

# **“BEYOND THE BRINK: QUEST FOR THE TREE OF LIFE”**

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**BSIT-2B**

Course/Year/Section

Submitted to:

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## I. GAME TITLE

The title “**Beyond the Brink: Quest for the Tree of Life**” means going beyond the point of losing hope. The phrase “**Beyond the Brink**” shows how humanity is almost giving up because of a disease that cannot be cured. The word “**Quest**” means a mission or journey, which describes the main character’s adventure to find the **Tree of Life** — a magical tree that can cure all kinds of sickness. The title shows that even when everything seems hopeless, there is still a journey of hope and courage to save lives and bring back peace to the world.

## II. GAME THEME/GENRE

The theme of our game is **adventure and science fiction**.

## III. OBJECTIVE OF THE GAME

The main objective of the game is to **find the Tree of Life** and **discover the cure** that can save humanity from a deadly disease. The player, who takes the role of a scientist, must explore different maps such as the **Dungeon**, **Abandoned Village**, and **Forest** while completing quests, solving clues, and fighting monsters. Along the journey, the player must survive challenges, collect items, and interact with NPCs who will guide and help in the mission. In the end, the goal is to **bring back the cure to Earth**, save the scientist’s mother, and restore hope to the world.

## IV. GAME STORY

The story is about a young male scientist who is searching for a cure to save humanity from a deadly and mysterious disease. The idea is inspired by what happened during the COVID-19 pandemic, where everyone was hoping for a cure. But what truly motivates him to find a cure is something personal, his mother also gets sick with an illness that no medicine on Earth can cure. Because of his mother’s condition, the scientist begins his research and discovers a strange portal that leads to a place called the Dungeon World. According to old records, this world hides the legendary Tree of Life, which holds the cure for any kind of sickness. When the scientist enters the portal, he accidentally falls into the Dungeon Map. He becomes confused because he thought that the final battle would happen after defeating the last boss in the dungeon. But as he explores, he slowly realizes that there’s something much stronger waiting for him later on.

Inside the dungeon, he meets two NPCs:

- Slick, who gives him clues and guides him on where to go.
- Bleu Rogue, who gives him a powerful sword to help him fight the monsters.

With their help, the scientist continues his journey, fighting through dangerous enemies. Later, he faces the Dungeon’s Final Boss, a powerful skeleton. He is shocked by how strong it is, but after a long battle, he defeats the skeleton and finds the exit just as Slick described. After escaping, he arrives at the Forest and Abandoned Village Map, the last part

of his adventure. There, he meets Rimuru, an NPC who gives him clues and guides him toward the Tree of Life. Along the way, he faces more powerful monsters before reaching his final destination. When he finally encounters the Tree of Life, he discovers that it has turned into a giant monster — the guardian of the tree. Using the sword from Bleu Rogue and all his strength, the scientist bravely fights the guardian. After the tough battle, the guardian realizes that the scientist's intentions are pure, that he only wants to save his mother and humanity. Because of his goodness and determination, the guardian grants him the Golden Potion, the true cure that can heal any disease. The scientist returns home, cures his mother, and shares the potion with the world. Through his courage and love, he brings hope to humanity once again, proving that a pure heart and strong will can overcome even the hardest challenges.

