

Satyr's Greenwood

GitHub scaffold project

- “Satyr’s Greenwood” is the codename for the project.
- Decide on file system structure and naming conventions.
- Magical effects – levitation, lightening strikes, ...
- Main non-player characters
- NPCs only appearing in cutscenes, (like the King)
- one "friendly" merchant and some zombie-esque outlaws/cult members

Planned cutscenes – minimum of 4 to be completed

* is mandatory

- 1: introduction *
- 2: appointment
- 3: bad ending (recruited) *
- 4: good ending (defeated) *
- 5: finding the witch & grim reaper
- 6: finding the cavern

UI visuals

- Dialogue between different characters
- Dialogue in cutscenes ...
- User interface theme must have a horror adventure touch
- Vibrant colours but also a particular selection of woods and plant derived colour palettes

Music

Soundtracks (Medieval thrum – abbey chanting by cult??)

Unique and distinctive sounds ...

Forest and bird sounds variety

Medieval “sounding” music, some variety of true medieval musical instruments with some later instruments, but staying to more simple musical arrangements.

The “world” or background music should improve the player immersion.