An Phiast: The Untold Story Game Design Document

Game Title: An Phiast's Decisions

Theme: An Phiast: The Untold Story

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Game Design Description

Our project will take what we believe is a unique spin on An Phiast's untold story. We plan to create a prequel game, taking place before An Phiast met St Cuan. The game will be a choose your own adventure style game, the choices the player makes will influence the story and the kind of personality he will have. The game will be coded in HTML, CSS and JavaScript, with other languages possibly sprinkled in if necessary. The game will feature a path system; the game will begin with An Phiast's early childhood and his first interaction with another monster, he can choose to go down the good path, evil path, or neutral path. A huge inspiration for this was the 2005 game "Shadow the Hedgehog"

In this game, when you enter a stage, you can choose to be "Hero, Dark or Neutral". The game's story will change depending on which path you take, this can lead to a number of different endings. We plan to have the one ending, however the player's path choice will influence the player on whether An Phiast deserved his fate by the hands of St Cuan, will An Phiast be a misunderstood monster, or an evil entity, it's all up to you.

Core Mechanics

The game will have an interface like many RPG's when a player chooses a dialogue option, and that dialogue option will influence the player's decision.


For example, let's say one of the earliest stages, An Phiast encounters someone he doesn't like, does he?

A. Go over to the monster and insult him (EVIL PATH)

B. Continue with his day and do not disturb the monster (NEUTRAL PATH)

C. Be civil with the monster (HERO PATH)

Your choice will affect the path of the game and the story. The interface will be like the one seen above, we also plan to have some minigames sprinkled in-between, mainly for the darker paths, we think this will be engaging and make the user care about which choice they make and not just choose a random option without a second thought.
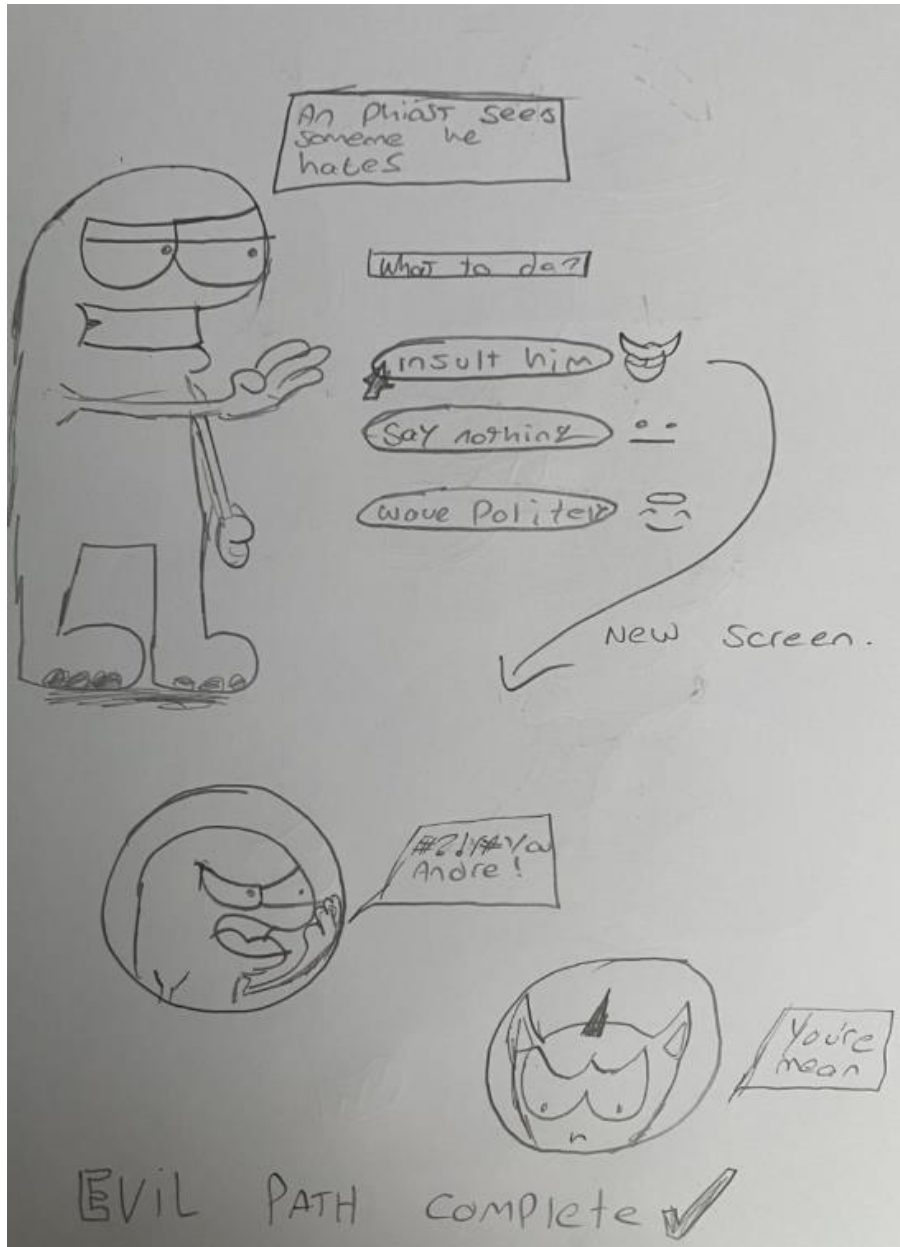
There will also be periods similar to a 2D side scrolling game. These sections won't be as common as the RPG choice selection, tasks would include, shooting an object at someone, coming up with an insult and chasing someone away from An Phiast's favorite ice cream spot, when they only have one more strawberry ice cream cone left.

