

Title: Final Quest: Tower of Jessidour

Team:

Brandt (Red Mage, Leader): Character Artist

Mike (Bard): Level Design

Dylan (Necro Dancer): Concept and texture, audio;

Lloyd (Black Mage): Programmer, UI design.

Game Narrative:

Jessidour, a ruthless barbarian, has taken over your local village. She has taken five villagers captive for her musings and locked them down in an abandoned watch tower near by. She agreed that if any one of the five would make to the top, the whole village would be spared. Should any fail...well she's a barbarian, what do you think would happen?

The villager's hope seemed to dwindle, for they knew the tower was cursed. They could hear the cries from within the tower every night. Everyone knew the captives won't make it out alive. A scream exploded, shivering everyone. Let us pray a hero might emerge from within one of the five's hearts.

Level Narrative:

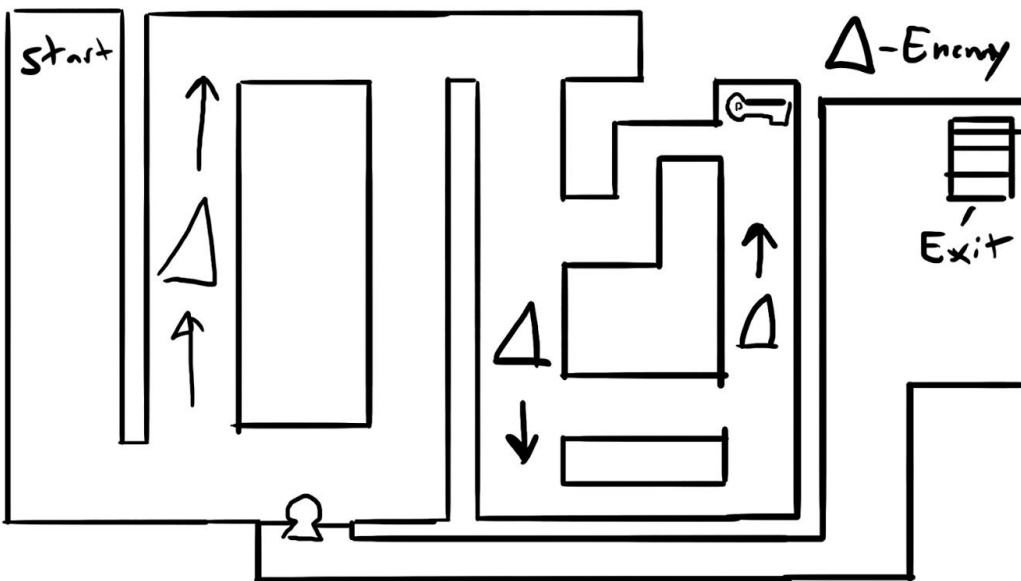
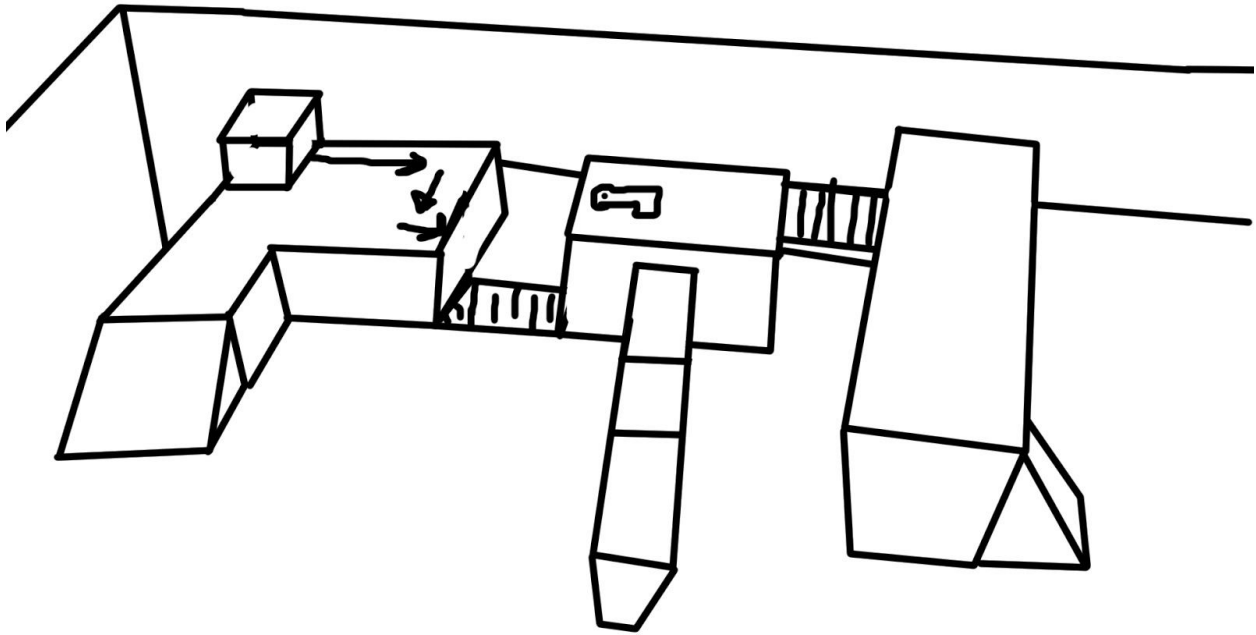
Lloyd, one of the imprisoned five, felt a chill run down his spine. The damp air gave everyone quite the goosebump. The floor creaks, the moonlight is fades from a cloud, and strange shadow dances in the corner. Suddenly, the room has gone completely black and cold. He hears the sounds of his door opening and the moonlight reappears. This time, however, Lloyd find himself alone with a message on the wall that spells "SAVE ME".

