

Design Document for:

Creature Male

Farren's Adventure

Even the smallest can make a difference if put to the task.

by:

ENF

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Game Overview

Philosophy

What is the game:

- Experience an adventure in a world of magic and wonder. Travel to diverse locations and meet a variety of animals to help or hinder your quest to get your village's food back and defeat the evil King Kobra.

Why create this game:

- This game brings back the nostalgia of simple hack and slashes while framing it in a powerful story full of rich characters. It's short gameplay means you aren't tied to the game, but leaves you wanting more mini adventures with Farren.

What am I:

- You are Farren, a small adolescent mouse from the village of Fievel Fields.

What am I doing:

- Farren has been tasked with getting the village's food and crops back from the evil Rajan the Elephant and King Kobra. On your way you'll meet allies and aid in their plights, learning more of the atrocities that King Kobra has brought on your world. You'll face enemies in the form of Rajan and Kobra's loyal servant and animals that have taken to stealing and pillaging. Can you save the world from King Kobra and get food back to your village before winter sets in?

High Concept

With a sword at your side, defeat the evil King Kobra and make sure your family is fed.

Description

Reminiscent of Zelda style gameplay, this game features a 3d Isometric world with mid-toned art style that is realistic enough to appeal to teenagers and adults while still captivating a younger audience with kid friendly visuals. The game features a unique world with medieval Eurasian influences and is inhabited with anthropomorphized animals.

Genre

Creature Tale is an action/adventure game in a 3D world which primarily focuses on combat while allowing the player to explore rich environments. The player can engage dialogue with NPCs involving deep backstories and mission clues without stopping movement. Players can also buy things from certain NPCs such as health potions and stat boosting clothing.

Features

- Player
 - Single-player
 - Wields only a sword, near the end gains a magical ability
 - Accessible game mechanics and buttons
- World
 - 3D game world
 - 3D models with illustrated style
 - Isometric Perspective
 - 32-bit
 - Stereoscopic 3D ability
 - Medieval Eurasian setting
 - Anthropomorphized Animal character
- Story
 - Linear story/gameplay
 - Short story line means a satisfying play without too much of a time commitment
- Other
 - Multiple save files with quick saves
 - Developed with E10 Rating, Nintendo 3DS in mind
 - Some characters have historic influences, mimicked in their names and actions
 - Stylus enabled bottom screen for dual screen playability

Platform

This game will be released on the Nintendo 3DS since the bulk of the target audience are 3DS players.

Target Audience

This game is targeted for everyone, but with a focus on children and teens. The aim is for an E10 rating.

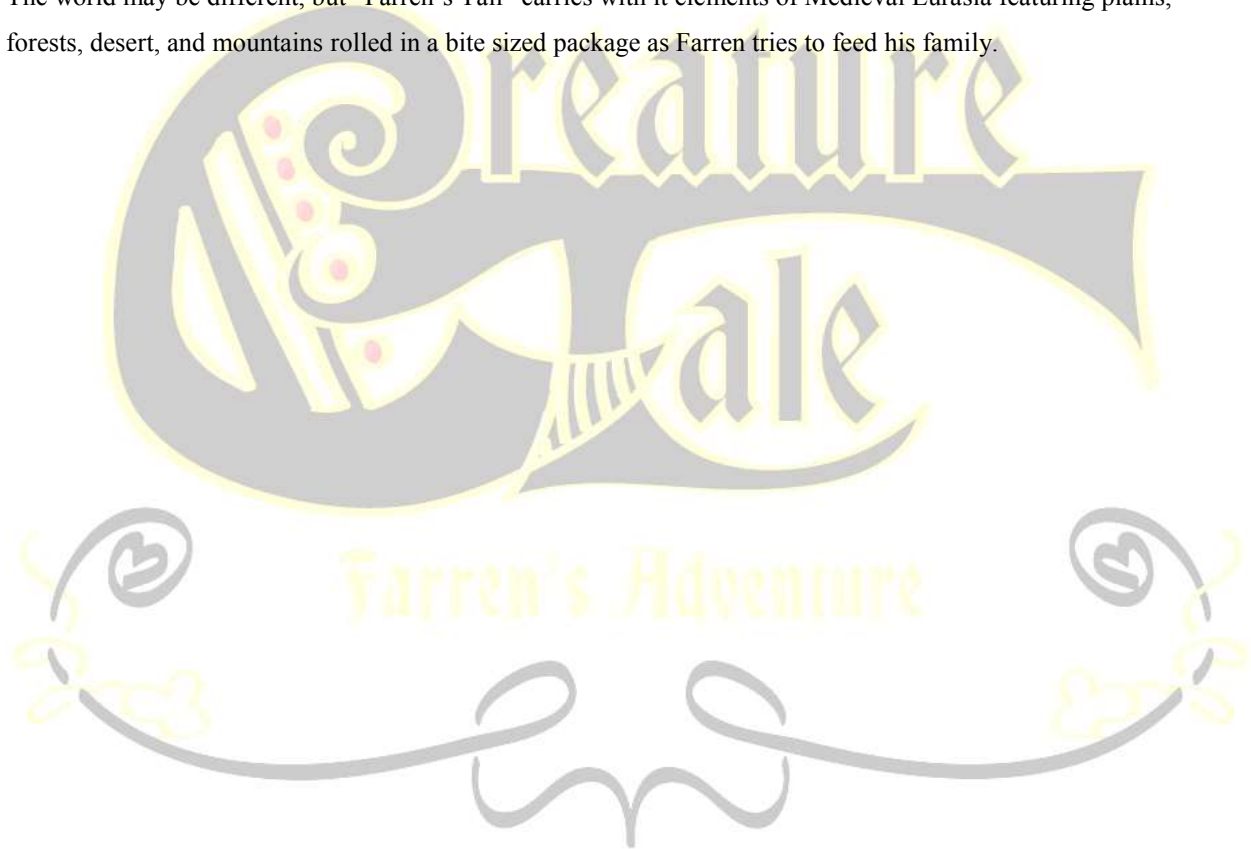
Game World

The story is set in a medieval fantasy world inhabited by anthropomorphic beings. The land is being ravaged by the evil King Kobra with his right hand man Rajan who is stealing food and fortunes from whoever they can. When Farren's village is robbed, they won't last the winter without getting back the food that was taken.

Setting

Overview

The world may be different, but "Farren's Tail" carries with it elements of Medieval Eurasia featuring plains, forests, desert, and mountains rolled in a bite sized package as Farren tries to feed his family.



Map



Key Locations

Locations			
Name	Type	Description	Notable Persons
Fievel Fields	Village	<ul style="list-style-type: none"> Starting village Mainly populated with mice Sustained on crops 	From <ul style="list-style-type: none"> Farren, our hero

		<ul style="list-style-type: none"> • Thatched roofs, light housing • Warm fields on outskirts of forest 	<ul style="list-style-type: none"> • Raccoon Seer <p>Involved in</p> <ul style="list-style-type: none"> • Rajan Elephant, steals all food and crops
Lenothrix Forest	Forest	<ul style="list-style-type: none"> • A dark forest that separates Fievel Fields from Briar Hollows • Children are warned to stay away because of Rat bandits that lurk here 	<p>Involved in</p> <ul style="list-style-type: none"> • Rat Bandits
Briar Hollows	Village	<ul style="list-style-type: none"> • A moderately sized modern village • First location to feature shop/healer • Mostly rabbit folk • Gridded out, city actually planned • Mud and brick buildings 	<p>From</p> <ul style="list-style-type: none"> • Rabbit Family <p>Involved in</p> <ul style="list-style-type: none"> • Wolf Marauders, steal Rabbits food • Rat Bandits, chased off by Wolves
Shielded Glen	Village	<ul style="list-style-type: none"> • Very small village • Consists of 7 buildings around a center square • Wooden buildings • Inhabited by a small Pangolin clan 	<p>From</p> <ul style="list-style-type: none"> • Pangolin Herald <p>Involved in</p> <ul style="list-style-type: none"> • Elephant/Kobra, burned down town because Pangolin had the chance to

			win against them
Pholidota Citadel	Castle/Dungeon	<ul style="list-style-type: none"> • Outside of Shielded Glen sits a menacing looking castle • Once inhabited by Pangolin before they were driven out • Sewer, two floors, then a tall tower 	<p>Involved in</p> <ul style="list-style-type: none"> • Sewer Rats • Monkey Guards • Lizard Underlings • Rajan Elephant • King Kobra • Bennie Badger • Fox
Sky Peak	Mountain top Monastery	<ul style="list-style-type: none"> • Close to Pholidota Citadel • Large Mountain with treacherous terrain prone to landslide • Monks will protect their mountain, shooting at anyone trying to come up. If person makes it up, then they are seen as worthy. 	<p>From</p> <ul style="list-style-type: none"> • Sky Peak Monks • Master Kavi Chameleon <p>Involved in</p> <ul style="list-style-type: none"> • Kavi, teaches Farren new sword techniques, antivenom • Bennie Badger • Fox
Ophidian Palace	Palace	<ul style="list-style-type: none"> • Beautiful estate with gated walls and hedge maze guarded by Minos the Bull. • It carries through it elements of Persian and Grecian design in rich greens and dark blood reds 	<p>From</p> <ul style="list-style-type: none"> • King Kobra <p>Involved in</p> <ul style="list-style-type: none"> • King Kobra • Elephant • Elite Monkey Guards • Rat Servants

		<ul style="list-style-type: none"> • The hedge maze features Sanseveira and Yellow Jasmine interwoven • Building has 5 floors, with a Ballroom on the second and the Throne Room at the top 	<ul style="list-style-type: none"> • Lizard Advisors • Lioness • Badger • Fox
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Fievel Fields (Ch 1, 2)



An idyllic village reminiscent of “The Sound of Music”. The sun shines bright and a soft wind causes the grass to move in gentle waves. The cottages are white stuccoed outside with red thatched roofing. Villagers are mostly mice and dressed for farming and harvesting (large brim hats, loose belted tunics with leggings, dresses with vests and multiple skirts with pockets, carry baskets and leather bags) without any weapons.

Lenothrix Forest (Ch 2)



As you enter the forest, you know it is day, but the sun shines far and few between. Large pines and ancient elms loom over you, the canopy blocking out most of the light. The light that is visible shines on through a fine dust and you walk on a thick bed of leaves, paths being made only by repetitive walking. It is very silent, small rustles here and there, but mostly the sound of your own footprints.

