Adventures of an Adventurer

A 2DAction RPG created with Unity

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Inhalt

[1. Introduction 2](#_Toc434312567)

[2. Purpose 2](#_Toc434312568)

[3. Initial Situation 2](#_Toc434312569)

[4. General Conditions and Constraints 2](#_Toc434312570)

[5. Project Objectives and System Concepts 3](#_Toc434312571)

[Introduction of our Game: 3](#_Toc434312572)

[Story: 4](#_Toc434312573)

[(Level 0)Tutorial: 4](#_Toc434312574)

[(Level 1) The beginning… 4](#_Toc434312575)

[6. Opportunities and Risks 5](#_Toc434312576)

[7. Planning 5](#_Toc434312577)

[Milestones: 5](#_Toc434312578)

[Role Assingment: 5](#_Toc434312579)

[8. Sprites: 6](#_Toc434312580)

# 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. The game is built in a 2D-sidescrolling environment. However there is not one fixed way you have to go you can move around freely in the environment. If one does not want to follow the main quest there are also side quests one can make to get experience points, gold, awesome weapons or improvements for his current weapon.

# 2. Purpose

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

The game will be realised in a 2D-sidescrolling environment where the player has to fight against enemies. There is also 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.

# 3. Initial Situation

The RPG-2D-Sidescrolling-Genre isn’t 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 paste 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 instead of a Singleplayer-Game like ours. Another thing in “MapleStory” that is different from our game is that there is no real goal to achieve. Which means that the game never ends. Because the game never ends many players set their goal to level their player to the highest level, but this is connected to spend a lot of time in the game killing monsters and completing quests. “MapleStory” is also designed in a cute Anime style. The last example we want to describe is “Rogue Legacy”. Out of the three games we wanted to refer to this one is the closest to our game. Rogue Legacy is built like a Rogue-Like, which means the player has only one life and if he dies it means he has to start a new game. However “Rogue Legacy” is more like a Semi-Rogue-Like. That means if the player dies it loses all of its items and experience points from the current character, but does not lose its progress. After that it starts at 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 to our game because it also uses a pixel style with sprites.

# 4. General Conditions and Constraints

Unity 5.21f (Personal Edition). The game should run on every standard PC (no Hi-End PC and every common system). Maybe also for Mobile Phones, but mainly for PC, OS and Linux, because first we want to check if the Game could even run on a phone.

We are able to program in C# and work with Unity. We want to enhance our abilities at programming with C# and also working with Unity.

This application should be multi-language capable (English and German). Because we want to upload it to one of the game platforms and they are mainly English.

# 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 of our Game:

“Adventures of an Adventurer” is a Game in which one plays the story of an Adventurer whom has become old. Because the Adventurer became 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. For example: When the player dies the children ask him why he is sitting right in front to him. So the Adventurer says he was revived by a magician.

The gameplay of the game is like a Side-Scroller where the player has to fight against monsters and complete quest. 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 its 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 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 only can 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 on a sneaky way. Where 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.

Another thing will be that the player will be able to summon some boss enemies it has defeated (or new ones) with items it can craft. The bosses will also drop items which one can use to improve the character or weapons. Some Boss items will also grant one a special advantage. For example: One can breed a dragon with a dragon egg that a dragon boss drops (but it is very rare).

## Story:

### (Level 0)Tutorial:

The Adventurer is sitting with his grandchildren around in a wooden house in the forest. The adventurer is an old guy. He is telling them 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 it, he wanted to defeat the evil witch “the humpy Gertrüd”(im Deutschen “bücklige Gertrüd” the player will hear later why the hero 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 and he defeats her. (She isn’t attacking him, but the squirrels on the tree because they didn’t like that he is hitting the tree, but the Adventurer thinks she is attacking him). Because a witch can’t be killed without fire he returns with the corpse of the witch (just firewood with paint). 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”. Then 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.

No witches where harmed during the production.

### (Level 1) The beginning…

After the adventurer tells the children about his last adventure (Level 0(via a textbox)), he asks the children if he ever told them the story about his first quest. So he started 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.[FREEPLAY] After he entered 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 that he can sit down there. After the adventurer has 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 replys: ” 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 to the adventurer.

They start talking and the player learns a little bit about the adventurer. 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”, replys 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.” Than 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.

(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 (for example: black board (=Side quests for example: “Behindi Kindi” (engl: Dully Cully) Quests(Here the player will help “Behindi Kindi” to become the king of the town(or his steph-brother “Taubi Haubi”(engl. Deafy Griefy))) or bounty hunts or the hero can help a thief steal things, many more Side Quests are planned…)or if the player wants he can help peasants on their farm). When the adventurer enters the town he meets a guy who asks him if he is the guy from the guild from which he requested a member to help him murder the king. The adventurer agrees and helps him.

(The story level 3 to 15 are in the planning)

# 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 nearly finished we want to get the game to “Steam Greenlight” and gog.com.

The only Risk at this project is that there we assume ourselves and want to add too much features or make the story/levels too long. There could also be a risk that Unity can implement some bugs in our game.

# 7. Planning

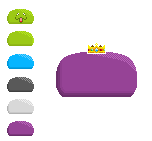
## Milestones:

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| --- | --- |
| Date | Description |
| October the 28th | Complete Project Proposal |
| January the 1th | The scaffold of the game and the first few levels complete |
| March the 1th | Playable demo finished |
| July the 1th | Finished game |

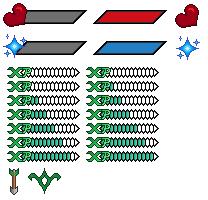
## Role Assignment:

* Sascha Bertleff: Leader, Programmer, Composer (Music), Story
* Cedric Ferstl: Pixler (Artist), Programmer, Story
* Oguz Gündogan: Programmer, Grafiker

# 8. Sprites:



Slime sprites which will be one of the enemies



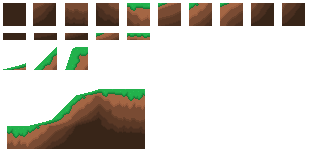
Player UI

Bronze, silver and Gold Coins the currency of the game





Johannes which will appear at random several times.



The Groundtexture oft he first level.