Adventures of an Adventurer

A 2DAction RPG created with Unity

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# 1. Introduction

In Adventures of an Adventurer one experiences the story of a guy who undergoes adventures which he tells his children. The player will play some sequences of the life of the Adventurer. One of the key elements of the game is the funny story and unique way in which it is told. Despite the fact that the game is built in a 2D-sidescrolling environment, there is not one fixed way one has to go. One can move around freely in the environment. If the player does not want to follow the main quest there are also side quests (s)he can make to get experience points, gold, awesome weapons or improvements for their current weapon.

# 2. Purpose

This project is intended to entertain the customer. This happens not only with gameplay elements, but also with the story of the game.

The game will be realised in a 2D-sidescrolling environment where the player has to fight against enemies. The game has a levelling system in which the player gains experience by defeating enemies, bosses, completing quests, finding Easter Eggs, etc... We will also add some achievements (for example: if the player crafts his first item or if a boss is defeated, he/she will receive an achievement).

# 3. Initial Situation

The RPG-2D-Sidescrolling-Genre (RPG = Role Play Game) is not used so often, however there are some games which use the same mechanics such as “Dust: An Elysian Tail” which is more in a comic style than a pixel style like “Adventures of an Adventurer”. It is also more fast-paced than our game. “Dust” also allows the player to make “hit-combos”. This means for example, while the enemy is in the air one can get more points or experience points. The story of “Dust” is not intended to be humorous like ours. In “Dust” the player cannot change his weapon, which means only one sword can be used. Another example of the 2D-Sidescrolling-Genre would be “MapleStory”. However this Game is more designed to be a MMORPG(= Massive Multiplayer Online Role Play Game) instead of a Singleplayer-Game like ours. Another thing about “MapleStory” that is different from our game is the fact that there is not really a main story the player can follow. The main focus of “MapleStory” is for the player to complete quests and slay monsters, so he/she gets experience points. These points are later on used to level the character of the player. Which means that the game never ends. “MapleStory” is also designed in an Anime style which appears rather cute to us. The last example we want to describe is “Rogue Legacy”. Out of the three games we wanted to refer to this one as the closest to our game. Rogue Legacy is built similar to a Rogue-Like, which would mean that the player has only one life and if he dies he has to start a new game. However, in “Rogue Legacy”, if the player dies he does not lose all of his items and experience points from the current character, but loses all of his progress he made in the stages. After that it starts from the beginning of the dungeon with one of three heroes to select. Another interesting point of „Rogue Legacy” would be that the levels and even the 3 characters from which one can choose at the beginning or after the player dies, are generated randomly. The art style of “Rogue Legacy” is also the most similar one to our game because it uses a pixel style with sprites.

# 4. General Conditions and Constraints

We use Unity 5 (Personal Edition). The game should run on every standard PC (no Hi-End PC and on every common system), which includes PC, MacOS and Linux systems.

The programming language we are using for this is C-Sharp (C#), the game engine we work with is Unity, like mentioned above. We are using the Personal Edition of Unity which is the free Version of Unity. If one earns less than 100.000$ per year they are free to publish their game. Our goals are to enhance our abilities concerning C# and to create the best possible outcome with a developer which we have not used before in regular lessons.

The story as well as the game itself should be able to have two different languages for a choice (available for switching in menu): English and German.

These days English is an essential language for communication, and since we want to upload our game to one of the gaming platforms (e.g. Steam) so it is available for people all around the world, this language is really important so the players can understand what is happening.

# 5. Project Objectives and System Concepts

* One will be able to move freely in a 2D-Sidescroll Environment
* One will be able to fight against enemies and gain XP to level up.
* One will be able to use Magic and special Skills which the player finds or gains by levelling up.
* One will be able to get Main and Side Quests.

