

The Quest of Merelda

Riley Fink (rcfink@ucsc.edu)

Noel Ball (njball@ucsc.edu)

Design Brief:

Our basic design and art assets are taken from the original Legend of Zelda, since its framework gives us a good baseline for a simple adventure game that has a scalable scope. We at first looked for other asset packs that could support varied adventure game biomes, but we weren't satisfied with any of them, so we had to fall back on a preexisting set of assets that could support the learning objectives we're aiming for. The first step will be to create a Tiled world using the original game's assets, then creating sword combat to match it. LoZ's combat will serve as our core gameplay loop, with a small overworld with enemies and a few dungeons with bosses to flesh out the content. Our main deviation from the original is having elemental weapon buffs that can be activated using magic items that will be found in the overworld. NPCs in caves will hint at the answers to certain puzzles, allow you to progress or give you an item when you complete their task, and have items on sale that can be purchased with rupees. Enemies will mainly drop rupees or recovery hearts, with dungeon enemies dropping them at a higher rate. Though the core of the game design and art assets are lifted wholesale from an old classic, many things will be tweaked from the original's design. To achieve our elemental weaknesses, enemy sprites will have to be recolored to hint at the element required to deal extra damage to them. Player movement speed will be increased, the world will be more compact and traversable without a guide, both puzzle and combat difficulty will be lowered, and the minimap in the top left will actually be decipherable. Our end goal is to have something that looks like LoZ, but because of key changes, will feel and play almost nothing like it.

Learning Objectives:

1. Screen by screen transitions traveling on open world and entering sub-locations.
2. Enemy sprite subclasses with different elemental weaknesses.
3. Collectable items that alter combat and help you solve puzzles.
4. Interactive NPC's for progression and purchasing items.

Rubric:

Rubric description	Number of points	How points are assigned
Camera movement for screen by screen transitions	5	3: Building the overworld and sublevel(s). Shooting for at least 16 screens.

		2: Two types of camera transitions: screen to screen, overworld to sub level
Varied enemy types and defense stats	3	2: Different damage values / ability to damage based on elemental defense 1: Creating subclass objects for elemental enemy types
Varied player statuses and damage types	2	1: Player statuses, implied by different sprite colors 1: Damage types affecting enemy's weaknesses
Varied item uses and effects	2	1: Combat items change attack or player status 1: Quest / Consumable item effects
NPC interactions	3	1: Story progression dialogue / Quest turn in 2: Functional item shops