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GAME DESIGN DOCUMENT

THE ALCHEMISTS APPRENTICE

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STORY

BACKSTORY

Dorian Spellwind is the son of renowned wizard/alchemy, Percival Spellwind. As his son and devoted apprentice, Dorian has spent years learning the secrets of alchemy and magic.

One fateful day, Percival mysteriously disappears, leaving behind a trail of unanswered questions. Inheriting his laboratory and the responsibility of unravelling the mystery of his disappearance. Determined to honor his fathers legacy and discover the truth behind his vanishing, he embarks on his journey.



PLOT

Dorians main quest is to uncover the missing potion recipes scattered throughout the vast landscape of the world. From sprawling forests, to bustling market places, he must search for hidden knowledge and complete quests to uncover the recipes, and ultimately the mystery of his fathers death. Along the way he will encounter characters, creatures and enemies that seek to slow him on his journey.

Ultimately, his quest ends in the discovery of his fathers fate. The truth reveals an unlikely suspect, someone closer than Dorian ever could have expected, someone filled with jealousy, envious of his fathers great knowledge.



OBJECTIVE

The objective of the game is to gather Potion recipes hidden within the levels. You do not require a recipe to progress to the next level, but you must interact with characters to gather clues and complete quests to gain that information.

Before obtaining all the recipes, the mystery of Percivals death will be uncovered.





CHARACTERS

MAIN CHARACTER

Dorian Spellwind

CHARACTER DESIGN

A human male with a woodcutter style aesthetic

ABILITIES

Chop attack and jump attack, has the ability to throw potions

GOAL

Retrieve lost Alchemist Recipes and find out the mystery of missing Father.

INTERACTION

Normal environmental interaction.
Normal earth gravity physics.

CAN/CAN'T DO'S

Moves left and right, jumps up, falls down.
Cannot fly or swim.



CHARACTERS

Percival Spellwind

CHARACTER DESIGN

Human Male wizard, wearing purple robes and wielding a staff

ABILITIES

Magical and Alchemical abilities.

INTERACTION

Normal environmental interaction.
Normal earth gravity physics.

CAN/CAN'T DO'S

Unplayable NPC



CHARACTER

Lucius Spellwind

CHARACTER DESIGN

large humanoid demon, adorned in skull mask and wields a great club

ABILITIES

Large club attack, dash and jump.

GOAL

Steal the magic of his brother Percival by kidnapping him and stealing his Alchemy recipes.

INTERACTION

Normal environmental interaction.
Normal earth gravity physics.

CAN/CAN'T DO'S

Move left and right at medium speed. Cannot fly or swim.

Unplayable enemy.



CHARACTER - ENEMY

Various Enemies

CHARACTER DESIGN

Variation of multiple enemies

ABILITIES

Goblins - Spear attack

Wolf - bite attack

Bats - have player tracking. Will follow the player

GOAL

Roaming creature, will ambush and attack anything it sees. Raiding and pillaging is their middle name.

INTERACTION

Normal environmental interaction.

Normal earth gravity physics.

CAN/CAN'T DO'S

Move left and right at medium speed. Cannot fly or swim.

Unplayable characters.

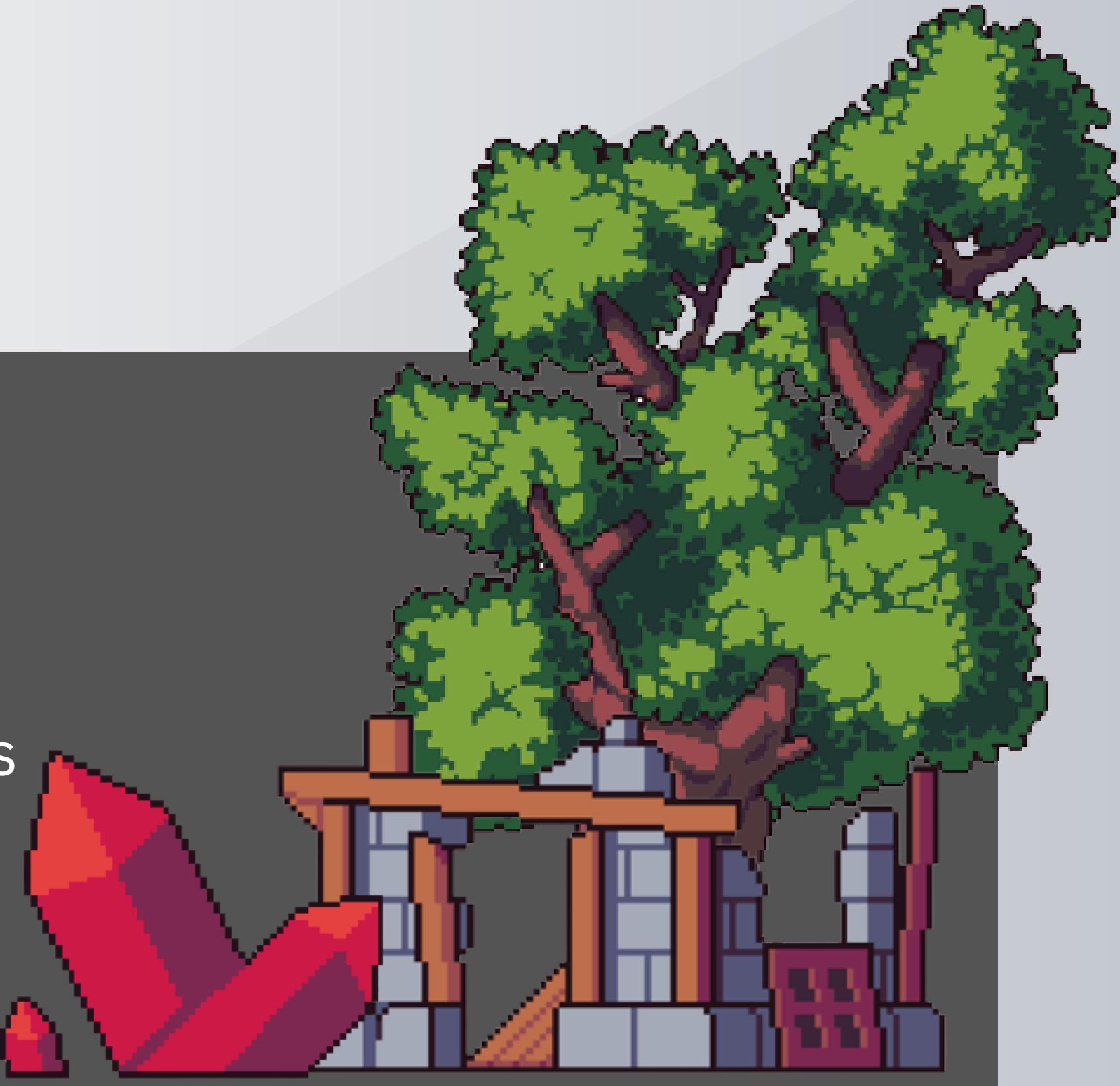




**ENVIRONMENT
DESIGN**

GEOGRAPHY & CLIMATE

Within the Journey you will come across varied biomes ranging from towns, lush forests, abandoned dark mines and caves lost to time.



