack, zombie attack back.

Player attacked by zombies can fight back if they survive the attack.

Infected area:

The infected area can only spread to the adjacent area.

The infected special terrain is invalid

Clearing the infected area will consume all player involved 1 action point, and all players who need to participate in the clearing will roll dice. If the total number is less than a specific point, the clearing will succeed; if it fails, a Stalker will be refreshed in this area

Items:

Each player's initial 8-point backpack space.

Picking up items facing up does not consume movement power

Fear:

roll a will dice when discovering a stalker, and fear + 1 if the judgment fails

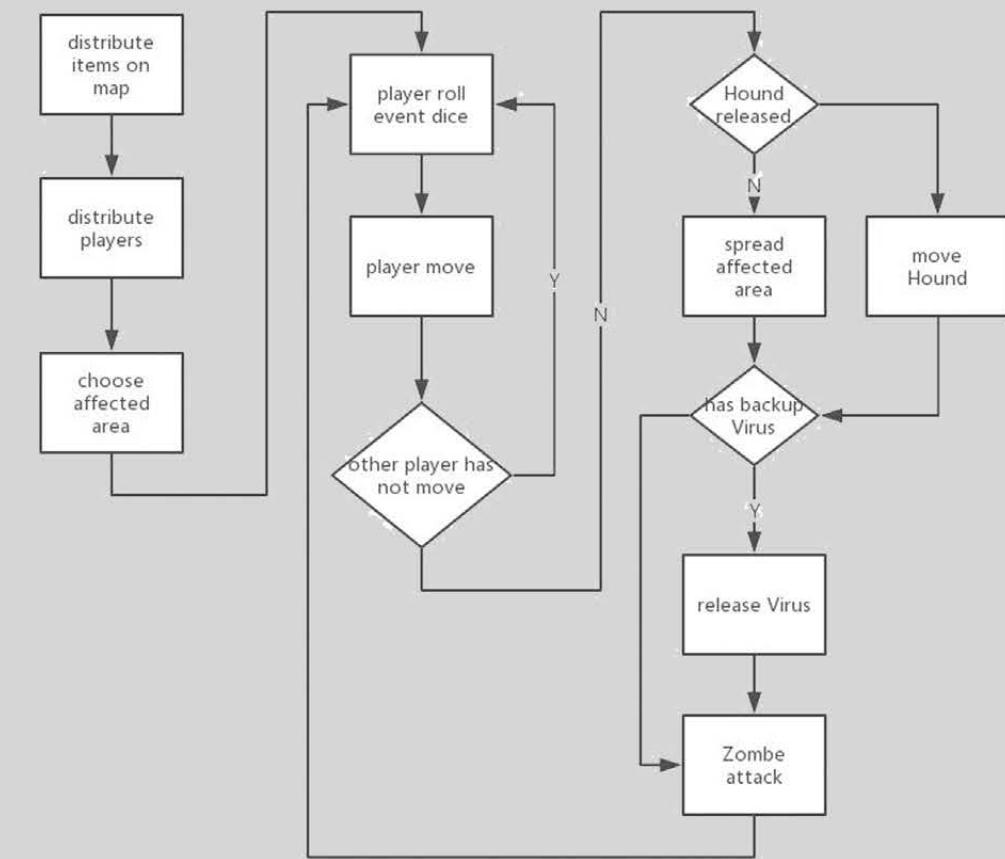
When fear is 3, player will become panic. The player's maximum action point - 1 until the fear value is less than 3

Event:

At the beginning of the player's turn, roll 12 dice then 6 and 20 dice. 12 dice less equal than observation means success.

