**Title** Southfall

**Tag line** “A perilous world awaits”

**Team Members** Chris Prosser, Eric Weaver, Nathan Rupprecht

**Genre** Fantasy adventure

**Setting** Medievalfantasy realm

**Plays like** Zelda meets Boxhead

*Popular Game A Popular Game B or twist*

**Summary of rules and scoring**

The player begins in the town of Southfall, where he has lived his entire life. Recently, hoards of orcs and/or antagonistic enemy soldiers have been storming the city at night. During the day, the player is free to explore the world of Talmera, collecting items and gaining resources to increase his strength (level, stat points, weapons, etc.). However, at night he must return to his hometown and aid in the defense against ever intensifying waves of enemies. Failure to do so results in the partial destruction of the town and the loss of items stored there (and his family!). During daytime exploration, the player may encounter things like dungeons, other towns, and even “bases” (spawn points) of the enemies that come at night. By eliminating these bases, he ends that particular invasion and decreases the frequency of invasions. He is then free to explore a wider radius around Southfall.

**Mechanics**

1. WASD movement 3. Ability to walk, attack, cast spells, collect.

2. Mouse-controlled bow/sword/magic attacks 4. Ability to interact with NPCs

Sample art we’ve made so far: 1. 2. C:\Users\RUPPRECHTNC1\Desktop\PineTreeSprite.png 3. Lots of other art still to be made

**Reference** **Art**

**Related Games**

1. **Dragon Warrior Square Enix RPG 1986**

*Title Publisher or Developer Genre/Platform Year*

Explore a vibrant world on your quest to defeat the Dragonlord. Gain levels and items by battling enemies in randomly- generated, turn-based battles.

2. **The Legend of Zelda Nintendo Adventure 1986**

*Title Publisher or Developer Genre/Platform Year*

Explore Hyrule and save Princess Zelda from the evil lord Ganon. Collect the pieces of the Triforce of Wisdom

3. **Boxhead Sean Cooper Survival 2007**

*Title Publisher or Developer Genre/Platform Year*

Defeat all the zombies in the room before they get to you. Upgrade your weapons using points earned for kills.

**Storyboards (add additional sheets as needed)**