## Introduction to our Game:

“Adventures of an Adventurer” is a game in which one plays the story of an Adventurer who has become old. Because the Adventurer has become very senile the gameplay can be interrupted by random events which the Adventurer weaves together. For example raining ducks. This weird elements of the story will often be questioned by the grandchildren which the Adventurer tells the story to. These questions can sometimes also transform the world within the game. The Story is set in a fantasy middle-age scenario. To explain the word “fantasy middle-age scenario”: For example, when the player dies the children ask him how he can be sitting right in front to them. So the Adventurer says he was revived by a magician. Back in this era, magicians did not exist the way we know them nowadays. Yet a lot of magical creatures from tales that were created in this timeline will appear (e.g. dragons), so it is kind of a mix between fantasy and classical adventure.

The gameplay of the game is like a Side-Scroller where the player has to fight against monsters and has to complete quests. There will be main- and side quests. The side quests will also sometimes have effects on the environment or will make the main quest easier. For example one will find a better upgrade for one’s weapon or will open a path which is easier to pass. We also want to implement a Teleport-/Fast-Travel system so that the player can travel across the country much easier.

At the beginning one can choose between at least three different character classes which will be a noble knight, a mysterious wizard or a sly thief. Each class only can use specific Items for example: the wizard can only use magic staffs and no heavy two-handed swords. Each class has its own way to achieve a quest. For example: If one has to steal something the thief sneaks in and steals it in a sneaky way. Whereas the knight brutally knocks the guards over and rushes into the room where the item is stored.

We also want to implement a skill-system, with different skills for each class. There will also be an opportunity to upgrade weapons with some items so that the simplest dagger can be the mightiest weapon.

Furthermore, the player will be able to summon some boss enemies (s)he has defeated with items they can craft. To some extend they can also be used against the new bosses that appear during the game. The bosses will also drop items which one can use to improve the character or weapons. Some boss items will also grant a special advantage, e.g. one can breed a dragon with a dragon egg that a dragon boss drops

## 5.2 Story

To give a brief overview, the game will have 10 levels without counting the first introductory level (“Level 0: Tutorial”). To convey a basic idea of the game the plots of the first few levels are listed down below. The levels 3-10 are only given as a sketch or are not defined yet.

### 5.2.1 Level 0: Tutorial

The Adventurer is sitting with his grandchildren in a wooden house in the forest. He is already an old man and is telling the kids a story about his previous adventures. Suddenly the fire is starting to extinguish. So the Adventurer decides to go out and get some wood from the shelter where he stores the firewood. When he arrives there he notices that there is no firewood so he grabs an axe and goes to the woods. After he travelled for a while he forgot why he went to the woods. Then he remembers that he wanted to defeat the evil witch “the humpy Gertrüd” (in German “bücklige Gertrüd”. The player will learn later why the Adventurer hates her so much). After a little tutorial which introduces the player to the game he arrives at a tree on which a witch is painted on and he thinks that this is Gertrüd, so he defeats her. (She isn’t attacking him, but the squirrels on the tree do because they didn’t like that he is hitting the tree, but the Adventurer in his senility thinks that Gertrüd is attacking him).

Since old legends say that a witch cannot be killed without fire, the Adventurer returns with the “corpse” of the witch, which is after all just wood, to burn it. When he arrives at the house he thinks that the corpse of the witch is too disturbing for the kids so he uses magic to let the corpse of the witch look like “firewood”. He actually has not done anything, but due to his lack of sight he thinks he used magical powers. After that he goes inside and uses the wood to incinerate the fireplace again. After he had done that he tells the kids the story of what just happened but overdramatizes it a lot.