If success, select the larger one from the other two dice as the trigger event. If it is equal, take the points of 20 dice. If it fails, take the smaller one.

player in infected area	dice point add up	\leq
1	6	
2	16	
3	27	
4	40	



Game Flowchart

Game PiECES

Player Cards



Monster Cards

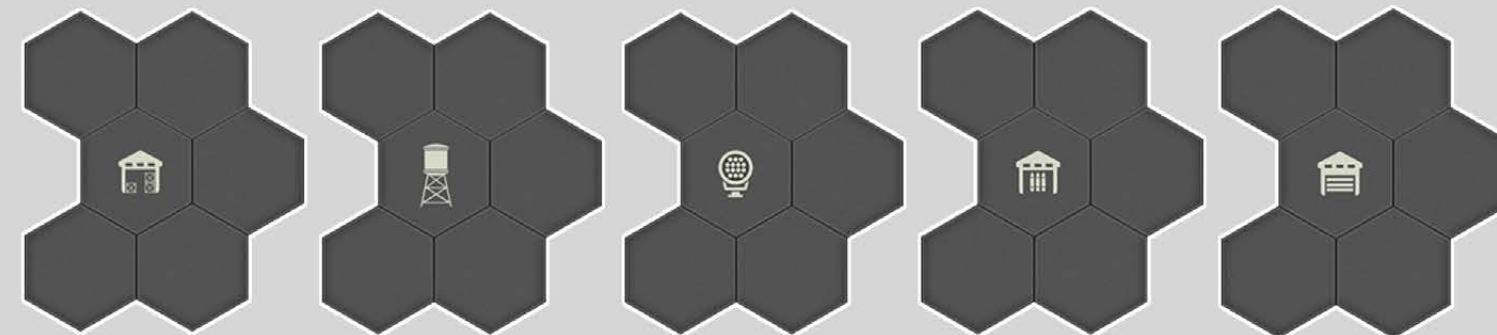


Items Cards



Game Board

6 Board Pieces



Searchlight

One player in this area can participate in the clearing of adjacent areas

shutter door

This area cannot become infected until four adjacent areas are infected

water tower

Players in this area shoot + 1 when attacking when using firearms

warehouse

Get building materials by searching here successfully

gun store

Get 2 bullets by searching here successfully

Inspiration

When I first designed this board game, many of my ideas came from the Last of Us. The first round testing was not satisfying. Many player reflects that the game was too complex. I began to realize that a lot of content was not suitable in the form of board game.

So I cut down many systems, and focus on the core of searching & fighting. And this idea reminds me of Resident Evil 6. So I enhanced the system of fighting and make this process more exciting, and I chose to narrow the size of map, so players can fight with zombies frequently.

Player Feed Back

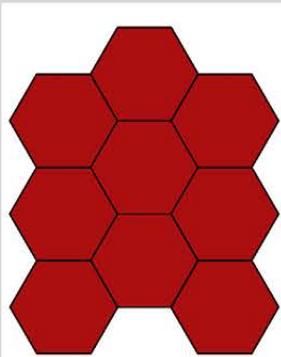
During alpha test, many players reflected that some systems were too complex and made this game much longer. And the map was too big so most of time was spent on moving.

After I remake many of the systems, I asked my friend to test this game again, and this time the feedback is much better. The frequency of fighting makes the game more interesting and the random event adds may laughter to this game.

Change Log

1. Change of victory conditions
2. Delete the rescue system
3. The investigation system is automatically triggered at the beginning of each player's turn
4. Vitamins can't be found in the grocery store. Instead, they are limited in quantity and distributed on the map
5. Delete infection value system
6. The number of virus zombies held by scientists is no more than 5; the number of viruses on the field is no more than 2
7. Special repair props changed to special terrain of map
8. Zombies' attributes and attack judgment probability are increased
9. Adjustment of investigation events

Early Prototype



Given Land

SLG 4X Survive game



GAME PILLARS

Explore, Expand, Exploit, Exterminate
Multi-Endings Story
Mage Elemental Tranfer

GAME Features

Collect resources and events will cumulative time
The number of personnel can increase the number of standing troops meanwhile accelerate the accumulation of time
The number of people will also decrease over time (accidental or natural death)
Too much time will lead to the elimination. Only by defeating them can we continue
Using the transformation of attribute state can cause a lot of damage to the enemy
Ingenious use of terrain to gain advantage

STORY

The story takes place in a land with wars. There are several kingdoms and some small countries in this area. Players play as the monarch of a small country. In the war, a big country invests in dark magicians to gain the advantage of the war. Meanwhile, it also causes a series of natural disasters, which makes most of the areas unearned, thus forcing them to plunder other countries to maintain food and clothing. The country where players live is in panic and despair. At this time, the astrologer in the player's court sent a message that there was a land of abundance on another continent in the distance, and there was no other person there. The monarch could only hope for the authenticity of the message and made a major decision: move to the land of abundance.



