

# Forest Enígmata Design Document



## Project Concept

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### Player Control

You control a

Character

in this

Angled Top Down

game

where

WASD / Arrow Keys

makes the player

Move forward, backwards, left or right

2

### Basic Gameplay (1)

The goal of the game is to

*Reach the end with as high a score as possible - the things contributing to a high score will be: a lower time taken to reach the end, more tokens collected, (and riddles solved correctly) \**

\* Not part of the MVP

### Basic Gameplay (2)

During the game,

Tokens

appear

on

The paths

And the goal of these tokens is to

*Give you more points to increase your score for the end of the game.*

### Basic Gameplay (3)

During the game,

Cross-roads

appear

and the goal of these cross-roads is to

*Choose which of the roads to go down - one of them will be the 'faster' path, and one will be the 'slower' path.*

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### Sound & Effects

There will be sound effects

*When a player collects a token  
When the game begins and finishes  
(When a riddle is solved)  
(When a player crashes into an obstacle)\**

and particle effects

*When a player collects a token*

There will also be

*Animation and sound effects for running, (jumping)\* and (swimming)\* for the player character.*

\* Not part of the MVP

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## Gameplay Mechanics - CORE

As the game progresses,

*The pre-generated paths will become more winding and tough to progress.*

making it

*So that the player will have to ensure their navigation and dexterity is on the ball, so they do not lose anytime at the end of the game.*

## Gameplay Mechanics - NON MVP

As the game progresses,

*The characters at the crossroads will present you with riddles.*

making it

*So that if you solve the riddles, you will be told which is the 'correct' path - however, if you do not solve them correctly, it will be up to you to choose which path will take you down the right way.*

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## User Interface

The

Score

will

increase

whenever

*A token is collected, the right path is chosen or (a riddle is solved)*

At the start of the game, the title

**Forest Enígmata**

will appear

and the game will end when

*The player reaches the end of the course.*

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## Other Features

*Non MVP Features:*

- *The player will be able to run, jump and swim through roads, obstacles and lakes.*
- *There will be drawn busts and voice acting for the various characters along the way.*
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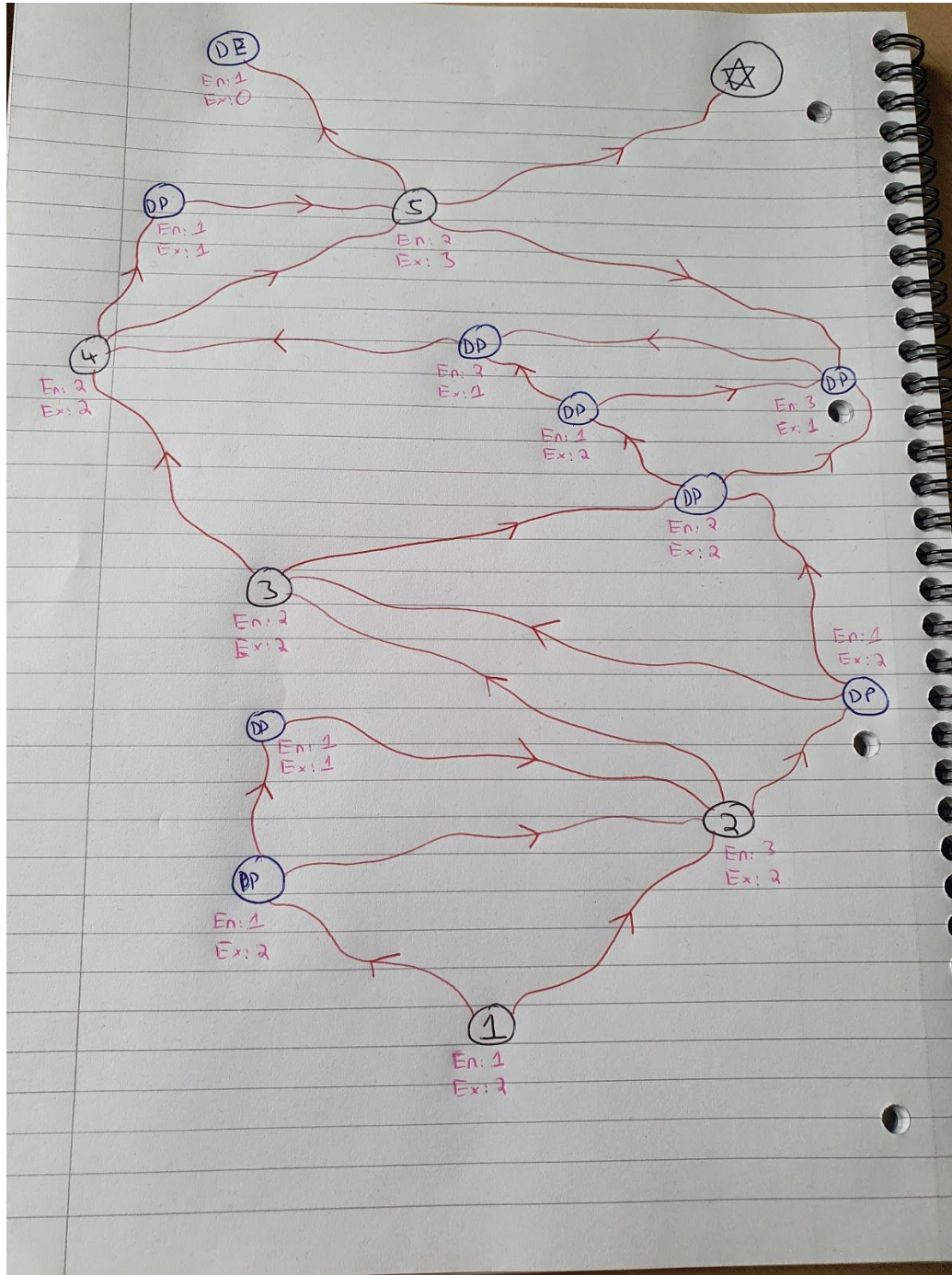


## Project Timeline

Milestone	Description	Due
#1	Allow the player to WASD control themselves down a path.	Friday 10/04
#2	Have the player collecting tokens.	Sunday 12/04
#3	Have some working sound effects and music for the game	Sunday 19/04
#4	Have a prototyped version of a player being able to choose which road to go down.	Friday 01/05
#5	Have a prototyped version of the user interface and score counter - using time and roads.	Sunday 03/05
#6	Update the assets of the game and have a proper forest, alongside a moving character (and potential NPC characters)*	Sunday 10/05
#6	Have a working prototype of the riddles system working.	Friday 22/05
Backlog	Features on backlog - not a part of the minimum viable product <ul style="list-style-type: none"><li>- Have the player character running, jumping and swimming.</li><li>- Have the NPC characters animated and voice acting by myself</li></ul>	mm/dd

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## Project Sketch



This is the world map for the forest. It will consist of a continuous road.

Each marker labelled 1-\* is the 'correct' path.

Each marker labelled 'DP' is a diversion point.

The goal is to get from 1-\* by not choosing any wrong paths.

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## Elevator Pitch

An adventurer (or a car if need be) is wandering through a forest and collecting various tokens which will be used as collectibles. Through the way, they run into various crossroads in which they will be presented with a way to choose a path (This will either be a clue, a riddle given by a character or something else, depending on my ability to create such.)

If they choose right, they will be sent down the correct path. If they get it wrong, they are sent down a more winding path. For example, it will technically be completable in 6 roads. However, they need to choose the right road everytime.

At the end of the game, the user is presented with a point system based on how quickly they completed the game, how many tokens they collected (and, potentially, how many riddles they got wrong.)