Game Progression:

Game story progress through notes

Have the player hold the torch. The torch have oil to lit if doesn't have enough oil the torch will get disable

Sketch



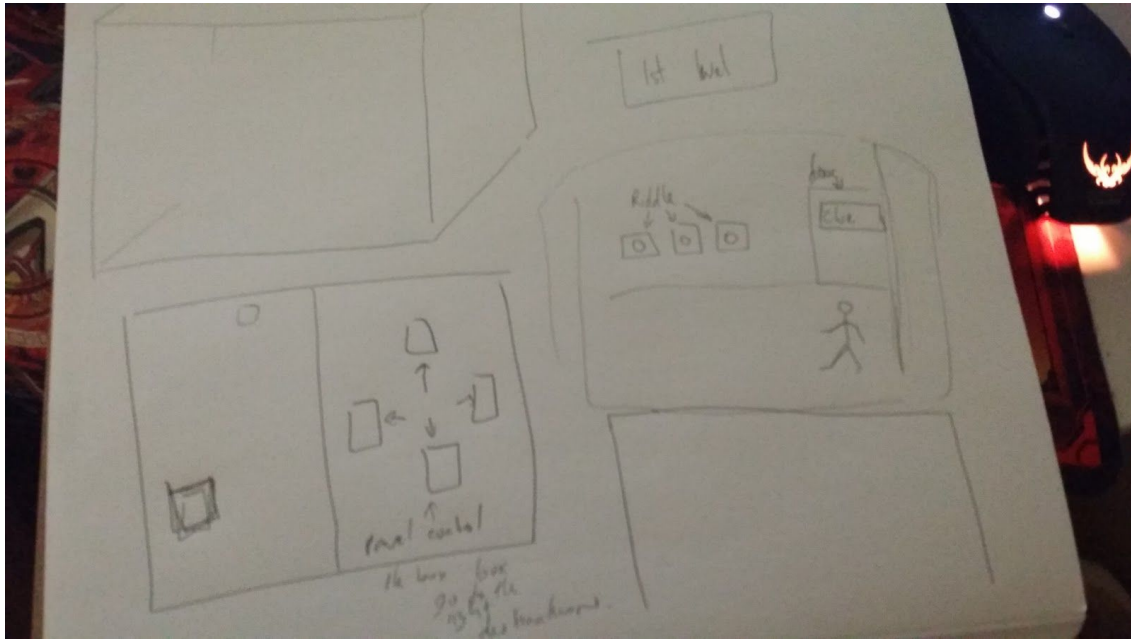
This level would be an introduction to enemies and sneaking around them.