ARCHITECTURE

Within the realm of this fantasy game, the architecture stands as a testament to the grandeur and mystique of the world. Ranging from Wizard towers with intricate spires and sweeping arches, embodying both strength and elegance to simple hovels of farmers built into the side of hills. You will find the homes of many citizens of the lands within the lands of Avalora from the humble blacksmith to the local tavern where adventurers rest their weary heads.

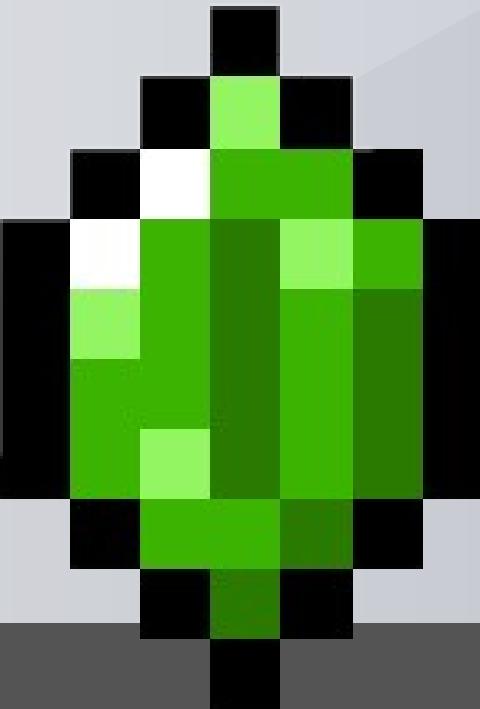
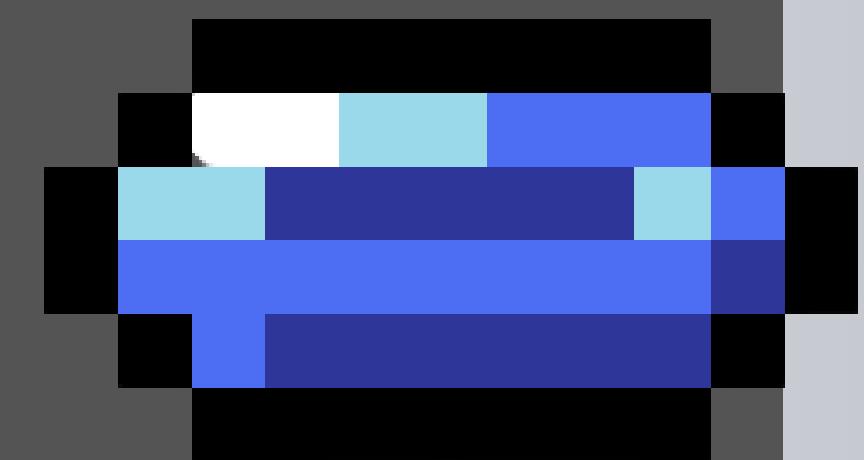
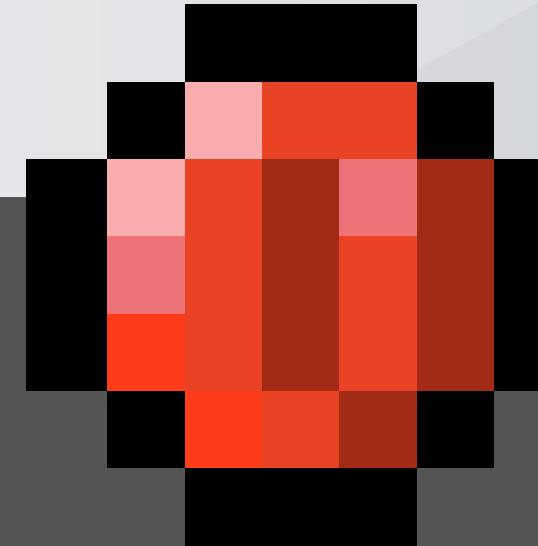


RESOURCES

Collectable and interactive items that correspond directly to the objective of the game:

- alchemy recipes
- gems

Alchemy recipes are to be collected per level, and gems are the form of currency.





LEVELS

WORLD - OVERALL

We intend this game to have the feel of an open world. There will be nothing to bind the player to any single level and they can move freely between them. NPC's may be interacted with to gain information to find the recipes, but it is not necessary. The player must collect all the scrolls to complete the entire game but not to move through different levels. Players may also choose to collect Gems throughout their journey resulting in the option to purchase a lantern in the town, allowing better light within the dungeons. This will result in a better overall experience within the darker parts of the game, but it is not required to complete the game.



This is a story driven game first and foremost. The player has the choice in how they choose to play the game. If they choose to interact with NPC's and the environment around them, the game can become much easier.

