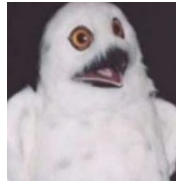# Lucky Owl Studios

Loot with friends *working title

Concept

A simple Zelda like 2D tile map based adventure game that can be enjoyed with friends. Drawing on some of the modern iterations of tile based games such as Stardew valley the aim is to produce an easily extendible game framework with all the elements that would be expected from a game in this genre.

Basic Prototype Must Have:-

- Animated text boxes for dialog.
- A 2D tile based level editor to create hand crafted maps.
- Character animation engine and workflow for producing detailed and complex character, NPC and enemy animations.
- Simple animations, probably frame based, for detail such as fire.
- Tween based animations for various purposes, for instance button animations.
- Inventory and crafting systems.
- Particle engine and editor.

Design

Movement through the world should be limited by quite traditional means as in older titles such as Zelda or Pokemon, where movement is limited due to convenient problems, a Dues ex Machinima, such as a road blocked with stones from a recent rock fall, requiring a certain item. Also use of high level enemies in areas the player is meant to return to later should be used to limit the players progress through these areas.

Art

Using vector graphics, tile sheets, a map editor and both traditional frame animation alongside skeleton based animation, a workflow can be created that allows artists to iterate easily without the need for a programmer to make changes to the code, where artwork is quick to produce so little time is lost if / when placeholder art is replaced, and there is minimal frustration because the technologies in place are adapted to the workflow in place. In this way it will be easy to produce and add new game play elements to the game, and if elements are deemed unworthy of the final product then the less time is lost and the less frustration for the developers.

Audience / Market

The game is primarily targeted at the personal computer market (the right term?), regardless of users choice of OS. By using cross platform technologies, specifically HTML5 and the access to OpenGL that this provides, it is trivial to target any platform, such as Mac, Windows, Linux and consoles. But initially focus is on Steam and other PC distributors that provide digital sales avenues, the primary source of purchases for PC users.

The game should target late teens to adults. Both drawing on nostalgia, whether false nostalgia for those that are too young to of played the older titles at the time, to older adult players who have fond memories of these games from their childhood. However the game should not be "retro" in style, using new technologies, using modern graphics and design techniques wherever possible. Blood and gore, as well violence and the use of weapons is allowed in the game, but is not intended to overtly grotesque, with the more especially gory parts being more cartoon and comical in nature.

Program Structure

See appendix for detailed UML and flow diagrams displaying the prototype UI / Screen flow and class hierarchies.