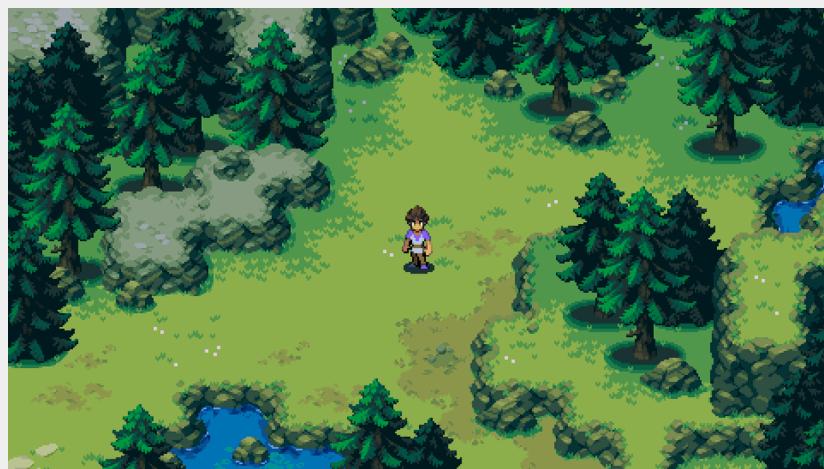


Fable

Game Overview

In a world of Twisted Fairytales, you play Little Red Riding Hood, otherwise known as Red. You start your journey at home when your mom asks you to deliver to Grandma's house. You suit up and take your special dagger to keep you safe. As you explore the world, you encounter many characters who help you. You start a party of other NPCs, and the main NPCs who join your party are the huntsman, a lone wolf, and Goldilocks. We are adding Goldilocks into this story to open up the possibility of other games that can be built from this one. In this universe, there are different areas where different fairytales take place, but in this game, we focus on the Reds' story. As you explore the world, you unlock the dark secrets of this world, throwing you into a world of dark magic and Evil Councils of Fairytale villains.

It will be a top-down RPG with NPCs you can interact with, boss battles, and a fun love story! It will be a 5 part story told like a book. There will be a boss battle at the end of each stage, and more minor-level bosses will fight in each stage. The first stage will be the wolves living in the forest near Grandma's house; in this adventure, Red will learn how the wolves work for a greater evil, and she is determined to figure it out. The game's overarching theme is that the world may be dark, but you can still find the good within it. (expand on this)



This is what I hope to have the world look like; this would be the player's perspective.

Lore of the World

In this world full of fairytale fantasies and mythical beasts, we play Little Red Riding Hood (Red). In this story, you are placed into a twisted Grimm story tale. (to be continued). You adventure far and wide, trying to solve a magical mystery on why certain disturbing events are happening(to be determined). You gather together a party of rag-tag partners who will adventure until the ends of the earth with you. The backstory of this world is a Dark council of villains from fairytales are pulling strings within politics and high society to retake what they have lost. Unbeknownst to little Red, she stumbles into this plot while delivering food to grandma's house, and she and her friends decide to look further into the issues that plague below the surface of this world. We want to leave this plot of an evil council open for interpretations for later games we may create, such as a Goldilocks spinoff or a Princess and the Frog one! (expand more)

Fighting/gameplay style

Fighting style: Turn-based (think Pokemon/Final Fantasy/Sea of Stars/Baldurs Gate). Each character gets a turn, and the player-based characters are intermediated. To code and work on the area where the fighting will happen, I will create another scene where there will be some smaller enemies that spawn within the map that you can just hit once with a basic swing of a sword or shot of a bow (depending on how you decide to build Little Red). You will use WASD to move around the map, which will be accessed top-down. Along with right-clicking, it will allow you to do a basic swing without being in combat. This basic swing would kill low HP enemies that may find and walk up to you while moving around the map. We will also increase difficulty through level gating and offer tons of sidequests to level through. This encourages all players to discover more of your optional content while rewarding higher-level players by allowing them to spend less time grinding through their exceptional skills. (working on making this better)

Characters

Little Red:



Huntsman:



Lonewolf:



Goldilocks:

Bad guy1:(need name)

Bad guy2:(need name)

Bad guy3:(need name)

Woods



Goldilock's



Red's

