Milestone 2

The Story, the Cans and the Nots.*

*Revisions and changes may occur

The Story thus Far

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After decorating for the upcoming pride festival , you try to get a good night sleep for the next day. The next day you find the event area trashed and your pride flag gone except for the poll it was hung on. With the pole, you will search across the city looking for the pieces and following the clues to who wrecked the party area. Along the way you meet those across the spectrum, and learn how they celebrate pride, as well as help them out. (Might also find scattered decoration pieces from your party.) At the end you find the last piece of the flag and go home to finish decorating the party, and perhaps find who done it.

The Premise

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The main premise of the game is to find the parts/strands of the pride flag across the city.

Basic Mechanics

Walking:

Running:

Talking:

Biking(either motorcycle or bicycle TBD):

Storing:

Picking up:

Giving/Give to:

Consoles

The Intended Console

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The intended console for this game is the Nintendo mobile consoles (2DS to the current Nintendo Switch). This because the top down view of the game will be familiar to those who have played any of the past pokemon games with the knowing frustration of trying to enjoy the game on the PC. You won't have as much fun with the WSAD/arrow keys compared to the arrow pad on current Nintendo systems.
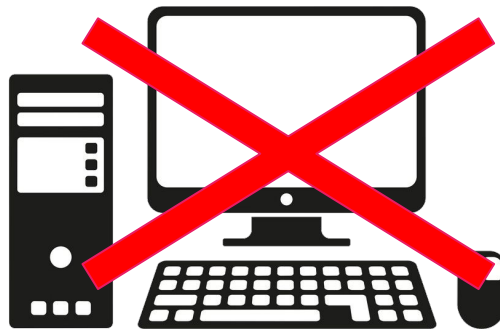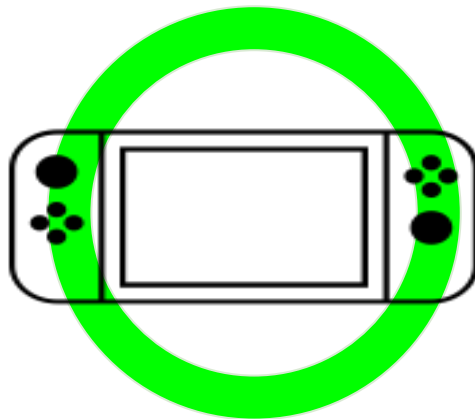
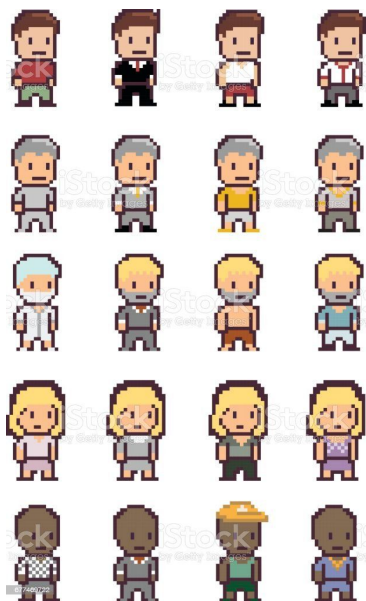Pre-Production, and Behind the Scenes Art

Style/Look of Game

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- Top Down Viewpoint
  - Like that of Pokemon Platinum, Mad Father, Miso and Tunic
- Pixel
  - why ? Nostalgia, why else?
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References: People
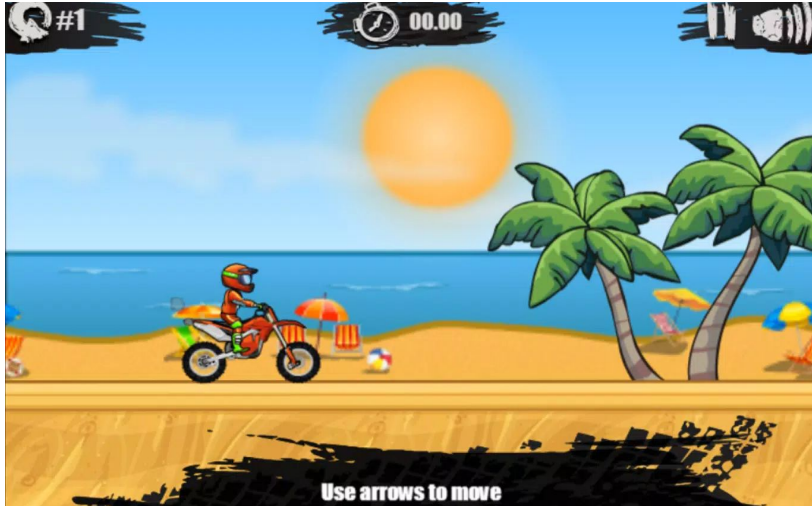
Main Character: Prototypes

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References: Buildings/Places

Game Itself how Game play May Look: Viewer Perspective
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When on Bike: maybe gathering items, chasing antagonist

Or closer to the Top-Down look desired for the game