### 5.2.2. Level 1: The Beginning

After the adventurer tells the children about his latest adventure (aka the one that happened in Level 0) he asks the children if he ever told them the story about his first quest. So he starts to tell the tale. He tells the children that he was raised in a village. The scene fades to the adventurer (age: 17) while he is walking down a path. The adventurer says to himself: „Today is the day where my adventure starts.” While the adventurer is lost in his thoughts, imagining his prospective adventures an old lady asks him if he can help her carrying her two bags. Paralyzed from his sudden awake from the world of dreams he agrees and walks with her to a house in the forest. After he enters her house, the lady says to him: „Thank you that you helped me with my… umm… groceries! I want to invite you to a cup of tea, see it as a thanks for your help.-” The lady points at a table and chair and tells the adventurer to sit down there. After the adventurer set down on the chair he sees a broom in the corner of the room. So he asks the old lady if she is a witch. Thereon she replies: “I see… the first time I saw you, I already thought that you looked very smart (scene shifts to the adventurer while he is picking in his nose)… (The lady stops for a second). I mean… of course not silly! Why don’t you drink your tea (lady gives him his cup of tea) my boy. I have to go outside bring the groceries in… the… umm… grocery shelter yeah… the grocery shelter.” Then the lady walks out of the cabin and the adventurer is a little bit sceptic because of the broom, so he switches the two tea cups. Shortly after that the witch comes back in and sits down as well.

They start talking and the player learns a little bit about the adventurer, such as about his past and childhood. Then the adventurer drinks the tea and the lady starts to laughs and says:” Ha, now that you drank the tea you will turn into a pig!” “But, I have switched the two cups so you drank the serum”, replies the adventurer. “Oh no, I am allergic to pigs! On second thought it was not such a good plan after all! Well, I just had one pig potion left.” Then the lady turns into a pig and the hero can search her house for useful items. If he does so the player will find a pig saddle which he can use on the witch to use her as mount.

### 5.2.3. Level 2: The adventurer arrives at the town

At the entrance of the town the player will be greeted by guards which tell him the rules of the town and how he can find work.

There are different ways on how to find work but all of them usually show up on a black board in the town. This black board includes quests such as helping rogues to steal certain items or helping out peasants at a farm. One day two quests will show up, and those are the “Behindi Kindi” (engl; Dully Cully) or “Taubi Haubi” (engl; Deafy Griefy) quests. Here the player will help either way Dully or Deafy to become the new king. After a time the player has to choose one of those two quests, or else (s)he will not advance to the next level. Of course the player can choose when to accept one of them, so before they can complete other quests that will pop up as well for levelling up the Adventurers skills.

### Level 3

In the third level of the game, the adventurer will receive help from either Dully Cully or Deafy Greafy to slay a dragon. And steal something that belongs to the king, so that either Dully or Deafy can become the new king. This plan does not succeed at all and they have to think of a new one.

### Level 4

In Level 4 Dully want’s the Adventurer to steal an ancient artefact from a long forgotten temple. This temple seems to be really modern with computers, wires and such items, but yet they look all very ancient and willow. The artefact Dully wants is a wind artefact, which can be used to blow stuff away. The idea of Dully is to blow the king away.

Deafy on the other side has a completely different plan, he wants to let the adventurer steal a big cue tip which can be used as a weapon to bring down the king.

## Bosses

### Bavarian Boss:

**Quest:** The defeating of the boss will be part of the Deafy Griefy Route. The Bavarian Boss, which is called “Kunibert”, has stolen the favourite lederhosen of Deafy Griefy and uses them as a thimble because they have the magical property to be indestructible.

**Appearance:** A giant plump blonde Bavarian with a typical Bavarian look who is sitting on a stone playing the accordion.

**Attack/Movement:** When they approach the boss, the player hear a typical Bavarian instrumental music which he is playing on the accordion. When the player moves too close to him he either blows the player away with his instrument or he strikes on the ground with the accordion and the player is stunned for a short period. To hurt the player, he plays music notes which can be dodged.

**Items to obtain:** When the player defeats the boss he of course drops some gold and the lederhosen of Deafy Griefy. When the player wants to return them to Deafy Griefy he tells the player that he can keep the lederhosen because he found some that are way trendier. The lederhosen have the ability to protect the player from a specific witch spell.

### Mike Maxon

**Quest:** One can buy a microphone from a merchant (only buyable if one helped Dully Cully becoming the king), which unlocks the entrance to a cave (the player has to speak a code word in the microphone in front of the cave, which is told to the player by one of the people in the town (may be changed)). The cave is a little dungeon. Throughout the cave the player sometimes hears a “He-He” or “Ouh” (like Michael Jackson). When this occurs for the first time the Adventurer says “Oh my god! What was that?” After the player has reached the end of the dungeon, he finds a stage with a microphone stand. One now has the option to insert the microphone into the microphone stand. If he does so another “He-He” sound happens and a zombie Mike appears. After Mike is defeated, Dully Cully appears with some workers and says: „We’ll take that” and they take the stage with them to Dully Cully’s Castle.

**Apperance:** (Mike Maxon reminds the adventurer of someone, but he cannot recall who exactly) Mike Maxon looks like a zombie version of Michael Jackson with a grey suit and fedora.

**Attack/Movement:** One way Mike Maxon is attacking, is by throwing his hat like a boomerang to the player. He can also flip his fedora on the head of the player which then deals damage as long as it is on the player. He moves around on the stage in a dancing way (Moonwalk, spinning, jumping and so on). He also attacks the player by spinning like a whirlwind or kicking with his feet. Maxon can summon some co-dancers which also attack with kicks and dance to the player to attack him.

**Items to obtain:** The item which is obtained is mainly the stage for Dully Cully’s castle and the player gets some gold from Dully Cully because he has defeated Mike Maxon. Upon that the Adventurer also gets the fedora of Mike Maxon or the jacket (can be summoned again in the same dungeon by the microphone, but the microphone stand has to be crafted first). The fedora can be used as a weapon or as clothing. When the adventurer has acquired the full set (hat and jacket) he gets a set bonus.

### Golly the planet boxer (Golly the man who punches worlds)

**Quest:** The Quest is triggered because the janitor of the king’s castle dropped a fork in the airshaft where Golly lives. Golly is sealed in the air vents so fresh air cannot reach him, since his powers grow stronger when he breathes the fresh air in. With the fork, which he uses as a lock pick, Golly can escape. The Adventurer tries to seal him again, but the goofy janitor has lost the keys to the air vent, so Golly cannot be sealed again and escapes. After the janitor has told the adventurer the backstory of Golly the player has to track down the boxer and defeat him. On the search for Golly the adventurer meets the “Ooklydargy” which are anthropomorphic mantis-like creatures from the continent of “DholVis”. They dress like Mayan priests. Golly has stolen the cursed punching gloves from a grave in “DholVis”. The “Ooklydargy” want to secure the boxing gloves from Golly, because he is already corrupted by the curse of those gloves. They give the Adventurer a magic artefact (old bellows), which blows bad air since it is the only way to defeat Golly. After defeating Golly the “Ooklydargy” thank the Adventurer and sail back to their continent.

**Backstory:** (is told by the janitor) Golly was a boxer who has never won a boxing tournament. One day he discovers an ancient legend about two boxing gloves which are so strong that the user can punch worlds. But they are cursed, the user will get corrupted by its evil power so one has to take actions to avoid the curse. However, Golly was too lazy to take these actions. The only reason why he never won a boxing tournament was because he was too lazy to train.

**Appearance:** Golly is a pale thin creature with only one or two hairs on his head. He always moves around crouched. Golly wears a torn loincloth and two boxing gloves.

**Attack/Movement:** Golly has hidden himself away in an empty cave where he has built a training area and a boxing ring. When the player encounters Golly he trains with a punching bag which he will, when he sees the player, throw at him. The adventurer has to avoid it and the fight starts. Golly attacks the player by throwing weights at him and punching him with the boxing gloves. When golly stamps on the ground the adventurer gets thrown in the air. To defeat Golly the Adventurer has to use his bellows to blow bad air to Golly which will make him vulnerable.

