**Date:**2020/9/17

**Name:** Quincy Lin

**Title of Project:** *Escape the Castle with Her*

**General Description:** This is a 2D pixel-style role-playing game set against the backdrop of an ancient castle adventure. Players will play a journalist searching for a missing colleague in a mysterious old castle. Players need to avoid supernatural danger while looking for a way out and discover the secrets of the castle. The game will be made with RPG Maker MV.



**Justification:**  *Paranormal HK*, episode 136 and 137 of *Detective Conan* and the game called *Running Ghost* which I made with processing on the showcase last year, inspired me. I have established that I want to make a horror puzzle game, preferably with some escape elements. I like the two episodes of Conan very much, and they are the chapters where I think the suspense and horror atmosphere is very well done. The castle full of institutions is amazing. And pixel style may be a more appropriate art style. I have thought about writing the entire game framework in Java, but considering that there are only two months to complete the project, which also includes a phase of learning and experimentation, time does not allow me to do this. In Unity2D and RPGMaker MV, I chose the latter, because compared to the former, I can omit the step of finding art material, which will save a lot of time and improve the completeness of the finished product. What I need to do is use Aseprite and Photoshop to modify the existing resources to achieve the effect I want. I’ll use JavaScript to code.

**Components:**

Map: search and modify art materials

Story

Level design: editing events

Plug-in learning and use

Test the bug of the game

Music (Not decided yet. If the progress is faster than planned, I will use FL Studio to write background music)

**Timeline:**

**9/19 --- 9/20: Draw a simple preview of the castle and collect materials and resources available online.**

**9/21 --- 9/23: Get the basic flow of the story / Sort out available materials**

**9/24 --- 9/28：Complete the game design book including gameplay, map and story**

**9/30 --- 10/18: Complete the basic castle map**

**10/19 --- 10/26: First level**

**10/26 --- 11/02 : Second Level**

**11/03 --- 11/09 : Third Level**

**11/10 --- 11/24: Test / Scaling Plan**

**Scaling plan:**

At least complete one level. In the game, it is equivalent to the adventure on the first floor of the castle.

**Documentation and presentation:**

I will provide a download link so that everyone can run the game on their own computer.

And I will provide a video introducing the game.