

# Capeable

A video game design template by *Aeole Jasmine Federico Montero*



Version 1.0

Written by Aeole Jasmine Federico Montero  
1601160C

**Confidential**

7/6/18

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# Design History

- ◆ 10/5/18 (vo.01)
  - ◇ First draft of **Game Overview**
  - ◇ First draft of **Concept Art, Game Art** and research for **Style Guides**
  - ◇ First draft of **Gameplay and Mechanics**
  - ◇ First draft of **Interface**
- ◆ 15/5/18 (vo.02)
  - ◇ First draft of **Story, Setting and Character**
    - Created **Art** for cutscenes
  - ◇ Expanded on **Story, Setting and Character**
- ◆ 22/5/18 (vo.03)
  - ◇ First draft of **Game Art Bible**
  - ◇ Created and found **Game Art** for
    - **Interface**
    - **Characters**
    - **Levels**
- ◆ 23/5/18 (vo.04)
  - ◇ Completed **Section One: Game Overview**
- ◆ 25/5/18 (vo.05)
  - ◇ Completed **Section Two: Gameplay and Mechanics**
- ◆ 29/5/18(vo.06)
  - ◇ First draft of **Story and Narrative**
  - ◇ First draft of **Characters**
- ◆ 30/5/18 (vo.07)
  - ◇ First draft of **Levels**
  - ◇ First draft of **Interface**
- ◆ 1/6/18 (vo.08)
  - ◇ Completed **Section Three: Story, Setting and Characters**
  - ◇ Completed **Section Four: Levels**
- ◆ 5/6/18 (vo.09)
  - ◇ Completed **Section Five: Interface**
  - ◇ Completed **Section Six: Game Art**
  - ◇ Complied all **references**
- ◆ 6/6/18 (v1.00)
  - ◇ **Checked entire document for format errors**
  - ◇ **Finishing** updates of **Development History** and **Table of Contents**
  - ◇ **Ready** for submission

# Section One: Game Overview



# Game Concept

*“Once upon a time there was a little girl, who was loved by everyone who looked at her, but most of all her grandmother, who one day fashioned her **A LITTLE CAPE MADE OF RED VELVET**. It suited her so well and she wore it so often, that she became known around town as **LITTLE RED RIDING HOOD**.”*

The classic tale of Little Red Riding Hood tells the story of a young girl who walks through the woods to deliver food to her sickly grandmother. However, she strays off her path and gets tricked by a Big Bad Wolf into revealing her destination. The Wolf breaks into her grandmother's home, eats the poor old lady and lies in wait for the little girl with plans to devour her next. In the earliest known versions of the tale by Charles Perrault, the Wolf eats the young girl and we are left with the lesson to never talk to strangers, listen to your parents, and never stray from your path.

Some adaptations of the story, like the Grimm Brothers' version, give the little girl and her grandmother a happier ending, with a hunter coming across the cottage in the woods and killing the wolf by cutting open it's stomach and taking its pelt, freeing Little Red and her Grandmother.

In much darker adaptations, Little Red's tale has been rewritten to be more disturbing and twisted. One retelling by Neil Gaiman has the Wolf kill the old lady, tricks Little Red Riding Hood into eating her grandmother's flesh and drinking her blood, before making her undress and devouring her.

The tale has been through many retellings and adaptations, from tv shows, films, plays and even video games. Some have opted for darker interpretations, or modern retellings that have a more humorous and light-hearted undertone.



**CAPEABLE** is yet another take on the classic tale, but with a supernatural twist...

The game is set as an alternate sequel to the events of both the Neil Gaiman and Grimm Brother's version, with the titular character, Little Red Riding Hood (referred to as Red in-game) as the playable character. After being forced to perform traumatizing tasks and getting eaten by the Wolf, Little Red Riding Hood is saved by a local hunter who cuts her out of the Wolf's stomach. Much like Humpty Dumpty however, grandmother sadly cannot be put together again, but Red survives the ordeal, and in an attempt to comfort her, the hunter gifts her the Wolf's pelt.

Nothing of significance happens for the next few days, until the very first full moon since the Wolf's attack... When **RED** finds herself going through a rather... *hair-raising* transformation.



# Feature Set

## Interact with Friendly NPCs

The player must start dialogue trees with NPCs in the game to **find clues** on how to move on to the next part of the game. Some puzzles may be solved without needing hints from NPCs but certain quests or puzzles can only be solved by talking to an NPC. For example, an NPC may have an item needed to progress but the player must first do a favour for the NPC to get it.

## Explore and Discover new Areas

By solving puzzles and unlocking new areas, the player can move to new locations. The final location the player must get to is Almandine City, but along the way there will be areas the player has to traverse. Some places can be “locked” and puzzles or mini-games must be solved to unlock them.

## Collect, Combine and Use Inventory Items

The player can click on items in the environment they are in and certain items can be put into the player inventory. These items can be dragged to other items and may form new items, or be dragged back into the environment to be used. For example, a key picked up by the player can be dragged to a locked door to unlock it.

## Play and Win Minigames

Some sections of the game will require minigames rather than inventory puzzles. For example, a locked door may need to be unlocked not with a key, but by solving a sliding block puzzle.

## Make Ethical Choices

When interacting with NPCs or objects in the environment, the player is given choices of dialogue or actions. Ethical choices will be highlighted with different text colour to indicate that it is a choice that will **affect the player's ending**. Ethical choices can also be used to **solve puzzles faster**.

For example, an inventory puzzle may require the player to get a key. The key can be simply stolen from someone, but the player will be told that if they steal it, the person will be wrongly blamed for the crime. The player can then decide to go ahead and steal the key, or find another way to solve it, perhaps by playing a lockpicking minigame instead.