LEVEL 1 - OVERALL

Goals

- Engage with the Village and find clues about the mystery of your Father
- Find Gems and Scroll
- Progress to level 2



LEVEL 1 (HOUSE) - DETAILED



Within the World of the Alchemist players will be able to explore the houses and nearby landmarks as seen here

LEVEL 2 - OVERALL

Goals

- Much the same as level 1
- Collect gems and Scrolls
- Find the Fishermen to get across the body of water
- Will need to do a sidequest to let him use his boat
- Explore the houses to uncover clues
- Progress to level 3



LEVEL 2 (HOUSES) - OVERALL

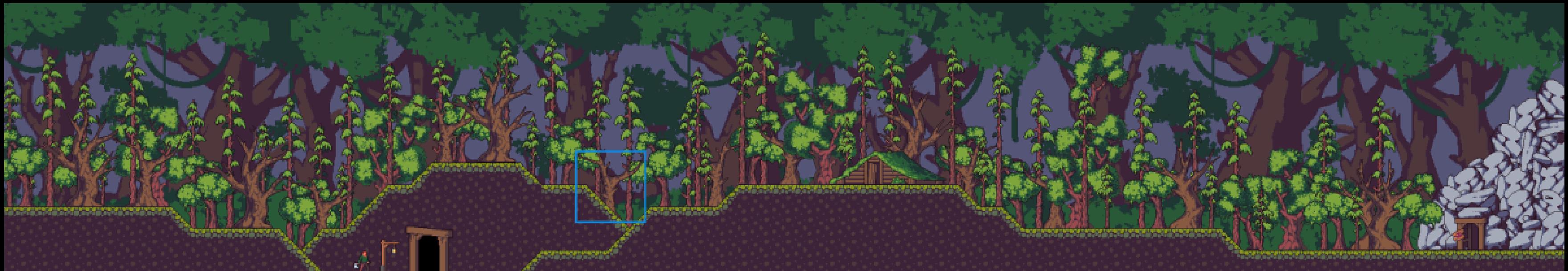
View of inside the Fishermans house, players will gain access to this once they cross the water and finish the fishermens quest



LEVEL 3 - OVERALL

Goals:

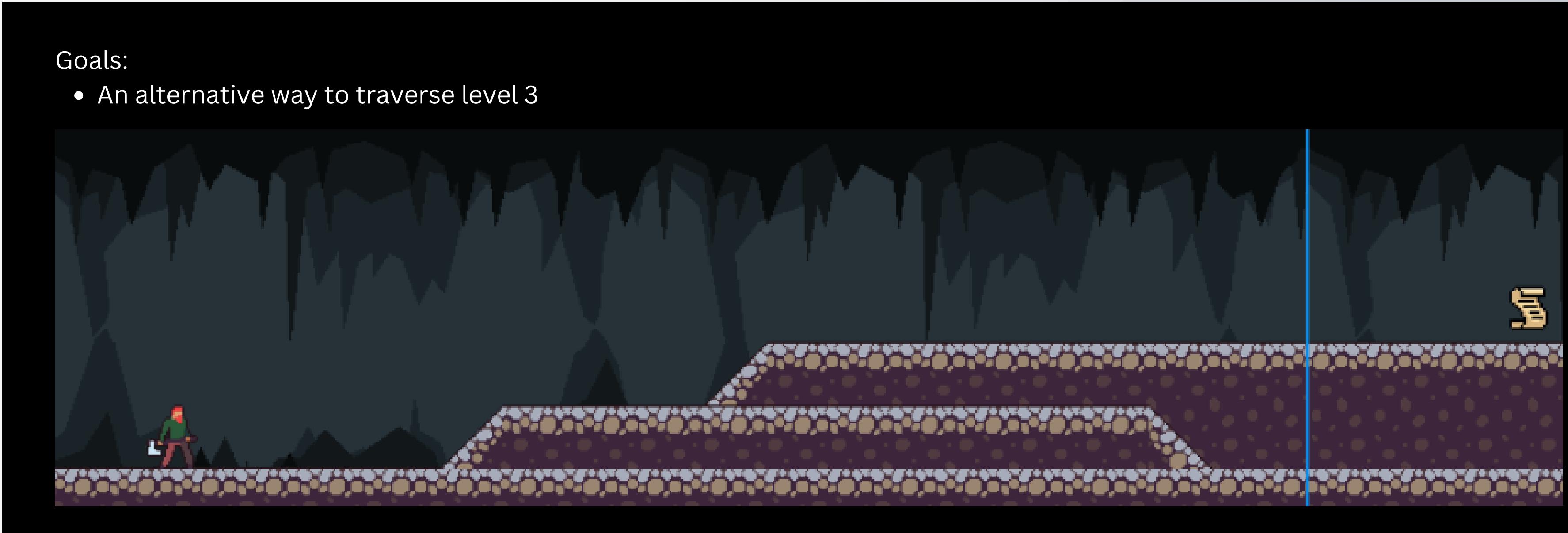
- The dark and spooky forest holds many dangers and enemies of Humans
- Battle through to get to the dungeon and find out its secrets
- Traverse multiple ways to get to the end to level 4



LEVEL 3(DUNGEON) - OVERALL

Goals:

- An alternative way to traverse level 3



LEVEL 4 - OVERALL

Goals: The final battle is here. Defeat the might demon Wizard to win the game. But beware, environments and enemies are against you and you must use all you know of the game to defeat him.





GAMEPLAY

HOW THE GAME IS PLAYED

The game is played using the left and right arrow keys to move left and right. Space bar to Jump and the Shift key to Run. Press up to interact with NPCs and doors/instance portals. Esc button pauses the game and opens the pause menu. Objects are added to inventory automatically when the player passes over them (or when the hitboxes interact). Player will die after taking 3 damage (hitbox colliding with an enemy 3 times). Player health does not regenerate but is reset each level.



