**Find the Turtle**

Concept:

Your turtle wanders off and you must find him. Gameplay is open world top down two-dimensional. The map will be one big open area with different regions, locations and other points of interest. There will also be creatures to fight and NPCs to interact with. The turtle will choose a random path between the various regions and places of interest. They will be labeled as beginning, middle, or end, so that the path increases in intensity as the story goes on. Various NPCs along the path will tell where the turtle came from and went to with respect to where they are. Some NPCs will require special items, dialog, or other side quests in order to yield information. In order to move between some areas there may be mini games.