Objects

[See Key Locations]

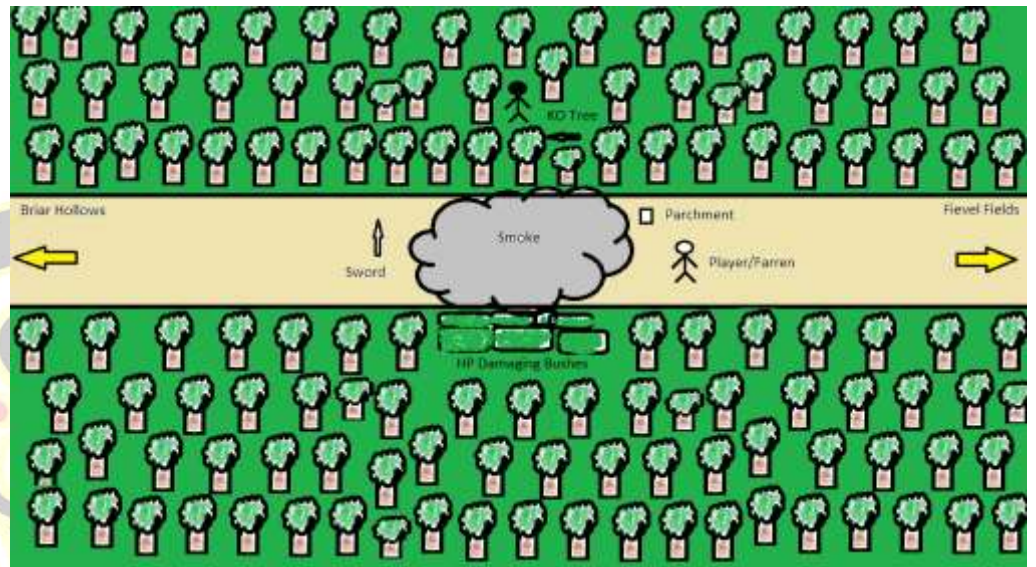
Puzzles/Challenges

Puzzle1

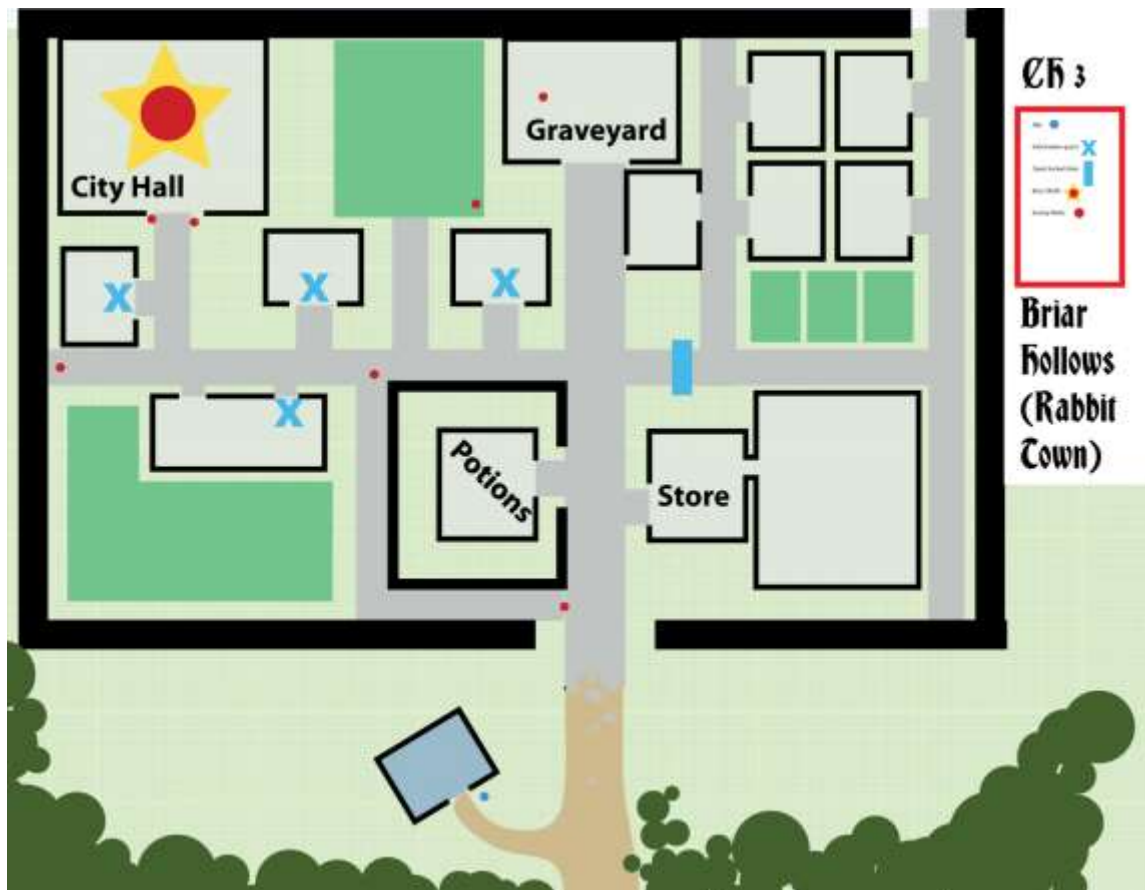
Chapter 2 smoke puzzle

When Farren gets attacked by a smoke bomb, he is trapped in the center of the smoke. He has four directions he can go, two of them are correct two of them are wrong and will either hurt him or knock him out having the player have to start over. If the player decides to go forward he will run into a

tree and get knocked out, the player will then have to start over. If player goes and turns behind him, he will run into a bush and lose HP, then he will be back in the center of the smoke. If player goes right he will run out of the smoke see a dark figure that runs into the forest and drops a piece of parchment. He then will grab the parchment then have to go back into the smoke. If he keeps running straight he will get out of the smoke again and see his sword. If player goes to the left he will escape the smoke and see his sword, and continue down the road. However he will not see the dark figure or the parchment.



Briar Hollows (Ch 3)



A fortified city of brick, it features a heavy stone wall with gated entrance. The sky is grey with clouds, but the sun is still shining, lower in the sky. Buildings and path are made of stone with wooden roofs. City Hall towers above everything with a domed roof flying a rabbit flag and a cylindrical building style with many slotted windows just the right size for arrows. People are much more metropolitan than Fievel Fields, wearing more color and finer clothing. They also have imported clothing and wear outfits that mix Medieval European wear with Middle Eastern/Asian.

Objects

[See Key Locations]

Puzzles/Challenges

Puzzle1

Once they go into the town they realize they have to talk to the townspeople to try and see if they saw where the wolves had gone with Ji's food and other items. Walking into the city they are ambushed by wolves. After you defeat them you can go left, straight, or right. Straight you run into a graveyard full of death. If you go right you see

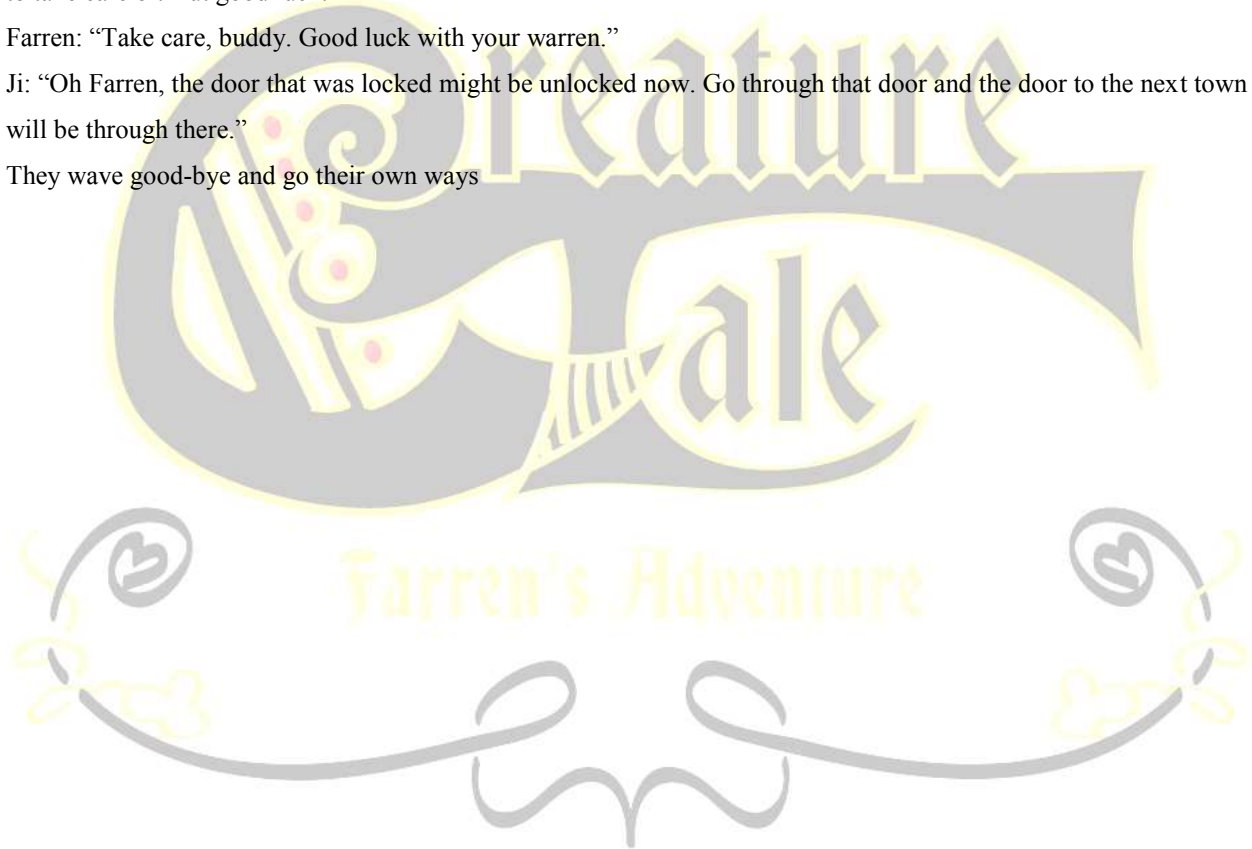
a door which is locked. Going left will lead you to the West side of the city. You will have to talk to four people to find clues that will lead Ji to his missing items. The first NPC will say “These darn wolf bandits have been raiding our town for years.” The second NPC will say “I can’t believe those bandits have taken over the city!” The third NPC will say “They have been stealing things from homes ever since they got here.” Once you get to the fourth NPC he will tell you that “Their leader took over city hall and made it his personal mansion” (indicating that’s where you need to go). When they arrive at City Hall they get ambushed by wolves. Defeating him you will have to fight Hagen, the Warrior Wolf. After a big fight, Ji gets his food back.

