

Scaling the Summit

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Elevator Pitch:

A 3-D collect-a-thon traversal game revolving around a lizardman who is attempting to scale a mountain. As you progress the game by collecting runes (or power-ups), you can access further areas which will allow you to steadily scale the mountain.

Game Overview: (Detailed Description)

- Where and when does the game take place?

Foggy mountain setting with a magic system similar to medieval fiction with runes (power ups) that change the player's physiology to grant abilities similar to those of some real-life lizards. On the mountain there is an abandoned mining village that you traverse through to fix a gondola in order to get down the mountain.

- Who/what are the protagonist and adversary (which one is the player)?

The protagonist: A bipedal lizard-man who is attempting to scale down a mountain by collecting parts to fix a gondola. They use various lizard abilities gained from exploration.

Adversary: Magic golems that have been reactivated after years to discover how to escape the mountain mine they have awoken in.

- Explain the primary objective of the player and how the player wins.

The player wins by successfully rebuilding the gondola after collecting the parts, which spawn in (potentially) random places that you have to find that are different each playthrough. A subgoal would be that the player has to collect all their abilities, as it should not be possible to collect the parts without getting all abilities. A discussed secondary goal would be to complete it within a certain timeframe.

- Explain the general game narrative (if any) in 1-2 paragraphs

The lizardman needs to find out why this mountain village has been abandoned and why they are the only one on the mountain. There will be traces of environmental storytelling through collection of the gondola parts (either through item descriptions or notes found in the world).

As we have thought it out so far, the general background story was that the mining village is abandoned due to an attack from a dragon who contested the territory. The golems are defense systems created by those villagers through magic. Protag is the child of the dragon who hatched after the two sides destroyed each other.

- What is the basic game mechanic? (Use visuals, as appropriate)

The player will have various abilities that they switch between that they get from runes within the game. The abilities are based off of real life lizards, such as -

Gliding (Frilled Lizards)

Running on water (Basilisks)

Camouflage (Chameleons)

Their starting ability will be using their tongue as a grappling hook.

Expected Art Assets:

<https://docs.google.com/spreadsheets/d/1CwkzSOSgABzFVBj4ajLAGSrMwmnqaMFL30xNGFacrGw/edit#gid=0>

- Player Model, fully textured and rigged with animations for:
 - Idle
 - Walking
 - Running
 - Jumping
 - Tongue Grapple?
 - Climbing?
 - Gliding?
 - Hover/Levitating?
- Enemy models, Stone Golems, fully textured with a few animations

- Walk
- Idle
- Attack
- Start menu
- Pause menu
- 2-3 distinct buildings (village huts made from wood)
- Rocks
- Vegetation (trees, bushes, vines)
- Stone stairs
- Platforms
- Tileable pathways
- Ground Torch
- Runes
- Mechanical parts (picked up to fix gondola)
- Gondola (broken, fixed)
- Gondola lift mechanism, cables

Expected Tech Requirements:

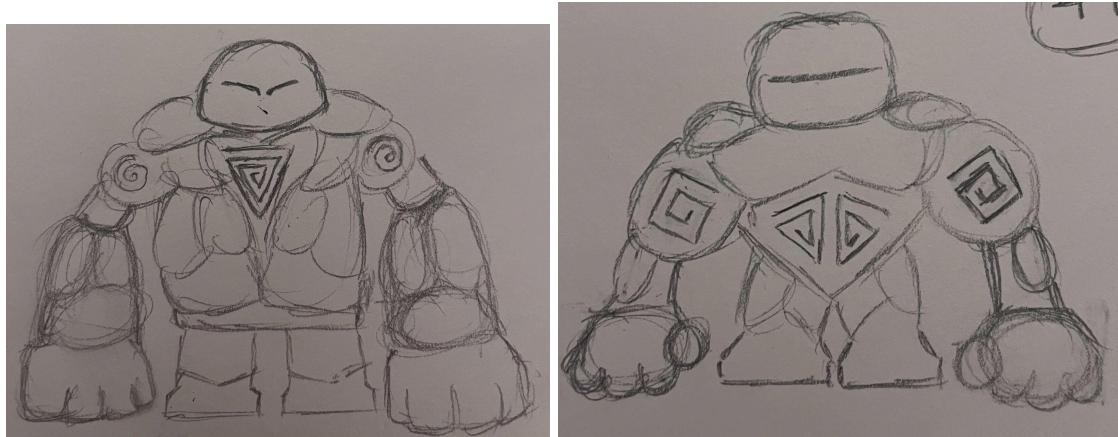
- Physics:
 - Gravity
 - Swinging
 - Gliding (Air resistance?)
- AI/Pathfinding: Golems
- UI for runes/abilities and item descriptions
 - Menus for changing lizard form
- Walking mechanics:
 - Over water
 - Through the air (Gliding)
 - Enemy movement (Golems)
- Camera with free spinning and player controlled rotation