Overall, we want to create an engaging experience with the user's actions mattering in the game, An Phiast will be like a ball of playdough, free to be molded into the users desired version of Dingle's infamous mascot, An Phiast.

Level Order (Names may change) (Some stage Idea also likely may change)

Stage 1. Phiast Plantation (The first stage, always starts here, this level has Phiast as a young monster, and he can choose to be good, bad or neutral here, by either wholesomely helping his brother get his ball, ignore him, or burst the ball)

Stage 2s

Monster School (EVIL) (An Phiast goes to school, here he can be evil or good, evil by making friends with the bully Abram, or good by telling Ned what he thinks of him)

The Market (NEUTRAL) (An Phiast goes to a human market, he can be good, bad or neutral here, good by buying something, neutral by buying nothing, or evil by stealing)

Circus Sideshow (HERO) (An Phiast goes to the circus to perform for the humans, here he can be good or evil, good by performing for the humans, or evil by disobeying his boss)

Stage 3s

Abram's Swamp (EVIL) (This is where Abram lives, Abram invited An Phiast over and the player has the choice to be good or evil in this stage, good by realising Abram is a jerk and belittling him and leaving, or evil by staying friends with him)

Rabbit Run (NEUTRAL) (A luscious green field of rabbits, An Phiast goes for a stoll and the player can choose to be good, neutral or evil here, good by playing with the rabbits, neutral by keeping to himself and reflecting in the field, or evil by stealing the rabbit's carrots)

The Papers (An Phiast pays a visit to a small pop up animation stand, An Phiast notices drawings depicting a green monster, similar to himself, this makes him confused and upset, there is the hero and evil option here, hero if An Phiast chooses to leave the stand alone and not let his emotions get the better of him, or evil when An Phiast angrily destroys the stand and the doodles that enraged him. (HERO)

Stage 4s

Dan's Party (EVIL) (Dan is Abram's cousin, Abram is being forced to go, Abram speaks poorly of Dan, the choices here are Hero or Evil, the player can go the hero path by going to the party and being nice to Dan, or evil by going to the party with Abram and speaking ill of Dan, after this stage, Abram turns on An Phiast and reveals he never thought much of him, and actually disliked him. This is the final stage of the pure Evil path

Nettlebush Rush (NEUTRAL) (An Phiast is in a jokey mood, and decides to hide in the bushes to scare humans, an eldery granny is walking down the road, what a chance for a scare, the options are Hero, Neutral or Evil, if An Phiast realises scaring the lady is wrong, and decides to help her, he is choosing the hero path, if he chooses to wait for the next person to scare, he is neutral, if he chooses to scare the older woman anyway, he chooses the villain path. This is the final stage of the neutral path.

Spiderweb Well (HERO) (Dingle's wishing well has been taken over by spiders, An Phiast notices many frightened and traumatized townsfolk. An Phiast can be the hero or villain here, this is the final true hero stage, he can be a hero by getting rid of the spiders, or villain by acting like he is going to get rid of them for the humans, and then throwing them at the humans)