<https://youtu.be/HEKjOpMqReg>

How To Play

The game is carried out by the transition of strategic map mode and campaign map mode. In the period of war, the overall atmosphere of map layout is depressed (refer to wizard 3). In the story, chapters control the development of the game and adjust the events to affect the decision-making of players. Each chapter corresponds to a map, which reflects the migration process of players. There are villages in the map drop, town or fortress, players can choose to loot, avoid or request cooperation

Mouse interaction, providing shortcut keys
Players advance the story development in chapter map, and unlock more stories through fighting and exploration.

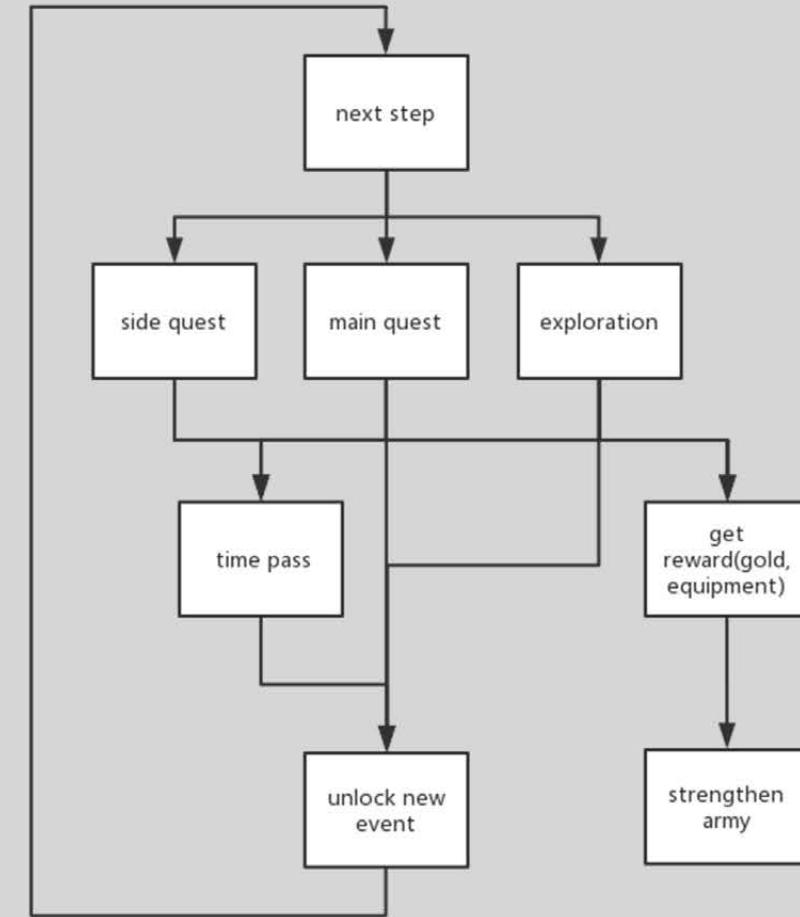
There are a large number of events in the map, which can be divided into main plot, branch task and exploration. Depending on the completion of the event, the new event will be further unlocked. Rewards gained in the event can be used to strengthen armaments. After the main plot is completed, you can choose to enter the next chapter

The battle is triggered by points on the map. The battle mode is SLG. The battle area is affected by the map. Natural disasters will affect the development of the event and the scene of the battle. The opponents of the battle are mainly human enemies, armies of other countries, as well as wandering bandits, beasts, magic and other fantastic creatures

Inspiration



Thronebreaker: The Witcher Tales+Xcom+Witcher III



Chapter flowchart

Battle System

Both entering the battle and events will accumulate time. If the time accumulation is too long, the encirclement and suppression battle will be triggered. If it is not solved, the promotion of the game will be affected. In order to match the overall atmosphere of the plot, the accumulation of game time will produce greater punishment, which will give players a sense of urgency and mission.

