

# Level 1 + Basic Info

## Setting

## Location

### Grassland at the Edge of the Desert

Soft colored, less vibrant grassland



Stone outcroppings of grey peak out from the earth



These are less prominent closer to the edge of the desert, they grow bigger and more frequent the further away from the desert you go

Runes are sculpted into some of the larger, flatter, stones and are more prominent as the frequency of stones increases

Remnants of a past civilization, scattered throughout. Weapons and armor, skeletons, and building ruins scatter the area, but sparsely

### Deserts Edge

Small huts and tents hold a small nomadic tribe, making a semi-permanent camp after a long trek through the desert

Several tents, some bright colored rugs and a handful of humanoids

Grass is beginning to peak through the sand as it begins to transition to the grassland



No visible road at first, and no manmade structures, as far as the player can tell





## Buildings

There are some ruins scattering the area and tents at the 'hub'

If a building has a roof, it should be a separate screen or instance. If no roof is visible, such as for a ruin, it can be walked through like other terrain.

## Dungeon

After travelling far enough the player encounters a dungeon, we can focus on building the level as far as the entrance of said dungeon and go from there

The dungeon can be a simple entrance, perhaps like a cellar door crossed with a hobbit house

## Inhabitants

### Player Character

Main character of the story

Design pending

## NPC's

### Nomads

- Player characters tribe
- Maybe only half a dozen of them
- Simple clothing, silk khaki robes or brown leather armor
- Elder of the tribe
- Wears more exotic colors
- Older than the others but not bearded old hermit

## Creatures

Undecided, up to your discretion. We can bounce ideas off of each other and make unique desert or grassland creatures/mutants as we go

## Art Style

### Color



Endesga 32 Color Palette (EDG32), this is a standard palette from Aseprite but can also be downloaded at different resolutions or formats [HERE](#)

We can add colors of alternate saturation or hue as necessary per tile or sprite, but let's add the hex code to a shared doc so we know what we're all using, for consistency

Backgrounds and less important objects should be more de-saturated and washed out

We can reduce the saturation of the basic palette colors for floor/ground tiles and use standard palette colors for objects

Important items should be more colorful and prominent, like chests, items or creatures





Sprites should have a dark border

Refrain from using a solid black border, but instead use a darker version of the color being used and lighten based off of the light source

No border on the very bottom of the sprite where it touches the ground

- Bottom of feet
- Base of a chest
- Where a tree trunk meets the ground

A good, yet annoying, video example of what this looks like and how it is done can be found [HERE](#)

### Scale

Player character will be roughly 16-18px tall, creatures should be scaled around this size

<< CHARACTER IMAGE PENDING >>

This allows us to make bigger, more epic creatures and terrain elements with fewer pixels

Animations will be easier to create, speeding up the development process since we're all doing this for fun in our free time

### Theme

Post-apocalyptic fantasy of sorts, it takes place hundreds or thousands of years past the apocalypse event and the previous civilization wasn't *modern* but instead fantasy

There is old technology and machinery, though very few people know of it and it is mostly hidden in ruins and dungeons

Very few know of it and far less know how to use it as it requires a specific level of knowledge and magical ability to use

All tech was created for specific purposes by those who knew how to make it, rarely was it used to better the lives of the common folk

These people were viewed as higher beings and some simpler folk worshiped their power

Civilizations are sparse and very few humans/humanoids are alive or present

Monsters, animals and mutants are very common, making travel dangerous

Since there are very few people left alive, the player should be rewarded for exploration. There will be tons of stuff for the player to find laying around to be collected

### Extra Images