**Items to obtain:** Besides gold the player also obtains the left or right boxing glove if Golly is defeated. (Golly can be summoned and defeated again.) The left boxing glove is stronger but has a bigger cooldown on its special attack and the right one is not so strong but has a smaller cooldown. Before the adventurer can use the gloves he has to make a ritual to clean the gloves from the curse. If one has acquired both of them he can combine them and get a glove set which has the best of both of them.

### Frestellini-Jinni

**Quest:** The Quest is obtained, after going into the perky gherkins (zu Deutsch: Das flotte Gürkchen). When one talks to the inn keeper he tells him that lately people were going missing. The job of the Adventurer is now to solve that mystery. After the Adventurer has talked to the locals and searched some houses he finds out that a jinn is the one who has done all the damage. He also finds out where the grave of the jinn is located. So the adventurer sets off to find it. When the Adventurer has arrived in the treasure chamber where the jinn is located he finds an ancient piggy bank. When the Adventurer gets closer to the ancient relict, Frestellini-Jinni gets out of the piggy bank. He first appears with a party hat on his head. After the adventurer notices it Frestellini throws the hat away. He then tells the adventurer he has three free wishes. The Adventurer says:” Three free wishes, oh my god, I only wish I knew what to wish for!” “OK, that was your first wish.”, says Frestellini-Jinni. “Oh no! I wish I didn’t say that”, says the Adventurer. “Second wish done! You know, you’re making this really easy for me, luckily you don’t know that you will disappear after the third wish. Whoopsy looks like I have spoiled my evil master plan! Well then I can tell you my plan anyway.” The evil plan of Frestellini-Jinni is: Everyone who has awoken him and had their 3 wishes will be banished with him in his piggy bank to party with him because he is so lonely.

**Appearance:** The appearance of the piggy bank looks really old with ornaments. Frestellini-Jinni himself is a purple muscular Jinn, with a turban. He also has a large lightning beard. He looks friendly despite anything he does.

**Attack/Movement:** Frestellini-Jinni attacks mainly with spells and his fists. One of his attacks is that he lets a giant hand appear above the player which the Djinn controls. With this hand he wants to smash the player. Another one of his spells is a fire breath which will be fired to where the player stands. Another attack of the Djinn is that he hits the ground with his hands and let’s columns of fire appear which move towards the player (who has to jump over them). The djinn can be attacked when he has casted some spells because he has to regenerate mana. However, Frestellini-Jinni still defends himself with his fists while he is regenerating Mana.

**Items to obtain:** When Frestellini-Jinni is defeated, the adventurer rescues the people who are trapped in the piggy bank. Among some gold and experience, the adventurer also receives a magic book which grants him new spells.

