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**EN 393 Video / Game / Narrative**

**Game Design Document for the Transmedia Project**

A **Game Design Document** (GDD) outlines the features of your project. It is should help the reader visualize what’s in the game and explain how the game functions. The GDD provides specific details as well as the *purpose* of each detail. At the same time, the GDD is a TOOL not a mandate. It is meant to help you organize your ideas and spur your thinking. If you find it starting to limit your ability to think creatively, feel free to adapt or modify the template provided below.

*Redwall:Mattimeo*

A Game For PC, PS4, XBOX ONE

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**I. Overview**

***A. Pitch:*** Describe your game in one sentence.

In *Redwall: Mattimeo,* the player plays as one of several anthropomorphized animals who are trying to rescue a group of children who were kidnapped and are moving across the world to a slaver’s underground lair.

***B. Genre:*** *Fantasy Turn-Based Tactical Role-playing game*

***C. Game Description (2-3 paragraphs):*** This section must be compelling. Tell the story of your game from the point of view of the player, but keep it light and readable. Include where the game takes place, who the player controls, what the player can do, what the player is supposed to achieve. What makes this game unique?

In the Mossflower woods, creatures of all types survive in harmony more often than not. But sometimes, the vermin and the less savory inhabitants of the forest use underhanded means in hopes of acquiring power. At this moment in Mossflower, the masked fox, Slagar, is kidnapping the dibbuns, the children of the people of Mossflower. For what reason, no one knows, but his presence may just be the start of a line of dreadful events for the kind folk that call Mossflower’s shining jewel home: Redwall Abbey.

The player of the game will control multiple characters as they venture throughout Mossflower, all of them in groups of three. The first of these groups is a trio of dibbuns that trying to escape their oppressors; the lead character Mattimeo the mouse and two other dibbuns that will rotate throughout the game. The second group, protecting Redwall Abbey, led by Mattimeo’s mother, Cornflower and a rotating supporting cast. The third group, hot on the trail of the slavers, is led by Mattimeo’s father Matthias, and also has a rotating cast of characters.

Throughout the quest, each lead character will level up by undertaking and accomplishing missions. Some of these will require combat on a predetermined map while others will require stealth to avoid powerful enemies. Each character will have specific attributes such as power, movement, and stealth. By accomplishing quests, taking on stronger companions, and leveling up, the player’s ultimate goal is to end the ring of slavers and protect Redwall Abbey.

***D. Game Flow Summary (2-3 paragraphs):*** How does the player move through the game? Describe the flow of the game’s action in the context of the locations the player will encounter. What challenges will the player encounter and how will she overcome them? How does the progression / reward system work? Are there bosses that inhibit progress? What are the victory conditions for the player?

Starting in Redwall Abbey, Mattimeo and two dibbun friends will be playing a prank and getting into a fight with Vitch, the rat who calls Redwall home. This will serve as a tutorial of map movement and combat, which at this point won’t be very complicated. After defeating Vitch, Mattimeo will be punished and the player will learn more about Redwall and Mossflower Wood.

After Redwall, the player will find himself in the Mossflower Woods and then later a barren desert, and finally the underground Kingdom of Malkariss. These areas will shift dependent upon what part of the story the player is in. Within each layout, the terrain will make things easier or more difficult to defeat enemies. With each defeat of a single enemy, the player will be rewarded experience which will help them level up the character and move forward through each tactical map. At the end of each skirmish, there will be a story scene that explains where the characters are moving to, probably using phrases such as, ‘After the…,’ ‘Meanwhile…’, etc.

Though most enemies will be readily beatable, each skirmish will have a power character (minor boss) that is a little more difficult to take down, whether through strength or speed or ranged attack. This will be most prevalent when battling against the three major bosses; Slagar the Cruel, General Ironbeak, and Lord Malkariss. At the end of each major story arc, the player will receive a large boost to power level due to defeating the major boss. The only true victory conditions will be to defeat all enemies on the board. Though some quests may have the character attempt to evade confrontation, most notably early on whenever the character sees the masked fox Slagar.

***E. Look and Feel:*** Describe the basic look and feel of the game. What is the visual style? This section may include visual references or concept art.

The look, since it stems from a children’s book, will have a slightly childish feel to the whole thing. Semi-pixelated, but enough to make out the different characters, probably reminiscent of Gameboy Advance games.

Using the games, *Pokemon Conquest, Final Fantasy Tactics,* and *Octopath Traveler* as general guidelines(See images Below)*;* the feel of the game should provoke some nostalgia while always having an updated playstyle.

I also will use direct artwork from the Redwall series in waiting screens and during narrative points of the gameplay.



Pokemon Conquest Final Fantasy Tactics

 Octopath Traveler

**II. Gameplay & Mechanics**

1. ***Gameplay:*** Provide a brief description of the gameplay. Is this a fast-paced shooter? An atmospheric puzzler? A turn-based or real-time strategy? An action RPG?

The basic description here is that it is a turn-based tactical RPG strategy game. That is a lot to call something, but the basic rule of thumb is that the player will be playing as certain characters (roles) with ‘turn-based’ combat that can be determined by distinct terrains (Tactical) and differing, and steadily increasing, power levels (strategy).

i. Objectives: What are the objectives of the game? What kind of gameplay are you trying to foster? What is the player’s goal and why would they want to accomplish it?

The main objectives are to uncover the mystery of the missing dibbuns, find and free them from Slagar and Malkariss, then defend Redwall against General Ironbeak. At each skirmish the objective will be to defeat enemies.

The gameplay is to focus on the strengths of your squad while also being aware of the terrain and how movement will affect any combat outcomes.

As a goal, the player will want to save the dibbuns (altruistic thinking) while also dominating and destroying enemies (regular gamer approach.)

ii. Game Progression: How does the player advance in the game? What allows this forward progression?

In order to progress through the game, the player will encounter new chunks of chessboard like terrain and will have to defeat, or in some cases avoid, enemies scattered throughout that chunk. Individual characters will have movement bonuses and such dependent upon their speed and the terrain itself. Once passed through, there will be a narrative screen that will explain situations and where the character is moving to and there will be a repetition with a new board and new enemies. Some of these boards will be easily navigable and enemies easily taken down, others will be more complex and the enemies much more difficult. Eventually there will be a boss fight, and once that boss is defeated, the player will move to the next part of the story.

iii. Obstacles: What are the main challenges facing the player and how is the player rewarded for success? Describe the mission / challenge structure. If the game includes puzzles, describe them.

Main obstacles in this game include run-of-the-mill enemies, minor bosses, major bosses, space blockers, terrain the slows or blocks, and minor puzzles needed to strategize a way through the terrain. The player will be rewarded throughout the game by stat boosts and in many occasions new characters to add into the team.

iv. Game Start / Character Creation: Describe how the game loads. What does the player do? How is character selection / creation handled?

The game will start with a recap of what Redwall is. The abbey itself and the hero, Martin the Warrior, that still protects the building. Then a narrative screen will explain who Mattimeo is (Martin’s great grandson) and how he is a little trouble maker in Redwall. That will take the player to the first tutorial fight with Vitch.

The player will then learn the basic game mechanics and ‘win’ his/her first skirmish. There is no true character creation or selection at this point. Later on, the player will be able to decide which critters he/she will take into individual battles.

v. Tutorial: How is the player introduced to gameplay and mechanics? Is there a tutorial? Is it a mission or a story mode? Are all mechanics available immediately? Or are new ones introduced at new levels?

The tutorial, as previously stated, is the player’s first combat with Vitch. There will be minor obstacles and a weak opponent that Mattimeo and friends will take on. After that, missions and story mode coincide. Cut screens will show the written narrative and explain that Vitch was a spy for Slagar and the missions will unravel after the Fox comes into the Abbey to steal the children.

Some new mechanics will be available throughout. Characters with ranged attacks, different terrain impediments and boosts, and then weapon additions. At the start it will all be close combat, easy terrain, and no weapons.

vi. Multi-player: If an option, describe how gameplay differs.

There will be an off-story skirmish mode where two players could choose or create a game board, choose their characters in draft style and the battle amongst themselves.

***B. Mechanics:*** The rules of the game, both implicit and explicit. This is the model of the universe that the game operates under.

i. Physics: How does the physical universe work?

The physical universe will be controlled in the chessboard style of many turn-based tactical strategy games (See Images for examples).



Android Battlefield Pocket Tactics

Within the chess board, there will be different types of terrain on individual squares to either aid or hinder movement. These terrains will include; grass, high grass, woods, mountains, hills, desert, riverlands, and underground. Dependent upon what character the player is using and the traits that character possesses, the terrain will allow them to move more spaces or less based on their natural movement bonus or ‘speed’.

ii. Movement:

General- The general movement will be on a square by square basis and how many squares the character can move will be governed by their natural movement bonus. For level one characters, the speed will always be one space. As the characters level up and gain attribute points, the player can select to add attributes to that movement bonus (Most characters will have a lock at 5 spaces).

Other- The change in movement will be determined by the terrain. If, for example, the player is using the mouse Mattimeo, his natural ability on grass terrain will give him an extra space every turn. But if the player is using Orlando the Axe, a badger, he will have a bonus in the woods. After one movement and possible attack per character per turn, the turn the shifts to the opponents who will do the same.

iii. Objects:

Picking up- There won’t be objects that the player can pick up during a skirmish, but they will be unlocked and achieved after victories. Most of these objects will be weapons of some sort, food to gain health during a skirmish, or in rare cases, armor. After battle there will also be gold rewarded and the player will be able to purchase these items at story timed moments when the characters encounter traders.

Moving- There will be no direct movement of objects in a skirmish. Weapons will give permanent boosts to attack power or give the possibility of ranged attack, armor will give permanent boosts to defense or sturdiness, and health potions will be used in place of an attack on a character’s turn.

Using- To use the objects, the player must equip the characters with armor and weapons before a skirmish starts, a ‘battle prep screen’. Once those are equipped, the combat bonuses will immediately take hold. To use health recovery items, the character will skip a combat step during his/her turn and instead use the item in a battle menu.

iv. Actions: Describe what actions are available to the player and what keys activate these actions.

Actions during a skirmish will be fairly straightforward. The movement phase, where a character will move to a space of the player’s choosing. Within movement during selected skirmishes, there will be an option for a stealth move where a character can attempt to avoid notice from more powerful enemies. After movement of a character, the player can select to use an item, pass turn to another character, or engage in combat.

v. Combat: If there is combat or any other form of conflict, how is it modeled?

Combat is a possibility on every turn for every character. Combat in this game will only be a single attack per turn per character while an enemy is within range. To engage in close combat (if the character does not have a ranged weapon) the enemy must be in an adjacent square on the board. If the character does have a ranged weapon, the enemy must be within line of sight, and damage is not guaranteed if there is a miss.

With only one attack per turn per character, enemies will be able to strike back on their next turn or attempt to flee across the board if their speed allows it.

In some cases, characters who get behind their enemies, or character who are attacking from higher terrain, will have a combat boost which will deal more damage to the adversary.

vi. Economy: What is the economy of the game world? How does it work?

The player will be rewarded with gold after skirmishes and will be able to purchase some items from an encountered trader in the world. This trader will appear at the beginning, middle and right before the boss of every major plotline.

**III. Story**

***A. Story***

What is the basic narrative? What is the “heart” of the story? Is it a linear story? Discuss relevant backstory and major plot elements. How does the *story* progress?

The narrative of the game will reflect that of the original telling of *Mattimeo* by Brian Jacques. The story is told in three main threads which will be shown in through the eyes of the three main characters Mattimeo, Cornflower, and Matthias.

While not completely linear as a whole, the three threads will have a linear quality individually. Mattimeo will be the starting point in Redwall abbey. After running through the tutorial of battle, the player will soon have to fight against the masked fox, Slagar. This will be a guaranteed defeat and the fox will kidnap Mattimeo and his friends. The kidnapping will lead to the rest of Mattimeo’s struggles, trying to escape Slagar and his minions, being recaptured, goings against the vermin, and getting to the underground kingdom of Malkariss.

Cornflower’s storyline will pick up after the Mattimeo tutorial where she ‘fights’ against her son Mattimeo in order to punish him for misbehaving. After the kidnapping though, she will lead the inhabitants of Redwall against the remaining Vermin, minor antagonists within the abbey, and finally against General Ironbeak, a raven with an army of birds

Matthias, Mattimeo’s father, will be in pursuit of Slagar and the slavers. His journey will be the most perilous as he encounters not only the slavers, but a horde of archer rats, other parents of kidnapped children who mistakenly blame him and the Redwallers, the vermin army of Malkariss, the great Wearat, then the final showdown with Slagar and Malkariss herself.

The heart of the story is the lengths a family will go to in order to protect one another. Not only is Matthias and Cornflower attempting to retrieve Mattimeo, many of the other characters are looking for their kidnapped children as well. This story will progress with voiced over narrative screens at the end of each skirmish, more than likely pulling text from the novel itself to provide the story.

***B. Game World / Environment***

Overview: The world this story takes place in is the greater realm of Redwall Country. Inhabited by anthropomorphized animals with weapons and jobs, the realm is sort of a Medieval look, castles, fortresses, small towns, woodsmen and the like. Here is the map of the realm as a whole:

Map of Redwall

Key locations: The key locations in this specific story are-

Redwall Abbey, a home for gentle folk simply trying to live in peace. The abbey is protected by the legacy of Martin the Warrior.

Mossflower Woods, a woodland that’s home to both vermin and gentle folk alike. Some key inhabitants in this tale include Orlando the Axe and the members of the Guosim Shrew Guerilla Army.

The Desert - After tracking Slagar through the woodlands, Matthias, Orlando, and the Guosim army go through the desert to track down the dastardly fox.

The Kingdom of Malkariss- The underground Kingdom of Malkariss in the south is where the final showdown is. These tunnels, caverns, and ravines are dangerous to any and all that venture there.

Travel: Travel is linear to the story provided the player wants to keep moving through that. Each individual skirmish is replayable so that the player can level up characters as much as he/she wants. For each major location, the player can select that locale on a map overlay and choose the individual skirmish.

Day / Night: No day and night changes other than underground darkness from a terrain standpoint.

Weather: Just terrain changes that can affect combat.

General look & feel. How many areas are there? Will there be a map the player can access? Is it revealed all at once or as areas are unlocked?

There are four major locations that must be unlocked by playing through. The locations can me access by a map overlay and within each location there will be skirmishes with varying difficulties and terrain changes.

Areas: Provide a description of each area including its physical characteristics, its relationship to other areas, and its significance to the game (levels that take place there, significant challenges or encounters, characters located there, etc…)

Redwall- The abbey is contained within four great stone walls, the interior courtyard covered in easy to navigate grass, and the buildings (for skirmishes within them) will be stone floors with obstacles strewn about. This location will be the least difficult in regards to terrain, but there will be squares in which characters cannot move and there will be stealth tactics that can be used more frequently to escape stronger enemies.

This is the most well-known place in the realm and many people have tried to take it and make it their own. Usually defended by a few warriors, a small army of birds, and then affiliated with the two strongest forces in the land, The Long Patrol and Salamandastron, Redwall has gotten through quite a fair share of scares.

The significant challenges and encounters here will concern first, Slagar and the slavers who poison the feast to kidnap the dibbuns and then General Ironbeak who arrives after the defenses have left in trail of those kidnapped kids.

Most of the main Characters are located here including; Mattimeo, Cornflower, Matthias, the dibbuns, Jess, Basil, the Abbot, Queen Warbeak etc.

Mossflower Woods- The vast forest of Mossflower is home to the gentle folk and vermin alike. Most of the terrain on the boards will be woods, grass, or high grass. This is all dense woodland and the major powers in the area are the Guosim Shrews and the Rat Archers.

The significant challenges at this point include meeting the other parents of the kidnapped children and doing battle with them in a misunderstanding, befriending Orlando and Jubez, Mattimeo attempting to escape, confronting the Rat Archers, and joining with the Guosim.

Characters located there are Orlando, Jubez, The Guosim, The Rat Archers, and intermittently Slagar and the slavers.

The Desert- Barren wasteland that slows the movement of all the gentle folk but does not hinder any of the slavers as that is their world. Most of the squares will be the desert terrain but there will be spots of grass and high grass.

Major challenges in this area will be Matthias’s first meeting with Slagar, Mattimeo attempting to get to his father, and a chase down of the slavers into the underground.

No new characters will be introduced in the desert but a recurring cast will be present.

The Kingdom of Malkariss- The underground kingdom is inhabited by the vile vermin under the power of the mysterious Malkariss. Rats, voles, ferrets, stoats, weasels along with Salgar the fox, the infamous Wearet (weird cross between ferret and weasel), and Malkariss herself call this place home.

The terrain here will mostly be darkened spaces of rocky land. Most Vermin will get a speed boost while the non-mole characters that can be used will all have a negative to their movement.

This is the final area and will include the most powerful enemies. The first major showdown here comes against Slagar and his slavers, then a battle will take place against the Wearet alone (probably the most powerful solitary enemy in the game), then a final skirmish against Malkariss (a polecat and lord of the slavers) Slagar, and a few of the remaining henchman in the underground. After these battles are won, Matthias and Mattimeo reunited and return to Redwall.

Characters included in this section are two of the major antagonists, Malkariss and the Wearet, and then Matthias will be finally reunited with his son Mattimeo along with the other parents being reunited with their individual children.

***C. Characters***

For all major characters discuss:

Personality

Appearance & animations

Special abilities

Relevance to story (what is the character’s role in the game?)

Relationships to other characters

Statistics (if relevant)

Redwall

Mattimeo

Personality-A little hellion of a dibbun. Wants to make trouble at Redwall but after the kidnapping becomes protective and attempts to free the other kids.

Appearance & animations-A small mouse who will be animated as an annoying child at first but become more serious as the game progresses

Special abilities-Grassland terrain boost. Due to his ancestry, uses weapons and armor easily.

Relevance to story (what is the character’s role in the game?) As the title character, Mattimeo will be one of the three guaranteed characters a player has to use in certain spots (the others being Matthias and Cornflower).

Relationships to other characters- Son of Matthias and Cornflower. Friend of the other kidnapped dibbuns. Main enemy of Vitch. Slagar’s main target.

Statistics (if relevant) Starts at 1 strength, 1 speed, 1 defense and 1 stealth and will raise at player’s choice for all characters.

Matthias

Personality-Protective father and defender of Redwall. As the son of Martin the Warrior, the blood of Redwall’s greatest protector runs in his veins. Very determined to bring his son back.

Appearance & animations- Adult mouse that will always hold a weapon. His animations will always show his determination and will to protect everyone in Redwall.

Special abilities-Grassland terrain boost. Extra weapons boost. When fighting alongside Mattimeo or other Redwall inhabitants, all three attributes will have a plus-1 boost.

Relevance to story (what is the character’s role in the game?) Matthias is one of the three protagonists and will be the primary character chasing down the slavers in pursuit of his son.

Relationships to other characters- Father of Mattimeo, Husband to Cornflower, befriends Orlando and Jubez, protector of Redwall inhabitants.

Statistics (if relevant)- 2 Strength 1 speed 2 defense 1 stealth.

Cornflower

Personality-Protective mother but also unafraid to call Mattimeo out on his nonsense.

Appearance & animations- Adult mouse. Animations will show that she is caring and worried about all the characters.

Special abilities-Grassland terrain boost. Speed and defense increase if fighting alongside a Redwall inhabitant.

Relevance to story (what is the character’s role in the game?) The main character involved in the Redwall story arc.

Relationships to other characters- Mother to Mattimeo, wife to Matthias, protector of Redwall

Statistics (if relevant) 1 strength, 2 speed, 1 defense, 2 stealth

Basil

Personality- A former hare of the Long Patrol, Basil is a fighter through and through. Fiercely protective and always wanting what is just, this hare means business for anyone crossing Redwall.

Appearance & animations- He is an adult hare, always carrying some type of weapon, and wearing his Long Patrol uniform. His main animation will be a fighter’s fist in character selection.

Special abilities- Movement boost in high grass terrain. Wearing armor will provide an extra 1 attribute to defense along with the armor addition

Relevance to story (what is the character’s role in the game?) Basil is Matthias’s right hand hare and will be one of the first teammates the player can use.

Relationships to other characters- Matthias’s best friend, protector of Redwall inhabitants, adoptive father of Cheek

Statistics (if relevant)- 2 Strength, 2 speed, 2 defense, 1 stealth

Jess

Personality- Brave and protective, Jess Squirrel is always willing to help the Redwallers and is their ace climber. She has a history of aiding in battles and was a natural inclusion to Matthias’s pursuit team.

Appearance & animations- An adult squirrel who is usually seen in a dress. Her animation will be with a smile and a nod.

Special abilities-Terrain boosts in both grasslands and the woods. No negative effect on hills or mountains.

Relevance to story (what is the character’s role in the game?) After her son was kidnapped along with Mattimeo, Jess volunteers to go with Matthias and Basil in search for the missing dibbuns.

Relationships to other characters- Good friend of Matthias and Cornflower. Mother of Sam and wife to Mr. Squirrel.

Statistics (if relevant) 1 strength, 2 speed, 1 defense, 2 stealth

Tim and Tess Churchmouse

Personality Both are meek and tender but usually willing to follow Mattimeo into his shenanigans.

Appearance & animations-Mice children, both will have childish animations

Special abilities- Grassland terrain boost

Relevance to story (what is the character’s role in the game?) Mattimeo’s first teammates and are kidnapped alongside him

Relationships to other characters- Mattimeo’s friends, John Churchmouse’s daughter.

Statistics (if relevant) 1 strength, 1 speed, 1 defense, 1 stealth

Cynthia Bankvole

Personality-Whiny and scared more often than not, she is rather annoyed by Mattimeo’s antics

Appearance & animations- She is a child bankvole and will have a very frightened expression.

Special abilities-Grassland terrain boost

Relevance to story (what is the character’s role in the game?)- She is kidnapped alongside Mattimeo and the other dibbuns

Relationships to other characters- friends with Mattimeo and the Churchmouse siblings

Statistics (if relevant) 1 strength, 1 speed, 1 defense, 1 stealth

Sam Squirrel

Personality- Very quiet, rarely talks but follows Mattimeo everywhere. Nicknamed Silent Sam.

Appearance & animations-A very small squirrel who will be animated holding his mouth.

Special abilities- Grassland terrain boost.

Relevance to story (what is the character’s role in the game?) Kidnapped alongside the other dibbuns

Relationships to other characters- Friends with the kidnapped kids and son to Jess Squirrel

Statistics (if relevant) 1 strength, 1 speed, 1 defense, 1 stealth

John Churchmouse

Personality- Reserved and intelligent, The Redwall Recorder

Appearance & animations- A small adult churchmouse who is constantly carrying a book.

Special abilities-Not playable

Relevance to story (what is the character’s role in the game?) He will be the voiceover character and will be the character the player needs to speak with from time to time concerning help ideas.

Relationships to other characters- Father of Tim and Tess

Statistics (if relevant) N?A

Abbot Mordalfus

Personality- The wise Abbot is trusting of others, sometimes too much in the case of Vitch, but he always has a way of reassuring the Redwallers in times of trouble.

Appearance & animations- An elderly mouse wearing a monk’s robe.

Special abilities-Moves an extra space while inside Redwall.

Relevance to story (what is the character’s role in the game?) As the abbot of Redwall, he is the de facto leader of the abbey and will attempt to help in whatever way he can.

Relationships to other characters- He is the Abbot of Redwall so has a relationship with all creatures who enter there.

Statistics (if relevant) 1 strength, 1 speed, 2 defense, 2 stealth

Queen Warbeak

Personality- Militant and proud, she is fiercely loyal to her Sparrow flock and to Matthias.

Appearance & animations- A large Sparrow, no weapon is needed due to her talons.

Special abilities-Terrain boost on every type but forest and underground.

Relevance to story (what is the character’s role in the game?) Originally protecting the abbey from airborne threats, Warbeak needs to deliver information to Matthias and send her entire flock to find the mouse.

Relationships to other characters-Close friend of Matthias

Statistics (if relevant) 4 strength, 3 speed, 2 defense, 1 stealth

Mossflower

Orlando the Axe

Personality- A valiant warrior who will do anything to retrieve his daughter. Exceptionally powerful.

Appearance & animations- A large badger lord of the western plains, he carries his large double-sided axe at all times

Special abilities-Terrain boosts in grass or woods. If attacking from behind a target, and extra strength point goes to the attack.

Relevance to story (what is the character’s role in the game?) As the father of Auma, Orlando is trying to retrieve his daughter from Slagar and eventually joins Matthias.

Relationships to other characters- Father of Auma, joins Matthias

Statistics (if relevant) 3 strength, 1 speed, 3 defense, 1 stealth

Auma

Personality- Smart an cognizant of other’s around her, Auma is willing to fight only when it is for protection of others.

Appearance & animations- A young badger maid who carries a makeshift club

Special abilities- Terrain boosts in grass or woods

Relevance to story (what is the character’s role in the game?) She is kidnapped by Slagar and is the target of her father’s quest. She befriends the other kidnapped dibbuns and looks out for them.

Relationships to other characters- Daughter of Orlando and friend to the kidnapped children.

Statistics (if relevant) 2 strength, 1 speed, 2 defense, 1 stealth

Jabez Stump

Personality- A feisty hedgehog who jumps to conclusions

Appearance & animations- An adult hedgehog who carried a sling and a brace of daggers.

Special abilities- Terrain boost on grass, comes with ranged weapons, if attacked from behind, the attacker receives recoil damage

Relevance to story (what is the character’s role in the game?) Joins Matthias in search of their lost children.

Relationships to other characters- Father of Jube, Friend to Matthias

Statistics (if relevant) 2 strength, 1 speed, 3 defense, 1 stealth

Jube

Personality- Optimistic and cheery. Always can see the bright side of things

Appearance & animations- Child hedgehog who wears a smile more often than not.

Special abilities-Terrain boost on grass, if attacked from behind, the attacker receives recoil damage

Relevance to story (what is the character’s role in the game?) One of the kidnapped dibbuns and attempts escape with Mattimeo

Relationships to other characters-Son of Jabez and friend to the kidnapped kids.

Statistics (if relevant) 1 strength, 1 speed, 2 defense, 1 stealth

Cheek

Personality- A ‘cheeky’ otter that mimics those he likes. Originally not fond of water, once he jumped in it all was well.

Appearance & animations- A young otter who copies Basil’s animation movements

Special abilities- Can move through water tiles and gets a two square boost from starting in one.

Relevance to story (what is the character’s role in the game?) He points Matthias’s group in the correct direction of Slagar and then teams up with them as they chase down the slavers. Eventually he is adopted by Basil

Relationships to other characters- Basil’s adopted son

Statistics (if relevant) 1 strength, 3 speed, 1 defense, 2 stealth

The Guosim Shrews

Personality- A group of militant shrews who want to protect Mossflower

Appearance & animations- Little shrew with little swords

Special abilities- Grass land terrain boost but individuals are unplayable

Relevance to story (what is the character’s role in the game?) They join with Matthias to protect Mossfower

Relationships to other characters- Befriend Matthias’s gang

Statistics (if relevant) N/A

Stryk

Personality- A warrior Red Kite who is as proud as they come.

Appearance & animations- Large red kite with a look of determination.

Special abilities- Terrain boosts on everything but underground and woods.

Relevance to story (what is the character’s role in the game?) After showing up at Redwall injured, she is taken in by the dwellers and healed just in time to do battle against the smaller, weaker General Ironbeak.

Relationships to other characters- Friend of Redwall’s

Statistics (if relevant) 5 strength, 3 speed, 3 defense, 2 stealth

Villains

Vitch

Personality- Outwardly, Vitch acts as a tough bully but is exceptionally cowardly. Thinks Slagar is a friend and mentor but cannot see that the fox just uses him.

Appearance & animations- A small rat with a attitude of dislike towards Redwallers

Special abilities-Speed Boost in the underground

Relevance to story (what is the character’s role in the game?)-Vitch was sent to Redwall as a spy by Slagar and was mistakenly taken in by the Abbot. He serves as Mattimeo’s chief antagonist throughout.

Relationships to other characters- One of Slagar’s minions. Mattimeo’s bully.

Statistics (if relevant) Non-playable outside skirmish, 1 strength, 2 speed, 2 defense,1 stealth

Slagar

Personality- Vicious and cunning. Always working to achieve money and power

Appearance & animations- A fox with a plaid mask, constantly with a violent gaze in his eyes

Special abilities- Terrain boosts on grass, woods, and underground

Relevance to story (what is the character’s role in the game?) The first major antagonist and the character who drives the full plot

Relationships to other characters- Leader of the slavers, underling to Malkariss, antagonist to Redwall

Statistics (if relevant) Non-playable outside skirmish, 5 strength, 3 speed, 4 defense,2 stealth

The Rat Archers

Personality- No real personality

Appearance & animations- Gray and black furred rats who carry bows and arrows

Special abilities- Terrain boost in woods and high grass

Relevance to story (what is the character’s role in the game?) Within the story, the rat archers escort the slavers through treacherous lands before holding Matthias and his group at bay.

Relationships to other characters-Allies of Malakris and Slagar

Statistics (if relevant) Non-playable outside skirmish, 1 strength, 2 speed, 1 defense, 4 stealth

General Ironbeak

Personality- Cruel and selfish, Ironbeak sees things he wants and takes them with no care for who it hurts

Appearance & animations- A large northland Raven with graying feathers around his face.

Special abilities- Terrain boost on all squares but woods and the underground

Relevance to story (what is the character’s role in the game?) After Queen Warbeak takes her sparrows to find Matthias, Ironbeak see the Abbey and wants to take it for himself. This creates the third major story arc where Cornflower is the lead.

Relationships to other characters- No real relationships

Statistics (if relevant) Non-playable outside skirmish, 3 strength, 3 speed, 2 defense,1 stealth

Malkariss

Personality-Arrogant and vile, Malkariss used scare tactics to fuel his kingdom as he himself was deformed and elderly.

Appearance & animations- A white polecat with visible scarring across his body

Special abilities- Movement boost in the underground

Relevance to story (what is the character’s role in the game?) Malkariss funds the slavers and uses the slaves as his own workforce. Though a great limestone statue shows him to be a strong, white polecat, he is actually rather weak and deformed. He is the final challenge and ‘boss’ though Slagar is the more fearsome opponent.

Relationships to other characters- Funds Slagar and the slavers, uses his slaves as fodder.

Statistics (if relevant) Non-playable outside skirmish, 3 strength, 2 speed, 4 defense,3 stealth

The Wearet

Personality- A nameless slavemaster for Malkariss, known as a tremendous fighter

Appearance & animations- A mix between a weasel and ferret, the Wearet is described as large, have no ears, and a very long neck.

Special abilities-Terrain advantage on underground and mountain

Relevance to story (what is the character’s role in the game?) AS a slavemaster, the wearet is in Malkariss’s kingdom and fights Matthias, knocking him off an edge to where Malkariss himself is. He is defeated by Orlando and the others before they meet back up with Matthias.

Relationships to other characters- Malkariss’s underling

Statistics (if relevant) Non-playable outside skirmish, 7 strength, 2 speed, 5 defense,1 stealth

***D. Levels***

Level: Describe each level in detail. Identify the defining characteristics, both aesthetically and in terms of gameplay. For each level include a synopsis, introductory material and how it is provided, objectives, and obstacles the player much overcome. If relevant, include a physical description and map. Describe the *critical path* a player needs to take in order to complete the level, *important encounters*, and *significant characters*.

What motivates the player to unlock and go through levels?

Relevance: How does the level advance the game story?

Within the game, there will be three concurrent journeys taking place. That of Mattimeo, Matthias, and Cornflower. As each journey develops, different points on different storylines will become available. So, a player may play all he or she can on Matthias’s storyline, but will eventually be stopped and be forced to play either Cornflower’s or Mattimeo’s before continuing that line. Though not exactly linear, the stories will mesh together by the end.

The introductory material will be provided by a voiceover and cutscene from John Churchmouse, usually taking lines from the novel itself as a way to convey what is happening.

The objectives will be to either defeat or avoid the enemy. Obstacles will include blocked terrain, the enemies themselves, and the added task of understanding how terrain boosts work.

Each map on each level will be set up like a chessboard but with varying styles of terrain and altitude. Some of these squared will be blacked out, some underwater, and others normal terrain. Knowing how these work will be the most delicate understanding of the game. (This is an excerpt of *Yu-Gi-Oh: Duelists of the Roses* for an example)

*Yu-Gi-Oh: Duelist of the Roses*

The motivations for taking these levels down come in different ways. The obvious on is to beat the game. The more caring player will want to aid the little critters being enslaved by Malkariss. Then others just want to find different strategies and attribute addition throughout the game.

Each ‘level’ advances alongside the linear story arc of the novel.

Mattimeo- The very start of the game, Mattimeo will encounter Vitch bullying some of the other dibbuns. The young mouse will then challenge the rat to a fight and the tutorial will begin. After defeating Vitch, the rat will vow vengeance.

After a feast, most of the adults are sleeping off some drugged wine when Slagar comes into the abbey and begins rounding up children. Mattimeo will attempt to fight the fox, but will be easily defeated.

Once tied up with the other captives, Mattimeo will again pick a fight with Vitch and after victory be punished by Slagar.

Mattimeo will attempt to escape with a few of the other dibbuns and make a run for it. There will be a few encounters with Slagar’s minions, and a couple of stealth missions to avoid the fox, but they will eventually run into Slagar himself alongside a large crew of rats. This again will be guaranteed defeat.

At Malkariss’s kingdom, no out from under Slagar’s eye, Mattimeo and the other dibbuns will attempt to escape again, taking on more of the slavers as they go before reuniting with the parents who came to rescue them.

Matthias- After finding his son kidnapped after the feast. Matthias, Basil, and Jess venture out and pick up on the trail of Slagar’s group. They will fight the unnamed slavers to get information, which turns to be false, then head further on.

Eventually they will run into Cheek the otter who points them in the real direction and joins their group. Once on the right path, They see a badger and a hedgehog in a fight. The group jumps in a has to fight them both to separate the two. Once a victory is attained, Orlando and Jabez join the group and they make their way towards Slagar.

Once the reach a river, they are beset by the Longtail Rat Archers. There will be multiple skirmishes as they continue forward but eventually Queen Warbeak and her Sparrows find them and aid in disposing of the archers.

Matthias and his group then go towards the underground kingdom and encounter the slaver horde and do battle with them.

After the initial assault, Slagar comes forward with some of his strongest fighters and another skirmish begins. Once defeated, Slagar runs off into the underground.

The Wearet then surprises Matthias and knocks him into a deep cavern, leaving Basil, Jess, Orlando, and Jabez to fight the monstrosity. (So the player cannot focus on only leveling up Matthias)

Matthias wakes up in the underground cavern and finds himself face to face with the deformed polecat, Malkariss. Some of the slaves gather to aid Matthias in a skirmish against the Lord of Slaves, but when victory seems close, Slagar shows his masked face once again.

Rushing to help, Basil and the others all arrive for the final battle against Malkariss and Slagar.

Cornflower-After the feast, Cornflower is dismayed to see that her son was taken. She agrees to stay behind and keep Redwall safe, looking for any clues as to where they may have gone.

At first, her skirmishes are more of puzzles to find information from the ghostly Martin the Warrior. A few of these interactions and there will be a strange line given by the ghost telling Cornflower they are “Where the Little Folk Go”.

Sending Warbeak and her sparrows off to give the message, the raven, General Ironbeak, besieges Redwall and Cornflower has to fight her way to the safety of the building.

Once safe, one of the moles shows the Redwallers the intricate tunnels underneath the structure. Going through these, they find a way outside and are concerned when they see an injured Red Kite being set upon by crows. Cornflower and the others fight the crows off and take Stryk inside to heal.

Ironbeak eventually imprisons some of the inhabitants so Cornflower and friends find a way to break the out (Stealth mission) causing the raven to anger.

He breaks through the abbey doors and is attempting to murder some of the Redwallers before Cornflower and Stryk come to save the day.

The remaining carrion birds are collared and shipped off with Stryk staying on as protection until Matthias and his crew triumphantly return home.

**IV. Interface**

***A. Visual System:***

i. User Interface: If the game utilizes an HUD, what does it display? What information is being displayed and how?

The visual interface will be a top-down mechanic where the player can overview the entire chessboard arena. The info being displayed will be flushed with the bottom margin and will show health along with attributes and terrain boosts.

ii. Camera: Details of perspective and camera movement. Will the POV stay the same or will it shift?

The camera will be a top-down, third person perspective that can free roam the field if so wished but will usually lock on to a single character whose turn it is. Outside of battle, there will be a map with places to go and then further cutscenes that relay story information between levels of play.

iii. Menus: Describe the menus, their function and their look.

The main menu will focus on the map and will have multiple points of access on that map focusing on the three journeys; Mattimeo, Matthias, and Cornflower. Below that map will be a save function, a help menu, and a journal that logs what has happened with each major journey.

***B. Audio, Music, Sound Effects:***

Speaking- The speaking in between characters will have the Animal Crossing or Peanuts gibberish effect while having a written text below.

Story divulgence- In cutscenes, a dramatic undertone will play while the voice of Joh n Churchmouse will relay the story to the player.

Music- Most of the music will have that medieval flare without any electric additions. Think old Zelda.

Battle effects- Swords blows, battle sounds (mirroring Age of Empires), minor grunts of discomfort, and then the final yell of defeat and victory. Most notably for our Redwallers, they will exclaim Eulalia.

***C. Help System:***

The help system will be a visual of John Churchmouse and then giving options of what to look through in a book type menu. This help system will be available within Skirmish mode and in the overview.