The arms of the game are made up of race and occupation. Each occupation has three types of skills.

Every skill has cost. The skills must be equipped before battle. Skill arrangements can be adjusted in the preparation.

Each type of skill can be unlocked after the character's level is increased.

Each character has one or more elements, which can be switched in the battle. Common attacks and skills will be attached with the damage of the current element, and it can be used for element conversion.



Race

Name	Talent	Effect
Human	Apprentice	Weapon Proficiency increase
	Master	When equipped with full proficiency weapons, increase attack and critical hit rate
Elf	Agility	When attacked from behind, they have the probability to avoid and fight back
Dwarf	Competitive	Attack increases when teammates kill enemy
Orc	Iron body	decrease physical damage received
Dragon	Magic scales	decrease magic damage received
Vampire	Feast	Unti next round, ignore physical damage, and restore HP at the end of the round

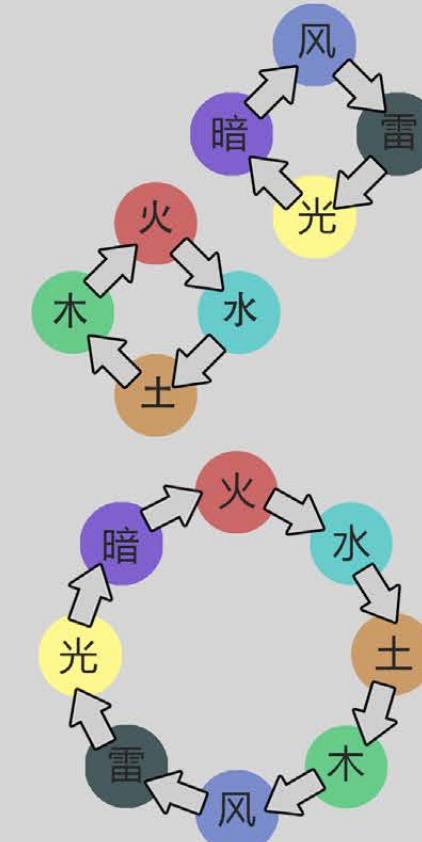
Battle Class

Ra	Class	Core	Mastery	Class Talent
	Warrior	attack/skill/defence	Attack/Defence/Skill	Two-Handed Weapon Extra ATK Shield Extra Defend
	Knight	alige/once damage	Charge/Ground/Support	Deals damage for the distance traveled in a straight line of attack
	Mage	high damage/support	Single/Multiply/Support	Physical attake attach Magic Damage
	Archer	critical attack/attack	Shooter/Skill/Range	Critical + 15%
	Priest	restore/buff/debuff	Support/Attack/Restore	Magic Damage Harm - 10%

BUFF

Name	Gain	Debuff
Burning	increase phisical attack	get hurt after action
Wet	decrease fire damage received	increase lightning damage received
Frozen	increase defence	decrease moving distance
Entangled	increase magic defence	decrease avoid rate
Lacerated	increase magic defence	decrease deffence
Electrical	increase critical rate	get damage when get close to another one being electrical
Shining	increase healing received	decrease hit rate
Blackforg	ncrease avoid rate	decrease magic defence

Elemental Transfer Rule

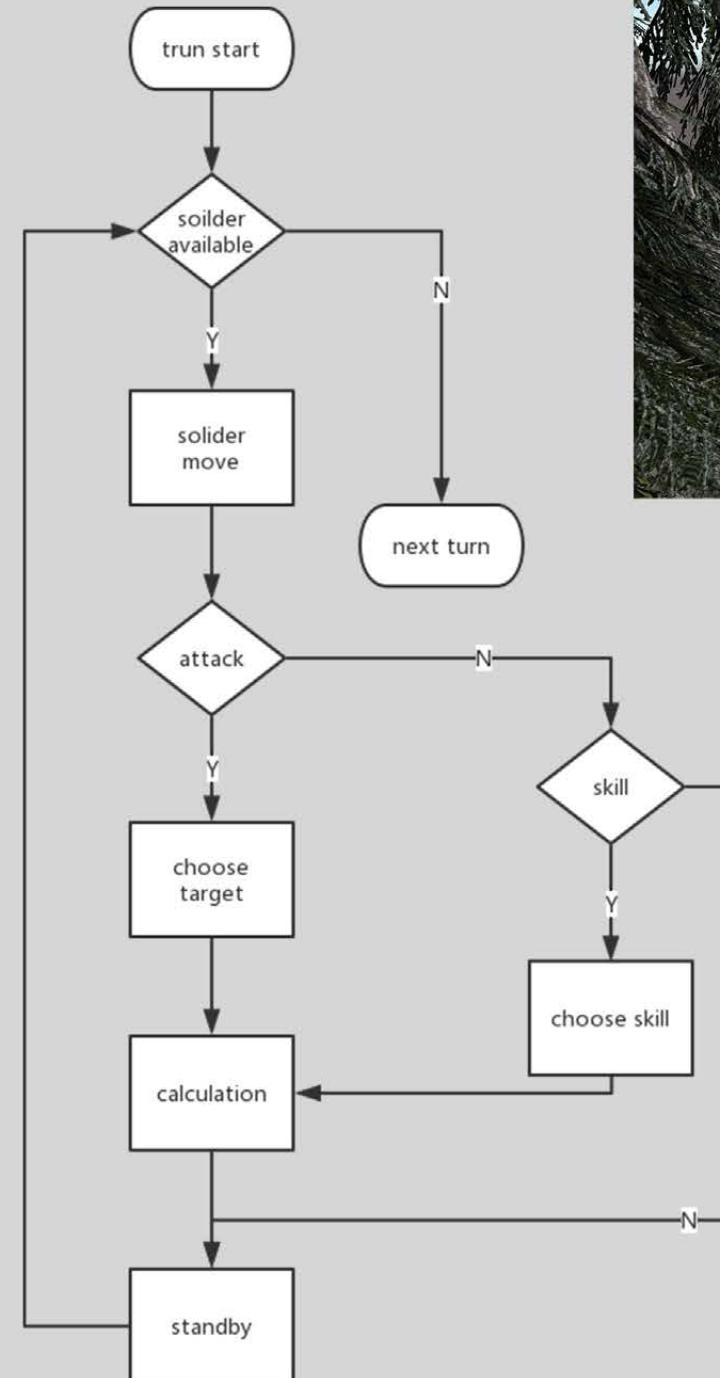


Battle System

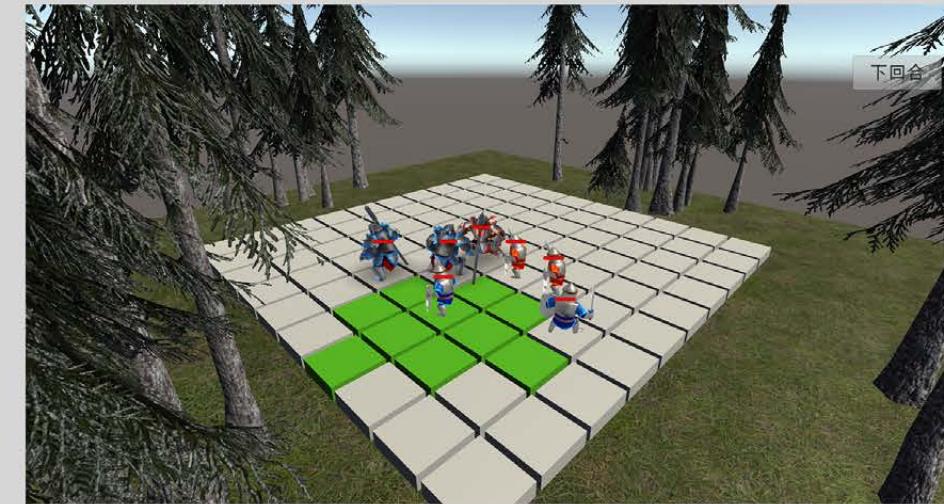
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- Attack
 - Strike
 - give high damage
 - Mordhau
 - give damage and probable stun enemy
 - WhirlWind
 - give damage to nearby enemies
 - EnergyBlade
 - give magic damage to further enemy
- Skill
 - Preemption
 - probable counterattack before attacked
 - Try again
 - increase next damage after getting hurt
 - BalanceStrike
 - give damage and reduce the moving distance of target
 - Agile pace
 - increase attack after avoiding
 - Posture
 - if you move less than 3 grids, then increase your attack, blocking rate and crit rate