# Genre

## Adventure

The player assumes the role of the character **Red**. The story of the game is told through the game by the playable character **interacting** with the people in the game's world and **exploring** the setting. Speaking with the NPC characters help the player learn more about the world how to progress the game. There are also mini games with puzzle-solving aspects. The game focuses heavily on **progressing the storyline**.

## Point-and-click

The player interacts with people and items in the game's world using their **mouse cursor**. Clickable elements will have a different cursor shape to indicate that the player is able to interact with it. Several puzzles will involve **collecting items in the character's inventory** and figuring out when they will be used.

The items can be dragged together to create new items or dragged to elements in the game (for example, a key in the inventory to a locked door in the world) to progress the game. The player needs to **use clues provided by the game**, such as visual elements, item descriptions or NPC dialogue to figure out the solution.

## Puzzle

The puzzles within **CAPEABLE** are more in-line with the typical **inventory-puzzle** point-and-click adventure games have, however there also **mini-game puzzles** which they player has to solve to progress. Examples of this would be **moving objects** around to clear a path.

A big gameplay aspect of the game is that the playable character, Red is able to **transform** from a small little girl to a tall, strong werewolf form. The character is able to do certain things in one form that the other can't. The player must **figure out which form to use** at which point in time using clues from the game's visual scenes or dialogue from characters.

An example would be in one part of the game, where the way will be blocked by a overgrowth of strong, thick vines. As a little girl, Red will not be able to do anything, but if she transforms, she can cut through the vines easily with her sharp claws and teeth. There will also be **platformer puzzles** where the player must drag or push objects in the world for the player to pass through.



# Target Audience

**CAPEABLE** is a game that looks innocent at first glance but feature mature themes such as **graphic death scenes, violence, and blood**. Therefore, I suggest it should be marketed to **teenagers aged 13 and above**, who are aware of and can handle the mature graphic scenes the game will throw at the player.

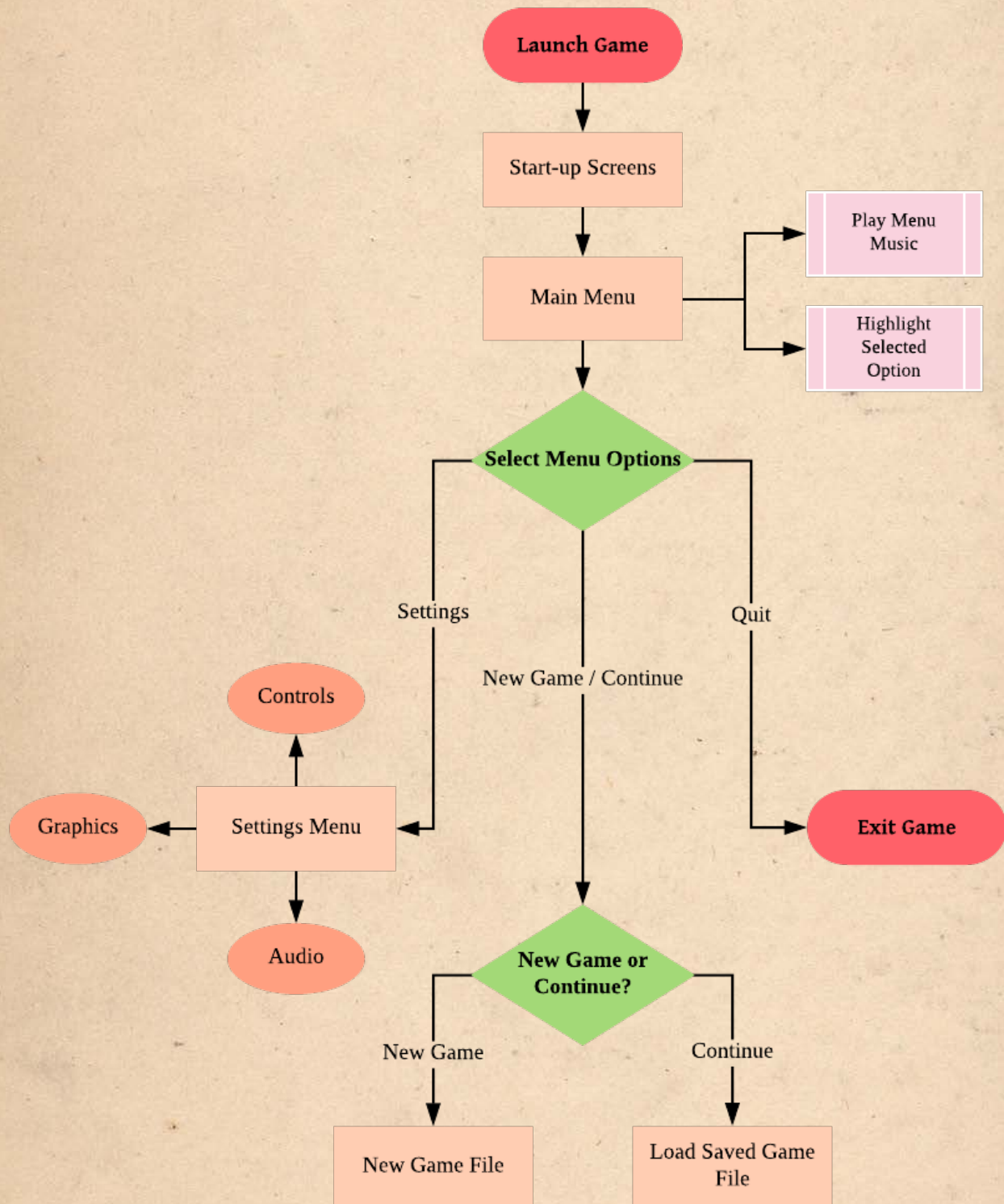
**CAPEABLE**'s art style is **pixel art**, for which there is a niche community of enthusiasts, so this game could garner their attention. There are also people who are deeply invested in the "**retro**" aesthetic of early video games such as the Atari, NES, Gameboy/Gameboy Advance era, this game could also be of interest to them.