Stage 5

Loch Corrailli (The final stage, like stage 1, the player iwll always end up here regardless of what path they took. This is where the showdown with St. Cuan takes place, there is one of 3 endings, depending on the previous level, you will get the evil, neutral or hero ending, An Phiast has his final showdown with St. Cuan, the ending will make the player think on if An Phiast deserved getting the pot stuck on his head, if they player went all evil, he likely did, if they went down all the good paths, then maybe An Phiast is a misunderstood creature, if they went neutral, it is a somewhat grey area)
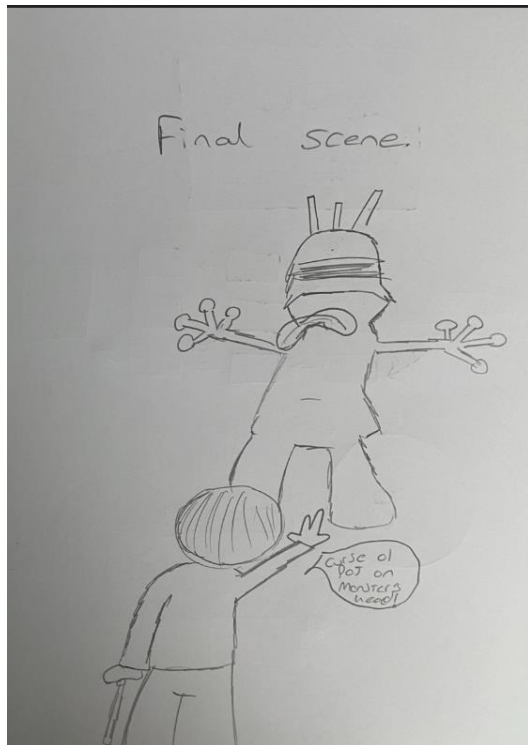
We hope and believe this path morality system will highly encourage replayability, they player will want to see the stages they missed out on and will want to talk to the characters that are not on certain paths, Abram never appears on the pure hero path, We are also thinknig of giving each path it's own name, similar again to "Shadow The Hedgehog"
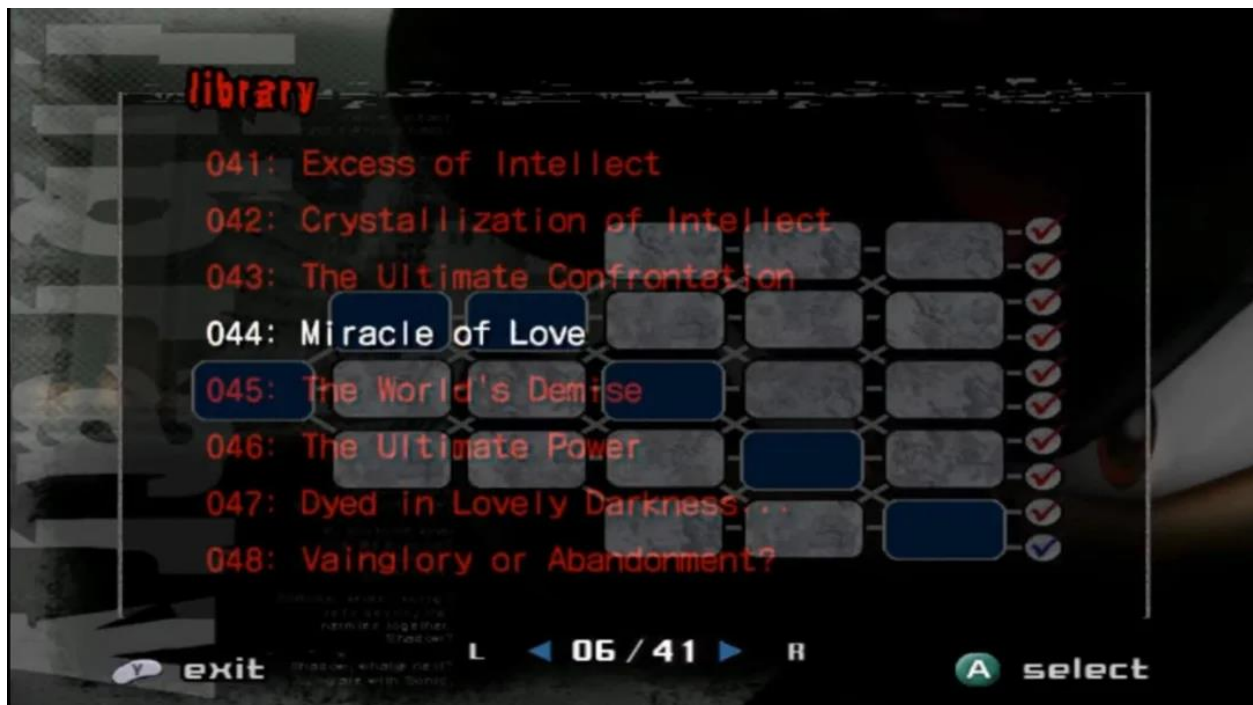
Some names we thought of include

"The Misunderstood Monster" (Pure Hero Path, named after the argument, that An Phiast doesn't deserve what happens to him after the pure hero route, making the argument that St. Cuan may be the villain)

"Abram's Sidekick" (Pure Evil until Dan's Party and then do the hero mission, after An Phiast realizes at Dan's Party, that An Phiast never actually liked him.

"Blending In with the Grass" (Pure neutral as An Phiast rarely interacts with anyone on the pure neutral path.

World Design

As the theme of "An Phist: the untold story" is based in Ireland, we want to make the effort to have an irish feel in the world. Lots of luscious greenery, fields and forests.