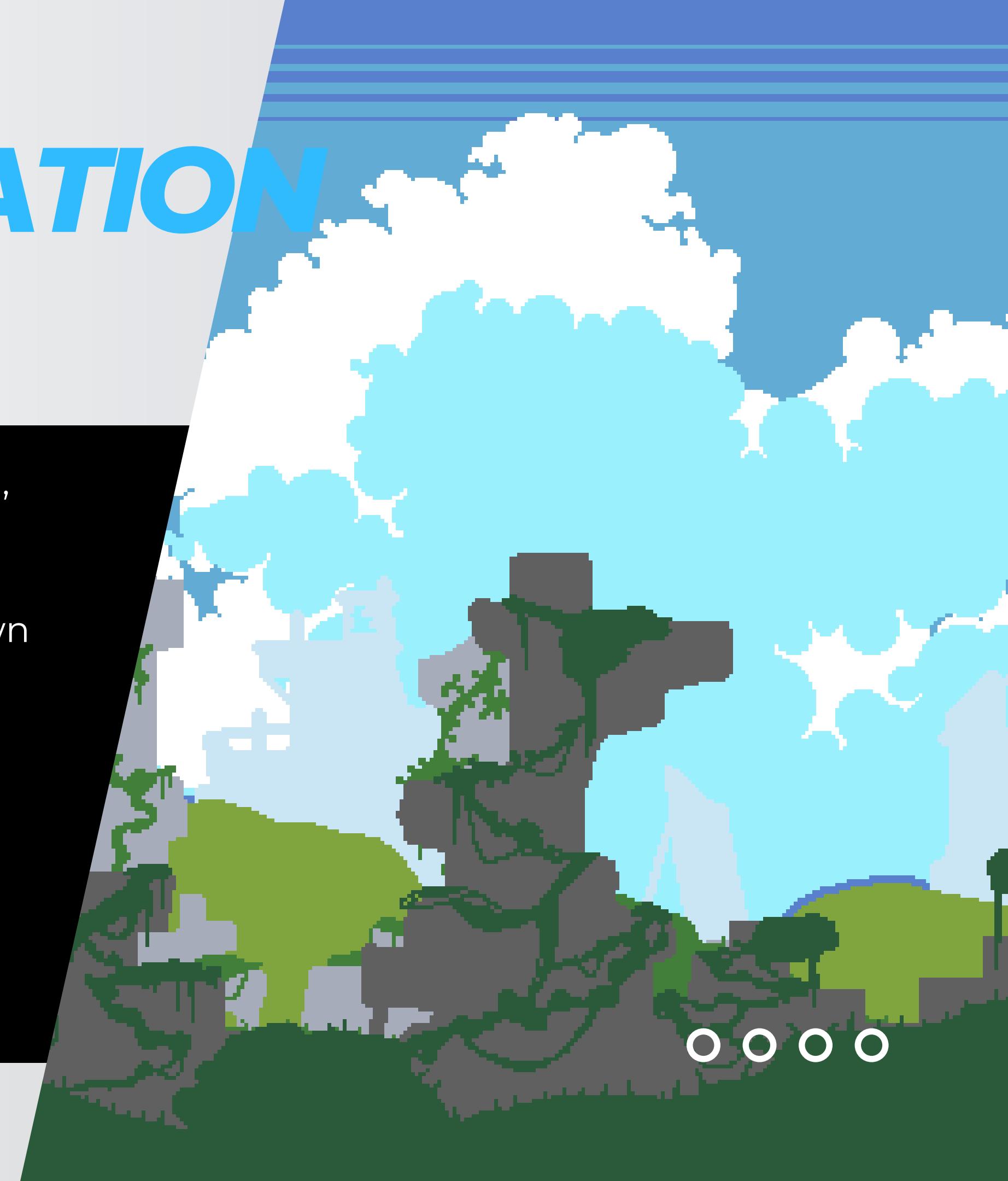
LEVEL 1 INTEGRATION AND THEORY

The first area the player will explore is the town of Oakendell. The player will start at the Spellwind tower and be able to explore the town for its wide variety of NPC's, houses and shops. They will be able to interact with townsfolk and read their dialogue. The player will be set out to find the lost scrolls of Alchemy that have been scattered throughout the land by Percivals kidnapper.



LEVEL 2 INTEGRATION AND THEORY

Level 2 is slightly more ambiguous with its direction, having the player start with multiple possible directions with no clear indicator on where to go. They will find themselves on the outskirts of the town exploring the land. This level will be filled with the first enemies they encounter "Wolves". The players will have agency on which direction they take through this area through small instanced scene transitions to different areas of this level. They will have to interact with an NPC and complete a small quest to find the scroll in this level.



LEVEL 3 INTEGRATION AND THEORY

The dark forest will be perilous and dangerous. Much like the outskirts the players will have agency on the direction they take. Through obstacles and navigation of the environment they will be able to traverse this area till they find the scroll they need. Beware of hidden dangers and NPC's who will try trick you and lead you astray.



LEVEL 4 INTEGRATION AND THEORY

The lost caves of Oakendell, beware for the dark creatures that infest these dark caves. They will find many challenges here and use all previous understanding of the game to survive here. You will be tasked with unraveling the mystery of your lost Father and encounter the BBEG of the story. If the players are victorious and have collected all the scrolls they win the game.

As stated previously, this cave will be darker if they have not collected gems to buy a lantern from local traders. They can still enter the cave but the lantern will make the challenge easier.