There has also been a growing trend of existing classic literature/media being remade as "darker retellings" of the original. Examples of this are Disney's 2014 film **Maleficent**, Tim Burton's 2010 film **Alice in Wonderland**, the Broadway musical **Wicked**, which was based off a book retelling of **The Wonderful Wizard of Oz** by L. Frank Baum and Stephen Sondheim's **Into the Woods**, a musical that intertwines the plots of several fairy tales, but depicted with darker themes. Fans of such media may therefore be interested in **CAPEABLE** as it is also a darker, unique retold version of a classic story.

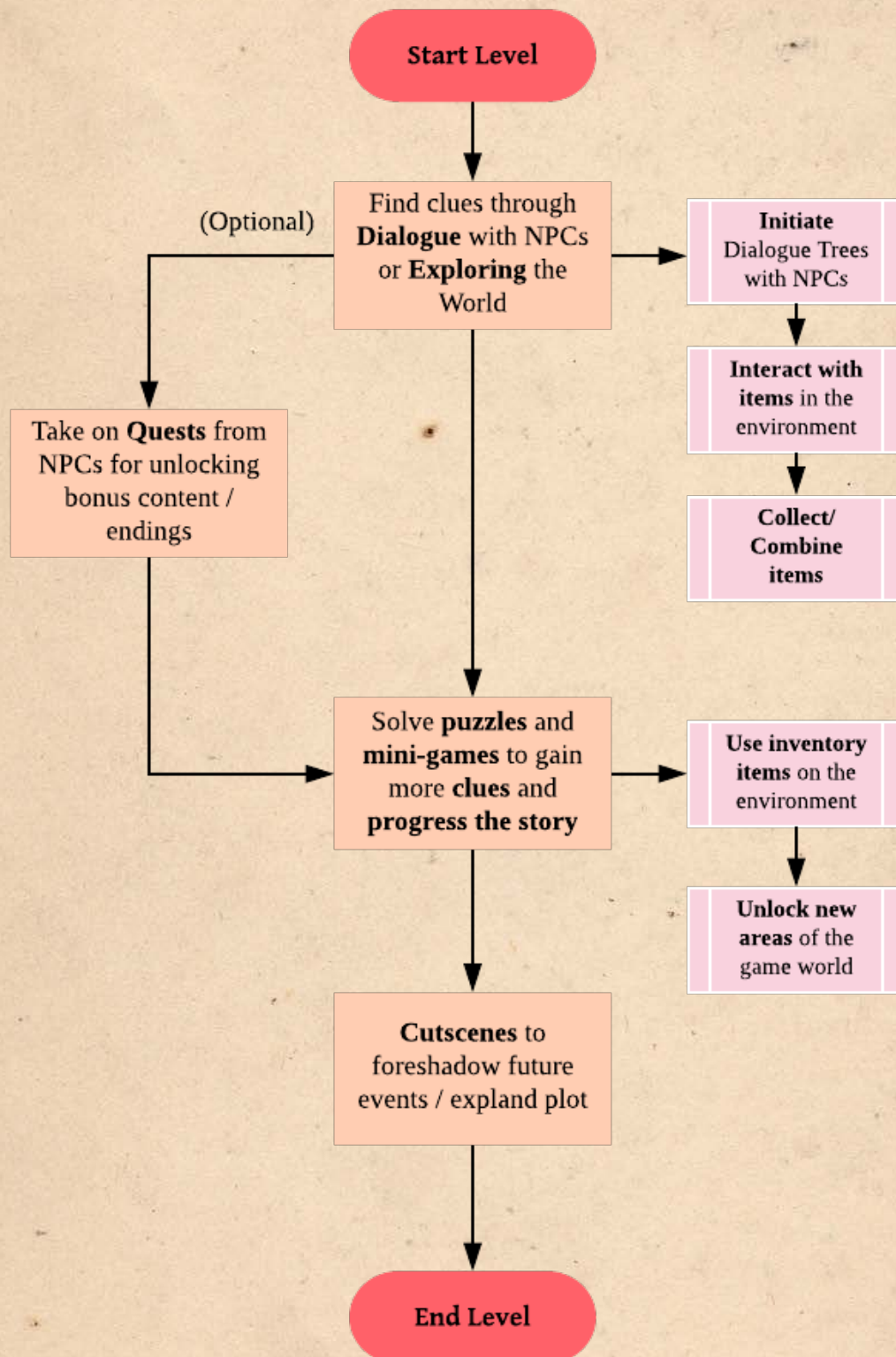


# Game Flow

## Flow 1: Framing Interface



## Flow 2: Basic Level / Story Flow





# Look and Feel

## Main Theme and Aesthetic

The main theme **CAPEABLE** wishes to convey is “**Retelling**”. It is based off the classic tale of **Little Red Riding Hood**. The game constantly makes references to this story as well as other similar old timey fairy tales such as Humpty Dumpty, Goldilocks and the Three Bears, Hansel and Gretel etc. With this theme in mind, the designs and visual aesthetics of the game are meant to look **vintage, old-timey, reminiscent of how storybooks** used to be written.

## Setting

**CAPEABLE** is based off a classic fairy tale, which usually happen in a “*once upon a time*” land, and usually involve **magic and mythical creatures**. Most fairy tales were written or popularized by the Grimm’s Brothers, who were German. Therefore, a lot of elements and themes have a distinctly **European atmosphere**. While Fairy Tale Land is not a real place, it’s culture and atmosphere is influenced by this setting.

## Time Period

Most fairy tales have kingdoms, kings and queens. **CAPEABLE** is no exception to this. The existence of kingdoms and royalty is historically found in **European medieval society**. **CAPEABLE** also involves magic and mythical/supernatural creatures, reminiscent of **Arthurian legend** and famous fairy tale media such as **the Wizard of Oz** and **Into The Woods**.

## Architecture

One of Medieval Europe’s main architecture are **castles, towers and manors** and **cottages** for poor folks. This can be seen in the game as Red, a villager of Maplewood lives in a simple cottage just like her neighbours, while the Wizard King in Almandine City lives in a castle made of magic gemstone.

## Art Style

The game will have a colourful **pixel art style with fluid animation**. Pixel art is often associated with being “retro” as many early game consoles such as Atari, NES and Gameboy used such graphics, and were only capable of such graphics. **CAPEABLE** takes this “retro” art style and **retells** it by adding **fluidity**. Those who are familiar with pixel art games will have certain expectations such as having choppy animation, simple blocky shapes but **CAPEABLE** has complex, detailed shapes to represent characters and extremely smooth animation, to further the point of “retelling” an already existing concept.



# Project Scope

## Locations

1. **Maplewood Village:** The peaceful village where Red lives in. The neighbours will do anything at all costs to keep the peace. No wolves allowed.
  - a. **Red's House:** Where the game starts, and the first most basic puzzle (tutorial) is set.
2. **Ulvenmane Woods:** The forest to the west of Maplewood, where hunters and villagers traverse through to make contact with other towns and buy resources.
  - a. **Wolf Territory:** Where the Big Bad Wolf lives, and where Red accidentally encounters him after straying off the path.
  - b. **Grandmother's House:** Red's grandmother lives here.
  - c. **Hunter's House:** The hunter who dedicated his life to keeping Maplewood safe from the Big Bad Wolf built a house in the Woods in order to keep an eye on the Wolf.
  - d. **Witch's House:** A mysterious house deep in the Woods.
3. **Night Valley:** A town whose residents cease to exist during the day, and comes back into existence by nightfall. This town doesn't seem to be registered under any map, nor are there any signs or roads that seem to direct outsiders to its location.
  - a. **NPC Houses:** Amenities and items in the town and houses seem to continue existing during the day.
4. **Almandine City:** The capital city of Fairytale Land. It is the most advanced society in the Land. It is well-known for the fact that all its architecture is built with a magical red gemstone.
  - a. **City Gates:** Guards protect the city from undesirable guests to visit the city.
  - b. **The Library:** Where magical users further their studies and practice magic. The cure of Red's lycanthropy may be found here...
  - c. **Wizard King's Palace:** Where the most powerful and knowledgeable Wizard in all of Fairytale Land rules over the residents.



### Levels (Chapters)

1. **Chapter One:** Into the Woods To Grandmother's House
2. **Chapter Two:** Escaping the Peaceful Village of Maplewood
3. **Chapter Three:** The Labyrinth of Ulvenmane Woods
4. **Chapter Four:** The Hidden Town of Night Valley
5. **Chapter Five:** One Short Day in the Almandine City

### Friendly NPCs

1. **Maplewood Villagers**
2. **Red's Grandmother**
3. **The Hunter** (*in Little Girl Form only*)
4. **The Ulvenmane Witch**
5. **Night Valley Residents**
6. **Almandine City Residents**
7. **The Wizard King** (Initially)

### Enemy NPCs

1. **The Big Bad Wolf**
2. **The Hunter** (*in Wolf Form only*)
3. **The Wizard King**

# Section Two: Gameplay and Mechanics



# Gameplay Mechanics

## 1. Transformation

Red is able to **toggle between** her **little girl form** and **wolf form** using this mechanic. Either by pressing a key to trigger the transformation, or clicking the character icon on the top left of the game screen, the player can **transform between forms**. Some NPCs will refuse to interact with you in werewolf form, and at worst, will be extremely hostile. Other than **closing or opening up dialogue opportunities**, this mechanic is also used in platformer puzzles where the player has to **move or interact with objects** in the environment.

## 2. Platformer puzzles

These are puzzles that will require the player to **use the keyboard**. They must move the character around and have them perform actions on elements in the game. this could involve **pushing** items by just walking against the object with the **arrow keys**, or **a combination of arrow key movements and point-and-clicking** (e.g. walking up to a lever using WASD and clicking on the lever to interact with it). These are the puzzles that will require the **Transformation Mechanic**.

## 3. Inventory puzzles

These are puzzles that require the player to **explore** the world, **collect** items, and figure out how to use them based on clues that will be given through in game descriptions, character dialogue or visual clues. For example, when talking, certain words in an NPCs dialogue will be highlighted to show it's important. These utilize the **mouse controls**. For example, the player may have a locked chest and a key in their inventory. They can **drag** the key to the chest to open it and they **obtain a new item** that helps the game progress. Another example would be the character can collect an item a certain NPC wants by **clicking** on it and must **drag that item to the NPC** to give it to them.

## 4. Mini Games

These are puzzles that may vary in controls and may utilize either the **mouse controls** or the **keyboard**. They are varied throughout the level but the player is always informed of the controls that are needed. For example, a mini game involving the keyboard could be a simple collecting game where you **move** the character around with the arrow keys and catch items by walking through them. A mini game that would involve mouse controls would be **dragging** the pieces of a torn map and attempting to put it back together.

## 5. Dialogue Choices

The player can **interact** with NPC and **initiate conversation trees** with them. The player is given a **choice** of what to reply and makes the subsequent choices until the conversation ends. These can affect certain aspects of the game and the information the player can obtain. For example, the player can be given the choice to ask about 3 different things to an NPC. e.g. "Ask about Item #1", "Ask about Character" or "Goodbye!". The first two will help you **get**



**information** while the third simply **ends the conversation**. Most conversation trees with NPCs will only be for gaining information to progress the game and may be only **flavour text** to enrich the game's lore.

However, in certain parts such as cutscenes, dialogue choices become more **significant** as being mean / evil or **selecting the more immoral choices** will affect the game's ending. For example, at a certain point in the game you could **choose to tell a lie** that will place an NPC in danger but will make it easier for you to solve a particular puzzle or **tell the truth** and spare the NPC's life but have to take on a more difficult puzzle in exchange. The main storyline is not affected and most of the progress will remain similar, but the **consequences of your dialogue choices can be reflected** in the ending you get.

## 6. Decision Making

The **decisions you make in the game will affect the ending** of Capeable. There are certain platform puzzles that may have **more than one solution** and you as the player have the **freedom to choose** which way to play the game. As already mentioned above, certain dialogue choices affect your ending. How you solve puzzles you encounter can also affect this. For example, there could be a **platformer puzzle** that requires you to **place an object in harm's way** so you can protect yourself.

You could solve the puzzle by tricking an innocent NPC into going first and you can progress to the next scene. Alternatively, you could solve **another puzzle** to get an inanimate object and use that as the bait instead. No matter which you choose, the main storyline will progress in the same way, but only the ending will show the consequences of the choice you made.

## 7. Morality

There will be several instances where Red is **given the freedom to pick the more ethically grey or downright evil choices** when solving inventory puzzles or dialogue choices. These will not greatly affect gameplay from start to finish, except for the ending. The more "good" or "bad" choices the player makes, **determines their ending**. There is a value that can be tracked by the player under Red's notebook that shows your "Evilness" scale. It will **increase in value the more "evil" choices you make**. It can also affect some NPC dialogue and make some of them refuse to talk to you if your evilness scale is high enough.

## 8. Notebook

Red is able to collect items and clues that help her discover more about her condition, as well as the world around her. All these clues collected will be recorded down automatically under Red's **notebook**. This is where Easter eggs collected are also recorded down. The notebook will also show **Red's evilness scale** and her **inventory**. The Notebook acts as **the in-game menu / pause menu** as well.



# Screen Flow

## Example Screens (During Gameplay)

Inside Witch's House - Finding an Item



Outside Witch's House



Inventory: Clicking the Notebook



Inventory: Inspecting Items in Inventory



# Screen Flow

**Main Menu Screen**



**Quit Screen**



**Settings Screen**



**New Game Screen**



**Continue Screen**



# Easter Eggs

## **Collection**

As the player explores the world, they can pick up and collect items and solve puzzles and minigames. They are *optional* in order to progress the story but does unlock special dialogue in certain parts of the game from NPCs and adds bonus cutscenes to endings that shed more light on the plot.

Hints for Easter eggs can be turned on and off in Settings. NPC dialogue also provide hints for Easter eggs. They are highlighted differently from game hints as they are not required to actually finishing the game.

# Section Three:

# Story, Setting and Characters



# Story and Narrative

## Summary

Your name is **RED**, a little girl known throughout the village of Maplewood by her signature *red velvet cape*. You have been inexplicably transformed into a werewolf after a traumatic incident involving the woods, your grandmother, a wolf and a hunter. While undoubtedly inconvenient to your daily village life, the transformation did gift you with superhuman speed, incredible strength, and heightened senses.

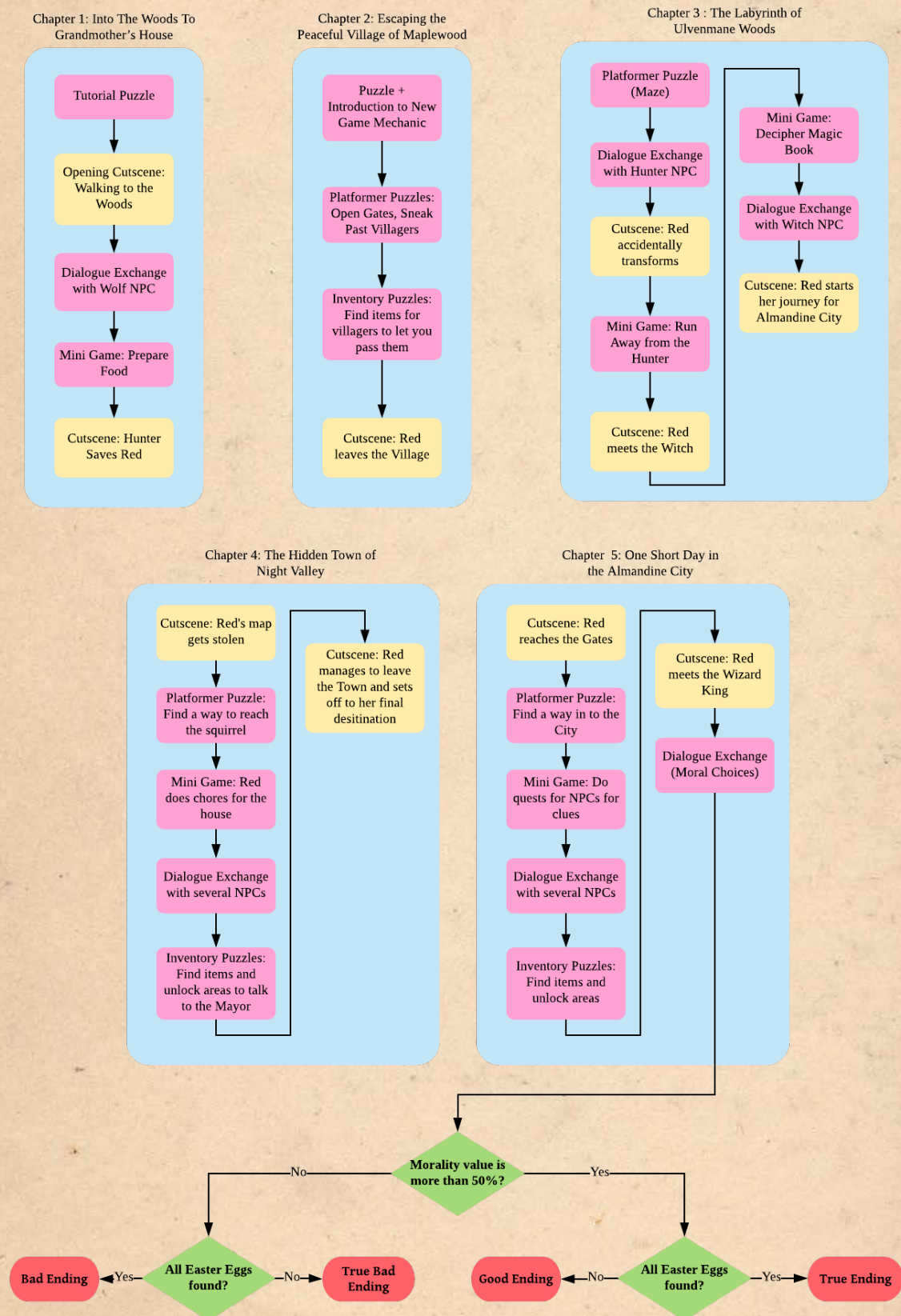
However, in light of your newfound abilities, (and claws) you quickly realize that the villagers will not take a wolf living among them too kindly. And so, you must make your way back into the woods where it all began, in the hopes of finding answers to how you were turned and perhaps even a cure for your condition.

But player beware, for not everyone trusts a wolf in sheep's clothing...

## Plot Elements

1. **Good and Bad Choices, and their Consequences :** Along the way of Red's adventure, she may have to make difficult choices that may put others at risk, but provide her with an advantage. Whether or not she chooses to make the more morally grey choices, her actions will have an effect in the future.
2. **Independence:** Red goes from a gullible young girl to having to fend for herself as everyone, even her kindest neighbours, turn against her after she gets turned into a Werewolf. With no one willing to help her, Red learns how to take care of herself and become independent.
3. **Learning from past mistakes:** Red turned into a Werewolf due to her gullibility. She believed everyone to be trustworthy. As she goes on her quest to cure herself, she learns to trust her instincts and not blindly follow whatever anyone tells her.

# Game Progression





# Chapters

## **Chapter One: Into the Woods To Grandmother's House (Tutorial)**

This is the first level of the game that acts as **the tutorial level** to give the player a sense of the basic controls and concepts. It also establishes the setting and background of the story. The opening scene is of the character Red preparing food that she is meant to deliver to her sickly grandmother living in the woods. The player is presented with **a simple puzzle** to solve, where Red is supposed to take her red cape, but it is sitting atop a high shelf where Red cannot reach. *The game dialogue hints that if Red was a little bit taller, she could snatch it up right away...*

The player solves this puzzle by picking up the step stool in the corner of Red's room, placing it in the inventory, and dragging it to the shelf. Red climbs up, grabs her red cape and dons it on. She makes her way out of the house as the Title Screen begins and we are treated to **a cutscene** of her making her way through the quaint and friendly Maplewood Village and towards the dark Ulvenmane Woods where grandmother lives.

As she passes through Maplewood, we are shown that Red has a garden teeming with wild flowers. One of these flowers is aconite, also known as Wolfsbane, foreshadowing the events to come in the story.

Once Red has entered the Woods, she encounters the Wolf for the first time. They have **a dialogue exchange** where Red unwittingly tells him of her destination. The player is given **dialogue choices** for Red but it all ends the same way and we see the Wolf go to grandmother's house first and eats Red's grandmother, before donning on grandma's clothes and getting into bed, lying in wait for Red.

When Red arrives, there is **a mini game** where she has to prepare the food for "Grandmother". Afterwards, **a cutscene** plays out where the Wolf attempts to attack her, but is saved by a hunter. This is when Red finds out her grandmother is dead, and in an attempt to comfort her, the hunter gives Red the wolf's pelt. The next scene shows us Red heading back to Maplewood, traumatized but alive.

She tosses her cape back up on the shelf, keeping the wolf pelt given to her by the hunter as she settles into sleep. The camera pans out and above, where it shows the crescent moon. There is a timelapse effect that shows the moon changing phases as it becomes a full moon. When it is a full moon, text appears that says: *Chapter Two.*



## Chapter Two: Escaping the Peaceful Village of Maplewood

This is the level where Red discovers that she has become a Werewolf, and find out that the flowers in her backyard are useful in curbing her transformation. The player is introduced to **a new game mechanic:**

**Transformation.** We are shown that when she keeps the flowers close to her, she can turn back into a human. If she keeps the flowers away, she turns back into a Wolf, as long as the Moon is out. Red will have a basket of the flowers and she will drop or pick it up with **a key command**. The player can decide which form Red takes using this mechanic. The player is given **a puzzle** similar to the one in the tutorial, but now to solve it, the player only has to reach up, as the transformation into a Wolf has made Red taller and stronger.

Red quickly determines that she cannot stay in Maplewood as long as she keeps having transformations she cannot control fully. She decides she must sneak out of the village and back to the hunter in the woods, in the hopes that he could help her. She must solve **a series of puzzles** as she makes her way to the gate that leads to the Woods. After successfully solving all puzzles, we are treated to a cutscene where Red walks towards the woods, as the text appears: *Chapter Three.*



## Chapter Three: The Labyrinth of Ulvenmane Woods

In this chapter, Red must **solve more puzzles** by helping out friendly woodland creatures and avoiding dangerous obstacles. Some of these puzzles involve **transformation**. Red learns more about the Wolf's origins through the friendly animals she can speak to. This chapter's level is made to be **maze-like**, and after solving the puzzles, Red finds the hunter's house. There is a small **dialogue exchange** as she attempts to approach him.

However, the confrontation with him does not go well as Red's flowers stop working effectively and she begins to transform. Scared, Red runs away and finds herself ending up in a Witch's house. There is **a mini game** where you must run away or "escape" from the hunter. At the Witch's house, a friendly witch fashions **a magical locket** for Red using her remaining flowers and magic that helps her transformation. There are more mini games where Red helps out in chores in the house in exchange for the Witch's kindness. While going through the Witch's spell books (this is also **a mini game** where Red has to decipher the text), Red finds a clue that may help her find a cure to her condition. However, in a short **dialogue exchange** the Witch tells her that the sort of magic Red is looking for is far too strong for an old lady to perform.

The Witch informs her that the most powerful Wizards and Witches all live in the *Almandine City*, a very magically advanced society in the west. Red decides she must leave the Woods and find a cure. We are shown **a cutscene** where the Witch and Red hug and exchange a farewell. The Witch provides Red with supplies, and a map to her destination. She tells Red to never stray from her path. As Red makes her way out of the Woods, text appears: *Chapter Four.*



#### Chapter Four: The Hidden Town of Night Valley

As Red makes her way through the Woods, a **cutscene** plays where a squirrel steals her map. Red must solve a **puzzle** that involves **transformation** to get it back, but doing so has made her stray off the path. She finds that she has ended up in an unmarked location on her map. It looks to be a small town, but there are no people around. She knocks on every door but everywhere is empty.

It is only the afternoon, but chasing the squirrel has made her tired and so she decides to sleep in one of the houses and eat some of their food. There is a **mini game** in which she is given the option to clean the house as a thank you / apology for using the stranger's house. When she wakes up later at night, however, she is greeted to the sight of three bewildered creatures watching her.

This is where she discovers that she had ended up in the town called Night Valley, where for mysterious reasons that no one in town seems to question, the inhabitants only exist at night. The town is very surreal and mysterious, and the people seem to be unaware of the strangeness of their town. Even Red's **transformations** doesn't seem to faze them as the surreal and strange seem to be the norm for them. Red talks with the people (who now exist) through several **dialogue exchanges**, and along the way she finds that the only person who knows the way out of the town (her map seems to have stopped working, how that happened is an utter mystery) is one of the town's residents who lives further away.

She must **solve puzzles and play mini games** in order to reach him, and once she does, she finds herself in the same spot she was in before the squirrel stole her map, unchanged, as if nothing had happened. She follows the map (which works now!) and tries to mark the Town so she could find it again, but as she sticks to the path in the map, it seems the Town has vanished from existence...

Deciding she would have no luck trying to place the Town on the Map, Red starts her journey towards finding a cure again, and we see her approaching a city... a city with a big castle made of red gemstone, and text appears:  
*Chapter Five.*



#### Chapter Five: One Short Day in the Almandine City (End)

Red finds herself at the Gates of the *Almandine City*. She has to solve a **puzzle** to get in (she is told that entry to the City is very exclusive) and once she solves it she can explore the city, for more exposition of the City's background and lore. She must play more **mini games and puzzles** to progress her story and discover a conspiracy about the City's leader, and find a cure for her transformations. As Red discovers more and more chilling **secrets**, she finds that she might have to sacrifice finding a cure for herself, or the lives of the residents of Almandine...

There will be a **dialogue exchange** at the climax of the story, and depending on the amount of **secrets** and the moral **decisions** you have made starting from Chapter One, you can get one of the three endings: The "**Bad** Ending", The "**Good** Ending" and the "**True** Ending".



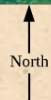
# Game World

## Area 1 / Level 1: Maplewood Village



Red's House - Inside

Red's House - Outside



Maplewood Village - Outside

Confidential

7/6/18



## Area 2 / Level 2: Ulvenmane Woods

Grandma's House - Inside



North



Ulvenmane Woods - Wolf Territory

East

Witch's House - Outside



Witch's House - Inside



# Characters



## Red

The protagonist of the story, known throughout her village for signature red velvet cape. At the beginning of the story, she is gullible, naïve and absentminded. However, after being turned into a werewolf, she is forced to become independent and fend for herself as she goes on her quest to find a cure.



## Red (Werewolf form)

During the full moon or when Red uses transformation, she can transform into a werewolf, with superhuman strength and heightened senses. Wolfsbane flowers curb the transformation.



## Grandmother

Red's old, sickly grandmother who lives in the Woods. Alone. (For some reason.) She unfortunately gets eaten by the Big Bad Wolf and doesn't live to tell the tale.



## The Big Bad Wolf

The villainous beast that resides in the Ulvenmane Woods. He tricks Red in a plot to eat her and her grandmother, however his plan is foiled when the village hunter rescues Red and kills the Wolf before he can hurt Red.



## The Hunter

Saves Red from the Wolf, who he has been hunting down for a long time. He gifts Red the Wolf's pelt in an attempt to comfort her.



## The Witch

A friendly witch who lives in the Woods. She is the one who helps Red become more independent by guiding her on her quest to finding a cure.

# Section Four: Levels



# Example Level

## Area 3 / Level 3: Ulvenmane Woods – Witch's House

### Synopsis

This is what a typical basic level in Capeable will be like. This is a simplified version of the level. This is the most basic route to finishing Level 3 of Capeable. Red explores the Witch's house and finds a clue that can help her find a cure for her lycanthropy. She decides to leave behind the Woods and become independent and make her journey alone.



### Walkthrough

>Player can move around the first floor of the Witch's house and pick up items and combine them



>Player discovers an unlockable area (the attic)





>Player solves inventory puzzle to find a way to unlock the attic



>Player discovers new area in Witch's House



>Player plays a mini-game that upon victory triggers the game to progress the story





>Dialogue exchanges between Witch and Red



>Cutscene when Red continues her journey



>Level completed, move on to next story





# Section Five: Interface



# Visual System

## 1. HUD (Hheads-up display)

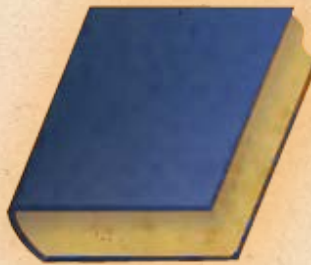
### Dialogue Boxes and Options / Choices / Actions Buttons

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Action A

Action B

### Pause / Inventory Menu Button



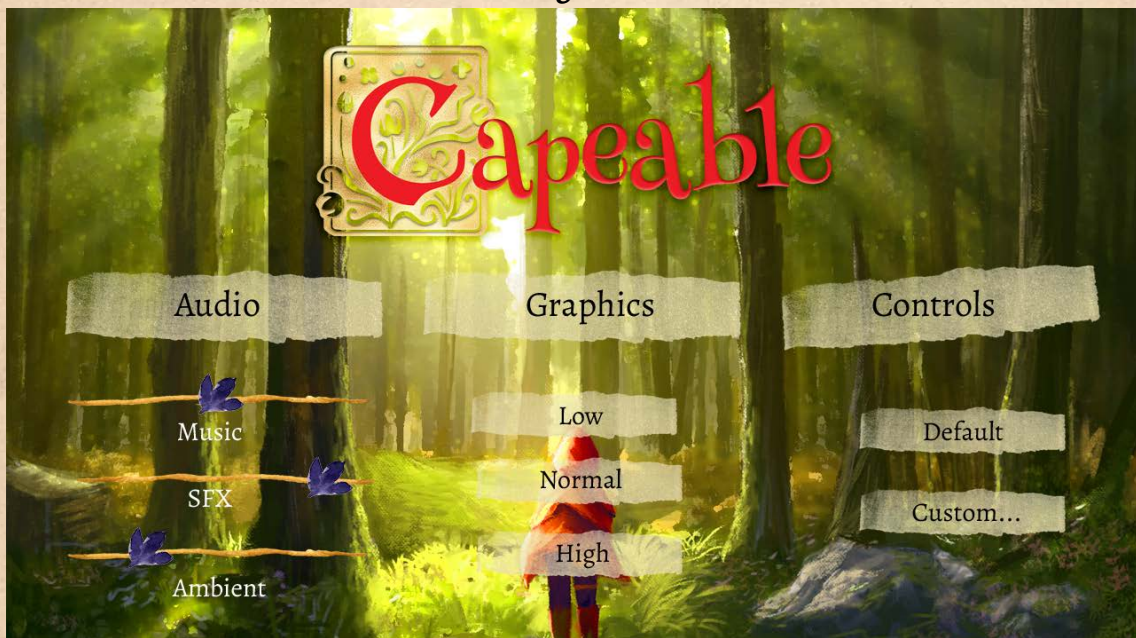


## 2. Menus

### Main Menu



### Settings Menu





**Pause Menu / Inventory Menu**



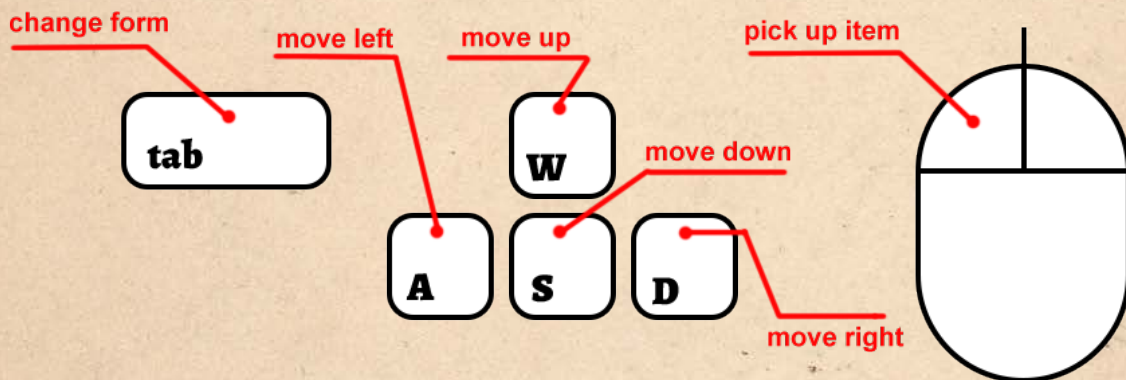


# Control System

The player can move the player character with the **WASD** or **arrow keys**. This is only for platformer puzzles that require moving objects in the world (e.g. boulders etc.) The player can also press **other keys** (the player can change which key to press for transformations but the default key is Q) to trigger transformations when needed.

The other main controls in the game is **clicking** on various elements of the game to interact. You can collect items by **clicking** them, and use them on game elements by **dragging and dropping** them. Clicking on NPCs **initiates dialogue** with them, and you **select** dialogue choices with the mouse too. Clicking on items in the game also **prompts descriptions** of that item to help you understand the game's story and make progress.

## Default Controls





# Section Six: Game Art



# Concept Art

Red Human and Wolf Form



Grandmother



The Big Bad Wolf





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