Some major inspirations were "New Super Mario Bros", "Sonic the Hedgehog" and "Minecraft", the game will feature a combination of 2D Aseprite art, along with some 3D Models (Made in Maya/Blender) and 2D drawings (Autodesk Sketchbook/Adobe Illustrator/Photoshop).

Green will be a very prominent color in our game, it is the color of An Phiast himself, the color of the green fields and forests that the game will take place in. The game will be in coded for standard computer screens and monitors.
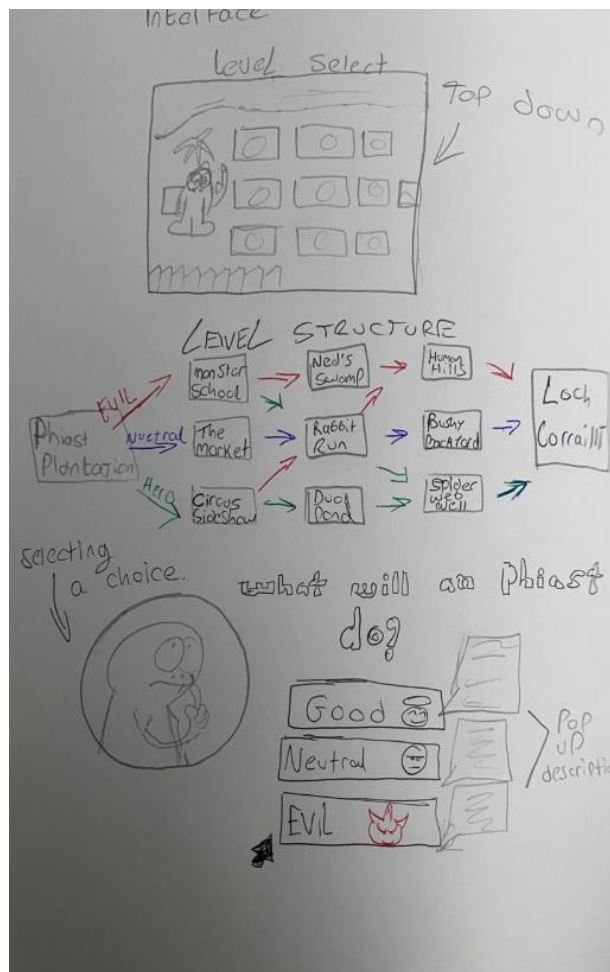
Interface

When playing the game, you'll view the game from a 2D perspective. When you move your character to the left or right, the camera will follow along, automatically keeping up with the player, to show you more of the interactive stages of An Phiast's Choices. It's the same style used in games like "New Super Mario Bros." and "Sonic the Hedgehog.", these sections will not be as frequent as the dialogue choices, however, will still be a somewhat prominent part of our game, examples being like when you have to choose what to do with An Phiast's brothers ball.

The game uses a simple but effective dialouge box system. Whenever a character is speaking, a text box pops up displaying their lines of dialogue. This is where the options will be, the player can pick the choice they want to make here, we will have little symbols as well as text to make it obvious to the player what kind of path they will go down if they choose the option they want

Inspired by games like Pokémon and Final Fantasy VII, which uses dialogue boxes for speech and to narrate the story. The biggest inspiration however was "Sonic Chronicles, The Dark Brotherhood" where sprites will be drawn and displayed based on the tone of the scene, we think this will be a fun way to get creative with facial expressions for character

Interface

Level Select

Top down

LEVEL STRUCTURE

EVIL

Phiast Plantation

Neutral

Hero

Monster School → Ned's Swamp → Human Hills → Loch Corrailli

The Market → Rabbit Run → Bushy Backyard → Loch Corrailli

Circus Sideshow → Duck Pond → Spider Web Well

selecting a choice

what will am Phiast do?

Good 😊
Neutral 😐
EVIL 👹

Pop up description

JED: You have just one POKéMON?
Is there no love in your heart?

Objectives and Narrative

As we have mentioned numerous times, the narrative of the game is the choose your own adventure, morality style game. In a way we want rhe player to relate to An Phiast, as this game is prequel, An Phiast is a younger character at the start, and possibly players could relate to when they were younger, and likely often, did not behave as they should have.

The Objective will be to simply complete each stage, with your corresponding morality, there is no right or wrong way to play the game, simply play it and shape An Phiast as you wish.

There will be ways to fail in the game, and while there will not be a lives system, you can fail the interactive stages, however simply we will have a retry option, for example if An Phiast fails to burst the ball in time, or fails to perform well at the circus.

One other idea is having a rank system depending on how well the user performs a task, this is a feature I have coded in most projects I have done, as I feel it is another way to encourage replayability, and have players strive for the best possible rank and time, maybe there will even be a little secret for those expert players who can get all the best ranks.