- ence
- Magic Coordination
 - reduce magic damage received for 3 turns
- Breath Adjustment
 - heal yourself and increase defense for 3 turns
- Stand fast
 - block next damage received and increase defense for 3 turns
- Be water
 - reduce the damage received when blocking
- Impeccable Defense
 - extra damage from back the flank



battle Flowchart



Battle Demo

```

case "Creating_map"
{
    for (int i = 0; i < 10; i++)
    {
        for (int j = 0; j < 10; j++)
        {
            Grids[i, j] = Instantiate(Grid_perfab, new Vector3(i * 2.2f, 0, j * 2.2f), Quaternion.Euler(0, 0, 0), Grids_parent.transform);
            Grids[i, j].GetComponent().i = i;
            Grids[i, j].GetComponent().j = j;
        }
    }
    status = "Creating_allies";
    break;
}

case "Creating_allies":
{
    for (int i = 0; i < 10; i++)
    {
        Vector3 position = new Vector3(Grids[2+i, 2].transform.position.x, Grids[2+i, 2].transform.position.y + 0.6f, Grids[2+i, 2].transform.position.z);
        GameObject obj = Instantiate(Arly_footman_prefab, position, Quaternion.Euler(0, 0, 0), Arly_parent.transform);
        Arly.Add(obj);
    }
    GameObject.Find("Enemies").GetComponent<Enemy_Ai>().Ally = Arly;
    status = "Creating_enemys";
    break;
}

case "Creating_enemys":
{
    for (int i = 0; i < 10; i++)
    {
        Vector3 position = new Vector3(Grids[2+i, 4].transform.position.x, Grids[2+i, 4].transform.position.y + 0.6f, Grids[2+i, 4].transform.position.z);
        GameObject obj = Instantiate(Enemy_footman_prefab, position, Quaternion.Euler(0, 0, 0), Enemy_parent.transform);
        Enemy.Add(obj);
    }
    GameObject.Find("Enemies").GetComponent<Enemy_Ai>().Enemy = Enemy;
    status = "done";
    break;
}
  
```

```

public string Name { set; get; }
public string Occupation { set; get; }
public int Max_Hp { set; get; }
public int Hp { set; get; }
public int Max_Mp { set; get; }
public int Mp { set; get; }
public int Attack { set; get; }
public int Defence { set; get; }
public int Magic_attack { set; get; }
public int Magic_defence { set; get; }
public int Move_distance { set; get; }
public int Attack_distance { set; get; }
public int Avoid_rate { set; get; }
public int Critical_rate { set; get; }
public int Move_speed { set; get; }
  
```

TRAVEL STANDING



#PUZZLE #PIXEL #ACTION

<https://youtu.be/nfTsmsTdSpo>

LEVEL OVERVIEW

Player plays as a missionary who devotes himself as a speaker of Flying Spaghetti Monsterism. Unfortunately, he was caught at the beginning of the travel. You need to escape from this boat. During the escaping, you will meet many puzzles which need some special tools. Collect tools and solve the puzzles!

HOW TO PLAY

The goal of the game is to escape from this boat. A lot of puzzles will stop your way, and you need to find out how to solve the puzzles combined with multiply tools.