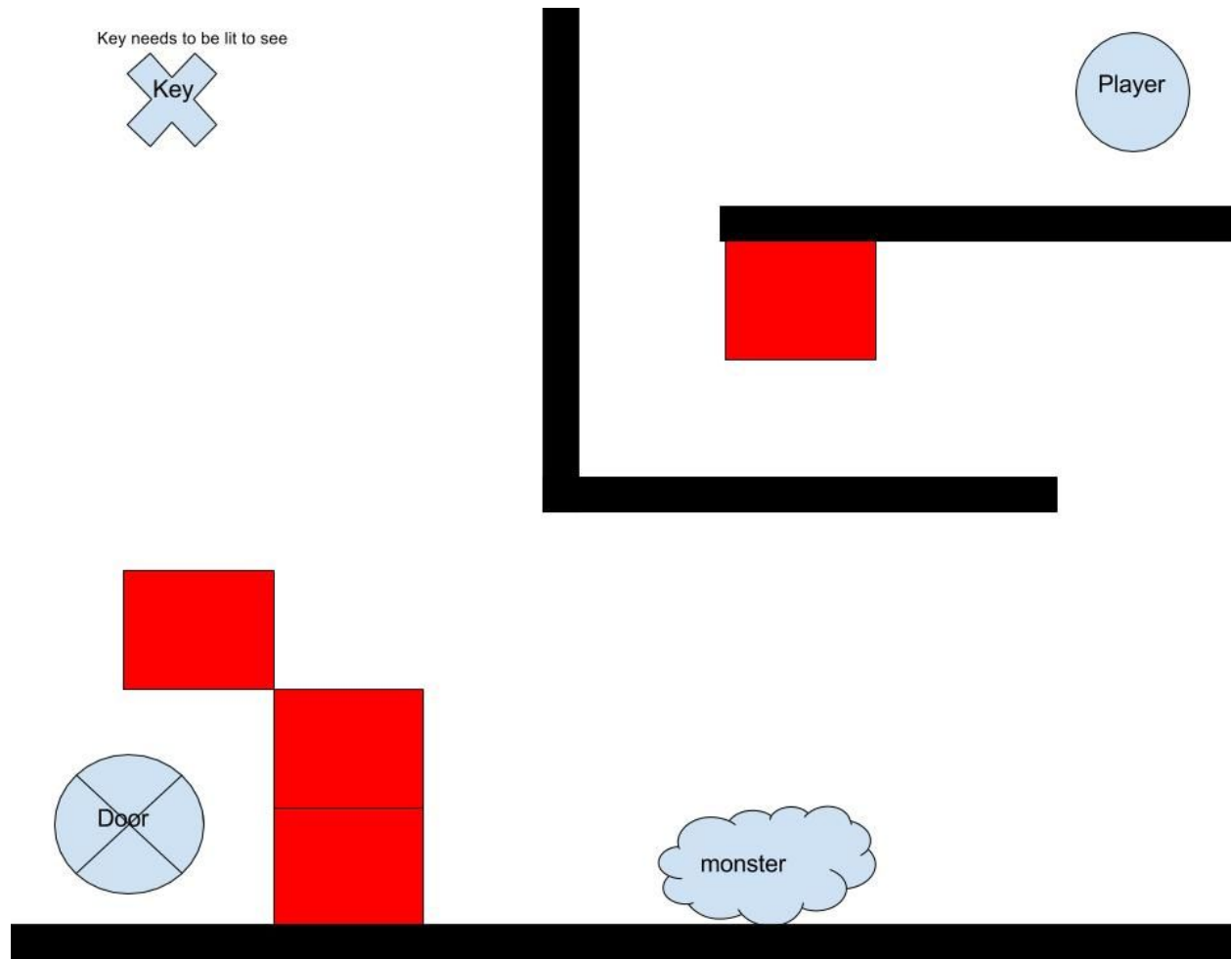
Lloyd's Idea

Idea:

- Have an insanity bar that decrease over time and levels get harder such as more death trap appear and paranoid sound.
- Have character able to throw a projectile to solve puzzle
- The screen vintage intensity increase

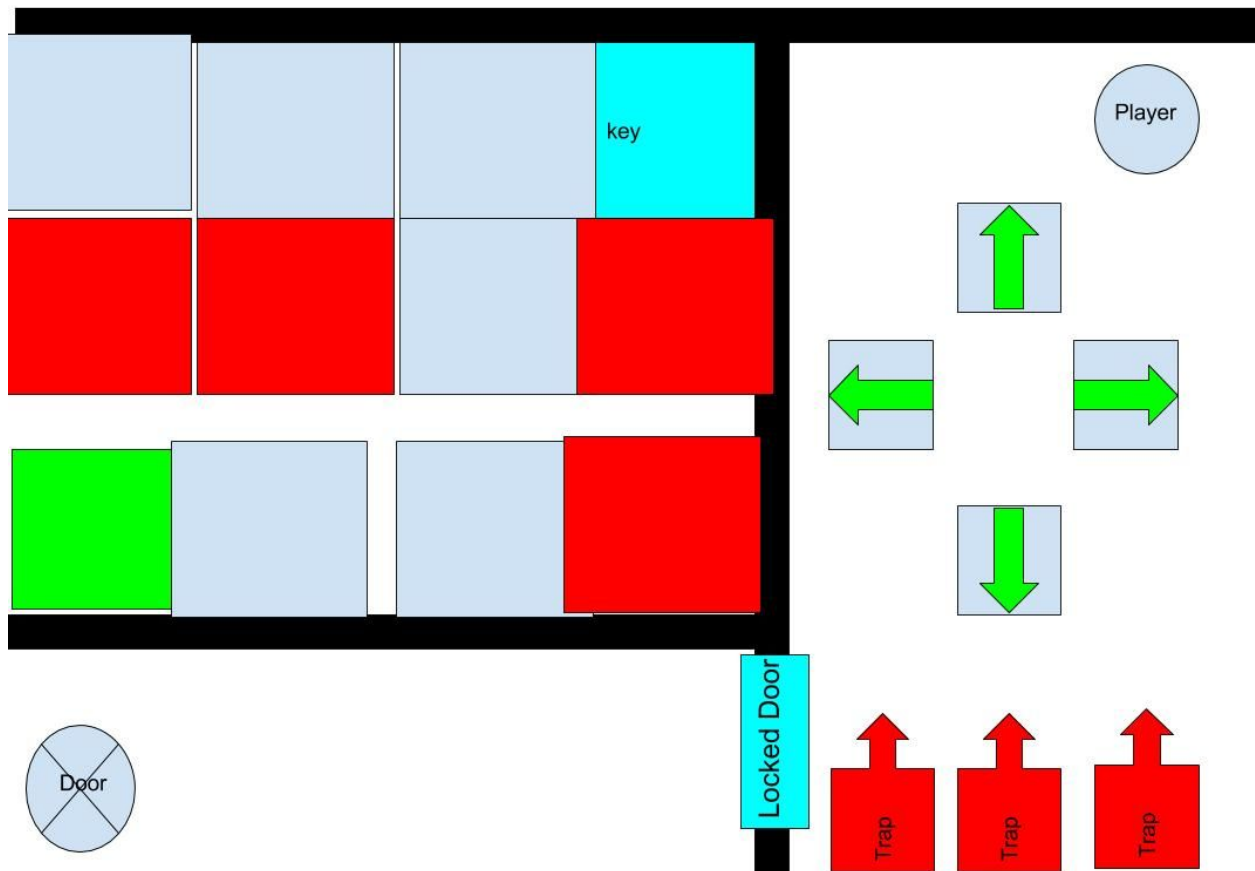
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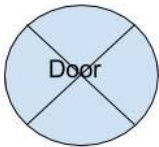
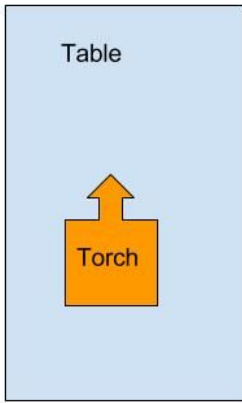