ART

MAIN CHARACTER ART

DORIAN SPELLWIND



Idle



Jump



Interact



Hurt Spritesheet



Running Spritesheet



Walking Spritesheet

CHARACTER ART

PERCIVAL SPELLWIND



Percival Attack Spritesheet



Percival Idle Spritesheet



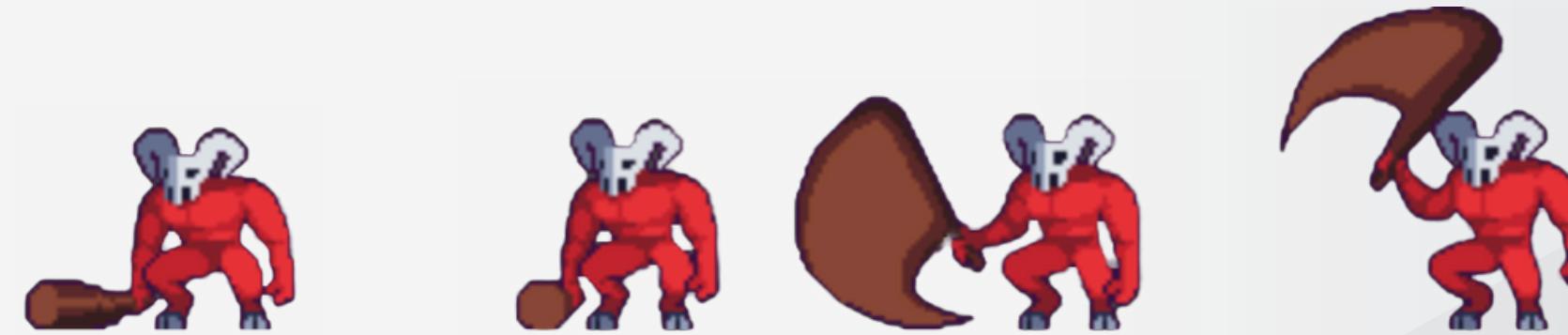
Percival Walking Spritesheet



Percival Read Spritesheet

CHARACTER ART

LUCIUS SPELLWIND



Lucius Attack Spritesheet



Lucius Idle Spritesheet



Lucius Run Spritesheet

CHARACTER ART

GOBLIN BRUISER



Goblin - Attack

Goblin - Idle

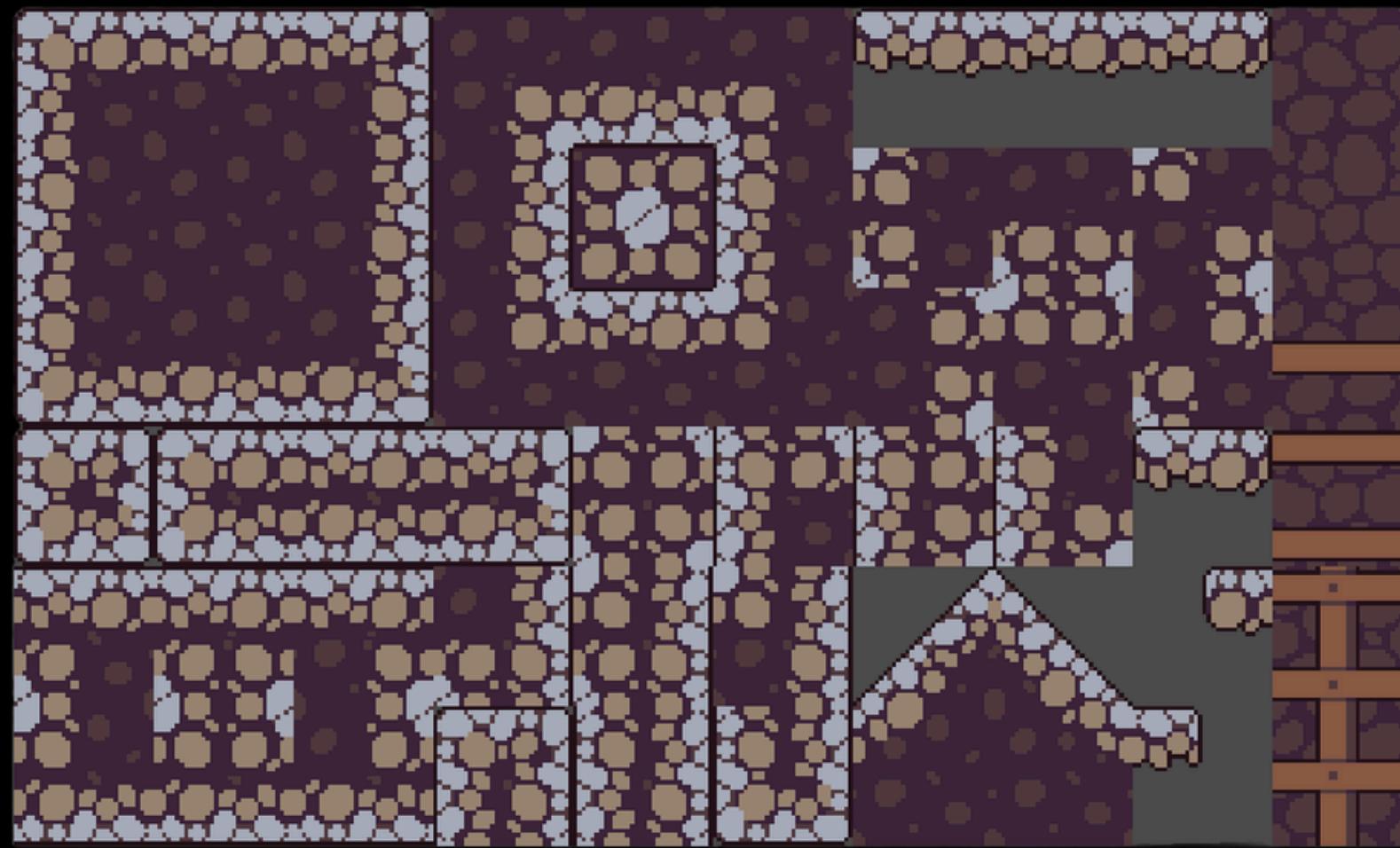
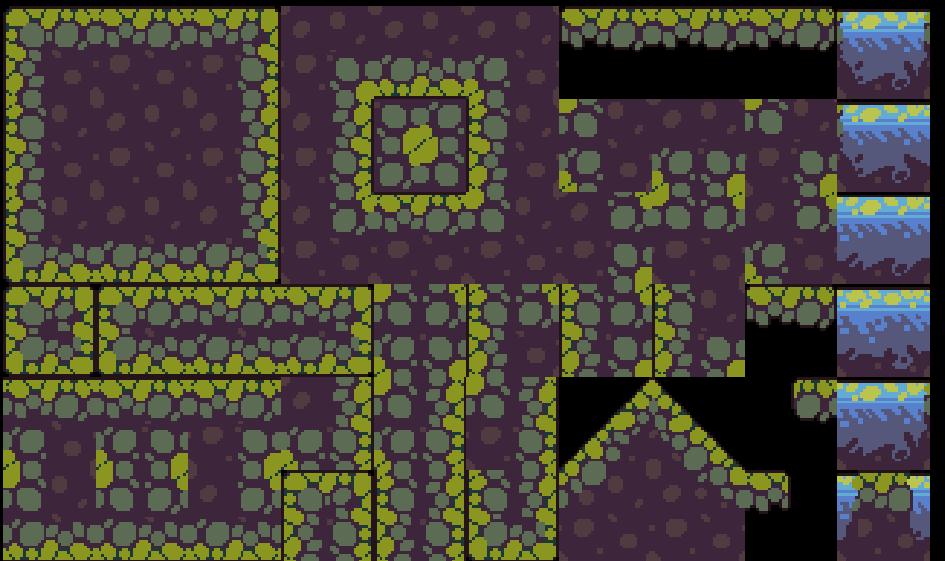


Goblin - Walking

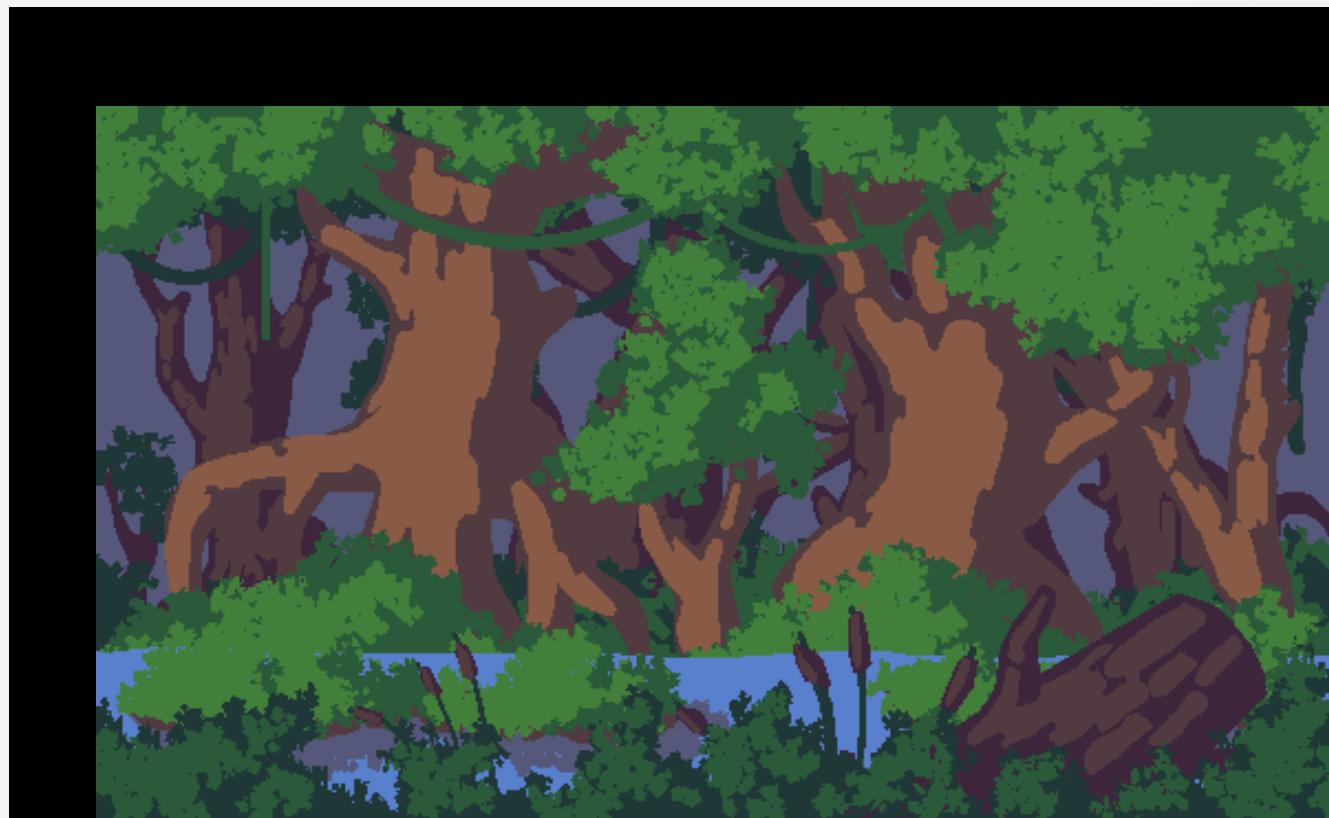
ENVIRONMENTAL ART

TILESET

There will be among a few different tilesets included in this adventure ranging from towns, forests to caves.



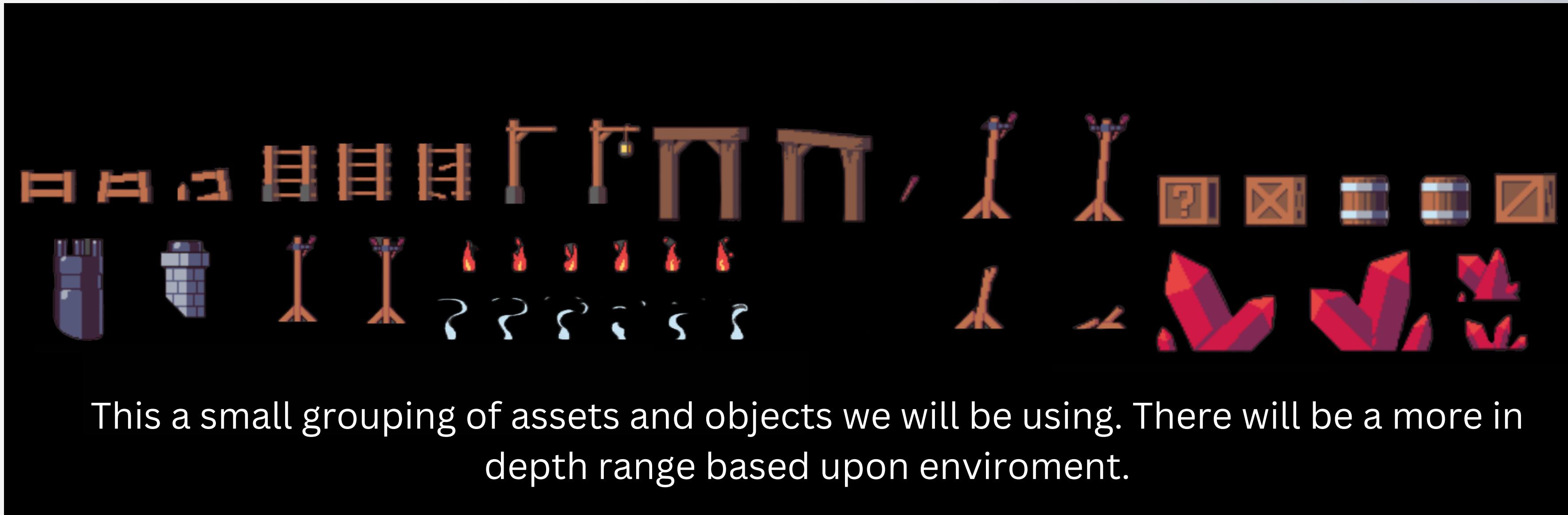
ENVIRONMENTAL ART BACKGROUND



This background includes layers so that they can be animated to move differently or flipped around for added interest. These will be done in a parallax format so the layers will move in different speeds and give an illusion of depth.