### Some Random Ideas:

* [GAME MECHANIC]Storage building where the Adventurer can store his materials and items.
* [GAME MECHANIC]Simple brewing system where one can brew potions. These potions are brewed by combining 3 ingredients with different properties (or same properties for a stronger effect). These potions can only be brewed in the shop of the mighty “magicicin” (d. Zaubrararin) which is not so mighty in grammar. The adventurer also has to pay a little fee for every potion he brews. After one has brewed some potions the player also has to wait some time until he can brew new ones. This is implemented, so that this system is not abused.
* [QUEST]Miney (dt. Geizi) is the leader of the thieve guild. His fingers are feared, because everything he points on will be stolen by one of his thieves. The thieve guild can be overthrown if the adventurer lets Miney point on his other hand with the fingers, because the other hand means “give the stuff back that you have stolen”. His thieves now don’t know what to do anymore.
* [IDEA]Johannes will appear in every level, but he can be defeated with one hit. At the end of the game Johannes becomes ill and this illness awakens mighty powers of him. For example when he sneezes a huge wind blow blows the player away.
* [BOSS]A little Mini-Boss-Fight against Dully Cully, where the adventurer has to fight again thousands of Dully Cullys (Dully found a cloning machine). The Dully Cullys can be defeated by drinking a speed potion (because Dully can’t think fast enough) which Deafy Griefy gives to the adventurer.
* [QUEST] (Name of Quest: Dully Cully learns how to fly) When Dully Cully becomes the king, he tells the adventurer a joke: “What is pink and can fly?” “I don’t know. A flying unicorn?” says the adventurer. “No, I”, says Dully Cully rips his clothes apart to reveal a pink suit with pinned on wings and jumps out of the window. The court magician thinks: „OH god, I have to do something.” He then casts an anvil to the feet of Dully Cully. After a second he realised, that this was the wrong spell and says: „OH no, that was the wrong spell.” Then he casts wings on the anvil which is bound to Dully’s feet and the anvil flies away. The Quest for the Adventurer is now to find Dully and bring him back to his castle.
* [NPC]A sleazy merchant, who only has gold teeth. Name: Robin Loot, he steals from the rich to become rich.
* [NPC] Jimmy Janger a little invisible Imp which plays tricks on the people of the town. Jimmy can only be seen by a specific NPC. This NPC also gives the player an item. With this item the player also can see Jimmy and, if he wants to, catch him.
* [BOSSCONCEPT] Limpy the Mimpey (dt. Schlaffi der Buffy) Limpy kid which hulks up when he is defeated.
* [IDEA] Company which creatives all the items used by the adventurer. Every item has a description which sounds like if it was written by the company (e.g.: With the new health potion form …)

Another idea of us is the multiplayer mode: Since Unity has a cross-platform system multiplayer support we thought of a passive multiplayer mode. The second player can appear in the game via their phones and help the main player out by for example unlocking traps. To make it a little bit clearer, let’s take the game “Rayman” as an example. The character called “Murphy” unlocks ways, sets traps and defeats small enemies, so the main player has a small supporter by his side.

# 6. Opportunities and Risks

At the Development Stage of the game we want to release it for free on platforms like Game Jolt or Indi DB. And as soon as it is almost finished we want to get the game to “Steam Greenlight” and gog.com. When we manage to get that far, the game will be playable all over the world.

Possible risks of our projects are that we overdo planning too much, add too many features or make the story/levels too long. Another risk that can possible occur is that Unity can sometimes implement some bugs, but we should be able to manage to fix them.

We might not be able to finish the multiplayer mode in time, if we cannot do so the game should stay a single player one.

# 7. Planning

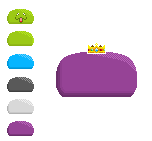
## Milestones:

|  |  |
| --- | --- |
| Date | Description |
| October the 11th | Complete Project Proposal |
| December 1th | First level completed + Playable Pre-Alpha |
| January 1th | Bug fixing for Pre-Alpha |
| February 1th | Second Level Completed |
| May the 1th | Third Level Half finished |
| July the 1th | Playable Alpha of the first few Levels |

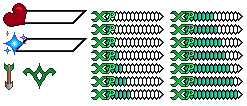
## Role Assingment:

* Sascha Bertleff: Leader, Programmer, Composer (Music), Story
* Cedric Ferstl: Pixler (Artist), Programmer, Story
* Steffi Schmidt: Pixler (Artist), Programmer, Story

# Appendix A Sprites



Slime sprites which will be one of the enemies



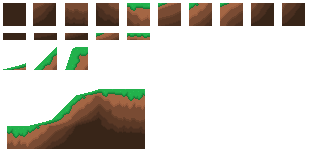
Player GUI, which will display the health, the Mana, the Experience Points and the Money of the Player

Bronze, Silver and Gold Coins the currency of the game





Johannes which will appear at random several times. (Not collared yet)



The first Boss of the Game, an evil “Witch”

The Ground texture of the first level



A Minotaur which lives in symbiosis with a slime

Excalibur the Stone

A walk Animation for the Player

The sleazy merchant Robin Loot