The red trap increase the sanity, if the sanity reach to the max a monster will appear

In this Puzzle, player have to maneuver the green box to the key to let the door open if he step on the green box collides with the red box, a trap will trigger and if the projectile of the trap hit the player he his sanity will increase. When his sanity increase the blue box will turn red to deceive the player

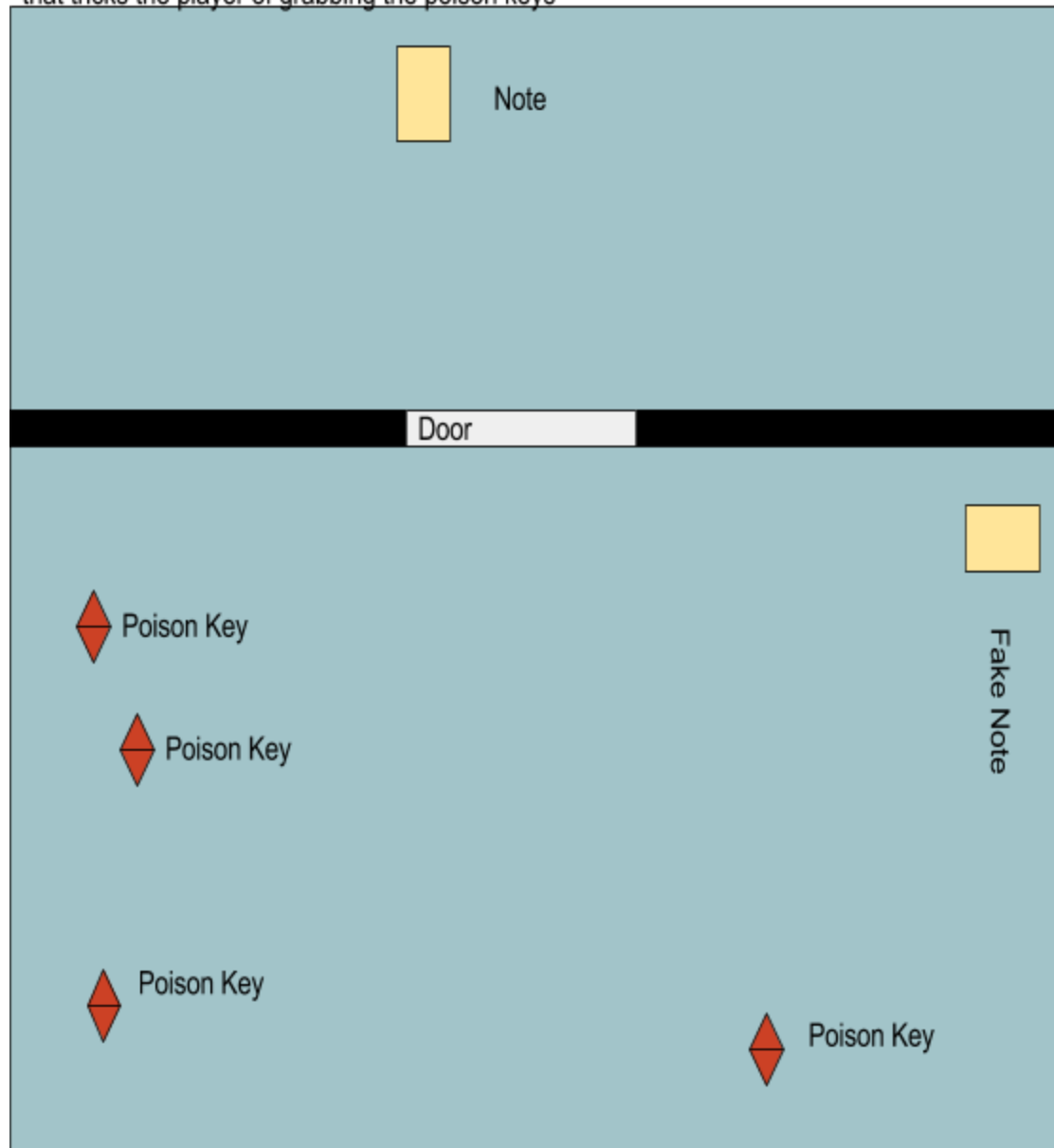




Key needs to be lit to see



This is the Final Level where the door is opened, but there is a note that tricks the player of grabbing the poison keys



Mike's Ideas

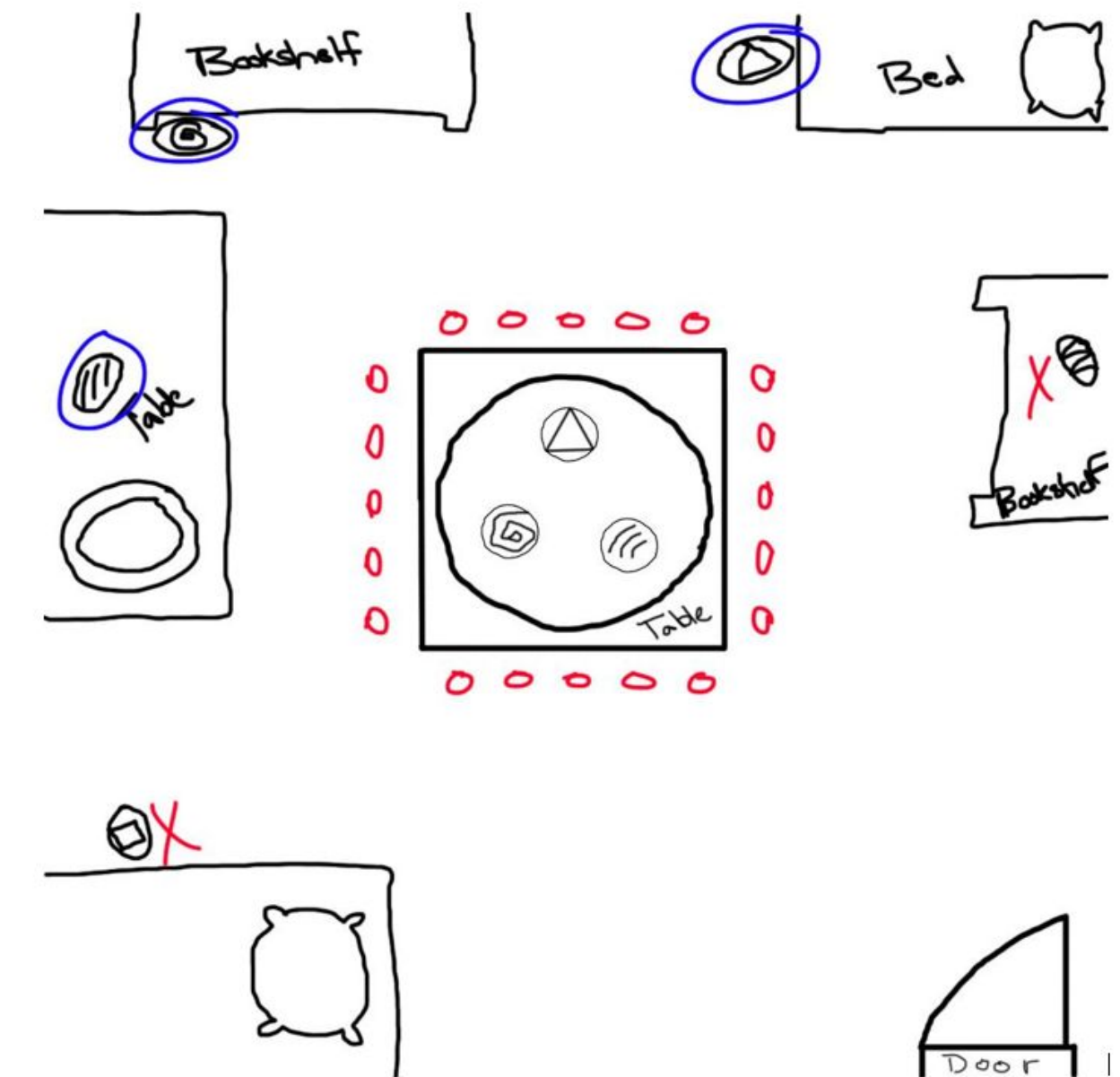
- Puzzles in each room that provides a way to reach the next level.
- Notes that give clear enough hints, but are vague enough it doesn't give the whole puzzle away.

