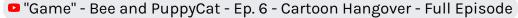Elio Wiesse
Midterm Project: Proposal

CLOUDWORLD | A Top-Down RPG

'**CLOUDWORLD**' is aesthetically and conceptually based off of an episode of the Cartoon Hangover series, *Bee and Puppycat*. I am planning to draw some minor gameplay inspiration from the minigame "Princess Quest" as seen in a few *Five Nights at Freddy's* games- particularly the dungeon crawler set-up and movement and controls. Aside from these elements, the gameplay loop and narrative is very different.

▶ "Game" - Bee and PuppyCat - Ep. 6 - Cartoon Hangover - Full Episode

clip starts at 0:04 | https://youtu.be/BwYcdNKY7N8?si=muMJJ4KaI_qs8LlH&t=4

Gameplay/Implementation

'CLOUDWORLD' is a single-player mini-campaign, somewhat reminiscent of a dungeon crawler. This game is a top-down pixel RPG featuring NPC characters and enemies. Your character begins in CLOUDWORLD, a dreamy town up in the sky populated by small little birds. Your goal is to defeat the Great Eye that has been terrorizing their village, and help them with little tasks along the way.

Players will be able to move in cardinal directions, as well as diagonally. Aside from basic movement, players can also interact with NPCs/items and attack enemies.

Good Outcome Deliverables

I plan to get the scene(s) fully set up with primitives and place-holder assets at the very least, and to include functional movement (at least cardinal directions in this step, but I think I may be able to include diagonal movement in "better outcome deliverables") and attack capabilities for the playable character. I also plan to have functional place-holder menus, and will focus on making their design elements cohesive and more stylised at later stages of the game development (in better or best deliverables). I also will make sure the WIN/DIE states are accessible, which means the boss needs to be defeatable, and the HP bar needs to be functional.

Better Outcome Deliverables

I think I could additionally include item and NPC interactions in the game with things such as fetch quest items and HP/ATK boosts. I would also like to implement dialogue pop ups for the NPC interactions if possible. Additionally, I'd like to include music (overworld, boss, and menu music), sfx, and dialogue (more like little barks than actual voiced lines, similar to how most dating sims or even the hollow knight dialogue functions).

Best Outcome Deliverables

I would ideally like to have fully customized assets for this game. I have some experience making sprites (for video game mod implementation) so I'm hoping I can use these skills to create character/item sprites as well as backgrounds and game object materials. I'd like to fully flesh out the side quests and implement a skill improvement feature for these side quests both visually and programmatically (ATK UP as well as character sprite updates/upgrades when a side quest is successfully completed). I'd also like these ability upgrades to include pop-ups to notify the player ('side quest complete' or 'lvl up').

Next Steps

I will be the first to recognise this is quite ambitious, but I truly believe that my personal interest in the design elements will be vital to keeping myself motivated to see this project through. I will likely have to do quite a bit of research on the implementation of these designs, especially regarding environment layers (background, middleground, and foreground) and programming changes in the sprite (for level ups/new skills). Additionally, I will need to look into octolinear movement and how to implement it. I know many of the other things I plan to implement (HP, enemies, and interactable items/characters) have been covered in the reading, but possibly not to the extent I will need to know them. For this reason, I will be looking at future chapters that cover these topics in a bit more depth, and looking through online forums and resources for further information/tips on application of these topics.