Ji: “I have collected my items and my food. I am sorry my friend, I would come with you but I have eight little ones to take care of. But good luck.”

Farren: “Take care, buddy. Good luck with your warren.”

Ji: “Oh Farren, the door that was locked might be unlocked now. Go through that door and the door to the next town will be through there.”

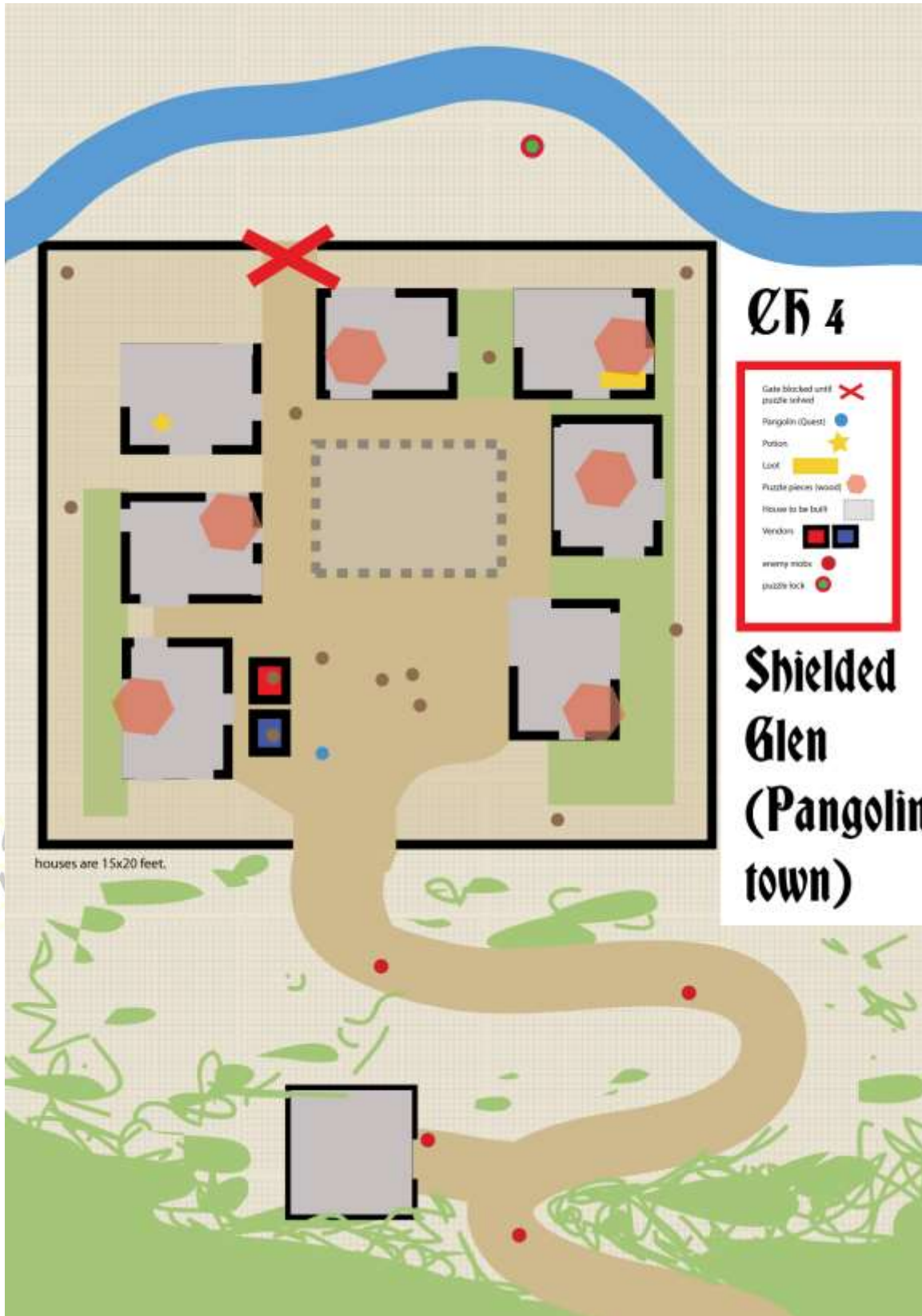
They wave good-bye and go their own ways





Shielded Glen (Ch 4)





Burned out city, the sky is dark grey, the sun is barely visible. A soft rain falls. Smoke fills the air as the water hits the burned timber of the houses. The paths are packed dirt. The Pangolin citizens are heavily armored with tabards. Almost all of them have a shield and/or sword attached to them. A large square in the center is barren, but the Pangolin seem to be moving usable timber towards it.

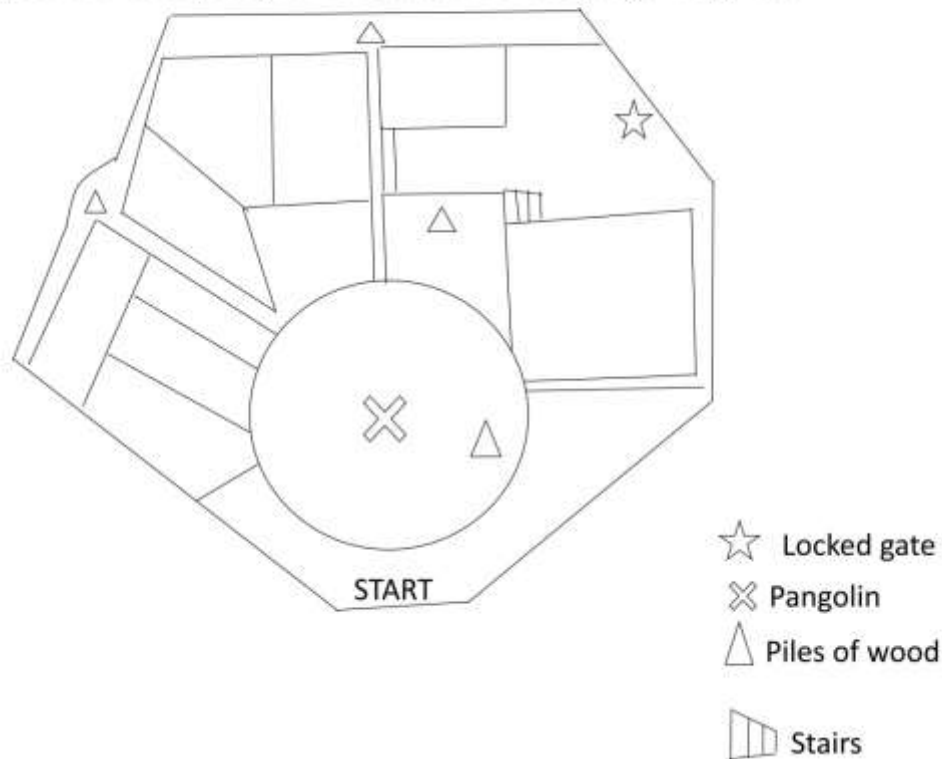
Objects

[See Key Location]