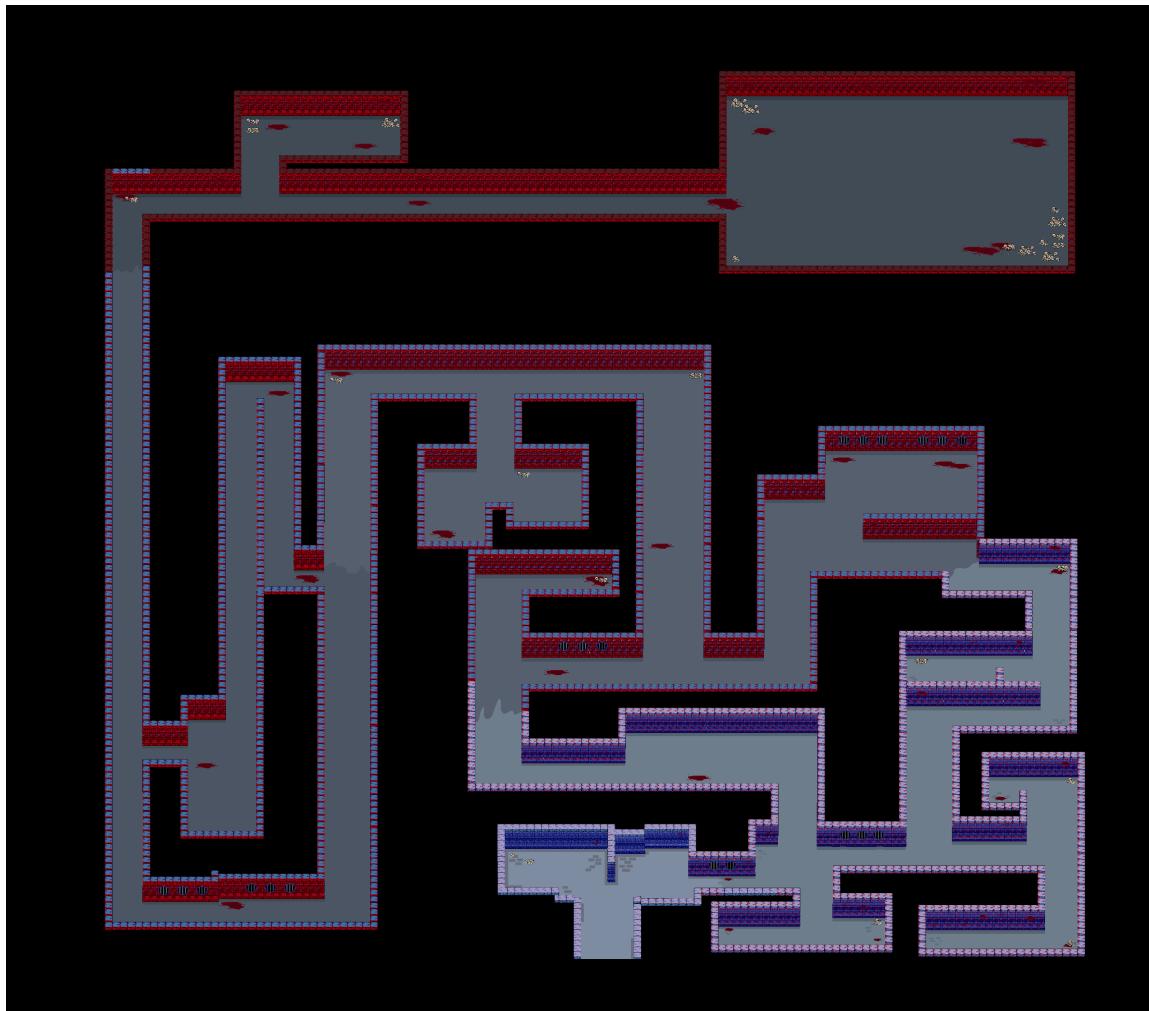
## V. GAME DESIGN/WORLD STRUCTURE

### Maps / World Design

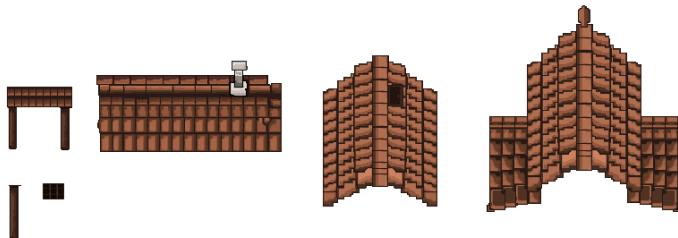
- **Lobby Map** - Startup Screen (to follow)

*To follow* —————

- **1st Map** – Dungeon World ( $5,000 \times 5,000$  pixels)
  - Exploration of underground chambers and hidden paths
  - NPCs: Slick and Bleu Rogue
  - Final Boss: Skeleton Lord



- **2nd Map – Abandoned Village & Forest** ( $5,000 \times 5,000$  pixels)
  - Combination of ruined civilization and nature's mystery
  - NPC: Rimuru
  - Final Boss: Guardian of the Tree of Life



*To follow* —————

## VI. CHARACTER DESIGN

### Main Character:

*Appearance:* Lab coat, determined expression

*Traits:* Intelligent, brave, hopeful

*Skills:* Sword combat, potion use, exploration



*Image 1. Front*



*Image 2. FrontWalk1*



*Image 3. FrontWalk2*



*Image 4. Back*



*Image 5. BackWalk1*



*Image 6. BackWalk2*



*Image 7. SideRight*



*Image 8. RightWalk1*



*Image 9. RightWalk2*



*Image 10. SideLeft*



*Image 11. LeftWalk1*



*Image 12. LeftWalk2*



*Image 13. BackWithBlueSword*



*Image 14. BackWithRedSword*



*Image 15. LeftWalkWithBlueSword*



*Image 16. SideWithBlueSword*



*Image 17. FrontWithSword*



*Image 18 . LeftWalkWithRedSword*



*Image 19. SideWithRedSword*

*To follow* —————

**NPCs:**

*Slick* – The Raven Guide (provides clues)

*Bleu Rogue* – The Sword Guardian (gives the weapon)

*Rimuru* – The Elf Guide (guides to the Tree of Life)



*NPC1. Slick*



*NPC2. Bleu Rogue*



*NPC3. Rimuru*

**Enemies for Dungeon Map:**

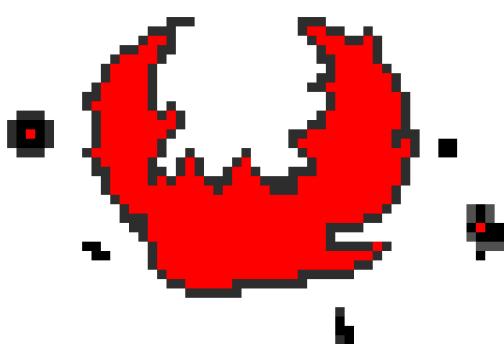
Batfly, Deadly Slime, Mouth Monster



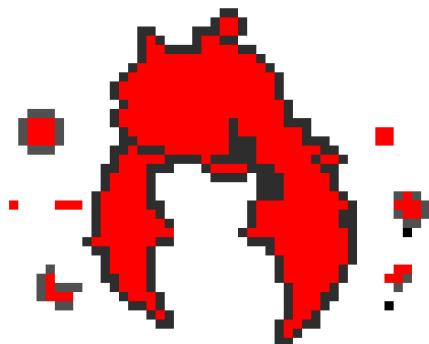
*Enemies1. Batfly*



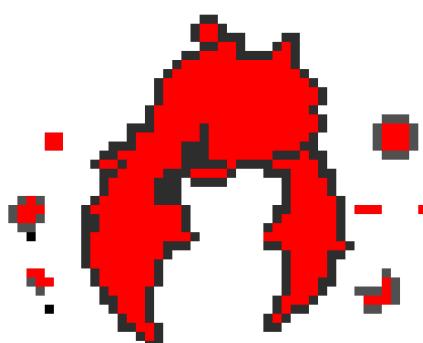
*Enemies1. Batfly2*



*Enemies1. Batfly1Hurt*



*Enemies1. Batfly2Hurt*



*Enemies1. Batfly2RightHurt*



*Enemies2. DeadlySlime*



*Enemies3. MouthMonster*



*Enemies3. MouthMonsterRight*



*Enemies3. MouthMonsterRight2*



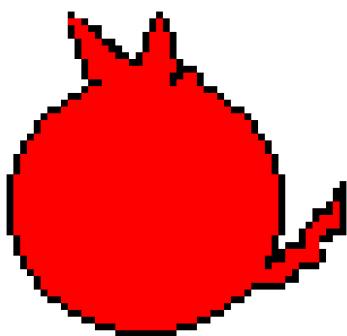
*Enemies3. MouthMonsterKagat1*



*Enemies3. MouthMonsterKagat1*



*Enemies3. MouthMonsterKagat2*



*Enemies3. MouthMonsterRightHurt*

*To follow* —————

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**Enemies for Abandoned x Forest Map:**

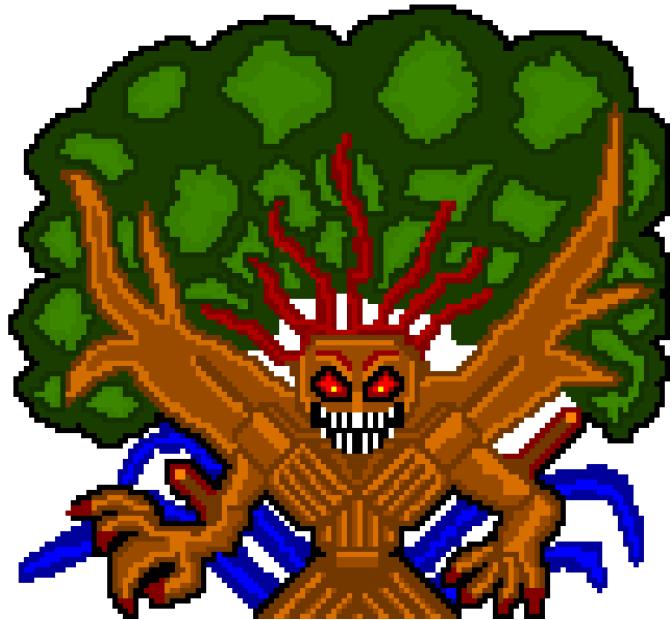
*To follow* —————

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### **Final Bosses:**

Skeleton Lord (Dungeon World)

Guardian Tree (Abandoned Village × Forest)



*FinalBoss2.Guardian Tree*

*To follow* —————

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## **VII. GAMEPLAY MECHANICS**

### **A. Core Mechanics**

#### ***Movement System***

- The player can move using either the **WASD**.
- **Spacebar** for attack
- **Press 1,2,3** for skills(to follow)
- **Shift** for Special Action.
- Press “**E**” when near a chest and NPC.
- Press “**ESC**” when Pause and Menu.

#### ***Collision Detection***

- **Pixel-by-pixel collision** prevents the character from walking through walls, or enemies

#### ***Combat System***

- The player can attack enemies using swords as a main weapon.
- Defensive items shields can be used to block or lessen enemy damage.

- Healing items allow the player to recover health during battle.
- Some enemies attack from a distance, while others fight in close range.

### ***Quest System***

- NPCs (Non-Playable Characters) give the player different missions .
- Missions can include collecting items and defeating enemies.

### ***Item Collection***

- Potions
- Sword
- Coins

## **B. Special Features**

- ***Scientist as the Hero*** – Instead of a soldier or warrior, the main character is a scientist.
- ***Science + Fantasy Mix*** – The game combines real science (finding a cure for diseases) with fantasy (the magical Tree of Life).
- ***Different Worlds to Explore*** – Players can explore dungeons, forests, and an abandoned village.
- There are Final Boss each map
- ***Big Final Boss*** – At the end, there is a strong Guardian that protects the Tree of Life.
- NPC interaction for guidance and quests

## **C. Progression**

- **Explore dungeon** → find exit with NPC help
- **Reach abandoned village** → Meet NPCs and get quest
- **Travel through forest** → fight monsters
- **Final battle with Guardian** → unlock Tree of Life

## **VIII. ROAD MAP**

### ***Phase 1: Planning and Design***

- Finalize the story, theme, and main character (scientist).
- Design the maps: dungeon, abandoned village, and forest.
- Create character and object sprites (32×32 pixels).
- Prepare tiles (60×60 pixels each) for building the world maps.

### ***Phase 2: Basic Gameplay Setup***

- Add player movement using Arrow Keys.
- Program attack (Spacebar) and special skill (Shift).
- Use pixel-by-pixel collision so the player cannot walk through walls.
- Add a viewport system, which acts like a moving camera that follows the player around the map.

### ***Phase 3: World and Interaction***

- Place NPCs in the dungeon and village who will talk or give hints.
- Add chests and other objects
- Create a portal to move between maps (dungeon → village → forest).

### ***Phase 4: Combat and Quest System***

- Add enemies that move or follow the player automatically (AI movement).
- Include a health bar and damage system for both player and enemies.
- Add NPCs who give small missions or quests to help the player progress.
- Create a final boss, Guardian of the Tree of Life, with stronger skills and movements.

### ***Phase 5: Finishing Touches and Testing***

- Add background music and sound effects for movement, attacks, and the environment.
- Test gameplay, collision, and enemy movement to make sure everything works.
- Improve visuals and fix bugs.
- Add intro and ending animations to complete the story. (Tentative)