

The Garden of Lost Secrets

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Povestea jocului:

The main character of the is Freya Cloudyhill, the queen of the kingdom of elves, Stardust Valley. The heroine has to go through a challenge that she has never experienced before in her reign. The challenge and the mission is to recover the jewel of the kingdom that makes possible the existence of magic. The gem is called The Magic Stone and gives the possibility to elves endowed with the gift of Ilayda, The Mother of Elves and the first queen of Stardust Valley, to practice magic.

The place where the protagonist's adventure takes place is The Garden of Lost Secrets, a land full of mysteries and challenges that Freya must go through. Zelroth Nightshade, the antagonist, is the ruler who reigns in The Garden of Lost Secrets and the person who stole The Magic Stone because he wants to find a way to practice magic. If Zelroth manages to extract the magic from the gem and uses it to destroy everything in his path, the entire magical realm is lost and fated to doom.

Prezentare joc:

The game was designed to be played by a single person, in a single-person decision game being only one player. The Garden of Lost Secrets is similar to a maze in which the heroine must complete certain missions and defeat special monsters sent by the antagonist to make Freya's mission more difficult. If the queen manages to pass all the challenges successfully, then the final quest represents The Final Battle between Freya and Zelroth so that heroine recovers The Magic Stone and brings it back to Stardust Valley. The game ends once the jewel is recovered and brought back to the queen's kingdom.

Reguli joc:

The game involves completing missions (combat mission or side quest mission) so that the queen is not defeated by enemies. During the game Freya has to fight with some monsters and defeat them. By defeating the monsters, the heroine's level increases during the game, becoming stronger. The heroine can collect certain mythical

items during the game to make it easier for her to face challenges. The player is killed if she loses all the lifebar she has in the missions and fights. The game ends with the victory of the heroine if she manages to defeat Zelroth Nightshade and recover the magic stone. At the same time, it should be noted that in the game there is also the concept of mana which can be consumed. however there is a possibility for the heroine to restore her mana from a magic lake. An example of an impossible move would be for the character to walk through trees or certain elements of vegetation. Instead during the game there will be certain plants or trees that can be destroyed, these having a different texture compared to those that cannot be.

Personajele jocului:

1. **Freya Cloudyhill** is the protagonist of the game, being the queen of the kingdom of elves, Stardust Valley. She is a brave person and determined to restore balance to her land, bringing the magic gem back to the kingdom.



2. **The Wise Sorcerer** will help the queen with advice during her missions so that she can more easily understand how she can recover the stone. The sorcerer is a NPC who will only give advice to the heroine, not having an actual interaction on the map in the sense of being in a combat mode.



3. **Zelroth Nightshade**, the antagonist, is the ruler who reigns in The Garden of Lost Secrets and the person who stole The Magic Stone. He is an evil and wickedness person who wants to destroy the magical world of the game.

4. **Monsters** are subject to the antagonism and have the role of making the heroine's mission difficult and the purpose of killing her so that Freya doesn't recover The Magic Stone.

Tabla de joc:

Passive components:

1. **Footpath/dirt** - the character's place of travel
2. **Walls** - they make up the walls in certain rooms
3. **Floor** - placed in certain rooms
4. **Water** - both as a decorative element, as well as an element that constitutes the magical lake from which its character restores its magic
5. **Vegetation (trees, bushes,etc.)** - constitutes the vegetative environment of the forest

Active components:

1. **Enemies** - for making the protagonist's mission difficult
2. **Guides** - who gives advice to the hero
3. **Different items** - which either provides skills or helps the heroine to move to the next level

Game table structure (minimal elements, layout) and the way it is built:

Each tile will correspond to a certain value on the map in the game generation matrix. There will be principles of collision, as there will be certain tiles that can be walked on and certain tiles that the hero cannot make contact with.





(Examples of maps from The Legend of Zelda)

Mecanica jocului (1 pct)

1. Movement keys:

- W - up
- S - down
- A - left
- D - right
- F - fight
- E - picking objects
- Space - guarding

2. **Exploring the map:** exploring the game world to discover new places, secrets and hidden objects. In this game the concept we use is a Dungeon Crawl (in my case, my Dungeon Crawl is The Garden of Lost Secrets) which we must explore more and more in depth in order to discover it completely. The interaction of the character with the environment is detected, so the player will not try to pass through blocks that have restrictions (certain trees or walls).

3. **Collection and management of resources:** collecting different resources from the game environment (money, food, items, weapons, differs from game to game). In the case of the game, certain cards or books with spells