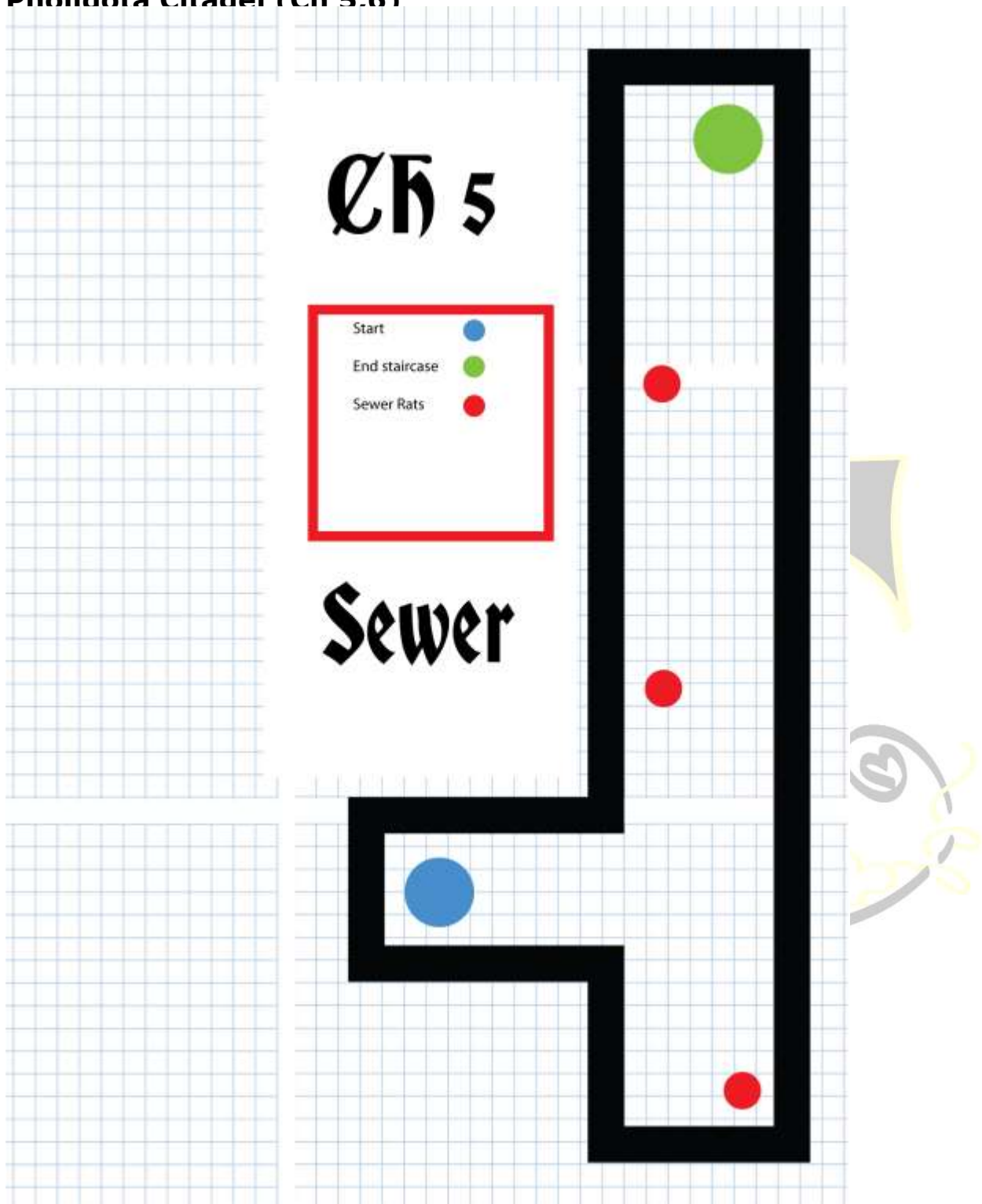
Puzzles/Challenges

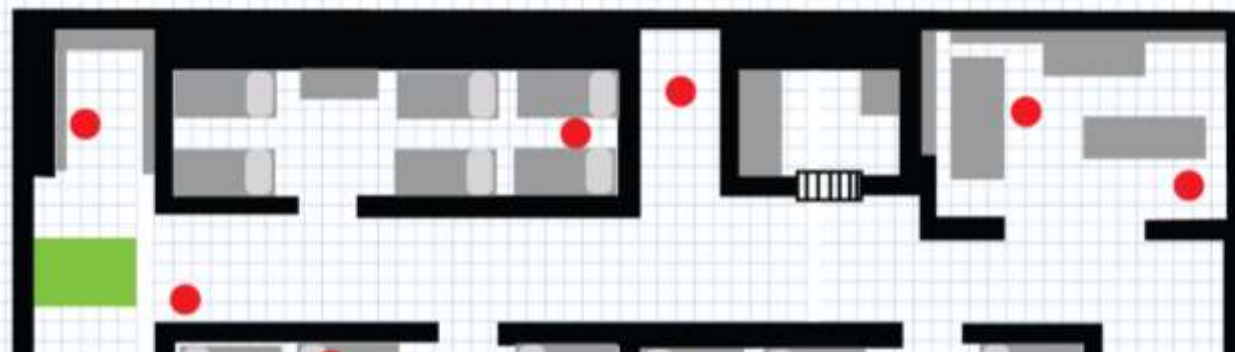
Puzzle1

Player Enters the area and speaks to the pangolin. In order for the player to progress past The piles of wood to help build a house for the survivors. The first Pileof wood is clearly visible to the player. This is so the player knows what to look for. Once the player has collected all four (4) pieces of wood, they will need to talk to the pangolin again to have them unlock the gate.

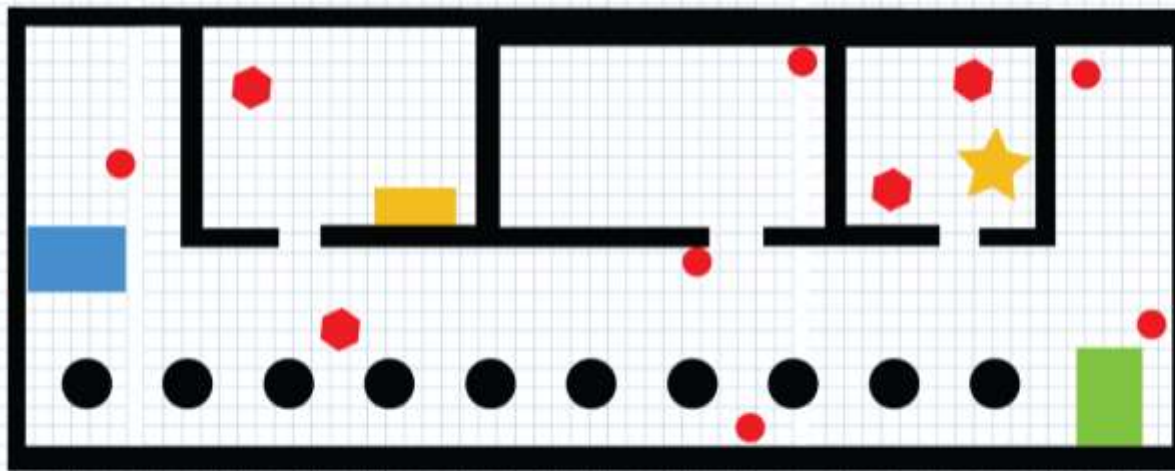


Pholidota Citadel (Ch 5.6)





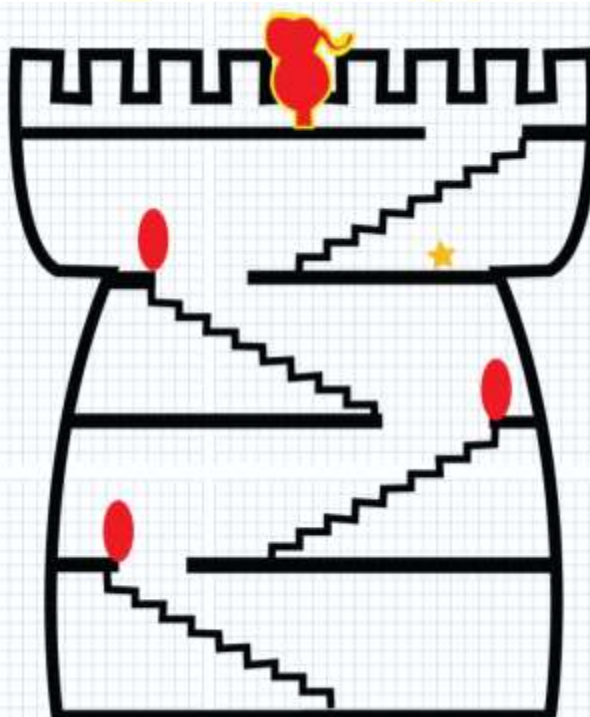
CH 5



CH 5



Floor 2



CH 5



Tower
and
Boss
(Rajan)



Pholidota Citadel:

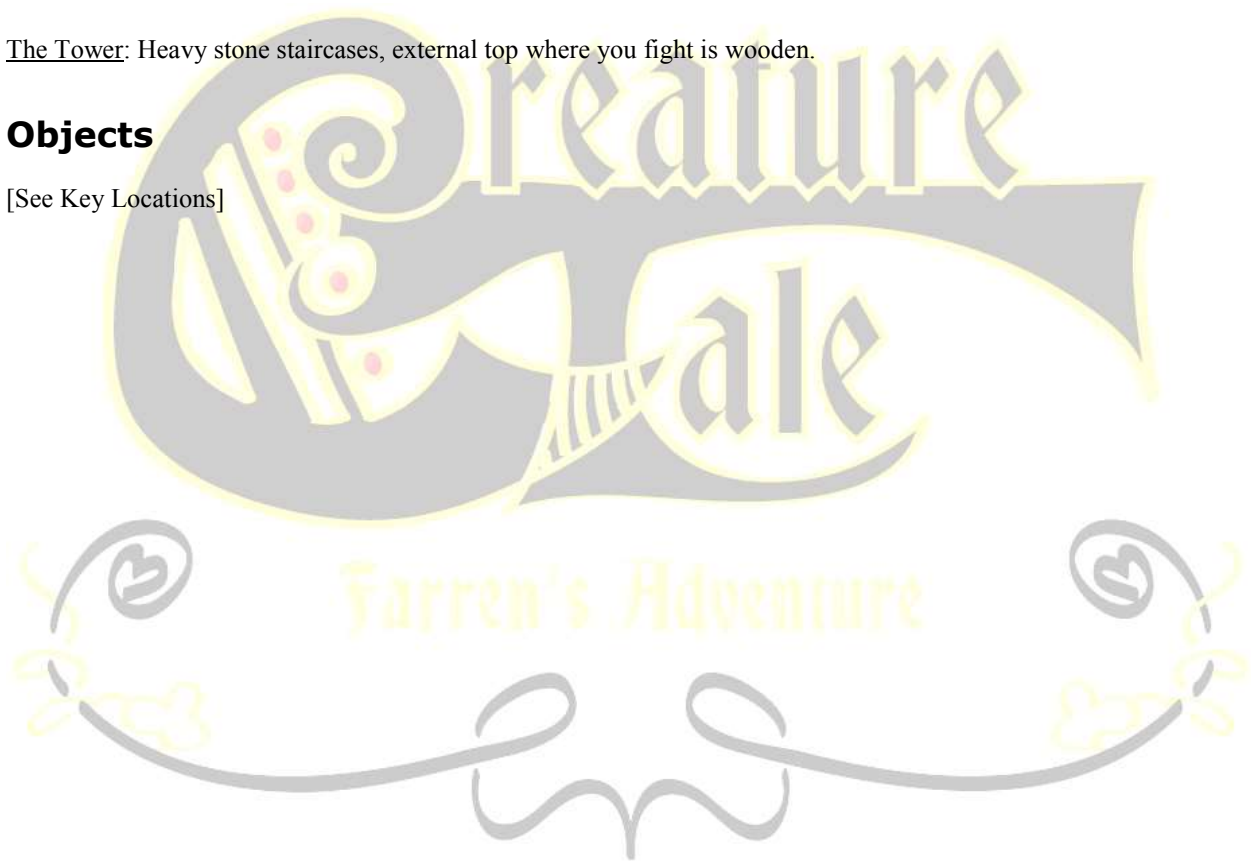
As you approach the sewer entrance, the storm grows heavier and the sky darkens. Once you get into the sewer it looks like tarnished brass, dark brown and greens with calf high water. The ceiling drips down, roots poke through and light is far and few between, the ambient light is very dim, only the lanterns that the Sewer Rats carry cause any change in lighting.

Inside Citadel: Torches light the dank stone interior. Tapestries depicting the greatness of the Pangolin are torn on the walls, every now and then Elephant's flag hangs from the wall, obscuring the tapestries. The floor has a carpet path, a light tone on tone harlequin pattern with gold edging. It is frayed and stained.

