Adventure Shapes

Goal:

Quest to find your cylinder people.

Story:

The main character was found and raised by small group of green squares. The squares tried to never make him feel different but as he got older he began to long for looking for his family. As they equip him with what they had and a trinket that was with him when they found him he began his adventure.

Enemies Colors: Orange, Red, Brown, Black

Friendlies Colors: Green, Blue, Purple, White

Enemy: Pentagon – red/orange, Hexagon – red/orange, Sphere - red/orange, Square - red/orange, Cone - red/orange, Cylinder – red/orange

Towns:

1. Squareton: Starter town that the player begins their quest in.
   1. The square family (Main Quest – White)
   2. Interactable Villagers (Blue)
   3. Sub Quest Givers (Purple)
   4. Shopkeeps (Green)
2. Ellipsivillage:
   1. Interactable Villagers (Blue)
   2. Sub Quest Givers (Purple)
   3. Shopkeeps (Green)
   4. Main Quest Giver (White)
3. Polygonytown:
   1. Interactable Villagers (Blue)
   2. Sub Quest Givers (Purple)
   3. Shopkeeps (Green)
   4. Main Quest Giver (White)
4. Cylindracove:
   1. Interactable Villagers (Blue)
   2. Sub Quest Givers (Purple)
   3. Shopkeeps (Green)
   4. End Quest (White)

Leveling Areas:

1. Four-Sided Forest (1-10):
   1. Non-aggressive square enemies (orange)
   2. Aggressive square enemies (red)
2. Coney Grasslands (11-20):
3. Pentatempest (21-30):
4. Orbal Origin (21-30):
5. Hexahecking (31-40):
6. Cylindrical Central (41-50):

Area Connections:

1. Squareton to Four-Sided Forest
2. FS Forest to Coney and Squareton
3. Coney to Penta, Orbal, and Poly
4. Penta to Coney, Hexa, and Poly
5. Hexa to Penta, Orbal, Poly, and Cyl Central
6. Orbal to Hexa, Poly, Coney, and Ellipsi
7. Poly to Hexa, Penta, Orbal, Coney
8. Ellipsi to Orbal
9. Cyl Central to CylCove and Hexa
10. CylCove to Cyl Central

Game Assets:

Quest Progression:

1. Squareton (Starter Town)
2. Four-Sided Forest
3. Coney Grasslands
4. Polygonytown (Multi-shape hub)
5. Pentatempest
6. Polygonytown (Multi-shape hub)
7. Orbal Origin
8. Ellipsivillage(Circle Town)
9. Orbal Origin
10. Polygonytown (Multi-shape hub)
11. Hexahecking
12. Cylindrical Central
13. Cylindracove (End Town)

Mechanics/Technical:

1. Player movement
2. NPC Movement
3. Enemy Movement
4. Enemy Respawning
5. Quest Log
6. UI
7. Experience Points
8. Storyline
9. Vendors
10. Currency
11. Weapons
12. Armor
13. Items
14. Inventory
15. Area transitions
16. Messages to Player
17. Environments
18. Quests
19. Player Death
20. Respawn points
21. Enemy Spawn/Death
22. Item drops
23. Targeting system