

Labyrinth of the Lost Realms

Game Design Document

Game Concept:

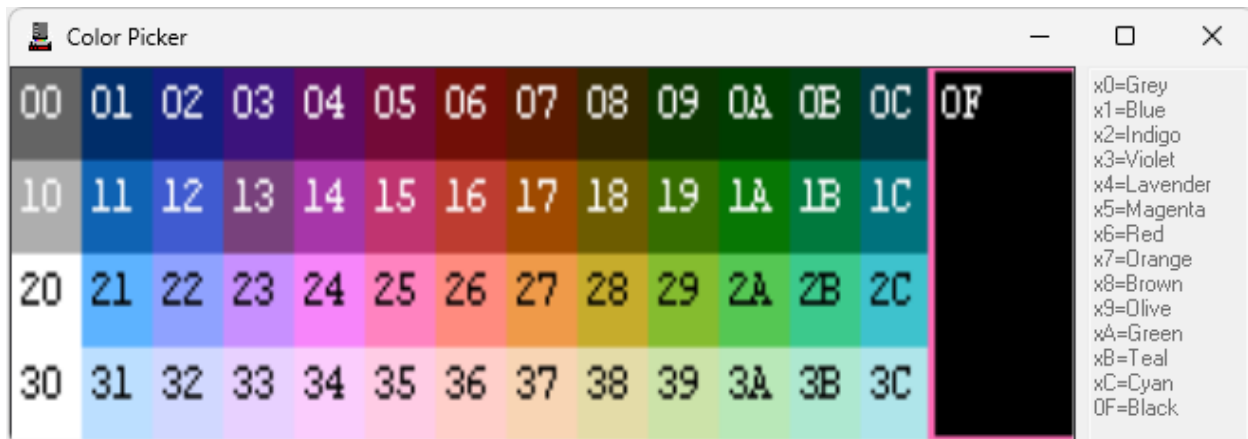
The main objective of the game is for the player to help guide James, who is a knight and the main character, through a series of houses to try and rescue the villagers that were captured. This has to be done while trying to avoid enemies and traps that have been set. There will be multiple levels, the beginning levels are easy so the player can get used to the game and the controls, whereas the later levels get harder to challenge the player. The game will be targeting retro enthusiasts and players that enjoy puzzle adventures.

Story/Level Progression:

James travels around and finds a village where the captured villagers are held. The first two levels have basic mazes where the player needs to collect all the coins in order to be able to advance to the other levels. The enemies that are found in the first two levels are stationary, this allows the player to be able to understand and get used to the mechanics and controls. Levels three and four are harder in order to challenge the player and give them something to sweat about. The win condition for each level is when the player collects all the loot and objects in each room. The lose condition is when the player loses all their lives.

Game World:

The game is set in an old dimly lit village. The only lighting comes from torches. There is soft but eerie music. The atmosphere is dark and suspenseful. The players should feel scared but excited with the enemies that can be found in each level, especially when the levels get harder as the player progresses through the game. The colour themes/pallets that will be used are dark colours such as dark red, black, grey and brown. The colors should help with setting the atmosphere for the player.



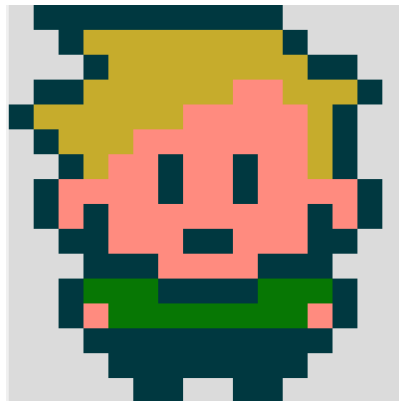
User Interface:

LIVES: 3 SCORE: LEVEL: 1

The user interface should be simple and provides the user with only the things that they need to play and complete each level. The Labyrinth of the Lost Realms is very simple so the player should not be bombarded with things that are useless to them and things that they will not need/use. The three main things that the players will need/use are the lives, score and what level they are on. The player will start with three lives, the score will be 0 and the level will depend on what level they are currently on.

Character:

- James: The Main
- Kidnappers
- Guards



Character

Modern Twist:

The modern twist is destructible environments. The player will have specific places that they can/need to destroy in order to complete the level. Things like easter eggs and hidden objects can be used to increase the immersion and enjoyment for the player.

Some possible technical limitations that could arise during the creation or the playtime of the game which is the game crashing because of the processing power or the memory constraints from the NESMaker.

References:

- How can we make a destructible tile that gets destroyed by a monster/weapon projectile? (n.d.). NESMaker Forums. Retrieved from <https://www.nesmakers.com/index.php?threads/how-can-we-make-a-destructible-tile-that-gets-destroyed-by-a-monster-weapon-projectile.8118/>