- High-risk-high-reward: Players have the option for obtaining special items (extra hp, bonus sanity, etc.) by way of a challenge.
- Notes also provide story/plot progression

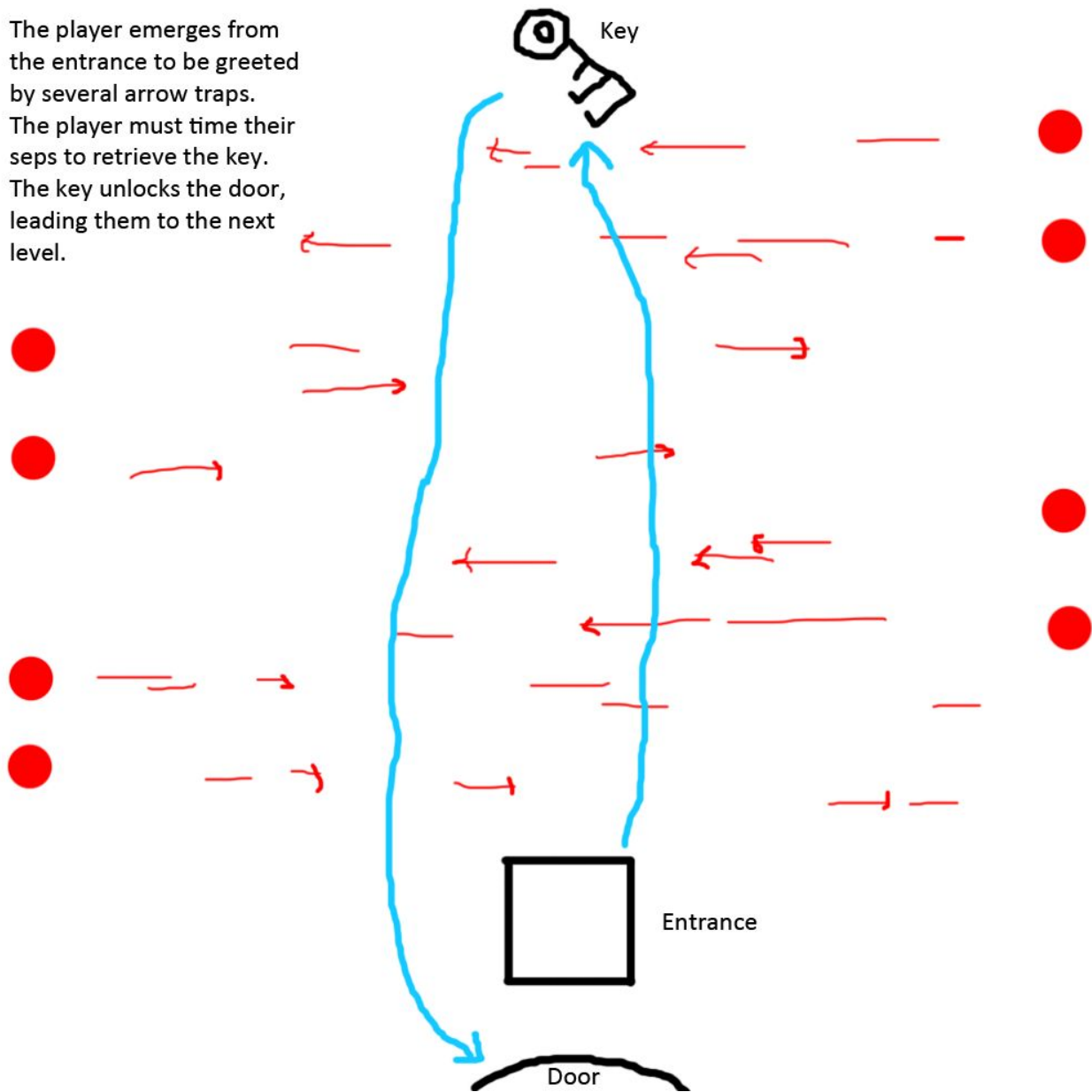
Sketch

This puzzle is a seek n' find kind of puzzle. The player has to find stones with matching marks on them and place them in the corresponding insets. Once they do, the inset opens up and a ladder brings them up to the next floor.

If they fail to put the correct stones in the matching insets, the stones are scattered out again, then the player's sanity goes down thus activating a "spike trap" that's timed to raise every other second.



The player emerges from the entrance to be greeted by several arrow traps. The player must time their steps to retrieve the key. The key unlocks the door, leading them to the next level.



Puzzle Ideas

- Sequence puzzle: Player has to memorize which tiles to press and in the right order in order to complete the puzzle. At the beginning of the puzzle, the player is revealed to them which tiles he/she should press. They must then use logic to determine the correct order.
 - If sanity is lowered during this puzzle, more tiles than the correct ones are revealed to the player, adding to the confusion.

FeedBack

Bradley:

- **Standing in light keep sanity, finishing a puzzle boost sanity**
- **Setting of the story, time of the story.**
- **Balancing Sanity regeneration and depletion can be difficult**
- **If the sanity meter gets lower over the time it could make repeating levels more difficult**

Paul

- **More “horror” elements (jumpscares, chases, etc)**
- **What is penalty for dying? Restart puzzle? Restart Game?**

Cody

- **Unifies the theme and the puzzles**
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Post Mortem

It has come my attention that the definition of the post mortem is not in the midterm spec. The post mortem is a look at what went right and wrong during your project. Please explain 3 things that went right and 3 things that went wrong. Each explanation should be minimum one paragraph.

3 things that went right

