

# Mythical Worlds Concept Document

My idea for this project was to create a maze game. In this game you play as a mushroom that must find his way to the exit marked by a flower. The user would have to find their way through a maze to complete the level. The game would include a start screen and cute music.

## Goals

The problem with my last project was it was too simple, and I did not have the time to invest in it further. With this project I hope to be able to learn some of the skills I missed in the earlier project and expand on what I have learned so far.

These are the elements I intend to have in the game:

- ◆ Character movement - keyboard
- ◆ Character movement - buttons
- ◆ Collision detection
- ◆ Music looped / on and off button
- ◆ Interactable Buttons
- ◆ Start screen
- ◆ Levels
- ◆ Mobile use
- ◆ Web storage
- ◆ Leaderboard
- ◆ Sound effects

## Maze

The maze itself will be spread across three levels that increase with difficulty each time you win. The maze will be made up of hedge sprites that the player can't pass through. To finish the level the player needs to reach the flower at the end of the level. A screen will pop up with an interactable button that the player clicks to get to the next level. The hedges and flowers will be the collision detection aspects in the game.

## Controls

For the controls of the game the user can use the arrow buttons to move around the maze. Depending on the direction of the movement the sprite changes. To start the maze game the user must press the start button.

The movement can also be controlled by buttons at the bottom of the canvas; this is to support mobile use.

## Music

The music I made on beepbox. I was inspired by music in games such as Stardew Valley. The background music is on a loop from the time the user clicks the button to activate it, it can also be turned off by the same button. When the mushroom collides with the flowers to go to the next level there is a raindrop sound. This was made to sound like a rain drum in a garden. I also made a “you win” and a “you lose” sound, as this is a common component in different games.

## Art

The user plays as a mushroom sprite. This sprite is made in a chibi style. The chibi art style is one that originated in Japan which has its characters drawn in a way that is exaggerated. Examples of this would be large eyes or being chubby with small limbs.

The background and flowers follow the same style of art to create a cohesive visual experience for the user.

The concept art for the game took a couple of days to complete. The final art was made alongside the code as I had found that there were flaws in my initial design ideas.

Concept sketches for the game vs the final art for the game:

### Start screen

**Concept**



**Final**



### Hedge

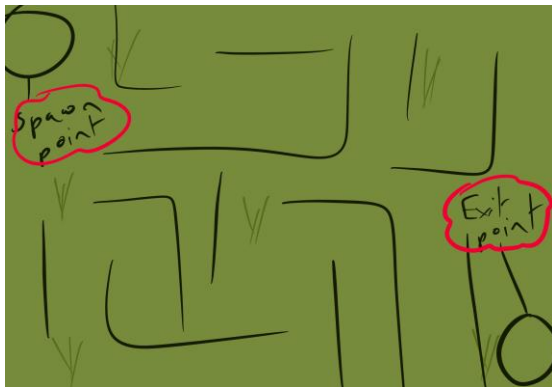
**Concept**

**Final**

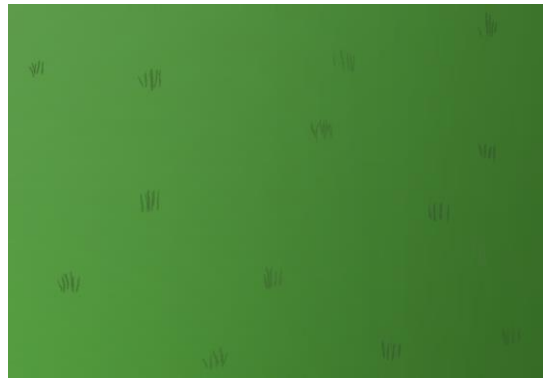


## Maze /background

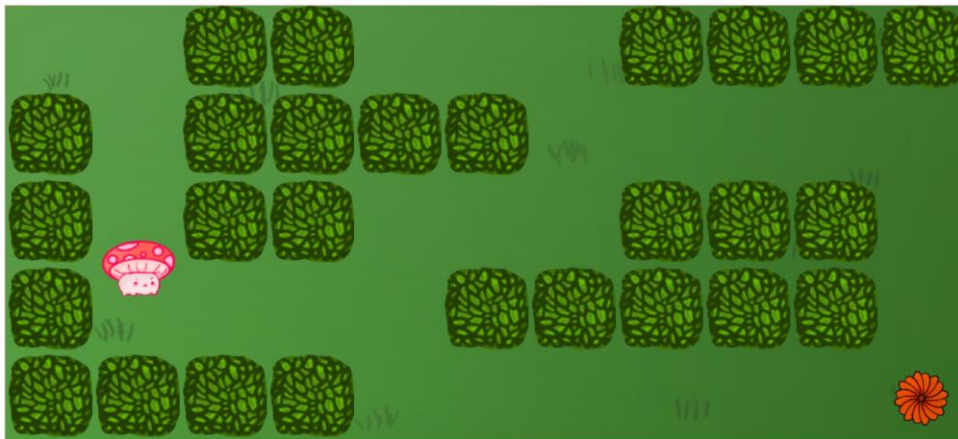
Concept



Final



## Final game screenshot



## Mushroom sprite sheet



## Flower options for game



## Buttons

Concept

Start

Next level

Play again

Final

Start

Next level

Play again

## You lose screen

Concept



Final



## You win screen

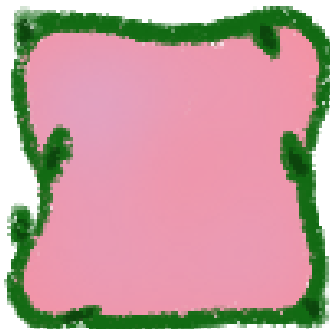
Concept

Final



## Leaderboard

Concept



Final