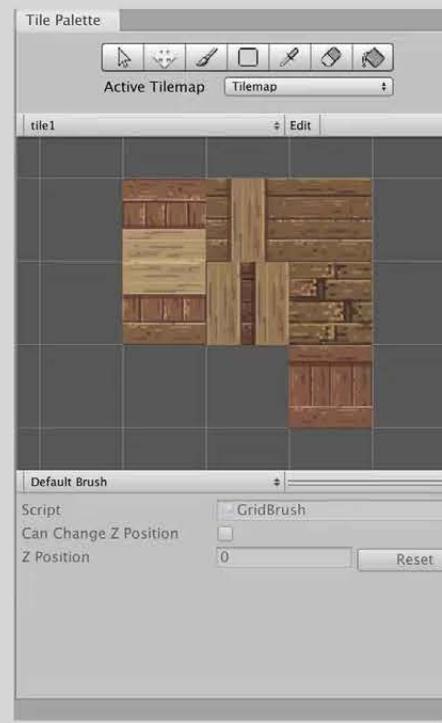


MAIN CHARACTERS



Llinder is a Flying ramen missionary who captivitated under the Pirate ship jail, He have to escape this ship before sunk

Level Assets



Unity Tile Map Tools

MECHANICS



Set candy to lead the parrot, parrot can touch the button beyond your reach



Create big meatball so you can stand on it, and it can not float on water



Use fork to stick on the wall, and you can jump against the wall



Shot the hook to swing or to drag boxes

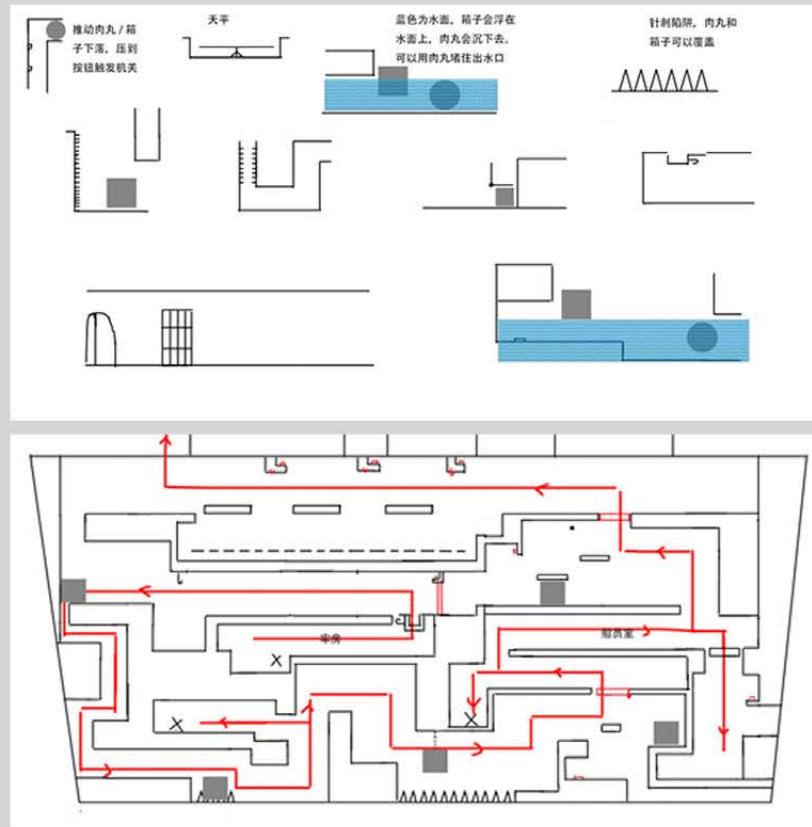


When you touch the spikes, you will be sent to savepoint



box to stand on

EARLY SKETCHES



At this level, Player will be tested to understand game core play: Collected Items for change Skills, it is get harder when player reached upper and upper deck, at the last player need to use 3 skills at right time to reach exit port

LEVEL SCREENSHOTS

