

# Quibble Quest

## **Artists:**

**Maria Robinette**

**Tyler Tankxle**

**Ariana Pikens**

**Edin Espinoza**

## **Programmers:**

**Samuel Moreno**

**Yazhuo Liu**

## TABLE OF CONTENTS

|                                     |   |
|-------------------------------------|---|
| Genre .....                         | 1 |
| System Requirements.....            | 1 |
| Game Mechanics .....                | 1 |
| Game Story.....                     | 2 |
| Game Controls & User Interface..... | 2 |
| Monetization.....                   | 3 |
| Replayability.....                  | 3 |
| Sequel .....                        | 3 |
| Inspirations & Examples.....        | 4 |
| Asset List .....                    | 4 |

## GENRE

Space oriented sci-fi puzzle adventure game.

## SYSTEM REQUIREMENTS

This game is to be developed for PC. We may modify it to fit for portable devices in the future, depends on further development of the game.

## GAME MECHANICS

- Completely 2-dimension. Top-down view.
- Approximately 8 hours to finish the game.
- Four playable characters, each has different abilities.
- Characters have free movement in all settings.

- Characters will collect items and solve puzzles to progress the story and achieve goals.
- Player is able to switch between characters anytime during the game at the click of a button.
- When player interact with objects in the game, a menu of possible combination can be done by characters will pop up.
- A fog system that creates a limited zone of visibility for the player to traverse with. By doing so, the enemies will become harder to deal with and the puzzles will be more challenging.
- A simple battle system for dealing with the enemies.

## GAME STORY

There are three populated planet in the Galaxy of Quarb, Kuim, Nuid, and Quib. Quib has been at war with Kuim, the strongest planet in Quarb, for many years. Quibbles, the inhabitants of Quib, heard rumors that there is a planet called Zorg, where you can acquire blocks of a certain kind, that when placed together you can build anything you want.

Our main characters, Stixx, Floof, Burnie, and Slush, decide to go on an adventure to Zorg in the hope of finding the blocks and build a great robot to assist their people in some extreme areas. However their ship broke down near Zorg. The four characters are separated from each other. Stixx needs to find his friends and together they can rely on each other to find the blocks to build a robot.

## GAME CONTROLS & USER INTERFACE

- **Game Controls:**

Mouse and keyboard.

**Mouse:**

Left button = Attack in battle / interact with objects

Right button = Use ability

**Keyboard:**

WASD = Move character

1-4 = Select characters

Tab = Skill Menu – ability to scroll through each character’s abilities and make choices.

Space Bar = Pause Menu – Creates a see-through box that appears in the center of the game board. Inside box are choices to: Exit Game; Save Game; and Resume Game.

- **User Interface:**

H.U.D shows variety of things such as item counter, name of current quadrant/level, current characters chosen, etc. Main menu and skill menu.

## MONETIZATION

The game is free-to-play, but probably ad-based.

## REPLAYABILITY

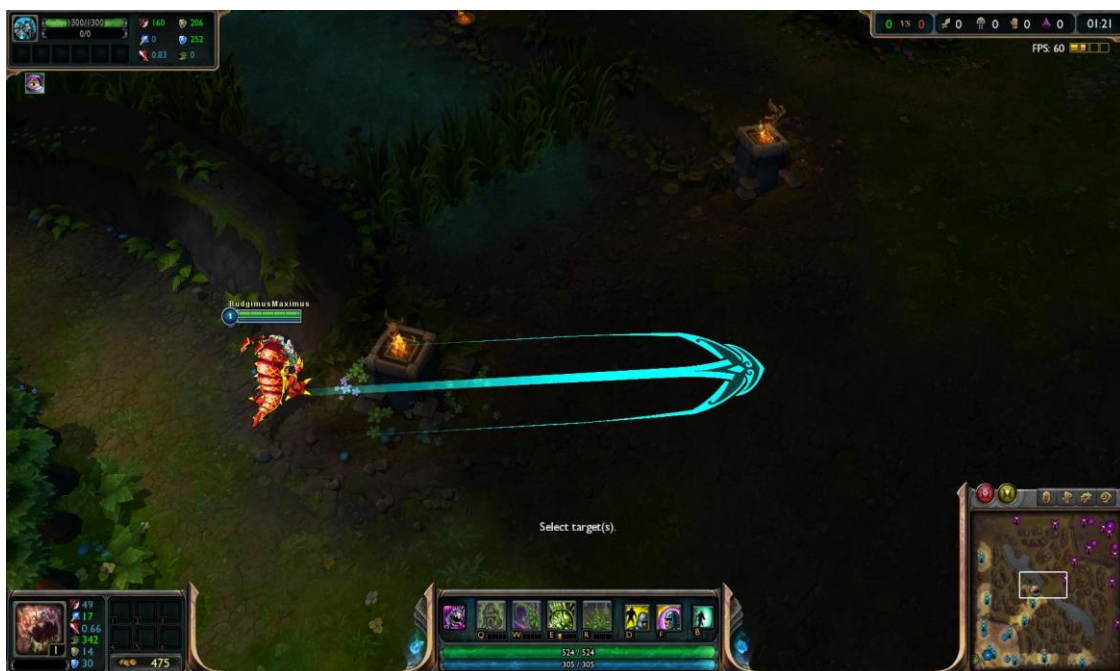
There will be an achievement system in the game. Once the player acquires a certain amount of achievements, a hidden level will be unlocked. There will also be a challenge mode. After the player finishes the first round of the main story, a challenge mode which features all the levels in a harder difficulty will be unlocked.

## SEQUEL

There is no plan for a sequel yet. But of course it is a possibility if the game is a success.

## INSPIRATIONS & EXAMPLES

The concept of fog system was first mentioned by Professor Picard. We were then inspired by the Fog of War mechanics found in many RTS games, such as Starcraft and League of Legends.



## ASSET LIST

- Character sprites
- Enemy sprites

- Backgrounds
- Props (some or many animated)
- Ability animations
- Walking, attacking, using ability animations for each characters and enemy types
- Different sound effects for each character and enemy type
- H.U.D
- Menu designs
- Music for the menus and levels