

# Game Design Idea For Unity

## Game Title:

Catto's Forest Adventure

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## High Concept:

A simple open-world 2D pixel-art game that contains storyline, puzzles, quests, enemies, collectibles, chances of weapons or armors to drop from enemies to increase player's DMG, HP, and gain EXP in order to level up and get skill points to increase player's DMG (Damage), HP (Health Power), DEF (Defense) or STMN (Stamina).

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## Genre:

Puzzle / Adventure

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## Platform:

PC

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## Target Audience:

Anyone who enjoys fun, family-friendly 2D Pixelated games.

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## Core Gameplay:

- **Goals:** Explore the pixelated open-world gameplay, defeat enemies and bosses, get or buy new weapons or new armours, get EXP, level up and gain skill points, collect “7 Enlightened Crystals” after defeating bosses and exploring from around the world, as an example, if you kill the first boss, you will get the 1st Enlightened crystal in order to unlock a new and a bigger area.
  - **Actions:**
    - Walk, Run, Shield, Attack
    - Fight and defeat enemies with any type of weapons dropped from enemies.
    - Explore hidden treasures around the world for possible hidden weapons, items, or skill points.
    - Quest menu to see given quests from NPCs around the world.
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## Rules:

1. Getting hit by enemy projectiles and colliding with enemies or traps reduces the player's HP.
  2. Collect Enlightened Crystals from defeating the boss to gain access to new areas.
  3. The player must follow the storyline in order to progress through the story.
  4. Player is given free will to explore around the world, but it won't continue the story (Exploration progress won't continue the storyline unless you choose to do the storyline).
  5. Complete quests that are given from NPCs around the world.
  6. Use coins dropped from enemies or bosses in order to buy weapons or armours.
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## Story:

Catto is an ordinary character who is stuck and stranded in the forest called “The Forest of the Banished” because of the Evil King named “Gerta” who banished him from the village because he wants to rule the world, and people around the village was offered to either join him, or be banished to “The Forest of the Banished”. Most people chose to join the King because they are afraid to be banished to the forest, because most people who got banished to the forest have never been seen ever again, but will Catto be able to survive in the forest and take revenge on Gerta?

The journey of Catto's Revenge against the Evil King begins...

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## Level Design:

- **First Area: “Forest of Remembrance”**, filled with a few easy enemies to start off and get weapons or armors, also meeting with the first boss in order to get the 1st Enlightened Crystal and open the Second Area.
  - **Second Area: “Jungle of Despair”**, where the area is filled with mild difficulty enemies, filled with better various types of weapons and armors, and containing the 2nd Enlightened Crystal to progress to the Third Area.
  - **Third Area: “Labyrinth of Oblivion”**, the first ever area that has puzzles and a labyrinth, forcing the player to actually roam around the area to solve simple puzzles and collect the 3rd Enlightened Crystal in order to progress to the Fourth Area.
  - **Fourth Area: “Cave of Memories”**, the area where the player will be after completing the labyrinth and finding the exit, and more enemies gradually become harder than usual. The player jumps between memories existing in the pixelated world to traverse through the story and obtain the 4th Enlightened Crystal.
  - **Fifth Area: “Endless Void”**. After the player collects the 4th Crystal, the player then gets teleported to the void, and the player will have to solve puzzles in the eternal darkness in order to find the hidden 5th Enlightened Crystal.
  - **Sixth Area: “Pathway to light”**, where the player will be revealed that they are in a mountain
  - **Seventh Area: “Sky of Enlightenment”**, which is a sky temple with tough enemies and puzzles, confusing the players from making any progress to the story, and forcing the player to actually be strong in the game before they face the final boss.
  - **Final Area: “The Shadow King’s Castle”**, where the player needs to collect all 7 Enlightened Crystals to unlock the area and take revenge by challenging the Shadow King to try and defeat him.
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## Art Style:

Colorful pixel art with retro charm.

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## Sound Design:

- No, Just no.
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## Controls:

- **Keyboard:** Arrows to move, Space to jump, X to attack.
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## Progression:

- Collect Light Crystals to continue the story.
  - Find upgrades like Double Jump and Stronger Attack.
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## Team Roles:

- Designer: Creates the map and the areas.
  - Programmer: Programs the whole entirety of the game.
  - Artist: Draws the pixel models and assets.
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## Timeline:

- Month 1-3: Build the first game area.
- Month 4-6: Programming the functionalities of every object and UI.
- Month 7: Testing the game.