The Tower: Heavy stone staircases, external top where you fight is wooden.

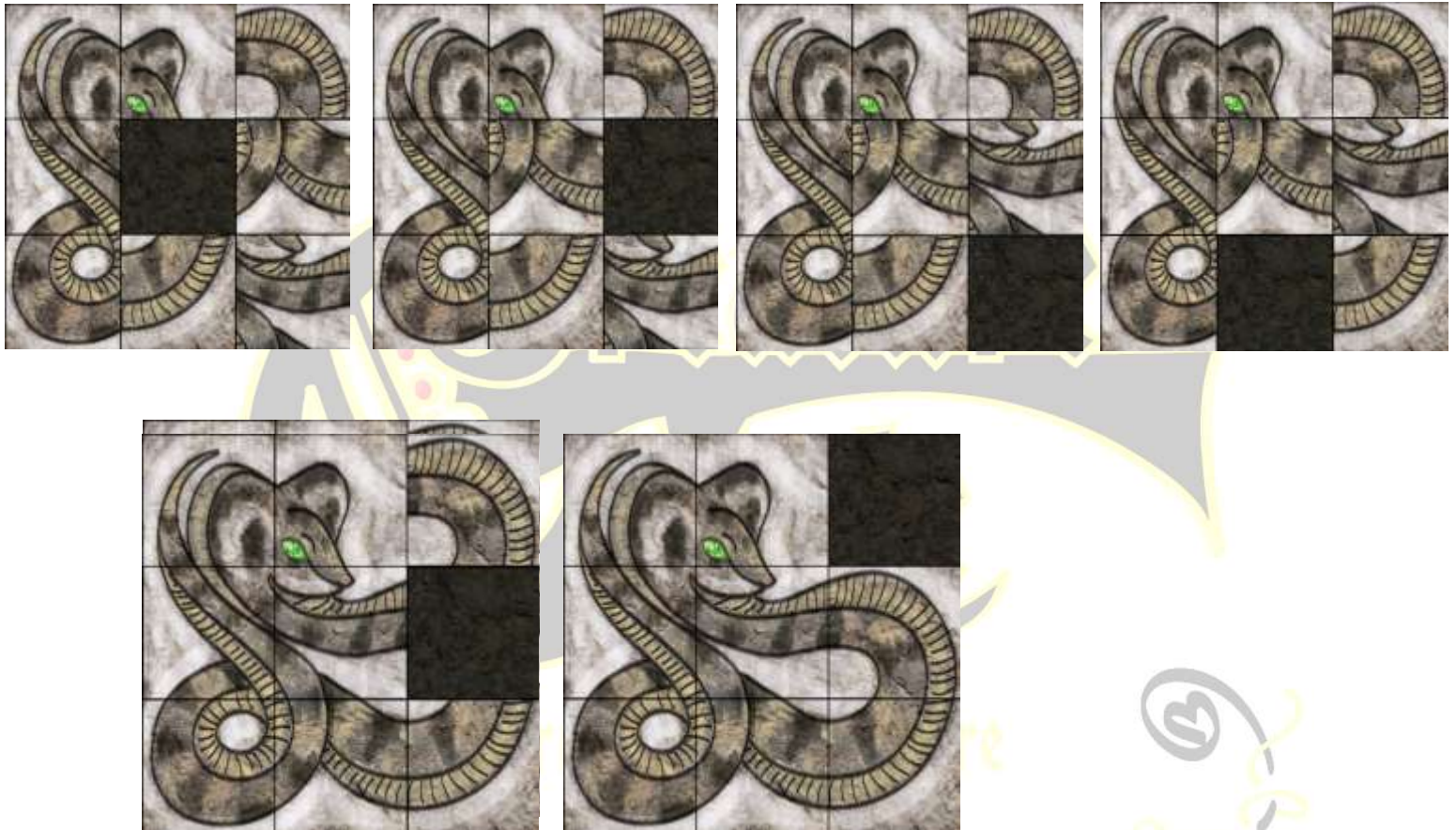
Objects

[See Key Locations]



Puzzles/Challenges

Puzzle1



Slide Lock Puzzle.

Petra tells you that there's a secret entrance if you follow the river. Player comes to a sewer grate and is notified it's locked. Puzzle pops up in bottom touch screen of the DS (alternative interface) and is given the hint "Hey...that sorta looks like a snake, I wonder what happens if I slide the pieces..."

When player gets a piece in the right place, chime sounds. If, after 20 moves the player has not completed the puzzle, dialogue pops up "So frustrating...maybe I should just try and smash it!" Player is given a yes or no option (if they want to smash the lock, or if they want to continue the puzzle), counter is reset and player is re-prompted after 15 more turns. If player attempts to solve again and reaches 45 moves, computer will take over and player smashes the lock, forcing continuation.

If Puzzle is solved in under 10 moves, +250 gold

If Puzzle is solved in under 20 moves, +130 gold

If Puzzle solved in under 30 moves, +50 gold

If Puzzle is solved in under 40 moves, +30

If Puzzle is solved in under 45 moves, + 20

If Puzzle is smashed at any time, +5 gold.

Puzzle2

| The Key Puzzle

The player enters the second floor of the dungeon, and sees that it is guarded by ten (10) elite monkey guards. The player must defeat all ten (10) Monkeys before a key will be dropped. The dropped key will unlock the door and allow the player to progress forward.

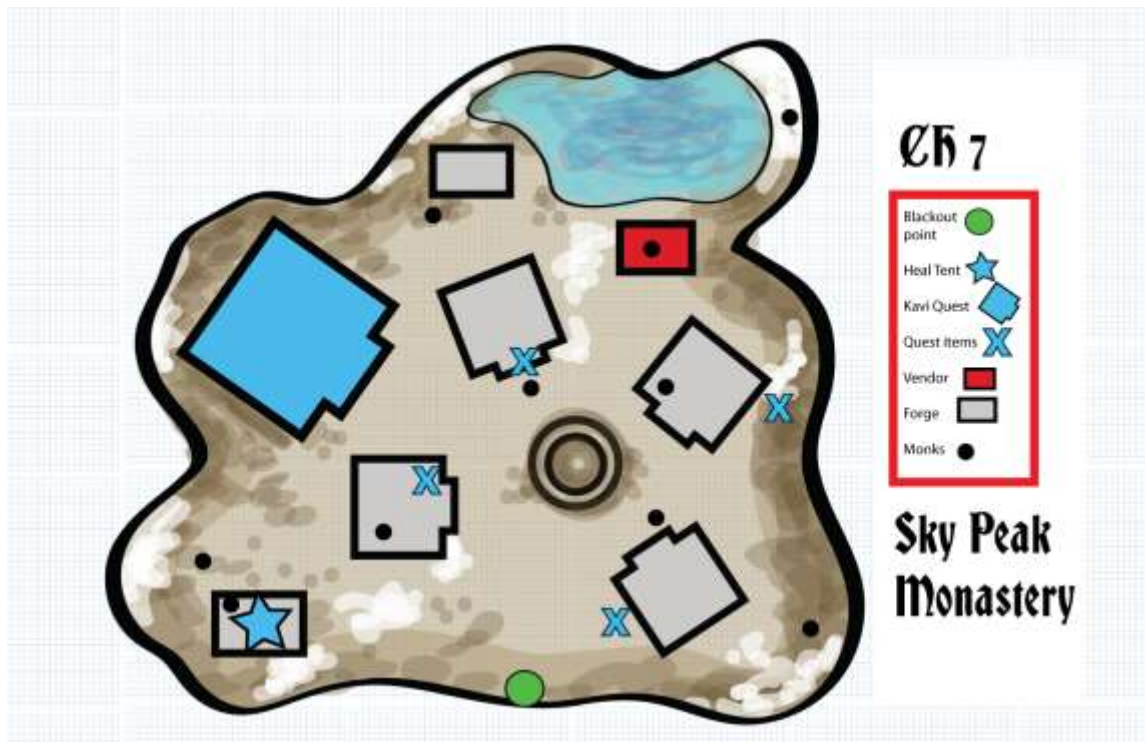


Puzzle3

In order to reach the Sky Peak monastery, Farren must make his way to the top of the mountain. Blocking his path are several Monk guards, who wish to test the might of the player. With venom coursing through his veins, Farren must begin his ascent while being bombarded with rocks. The player is now seeing the effects of the venom, Farren will stagger and move slower, and his vision will be highly impaired. At this point the player will go into an auto run phase, in which Farren automatically runs forward, you must successfully dodge left and right in order to avoid the falling boulders and reach the monastery. If hit by boulders Farren will fall over and take a significant amount of damage, if the player is hit 3 times they will receive a game over, and start again at the bottom of the mountain.



Sky Peak Monastery (Ch 7)



As the player heads up the mountain, the sky clears, the sun gets bright again. At the top of the mountain and after the player wakes up, the sun has mellowed, soft clouds waft in the sky. The mountain is cold. Snow sits on the edges of the mountain top. A lake sits at the edge with a waterfall down. The huts are painted dark red and are cylindrical with cloth hanging from the doorways instead of doors. A fire pit is in the center and a forge sits on the edge.

Objects

[See Key Locations]

Puzzles/Challenges

Puzzle1

*“Kobra can be defeated,
but by you?
Only if you are less a fool.*

*Three tests I have,
of smarts and skills and bravery.
Behind me lies pictures three,
Only one is the weapon you need.*

*Two riddle parts, I have for you
to build the weapon that is true:*

*In the sea, I rise above
And ships unwatching I do crush
But when the sun does shine
I cry myself to nothing.*

*There you have the element,
now on to the weapon type:*

*With quiet sound,
I do strike,*

*a snicker-snacker,
and a slice.”*

Pick the paper with the element
And then the weapon and return to me.

Player is presented with three weapon diagrams:

Fire, Thunder, and Ice.

Flail, Bow, and Sword.

Correct Combination is Ice Sword.

Monks around town have hints about how Snakes fear the cold and must have their heads removed to effectively stop them.

If player brings the wrong combination:

If one is correct:

“I see you were only half listening to me. I will keep this while you find the correct half.”

Kavi repeats the portion of the riddle that was wrong and player goes and gets other.

If none is correct:

“I do not have time for guesses and games! Go speak to the other monks and trash these.”

Kavi repeats the riddle.

If correct:

“Look at you,

Wisdom glowing bright,

Now learning to listen before you fight.

Four pieces for this sword
Are protected in this village,
Maybe the monks will give them,
If you explain your plight.”

Items are in the four houses. Player may either go in and get them, where upon being discovered the monk owner will chastise them for not asking. Or ask the monk for the item. If the monk is asked, player is rewarded with 100 gold and a potion from each monk asked

When the last item is retrieved, the owner will tell the player to go to Master Seppo by the forge at the lake. Master Seppo will grunt when interacted with, take the items and in a flurry of ice shards and snow, will hand player the completed sword. Master Kavi will approach the player.

“Now you think the deed is done,
But power you cannot unlock,
Without the knowledge I will entrust.”

Player enters fight sequence. When Master Kavi is at 10%, he will stop the fight.

“Ah, look at you,
So wise and brave,
Now is time for you to know the truth
Press both bumpers
And swing your sword,
and winter’s might will freeze your foes.

But be warned, for ice does melt,
Be quick with the task,
Or they will come back.”

Pick the Element



In the sea, I rise above
And ships unwatching I do crush
But when the sun does shine
I cry myself to nothing.

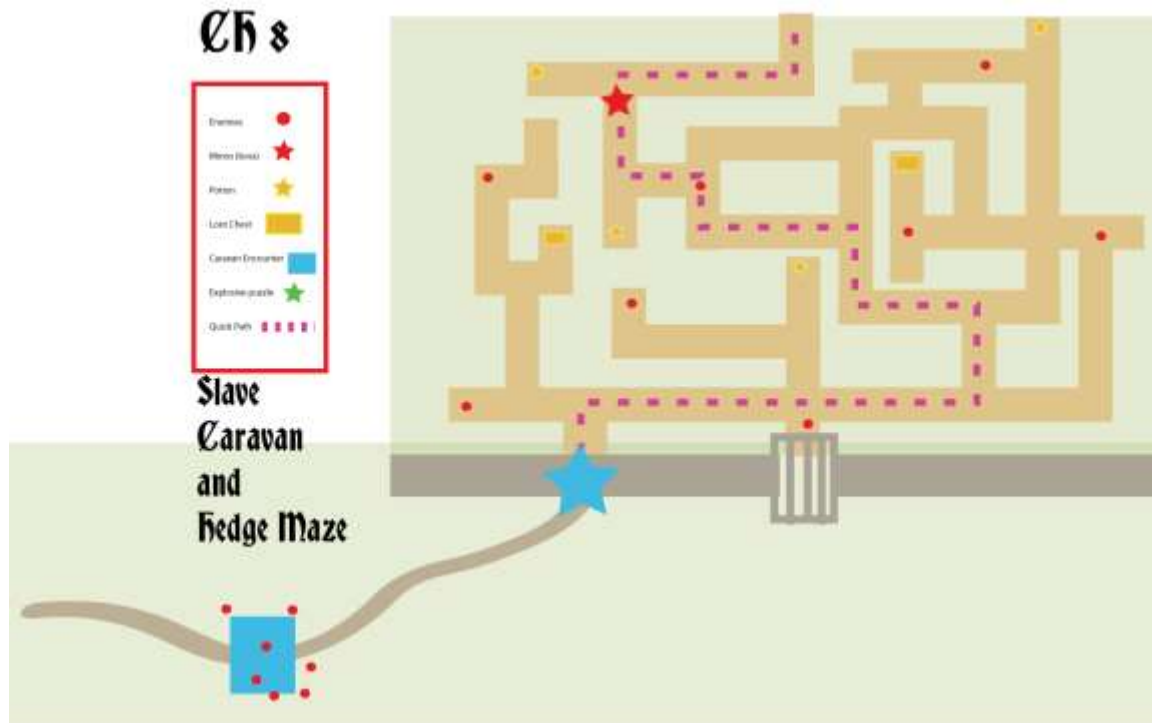
To Weapon

Farren's Adventure

Pick the Weapon



Caravan and Hedge Maze (Ch 8)



Chapter 8 Slave Caravan and hedge Maze

Farren will have to find all the components to make explosives in order to get through the wall. Once he enters the maze he will have to get through the maze and then fight a Minotaur in order to carry on.

If Farren goes to the left out of the hole there will be a dead end and another hallway to the right. Going down there will be Loot Chest, an enemy, and another dead end. If player goes right from the hole there will be the gate to the right where there will be an enemy, and another hallway to the left directly in front of the gate. There will be a potion if you go straight. There will also be a hallway to the left going down this way will be an enemy. Going back from those hallways you will see the gate again. You will go to the left. Following the first turn will get you to a left or right turn. If you go right you will then have to go left, there will be an enemy. After you beat the enemy you can either go right and you will end up backtracking. Going left there will be another enemy. Once defeated you can continue down the hall, there will be a loot chest. Back-tracking you can find two more potions in the maze along with two more enemies. Eventually you will run into the mazes boss. The Minotaur, you will have to beat the Minotaur in order to advance. There will also be a potion to the left hall upon beating the Minotaur.

Objects

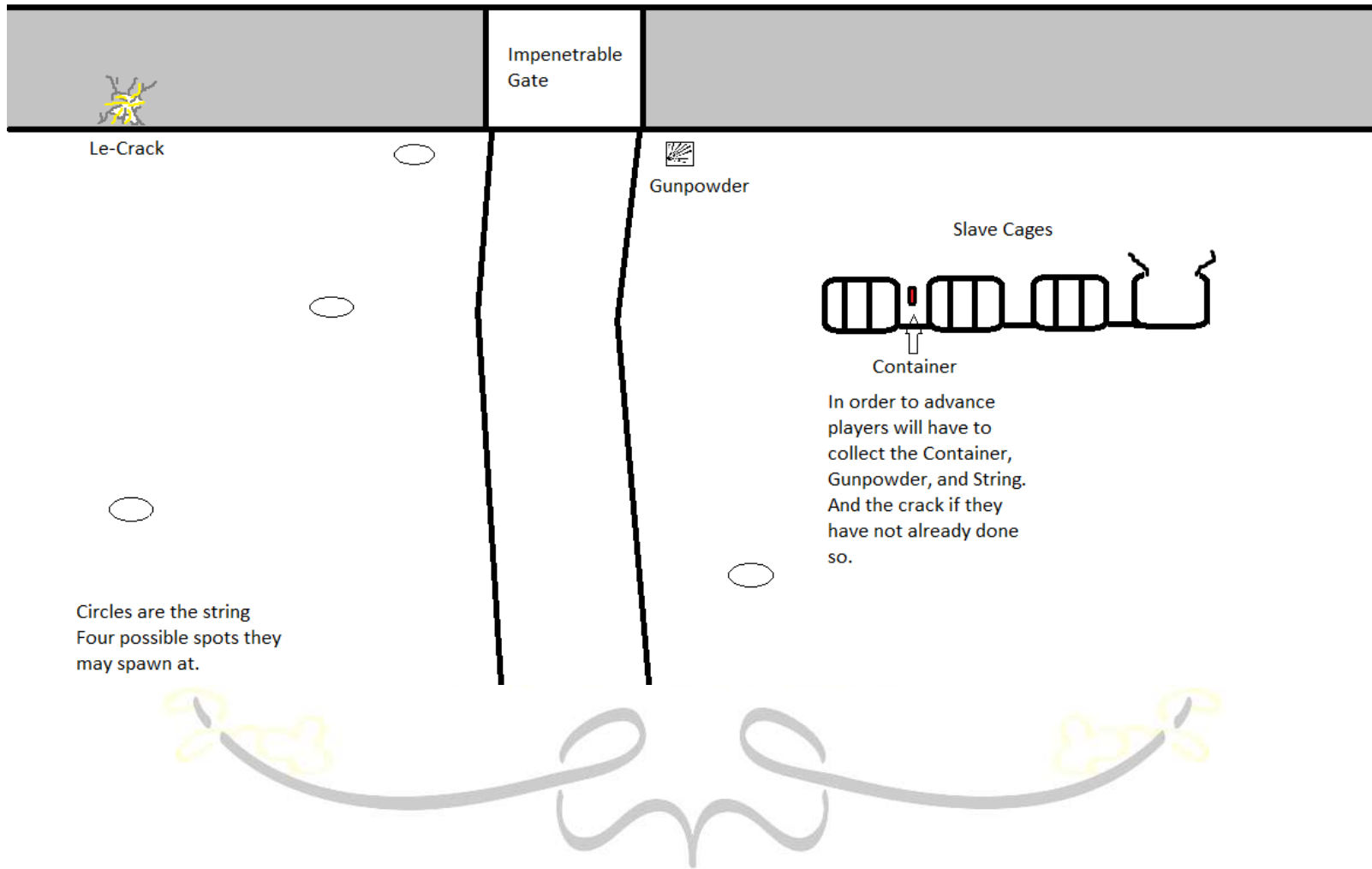
[See Key Locations]



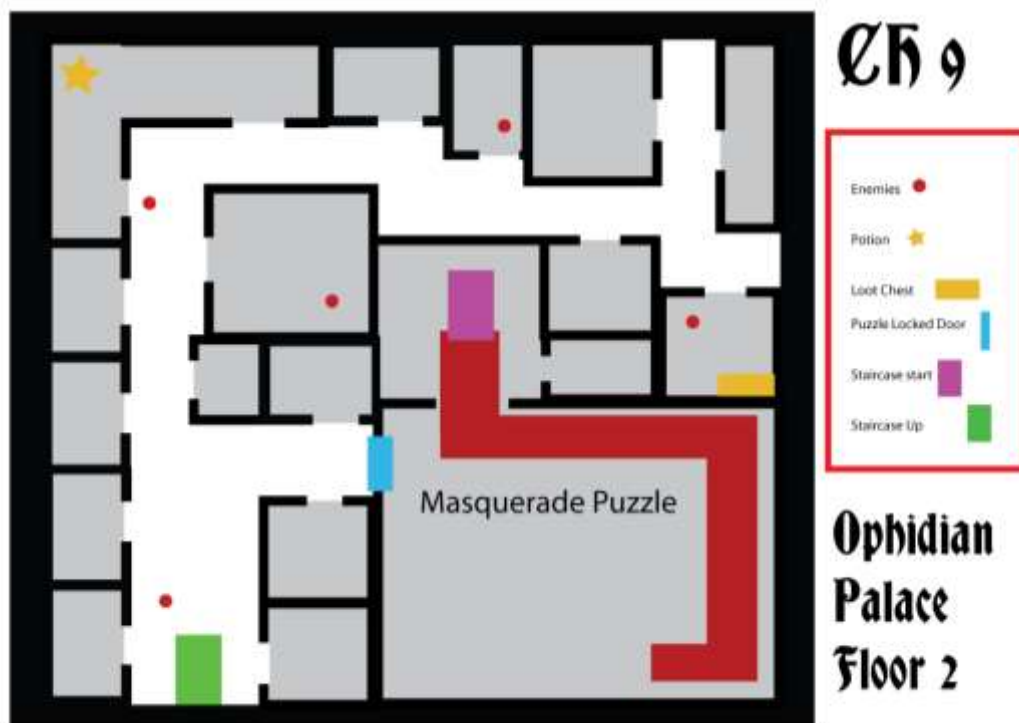
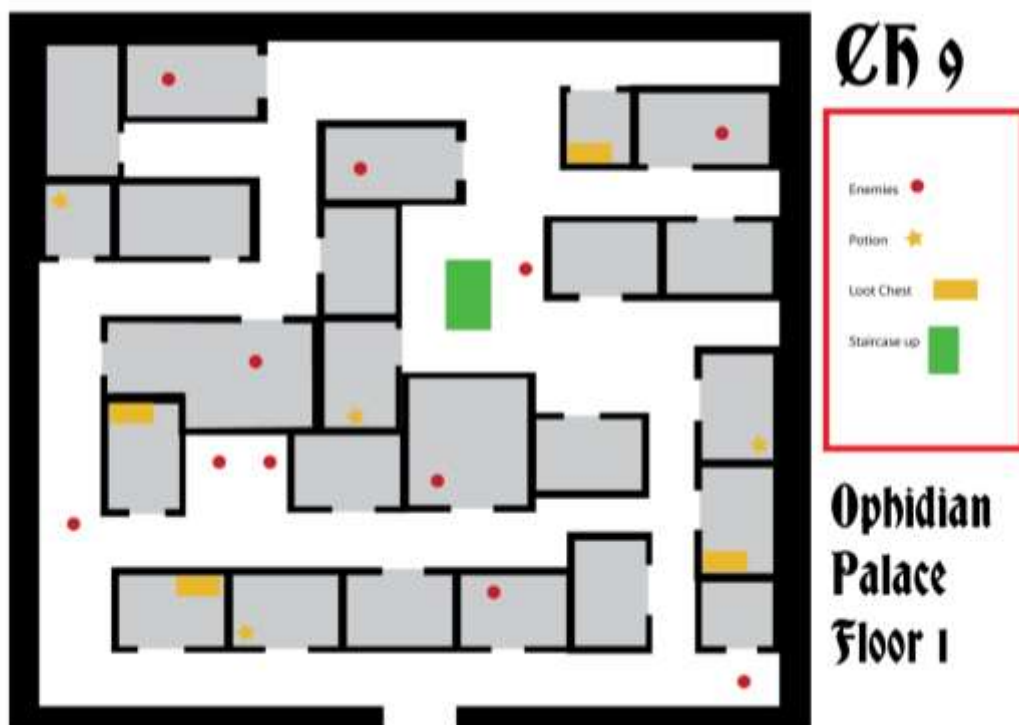
Puzzles/Challenges

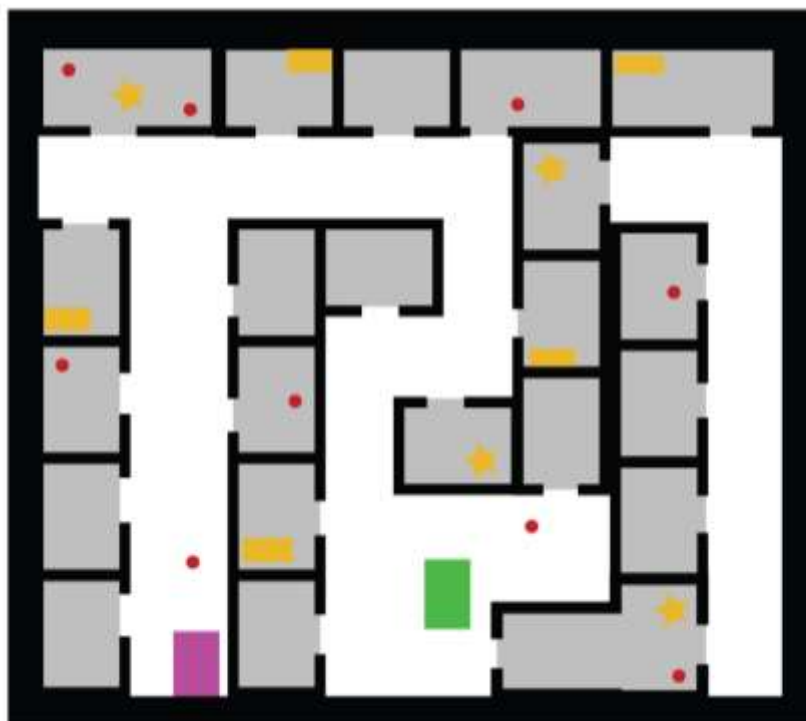
Puzzle1

Chapter 8 Explosives Puzzle



Ophidian Palace (Ch 9, 10)

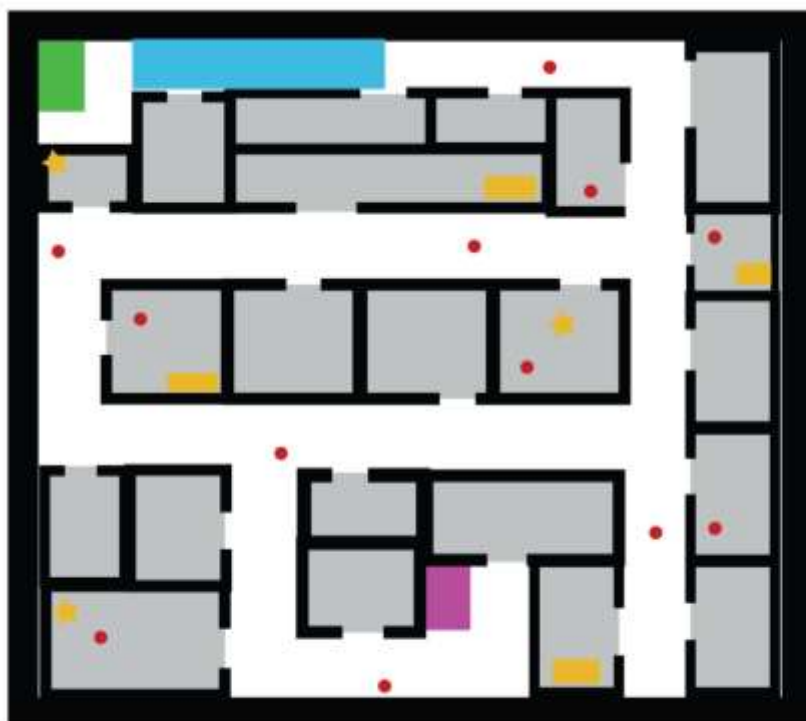




CH 9



Ophidian
Palace
Floor 3



CH 9



Ophidian
Palace
Floor 4



Puzzles/Challenges

Puzzle1



In the masquerade puzzle the player will find that they need to navigate their way through a crowded dance floor without taking too much damage from the party goers. Button prompts will appear above Farren's head for a few seconds, allowing the player to dodge being hit by dancers. If the player reacts too slowly, Farren takes damage. If he is hit 5 times, the puzzle is lost and he will get a game over and a retry.



Once on the fourth floor Farren will come across multiple fire turrets that spew fire and block his path. The player must successfully time their actions to allow them to freeze the turrets with their ice sword, and hurry along the path before the turrets thaw and injure Farren. If timed incorrectly Farren will receive a certain amount of damage over time, if enough damage is taken, Farren will get a game over, and will respawn at the nearest checkpoint.

Story

Overview

Farren is a young mouse growing up in Fievel Fields. He is bored with his life, but knows no other way. One day, Rajan the Elephant storms the town with his troops and steals all their food. Brash and unafraid and realizing this is his chance for adventure, Farren heads out with only his father's old sword and footprints to follow. Through the story, he realizes that it takes more than bravery and guts, that it takes friends and thoughtfulness and a little bit of luck. He sees first-hand what the destruction of Elephant has done to other people and swears to make it all stop. At the mid-point, he finds that Elephant isn't the biggest evil he has to face as King Kobra poisons him. With the kindness of strangers (that know he may be the only one that can defeat Kobra), he is taken to a healer who teaches him to think before he leaps and imparts a special magical sword for him to use and a shield of antivenom if Kobra ever tries to poison him again. With these items, he continues his journey, triumphing over Kobra and Elephant and bring food back to his family.

Chapter 1

Farren lived in a peaceful village, everyone knew each other. They had no worries only whether their crops would last the winter. Farren would always wake up early to walk the entire village looking for something to do. Because, the village was peaceful, it offered no amusement, only work. When harvest time finally arrived, the day seemed different. There was an oppressive feel to the air with an overpowering sense of gloom. Only the Farren seemed to notice the difference. While he was on the western most part of the village he suddenly heard screaming and smoke coming back from the east end of the village. So he took off towards the screams and the smoke. When he arrived he saw the Rajan with a Lizard in dark clothing tying up all the villagers. The Rajan with his powerful trunk sucked up all the food in the homes. Spewing them into the cart that was nearby; Farren charged in with his sword in hand, but was met with a blow behind his head that knocked him to the ground. Just before passing out he heard the Lizard whisper to him: "Stay down boy, don't make me kill ya." When Farren wakes up his village's crops and the villager's food from their homes was all gone. Without the crops and the food, they would surely die when winter arrived. And they had neither the seeds nor the time to grow the crops again,

Farren stands up to untie all the villagers. All the villagers start to panic and some begin to cry. When Farren unties the village Seer she tells him that she has seen their future. He should not despair over the tragedy that has come upon the village, they will go out and find the adventure he has always wanted and he will come back to this village triumphant.

Chapter 2

With that being said Farren packs up what he had and looks for clues. Finding the Rajan's giant footprints he then begins to follow them. When they disappear Farren looks up from the prints to see if they turned or if he had started to follow the wrong tracks. But they had simply disappeared. He hears rustling from some nearby bushes. Farren quickly pulls out his sword and bares it at the bushes. Farren walks towards the bushes with his sword right in hand. With a flash and an explosion smoke engulfs Farren as he begins to cough. Blindly he starts swinging his sword around trying to protect himself. When suddenly his sword is no longer in his hands, Farren bolts {Character is able to decide which way he goes}.

If character goes forward they will run into a tree. Knocking the player unconscious and the player will have to start from the smoke bomb going off.

If character turns around and runs they will reach the other side of the road and run right into bushes. They will lose health but will not start over.

If Character runs to the left they will escape the smoke and be able to see through the smoke and their {weapon} on the ground.

If character runs to the right they will also escape the smoke, but they will not see their {weapon} instead they will see a dark figure run into the forest, dropping something on the way also getting redirected to go back the correct way.

If character does decide to go to the left, even though they won't see the dark figure and them dropping something, if they investigate around the forest edges, they will still be able to find it.

Farren picks up the note, and reads: "We are raiding this town tonight, be there or you get none of the treasure." Turning around from the dead end the player heads to the town. Going back through the smoke; Farren sees his sword grabs it and heads down the hill.

Chapter 3

Farren will also have to fight rats along the way. Farren sees fire and smoke, so rushes down the hill. Seeing rats at the entrance of the town he slows down before he/she is seen. Suddenly they hear howling. Rats hearing the howling runaway. Farren goes into the town, sees wolves walking out of a plundered house with plates, cups, gold, and other goodies. Farren and the wolf both see each other and a fight ensues. If the wolves kill the player the player will re-spawn in front of the town and you will have to fight the wolves again. You have two directions you can go, straight or left. If you go straight you will reach a collapsed house that is now a smouldering pile of rubble. Farren will have to turn around and go right; here will be two different directions again. Straight or right, if they go right Farren will encounter another rat group. Defeating the wolf group you will have to turn around and go right and straight. While you are following the road you will run into yet another rat group, upon defeating them you will have to continue the road. When you get to a turn in the last road you will see Rabbit's home. Approaching the building wolves run out of the house with a Rabbit right behind them. Rabbit and the wolves begin to fight while other wolves continue to steal from the house. Farren runs in and helps. Players will have control of Farren and will fight the wolves. Once the wolves are defeated a short cut-scene will begin.

Farren: "Who were they?"

Rabbit "They are rat thugs, they have only just started to become prevalent recently."

Farren: "Did they manage to take much from you?"

Rabbit: "Oh no, they didn't take much, please come in." *Rabbit gestures toward his house*

Once they both get inside the house Rabbit says "They only took everything."

Farren's eyes look around and then become sad.

Farren: "I am so sorry."

Rabbit: "Those rats will not get away with this. I will get everything they stole and bring it back."

Farren: "I am on my own journey; the Rajan stole all of my village's food. Have you seen them?"

Rabbit: "I have seen the Rajan with a cart filled with food. Tell you what, you help me
and I will help you."

Farren: "Alright, deal. By the way I am Farren."

Rabbit: "I am Ji, let's get going."

-End of cut-scene-

Once they go into the town they realize they have to talk to the townspeople to try and see if they saw where the wolves had gone with Ji's food and other items. Walking into the city they are ambushed by wolves. After you defeat them you can go left, straight, or right. Straight you run into a graveyard full of death. If you go right you see a door which is locked. Going left will lead you to the West side of the city. There will be a shop, where you can buy weapons, health potions, and outfits. You will have to talk to four people to find clues that will lead Ji to his missing items. Once you get to the fourth NPC he will tell you that it is in the City Hall. Then right after that they get ambushed by wolves. Defeating him you will have to fight Hagen, the Warrior Wolf. After a big fight, Ji gets his food back.

Ji: "I have collected my items and my food. I am sorry my friend, I would come with you
but I have eight little ones to take care of. But good luck."

Farren: "Take care, buddy. Good luck with your warren."

Ji: "Oh Farren, the door that was locked might be unlocked now. Go through that door
and the door to the next town will be through there."

They wave good-bye and go their own ways.

Chapter 4

Farren goes back out of City Hall and then goes to the previously locked doors, tries to open the door and it doesn't budge. A second later a villager from the other side opens the door. Farren goes through the door and walks around the East side until the door is found. When Farren finds the door and interacts with it. He then goes out the other side. Traveling down the trail he runs into a straggler wolf. Fight ensues. If you get defeated you will re-spawn at the door and have to fight the wolf again. Going further down the trail he runs into another straggler, after you defeat him you continue down the trail. Before you reach the bridge you will have to defeat the last straggler wolf. Upon defeating him you will cross the bridge. Upon reaching the other

end *the camera pauses and shows you the entire area of the burnt down town and seeing Pangolin.* Walking towards the Pangolin a cut-scene starts.

Farren: "Excuse me, can you help me."

Pangolin: "I am sorry, but I am a tad busy coordinating the building of a house for the survivors."

Farren: "Is there any way I can help."

Pangolin: "Go make a house. Now go away, I am very busy."

Once cut-scene ends you will have to collect wood from the rubble of the burnt down buildings. Once you have collected wood from all six piles, you will go back to Pangolin and make a house near her then go and talk to her again.

Farren: "Your house is built."

Pangolin: "No one can make a hou.... !! How did you do that!? Thank you so much."

Farren: "Please I haven't much time, my village is dying I need to find our food from Rajan. Do you have any information about it?"

Pangolin: "I do, follow me. I will show you the way they went. Once you get through the door, follow the river until you find a sewer grate. They went in there."

They reach the blocked corridor, Pangolin moves the blocked corridor.

Pangolin: "Best watch out for Kobra, farewell and good luck."

Pangolin turns around and walks away, leaving Farren standing confused.

Farren: "Wai, who's Kobra?"

Looking behind him, but Pangolin is already gone.

Chapter 5

Farren walks toward the river, reaching the river he follows down the river; until he finds the grating. Farren tries to lift the grating and finds that it is locked. Farren then takes a closer look at the lock and sees that it appears to be a picture that has been jumbled up. Farren will have to solve this puzzle in order to advance. Once the grating is opened Farren jumps down grabbing the grating on the way down to close it. Landing on his feet he falls down on one knee. Looking around, he sees there is a door to his right and boxes scattered in front of him. While Farren walks toward the first door he hears snoring coming to the left of the door. Farren interacts with

the door to see if he can open it, the door is locked. The boxes move and a rat stands up. Farren can either hide behind the boxes waiting for the rat to fall back asleep, or Farren can straight up just attack the rat. If you wait for the rat to fall asleep you can walk past him. But when you venture forward you will run into another rat that will shout at the rat that is sleeping. Having you cornered and having to fight from your front and back. If you die you will be re-spawned back to the entrance of the sewer. When you defeat the rats you will continue forward. Into the first floor, upon entering you will be attacked by a monkey. Defeating the monkey you can enter the kitchen and fight an eating monkey. You will be at a slight advantage getting a few hits in before the monkey can fight back. After you defeat the monkey you can either eat the remnants of the food for some health (if you ran out of HP potions). Once you leave the kitchen you can look into the Jail or you could have looked into it before the kitchen. But when you look into the jail, you will see the skeleton of a dead Kangaroo. After you look into the jail a Monkey will attack you, giving you a timed sequence for a second to hit the button that pops up on the screen. If you don't you will be hit by a critical hit, when the monkey gets to a quarter of health the monkey will call for back up. Having two more monkeys come into the fray. Once you defeat them, you will be able to go into two different barracks. One has a reading monkey and the other will have a chest. Once you are done in this room, you will have to go up the stairs into the second floor. When you get on the second floor, there will be a monkey to greet you. You will have to defeat him to go forward. After the monkey is defeated a flying monkey will attack you. Defeating them you move on. Then you will have two lizards to fight. Before the door that allows you to proceed are ten monkey guards, the 10th of which will drop the key when defeated. There will be rooms that Farren will be able to enter and fight another monkey in the front right room. The front room to the left will have a health potion in it. Once Farren is done in the room he will go up the stairs. There will be the entrance of the Tower. Farren has three stories until he will get to the rooftop of the Tower. On each floor there will be one enemy. After you have gotten to the top of the Tower a cut-scene begins.

Farren: "Rajan! Give me my village's food back!"

Rajan: "What food, peasant? Get back down to where you belong."

Farren: "I may just be a peasant but at least I have more honour than you do. Just give me the food back and I will let you live."

Rajan: "Let me live? Don't make me laugh. You will die here and now."

This ends the cut-scene and the fight begins. The fight begins with Rajan charging at Farren with his tusks pointed down at Farren. Farren can either dodge or have a perfectly timed parry that will knock Rajan off balance that lets Farren get a few hits in before Rajan regains his footing and will quickly begin to counter-attack. Farren will have to dodge after the initial hit or he will take an immense amount of damage. Farren will have to parry strong attacks while taking pot shots while waiting to do better attacks. When Rajan's health hits twenty-five percent, a cut-scene will begin.

Kobra will appear from the staircase and start questioning Rajan.

Kobra: "Rajan you still haven't finished this worm off?"

Rajan: "I am sorry my Lord, but this mouse is feistier than I was anticipating."

And with that being said Kobra slithers over to Farren.

Kobra: "Boy, you have bad luck."

Kobra grabs Farren and bites him then throws him away. Farren starts to walk back and is dazed, when Rajan attacks Farren with all his strength sending Farren off the tower.

Chapter 6

As Farren is falling a Fox and a Badger happen to be walking by.

Reynard: "Hey, Bennie do you see that mouse falling?"

Bennie: "Reynard, I bet you can't catch him."

Reynard: "I will take that bet!"

Reynard reaches out to catch the mouse, but Farren falls between Reynard's hands. Right before he hits the ground Bennie uses his magic to soften his landing.

Farren: "Oof"

Reynard: "I missed him."

Farren awakes, not feeling well and not able to see well. