

Sarah Hauser 5/9

# RED'S ADVENTURE

The world isn't what it seems



**Red's Adventure: A Grimm Story**

# Game Overview

The idea for this game is a story-based/exploration RPG game that you can explore, fight, and talk to the things around you. I want to create a fun game with many options and areas you can explore. The game will start in Little Red's House with the mission of delivering supplies to Grandma's house. In this beginning journey, you must explore the area you wake up in and figure out how to get to the village. While journeying around the area, she finds the Huntsman who will join her. While exploring, they find werewolves; she has to fight to defeat them as they come at her with the knife she carries. She then finds and befriends a werewolf who doesn't follow the same ideals as the other wolves. The last friend she makes along the way is Goldilocks; this is to see if we can create off-shoot games from this game; it opens a whole new world that shows the player all the grimm stories combined in this universe. She learns hidden secrets while exploring the area and fighting the werewolves. At the beginning of the game, she is given small quests (i.e., save this little boy) once she gets to the village. As she does this, she figures out a hidden secret that she feels she has to solve, which launches us into the main storyline of hidden magic, Evil cults, and figuring out where her dad went. She can get weapon upgrades as she defeats things, armor, and ways to boost skills. Grandma's house will be the main point of help for the players; they can go to Grandma for upgrades and healing if needed. The player will also use WASD to move and E and Q for abilities they can unlock for each character. An example is Little Red, which is a rogue-type style, so left-clicking will allow the player to slash, while E might enable them to hide in place. The game's objective is to figure out the hidden underplot of the world while helping those around Little Red.



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 fairy tales 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 side quests 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)

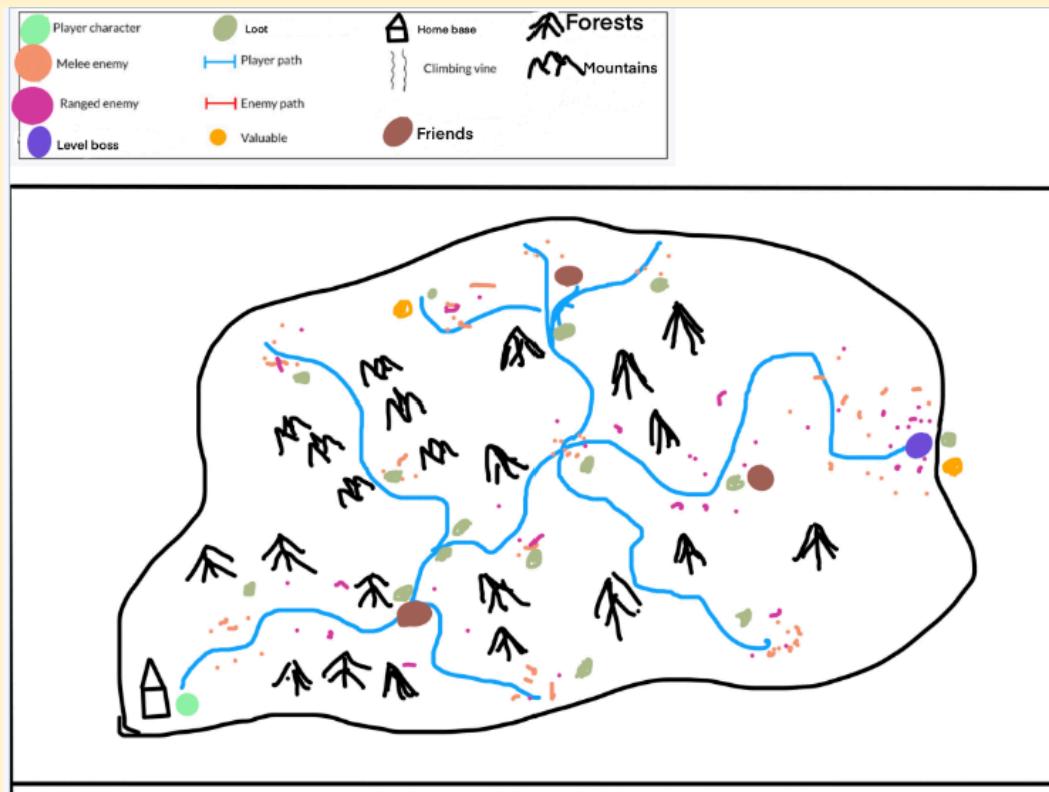
# Level and Art styles

For the art style of our Dark Grimm Little Red 2D pixel video game, we're opting for a dark and dingy aesthetic with a touch of ominousness. Imagine a world rendered in pixel art, where shadows loom large, and every corner seems to hide lurking dangers. The colors are muted, with deep, foreboding hues dominating the landscape. This style works perfectly for our game because it enhances the eerie atmosphere and lends a sense of mystery to the world. It draws players into a grim fairy tale where every step could lead to peril or revelation.

