

Broad App Idea

Roughly based on the graphics and style of [Shovel Knight](#) and some of the gameplay mechanics of [Contradiction: Spot the Liar!](#)^{*}, my proposed app is a 2D pixel mystery game. The app would function by having a main character collecting items, talking to NPCs, and solving puzzles to solve a mystery. I've decided to make the NPCs all animals, each with a relevant occupation.

Needed Capabilities

Unless there is a solid and easy way to do this in Swift, I'm going to need to discover an easy way for the player to save their progress in the game and be able to come back to the app where they left off in the mystery.

I will be making my own assets (most of the characters are already drawn).

Plot Summary (without spoilers)

For generations, the Kingdom was ruled over by the three crowns^{**}. That is, until the precious jewel of the Lion King was stolen. He blamed the Deer King for the theft, who in turn blamed the Crow King. The three kings and their factions of the kingdom went to war, ending in each building walls and separating the kingdom into three.

This is where you come in, an outside traveler. After catching the eye of the Lion King, he asks you to solve the mystery of who actually stole the gem as an impartial third party. Talk to the citizens of the three kingdoms, collect clues, and solve puzzles to figure out who did it.

Some Technical Ideas (OOP rough planning)

The primary mechanic will be collecting clues then asking individual NPCs about each clue. Responses of the NPCs will be stored in a 2D array (Item x NPC)

Milestones and progress can be stored as booleans. Upon loading, game can take this storage of booleans and load up the progress the player has made.

Some events can only be triggered after certain event booleans are hit.

^{*}I swear that the bad guy organization in this game being a course called ATLAS is a coincidence and I don't mean anything by using it as inspiration. I promise!!

^{**}Definitely not based on the Lion, Deer, and Crow symbols of the heads of family of each crown of the [Three Crowns of Munster](#)