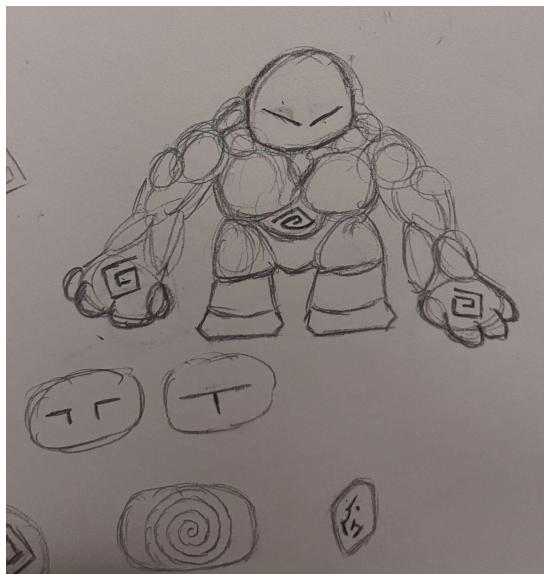
Sketches:

Lizard:

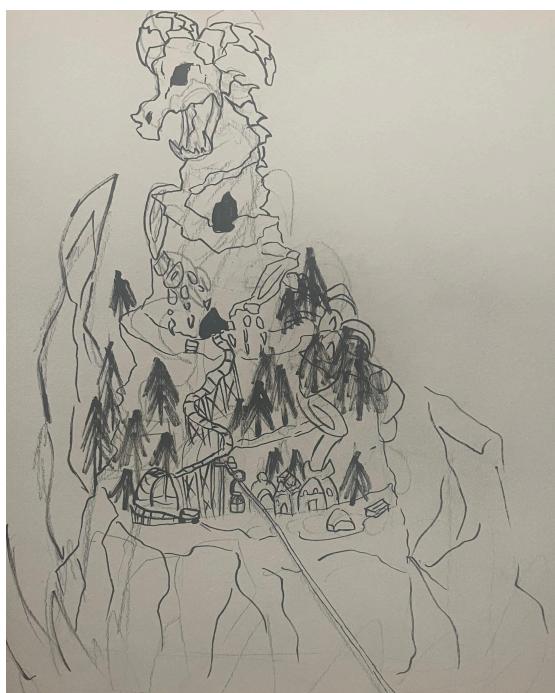


Golem:





Environment:



References:



Lizard Design Ideas

Kingdom Hearts



Frilled Lizard

Spyro concept art

TERROHA					
Medium elemental (lizard); true neutral					
Armor Class 17 (natural armor)					
Hit Points 75 (10d8 + 30)					
Speed 30 ft.					
STR 17 (+3) DEX 10 (-2) CON 19 (+4) INT 8 (-1) WIS 15 (+2) CHA 10 (+0)					
Saving Throws Str +5, Con +5					
Damage Immunities Bludgeoning, Condition Immunities Charmed, Frightened					
Senses Darkvision 60 ft., passive Perception 12					
Languages Sylvan, understands Common					
Challenge 3 (1,000 XP)					
Grovel Form. The Terroha can enter a hostile creature's space and pass through it without squeezing.					
Death Burst. When the Terroha dies, it explodes in a burst of rock and dust. Each creature within 10 feet of the Terroha must make a DC 14 Dexterity saving throw, taking 73 (20d6) bludgeoning damage on a failed save, or half as much damage on a successful one.					
Earth Glare. The Terroha can burrow through nonmagical, unrooted earth and stone. While doing so, the Terroha doesn't disturb the material it moves through.					
ACTIONS					
Punch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 3) bludgeoning damage.					
Charge. If the Terroha moves at least 10 ft. straight toward a target and then hits it with a punch attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.					



Dungeons and Dragons Stone Golem Model

<https://www.etsy.com/listing/943444006/stone-golem-model-for-dungeons-and>



Mountain Concept

The Hobbit concept art



Inside Mountain

Mythril Mines from Final Fantasy 7

Village buildings

How to Train Your Dragon concept art