ENVIRONMENTAL ART

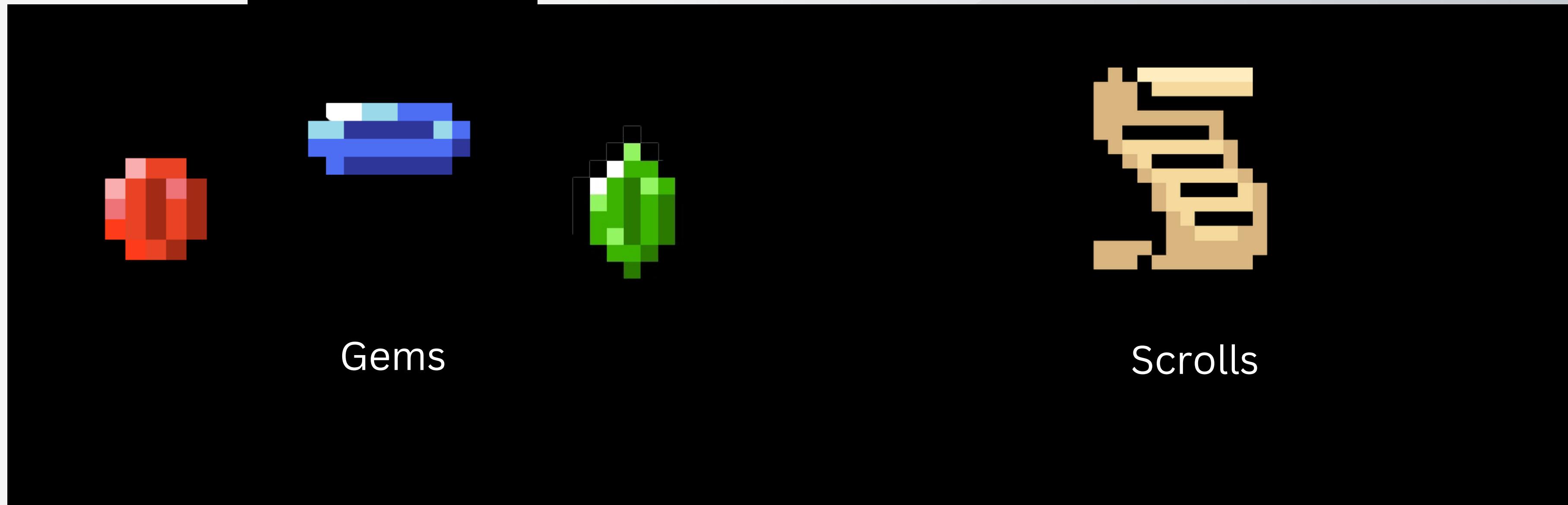
OBJECTS & IMMERSION



This a small grouping of assets and objects we will be using. There will be a more in depth range based upon enviroment.

ENVIRONMENTAL ART

INTERACTIVE OBJECTS



Gems

Scrolls

Reference to download: <https://free-game-assets.itch.io/free-swamp-2d-tileset-pixel-art>

License to use: <https://craftpix.net/file-licenses/>



**SOUND
AND
MUSIC**

INTRO MUSIC

Town Music by Pixabay

WWW.PIXABAY.COM/MUSIC



MAIN MENU MUSIC

letx27s-get-out-video-game-theme-148103 by Pixabay

WWW.PIXABAY.COM/MUSIC



LEVEL MUSIC

Forest Ambience
by Pixabay

[WWW.PIXABAY.COM/MUSIC](https://www.pixabay.com/music/)

Spooky Cave Music by
Pixabay

[WWW.PIXABAY.COM/MUSIC](https://www.pixabay.com/music/)



END CREDITS MUSIC

A hero
by Pixabay

<https://www.chosic.com/download-audio/24210/>



BOSS FIGHT MUSIC

Universe Big Takedown by Komiku

<https://www.chosic.com/download-audio/25142/>



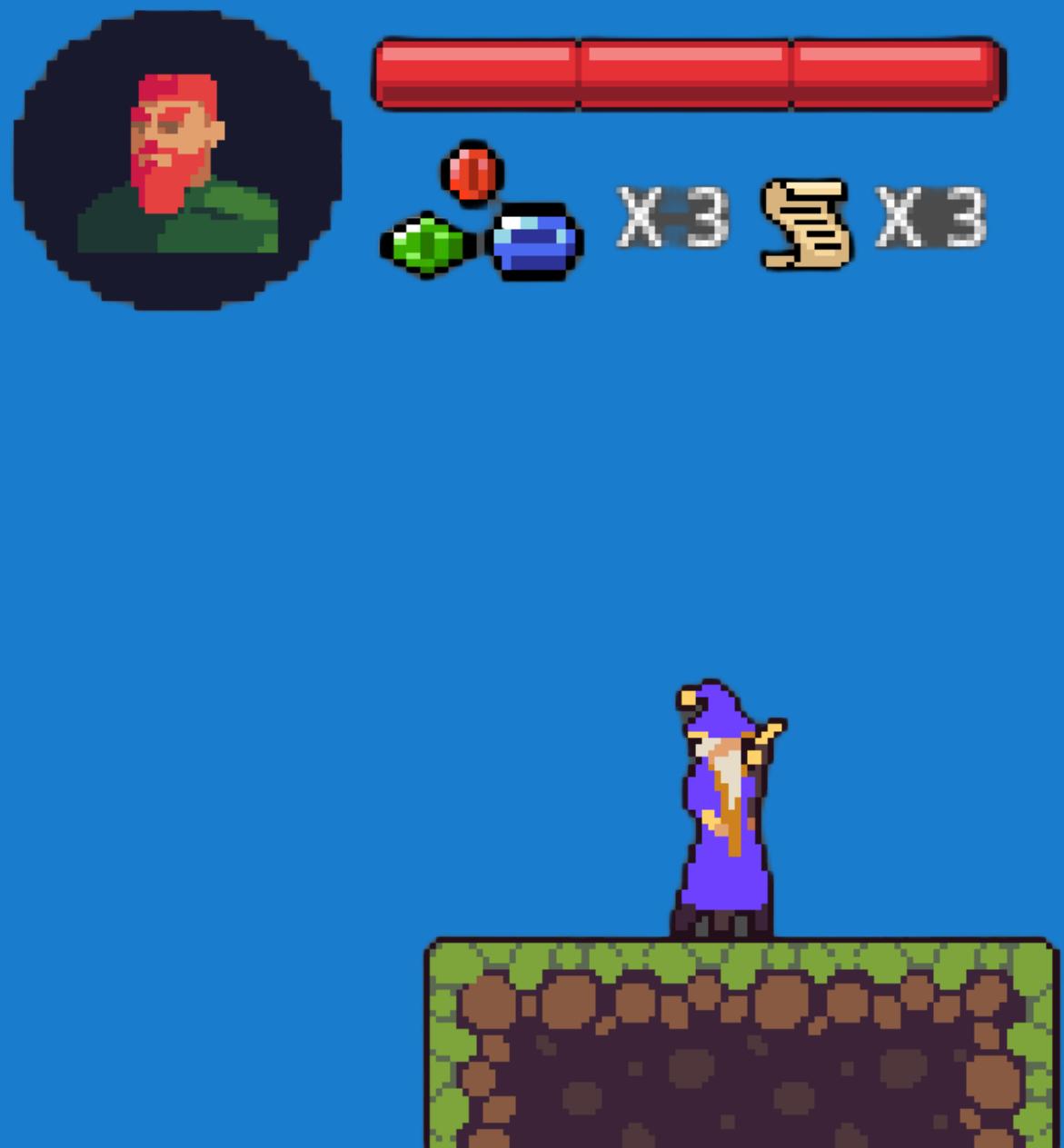
USER INTERFACE & GAME CONTROLS



HEADS UP DISPLAY

- Health indicator top left corner - 3 hearts at 10 HP each.
- Scroll counter bottom right corner.
- Gem Counter bottom left.
- Portrait on top left to indicate which character is being played

CONCEPTUAL



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USER INTERFACE INTRODUCTION SCENE

Simple and brief intro to the game,
players will press any button to
continue to the menu.

CONCEPTUAL



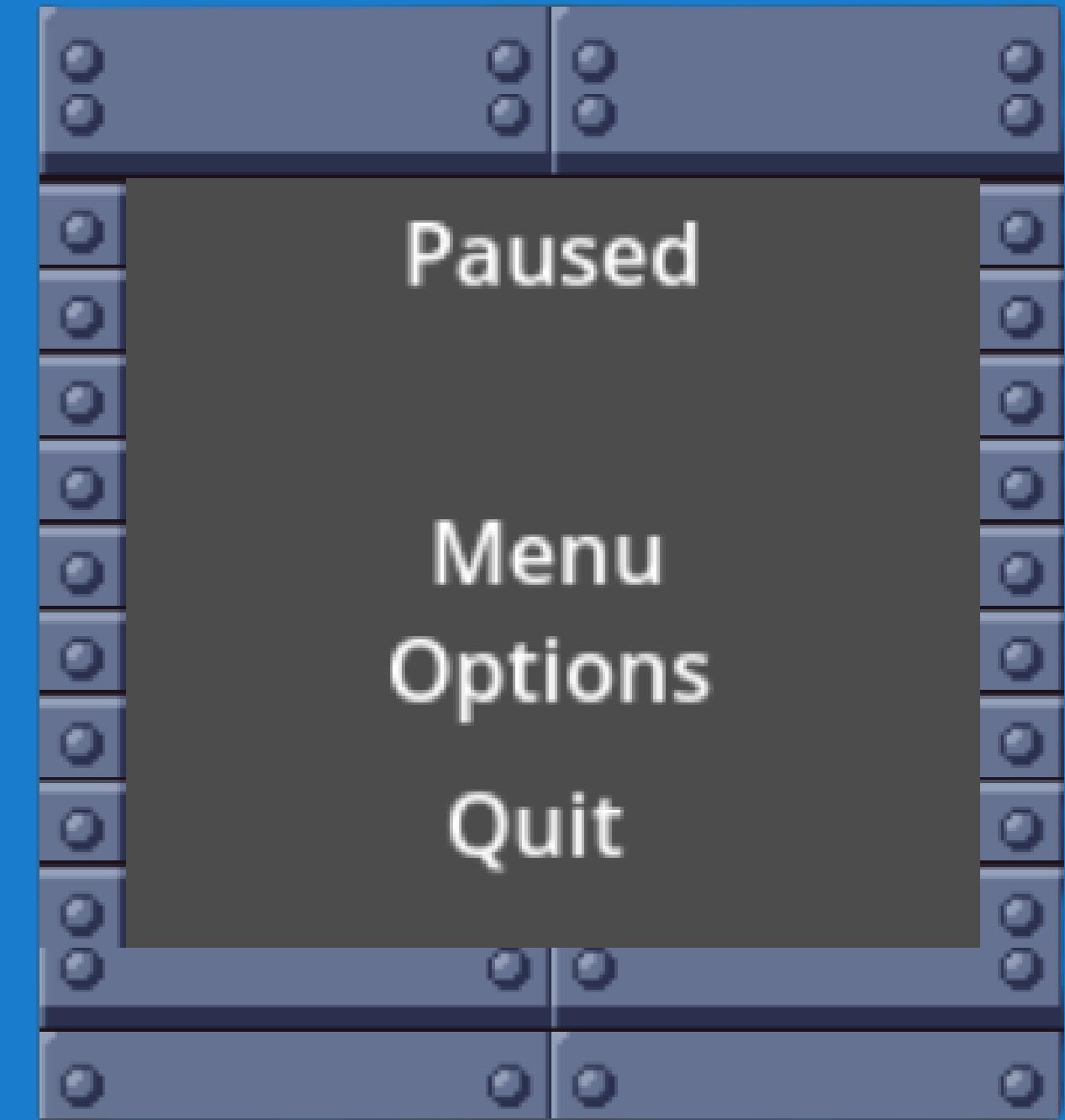


USER INTERFACE

PAUSE MENU

- In game pause menu accessed in game with Esc key.
- Ability to resume game or quit to main menu.
- Buttons clicked using mouse.
- Quit to main menu will not save game progress no matter which level the player is on.

CONCEPTUAL





USER INTERFACE

MAIN MENU

- Central HUB for the game
- Will provide options to start, load, options and quit
- Will have an about page providing details about the authors and game

CONCEPTUAL





ENDING SCENE

- Will give players a synopsis on the stories ending
- Will congratulate them on their journey and explain their achievements
- Give the option to play again



GAME CONTROLS

- **Left arrow key** - Move character left.
- **Right arrow key** - Move character right.
- **Up arrow key** - Jump
- **Shift Key** - Dash/Run
- **E** - Interact
- **Space** - Attack
- **Esc key** - pause game and access pause menu.