- 1. Spawning Points-** The spawning point was hard at first because player either warp to random place or just disappear in general. In order to fixed that problem I have to reference manually of all spawning points to the spawning point manager. After that the spawn working great, but I have to do set actor location instead of teleport node.
- 2. Torch interaction-** What happen in our game we want our torch can sometimes interact with certain objects. It was hard to do this because of the game logic layout. We then use the radial collision formular to calculate a certain range in order the torch to interact with those objects
- 3. Upload to github,** we were having a lot of trouble with github because it has merging conflict and some of our stuff get override with one or another. To fix this issue we download gitkraken and it helps with monitoring, rebase, and pick file to override with are very helpful

3 things that went wrong

- 1. One thing that frustrated me is to get our group on schedule,** because we never have the solid idea about the game so therefore our levels are a bunch of random mess. We tried to google hangout often but doesn't work because our 2 mates always have difficulty of getting on. As a result, we have mixed idea about our levels out and story
- 2. Cursor response** we tried add a trigger sphere but the problem is that the trigger is treated as a pawn. When the trigger touches any trigger such as the trigger that move the player up a floor, it will run an overlap so player would warp whenever the two triggers touch on another. I tried to make the cursor collision different has a collision preset but it doesn't work well.
- 3. Strange Error** when the game is played, I get strange error because it tried to run a function that isn't there. Even though I have a branch that checked the condition but it still doesn't work. I am still doesn't understand why it doesn't work
- 4. When it came to sound** it was hard to find something that was both bouncy and ominous (which is what the team wanted) and ultimately came out for a combination of a somewhat ambient sound with an ominous feeling. It was also rather difficult to find stand alone sound effects that worked with the music

choice. Sound effects within our game are actually cut off segments from songs not present within our game.