

## **Area 1: Luna**

**Main boss:** Luna

**Mid boss:** Kao

**Area description:**

- Various animals, both real and mythical
- Contains various biomes for the different creatures

## **Area 2: Cosmo**

**Main boss:** Cosmo

**Mid boss:** The French Dudes

**Area theme:**

- Light blue
- Was it water themed as well? Ocean?? Or am I remembering incorrectly?

## **Area 3: Rezido**

**Main boss:** Rezido

**Mid boss:** LEGO-spewing cannon thing??

**Area theme:**

- LEGO
- Very Colourful

## **Area 4: Vazy**

**Main boss:** Vazy

**Mid boss:** Dublin and Sasha

**Area description:**

- Dark blue
- bunnies
- Pre mid boss=cutesy while post mid boss=spooky
- Cave(?)

## **Area 5 (“final”): Seb**

**Main boss:** Seb

**Mid boss:** Jonny

**Area description:**

- ?

## **Extra Area 1: Necti**

**Main boss:** Necti

**Mid boss:** ?

**Area description:**

- ?

## **Extra Area 2 (strongest): Biggy**

**Main boss:** Biggy

**Mid boss:** Assorted characters of Biggy (?)

**Area description:**

- Unlocked through special conditions relating to the collection of baghead items



## **Other Server Members**

**Secret Boss:** Rig

**Minor Server Member Enemies:** ~empty, unknown limit~

## **Various NPCs**

**Save/heal:**

*Area 1:* Eti, [vacant], [vacant]

*Area 2:* [vacant], [vacant], [vacant]

*Area 3:* [vacant], [vacant], [vacant]

*Area 4:* [vacant], [vacant], [vacant]

*Area 5:* [vacant], [vacant], Lily

*Extra 1:* [vacant], [vacant], [vacant]

*Extra 2: [vacant], [vacant], [vacant]*

### **Shopkeeper:**

*Area 1: ~empty, unknown limit~*

*Area 2: ~empty, unknown limit~*

*Area 3: ~empty, unknown limit~*

*Area 4: ~empty, unknown limit~*

*Area 5: ~empty, unknown limit~*

*Extra 1: ~empty, unknown limit~*

*Extra 2: ~empty, unknown limit~*

### **Potential Party Members:**

*Rein* – Physical offense. Has a katana. Personal character note: a spirit

*Riri* – Magical tank. Offensive magic. Wields a mace.

*Kit* – Glass Cannon. All attacks do 50/50 magical and physical damage. Wields a halberd.

Notes on quest to obtain: Sleeping accommodation

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### **Currently Unassigned Members:**

- [empty]

**Possible Members:** Pistachio, Zarfynn, Mary [by this I mean active members that we haven't yet heard if they want to be included in this (and when I say included, I mean like a representation of them in-game)] <please tell me who you think I should add here!

**Possible Programmers:** zarfynn

**Possible non-pixel Artists:** Kit, Biggy, Riri, Lily

**Possible pixel Artists:** zarfynn

**Possible Area Designers:** Dublin, Vazy, Lily

**Possible Enemy Designers:** Vazy, Lily

**Possible NPC Designers:** Rein, Biggy, Lily, Mary, Riri

**Probable Music Slave:** Seb

**Possible Additional Help:** Pistachio

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## Story Notes:

- *Basis of story (as quoted from Rein):* The story talks about this 15 years old boy (in this game/story we've been talking about) that WAS a human, he has been walking around his home village, went over to his father's and mother's bakery and kept asking his father some questions about magic and stuff, this little boyo by the end of his questions asked "Dad, what's up with that one Minacious Forest?", his father told him not to ever step a foot on that forest and to stay away from it, no one knows the chaos that's in there. The

kid was playing around with his football and he kicked it so hard that it fell off a cliff, the boy wondered where it went and found out that it went in a really dark looking forest, but he DIDN'T know how that Minacious Forest that his father told him about looked like, so he tried to find a way to go under the cliff and unto the forest. So basically yeah he walked through the forest, looking for his soccer ball and found this really weird looking heart necklace, it looked elegant and dark, he basically opened it and yeah he got sucked into the necklace, that was basically some sort of portal. He ended up getting transported to a completely colorful and blooming realm, and so goes on the story. And what I mean by "he was a human" is that after being transported into that portal, he became a spirit magician. Like, some sort of fantasy world.

- Types of characters in world: Demons/angels, etc. Think DSP~
- **Side Character Related:**
  - Rein and Riri know each other and are close

## Game Design Notes:

- **Menu Items:**
  - *An NPC glossary featuring:* quest details, detailed character illustrations, flavourful character information to help show their place in the world (and possibly reference their place in the server if applicable?)
  - *An enemy glossary featuring:* helpful info on enemies, detailed illustrations, flavourful information to help understand the enemy and world better
- **Other:**

- **[possibility]:** Different art styles for different types of things. Ex: One person draws glossary entries, another draws portraits and/or talk sprites, etc.

### **Other Notes:**

- Possible programs: RPGMaker 2000 (320x240), VX Ace (640x480) *for notes on program pros and cons, read LobsterKing 's messages from October 5<sup>th</sup>, 2019*
- LobsterKing can possibly teach people RPGMaker somewhat