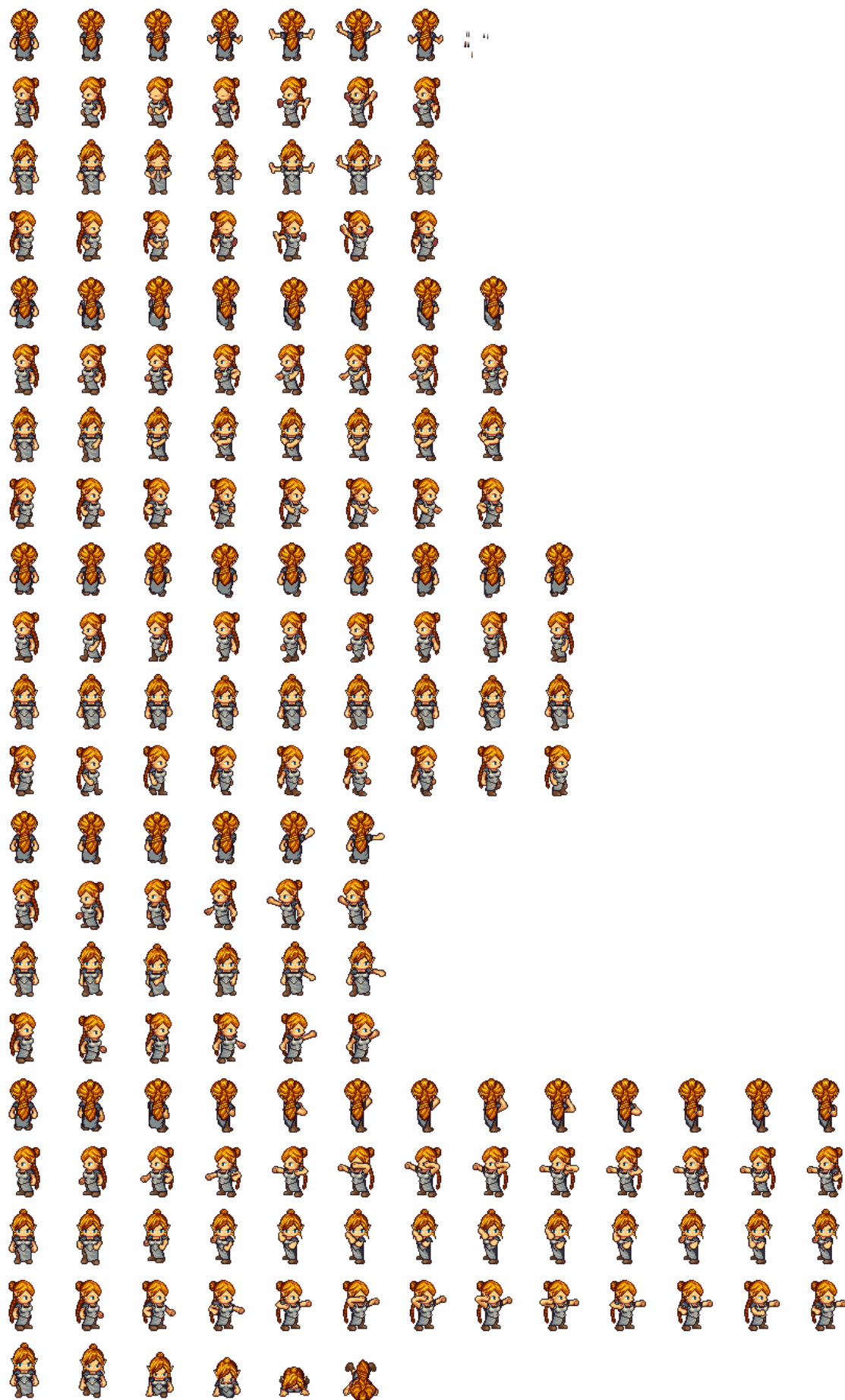
are collected to open certain parts of the forest, for example. At the same time, different items are placed on the map that either increase the fighting skills, attack damage or the speed of the character, which will be collected in an inventory.

4. **The combat system:** is a common mechanic in action games or RPG games, in which the hero engages in battles with enemies. Mechanics can vary from physical and magical attacks to unique abilities and combos for each character or class. In the case of this game, it refers to the fact that the character fights with different enemies in the magical forest to progress. The heroine can basically deal damage with a scepter. If the heroine is touched by the enemy, he will lose a certain number of lives/hearts from the life bar, and if she is left without any life/hearts, she will die.
5. **Character progression system:** character development by collecting experience or skill points and by unlocking new skills. The player must gain experience and improve his character to face challenges and gain additional advantages. In the case of my game, there are different puzzles that are necessary to unlock some character development items, but also puzzles necessary to unlock the passage to the next levels.
6. **Puzzles:** Solving puzzles and riddles to advance through the next levels or unlock new abilities. In the case of my game, there are different puzzles that are necessary to unlock some character growth items, but also puzzles necessary to unlock the passage through the forest

Thus, by solving puzzles, defeating enemies, collecting different items and progressing through different levels, the player can reach the final level and retrieve the magic stone, winning the game.

Game sprite - still in the process of realizing all the visions of the character, because I create the spirits by myself

1. Main character - the queen Freya Cloudyhill



2. The Wise Sorcerer



Descriere fiecare nivel (minim 2 niveluri)

To recover the magic stone, the main way to progress is through the levels. These are different from each other, presenting a different degree of difficulty compared to each other, but also a difference in the logic of designing.

1. First level: Entering The Garden of Lost Secrets

This level is a tutorial one, with the aim of getting the player used to the mechanics of the game and the style of its progression. It presents a relatively easy puzzle(collection of magical books and cards along the map) and an enemy that will have to be defeated to go deeper into the forest.

2. Second level: The beginning of the forest

The protagonist meets the wise sorcerer who gives her some advice on how to get through this adventure more easily. At the same time, there will be a fight with an enemy at these level

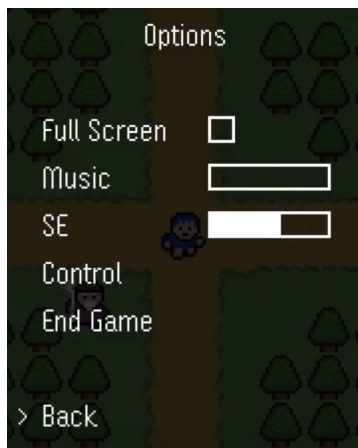
(There will be other possible levels up to the final level, depending on how the project progresses)

N. Last level: The final battle

After solving the puzzles throughout the levels, after collecting the different themes and defeating the enemies, the time has come for the heroine to defeat the antagonist in order to recover the magic stone

Descriere meniuri

Menu for options and its utilities accessed either by mouse or arrows:



Menu for character status :



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