The map concept for our game is a sprawling, twisted forest filled with hidden paths, treacherous terrain, and haunting landmarks. Players must navigate through dense thickets, cross rickety bridges over chasms, and unravel the secrets of cursed groves. While journeying around the area, she finds the Huntsman who will join her. While exploring, they find werewolves; she has to fight to defeat them as they come at her with the knife she carries. She then finds and befriends a werewolf who doesn't follow the same ideals as the other wolves. The last friend she makes along the way is Goldilocks; this is to see if we can create off-shoot games from this game; it opens a whole new world that shows the player all the grimm stories combined in this universe. She learns hidden secrets while exploring the area and fighting the werewolves. As she does this, she figures out a hidden secret that she feels she has to solve, which launches us into the main storyline of hidden magic, Evil cults, and figuring out where her dad went.



Idea for HUD for the game



Level Idea for first act

## Overall Summarie of what I think I want lol

Take on a captivating journey in our narrative-driven exploration RPG, where players immerse themselves in the enchanted world of Little Red and her friends. The adventure begins as Red sets out on a simple errand to deliver supplies to her grandmother's house but soon spirals into a gripping tale of discovery and peril. Along the way, players navigate intricate landscapes, confront menacing foes like werewolves or wizards, and forge unexpected alliances with characters such as the enigmatic Huntsman and the unconventional werewolf ally. These encounters serve as pivotal turning points, challenging players to confront moral dilemmas and uncover hidden truths lurking beneath the surface. As players progress, they unravel a web of secrets surrounding the disappearance of Red's father and the emergence of dark forces threatening the realm. Through dynamic gameplay mechanics and narrative twists, players are drawn deeper into the rich tapestry of the game's world, where every decision shapes the adventure's outcome. With each encounter, players are pushed toward the ultimate confrontation with evil cults and the discovery of ancient magic, culminating in a climactic fight that will determine the fate of Red's world.

In this world, the primary way to gain better equipment is to explore, fight, and solve the small puzzles placed across the world. The player will be getting better equipment and resources as they explore. The primary way to level and power up your characters is to go back to Grandma's house. After the first quest of going to grandma's house and meeting some of the party along the way, the player will be introduced to grandma, and after she hears your story, she will offer to help you along your journey, just not for free. Players will be able to level up for free but purchase bonuses and spells and such from grandma with coins they find as they walk around the world. The players will obviously be able to find merchants out as they explore but Grandma's house is their main base to go bad, restore health and get any needed goodies. Here is how I plan on leveling to work, Increasing difficulty through level gating and offering tons of side quests to level through. This encourages all players to discover more of your optional content, while also rewarding higher level players by allowing them to spend less time grinding through their exceptional skill.

# Characters

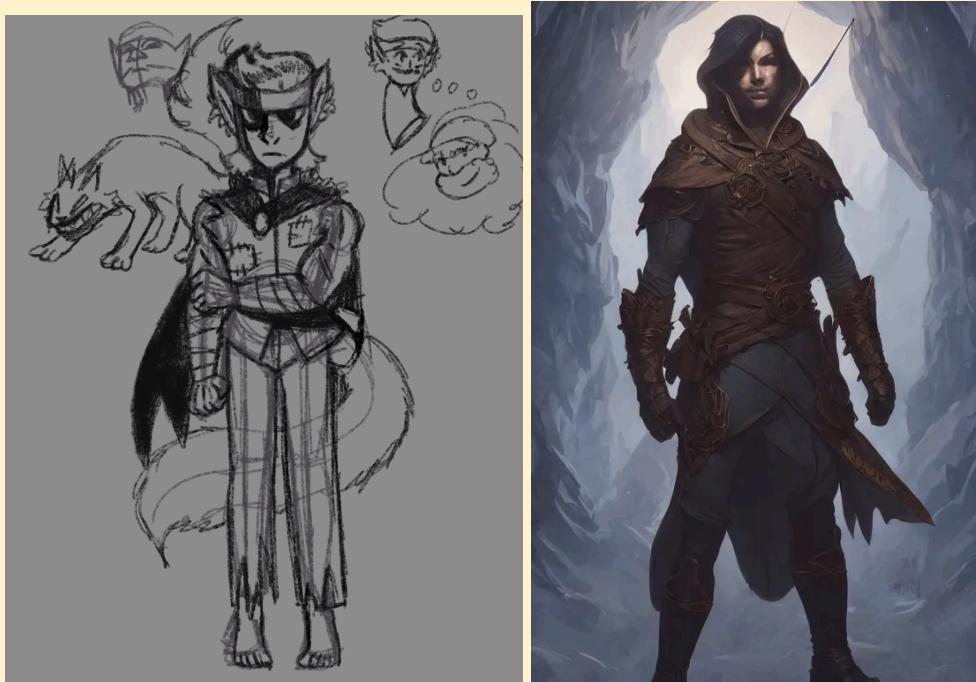
Little Red:



Huntsman:



Lonewolf:



Goldilocks:

