# Character Backgrounds

Player Character:

Name: Lucy (Lucinda)

Age: 14

Hometown: Emerald Pines Village

Backstory:

Lucy grew up in Emerald Pines, a small village in the north east. Her father is a smith, and she grew up learning how to make weapons and how to care for them. Business is not for ladies, though, and so she was forbidden from learning the management of the shop, much to her frustration. Lucy is very close with her grandmother(Granny), who lives in the forest. Granny is a witch, and thus not trusted by the town. Lucy’s father doesn’t like that Lucy goes on trips to visit Granny, and has warned her that she shouldn’t be going there. Still, Lucy continues to venture into the woods to Granny’s house, to learn about new potions and what different herbs do.

This morning, Lucy’s father told her that she is expressly forbidden from entering the woods now, as monsters have been spotted there. Lucy doesn’t bother to argue, but it isn’t long before she’s sneaking out of the house and into the woods.

To Granny’s house she goes.

Mentor

Name: Granny(Agatha)

Age: 64

Home: Cottage in the woods outside Emerald Pines

Backstory:

Agatha had always been different, even as a child growing up in Emerald Pines. One would think she’d find refuge in her family, but this was not the case. They didn’t like the way she was drawn to nature, or the way animals reacted to her. It wasn’t that she played outside a lot, it was that she seemed to speak to both the plants and the animals, as if she could see and hear them on a level that they could not. They feared her abilities, and treated her as less than them. It wasn’t long after Agatha reached maturity that she left the village, retreating into the woods. She didn’t go alone, however. A man in the village had been quite taken with Agatha, and wanted to be with her. She fell in love with him, and together they went to the woods and built their cottage. They were happy, and raised a family of four children. When their children were grown, they decided to venture out into the world for themselves. Lucy’s father went back to his parents home village, Emerald Pines, and was welcomed by his mother’s family so long as he renounced the witchcraft. He had never gotten along well with Agatha, so he did. This caused great pain for Agatha, who loved him even though they fought often. Some of their children visited throughout their lives, some didn’t. Even they feared the witchcraft. Lucy was the only grandchild that showed interest in Agatha, and she was grateful to know her granddaughter. She’s been teaching her little bits of witchcraft here and there, because Lucy has shown both interest and aptitude.

# Objects

None

# Levels

Uncertain as to number of levels.

Levels will each be a different part of the path to Granny’s House, and Lucy will encounter enemies along the way.

# Cinematics

I think I will be avoiding this if possible. I’d prefer to communicate as much through gameplay as possible.

If I have time for it, I will include cinematics of Lucy’s father warning her not to go into the woods and her running into the woods. And another of Lucy being greeted by Granny when she finishes the game.

# Gameplay Features

* Movement through maze

# Scoring

Score will be based on how many fruits and flowers the player picks up before dying or getting to the next level/Granny’s House.

# Mission/Level Designs

Level 1: Easy tour through maze with two enemies and one fruit to pick up

Level 2: Slightly more complicated maze with three enemies and two fruit to pick up

Level 3: Harder, four enemies, five fruit

Level 4: Harder, same numbers, end

# Control Scheme

Movement through arrow keys. Pick up items by running over them.

# Player Actions

* Move up/down/left/right
* Collect fruit/flowers to earn points

# Storyline

Lucy is travelling from her village to Granny’s House in the woods. There will be monsters along the way that she will have to avoid. (Possibility to fight monsters if I can figure out a combat system, that is an option for future scope). Once she’s safely navigated the path to Granny’s House, she will be greeted by Granny.

# Weapons, special objects, power-ups

Fruit and flowers count for point score.

Power ups:

* Shield
* Speed

Weapons(Only if combat is included):

* Sword

# User Interface

Top right corner: Score

Top left: Health and lives

# Sound

* Soundtrack for levels(optional: each level gets its own theme song)
* Menu music
* Sound effects for power-ups

# Scripting

Dialogue for father and Lucy at beginning, where he warns her not to go into the woods.

Dialogue for Granny and Lucy at end, where Granny greets Lucy and invites her inside.