

# Talisman Forger

Start your magical blacksmithing career today!

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## Summary:

Players will be presented with a 2-D grid as the playing board for each puzzle, where they must complete the puzzle to move on. The 2-D puzzle grid consists of tiles that the player can switch between white and black tiles in order to draw the general shapes of various symbols, which will be on certain tiles, with black tiles as the outline and white tiles as the filling of the shapes. Each puzzle represents the ingredients and recipe for creating a talisman, which the player will receive as a reward for the completion of each puzzle. Talisman Forger is a single-player casual puzzle game intended to be simple enough for children to understand and solve. The game is designed to be entertaining and easily accessible for players of all ages, genders, etc.

## Materials/Requirements:

- PC
- Windows 10
- HTML5 compatible browser

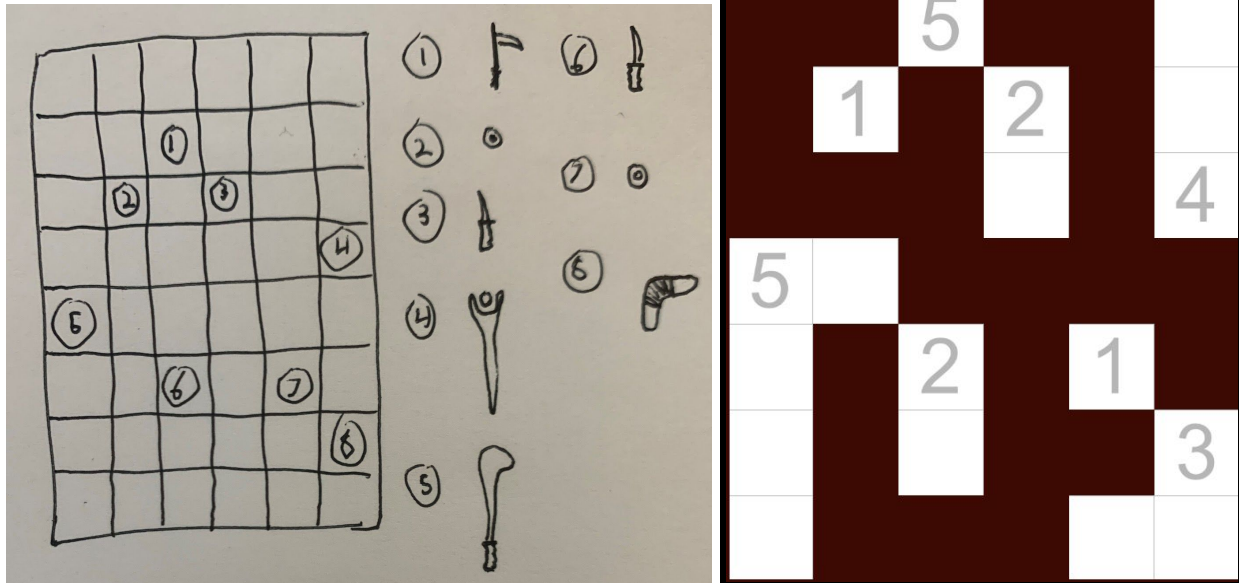
## Setup:

The game will create a 7x7 2-D array holding a tile for each board space. These tiles will contain certain information about each tile, such as whether the tile is black or white, or has a symbol on it. A completed version of the puzzle will be generated first to ensure that there is at least one possible solution, then the puzzle will appear to the player for them to attempt to complete it. There will be a timer at the top that tracks how long it takes the player to complete each puzzle.

## Gameplay:

The player starts out with a randomly generated grid containing various symbols on certain tiles. When they click on tiles that do not contain a symbol, the tile is toggled between white and black. Players must separate the symbols into their own sections, using black tiles as borders between sections and white tiles as the filling of each section. Each white section must match the shape of the symbol that it contains. Time is tracked to see how quickly the player can complete the puzzle. When a player completes a puzzle, they move on to the next puzzle. A completed puzzle will look like the image shown below on the right given the starting puzzle below on the left. The game itself will have starting puzzles with the symbols on the tiles

themselves rather than numbers that match the symbols to the tile (The example boards below are just used as an easy to understand reference for the design doc).



### Win Condition:

- When the board consists of white sections that match the shapes of the all symbols on the board, the player wins that puzzle and moves on to the next puzzle.

### Rules:

- White sections must contain only 1 symbol
- White sections are isolated from each other by black tiles horizontally and vertically (white tiles that are diagonally adjacent to each other will count as separate sections)
- White sections must be in the shape of the symbol that they contain
- Black tiles form a continuous chain that is not 2x2 or larger at any point

### Screens:

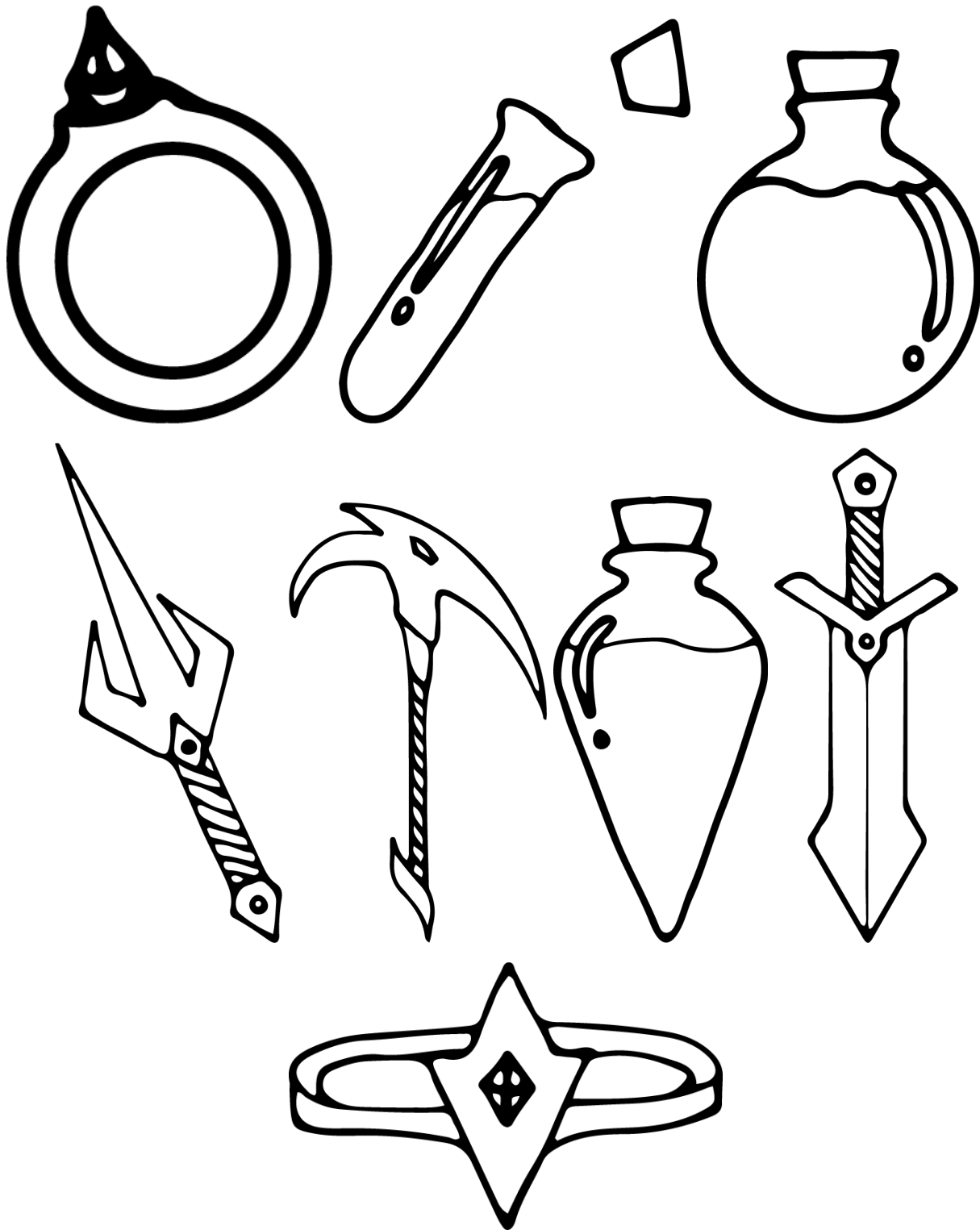
- Main menu
- Controls and rules
- Lore
- Puzzle generation settings or level selection
- Main game
- Puzzle win

## Lore:

Talismans have been created and used by the sorcerers of Ethshar ever since sorcery was established as a school of magic. Throughout time, these sorcerers have used talismans for various different purposes, ranging from completing mundane tasks to instruments for war. However, the sorcerers in this day in age have long since forgotten the skills required for “high sorcery”, which is known for creating the most magnificent talismans in the world, like the Tower of Lumeth. It’s even gotten to the point where many of the current sorcerers often depend more on finding or buying their talismans rather than making their own. The art of sorcery has truly been tarnished as time goes on, and sorcerers stray more and more away from their roots every day. The sorcerers of Ethshar have lost their way so much to the point that the Wizard’s Guild has now claimed the right to watch over the Tower of Lumeth instead of its original creators, the sorcerers.

Dissatisfied with the state of sorcery and its practitioners, the Council of Sorcerers has decided that enough is enough. It’s time to stop being pushed around by the Wizard’s Guild. It’s time for sorcerers living in the world of Ethshar to get back on track. It’s time that sorcerers start going back to their roots, so that they may once again be able to create talismans of great power that the early practitioners of sorcery once made. The Council of Sorcerers has since increased its standards for what it considers to be fully fledged sorcerers by requiring all who have apprentices in sorcery to give exams to their apprentices. These exams demonstrate an apprentice’s proficiency in forging their own talismans from scratch and becoming the next generation of great sorcerers that will bring sorcery back to its roots and make sorcery great once more. You’re an apprentice taking one of these exams, and the puzzles in Talisman Forger are your tests to prove that you are worthy of being a great sorcerer. Prove yourself and earn the title of Sorcerer!

Concept Art:



## Mood Board:

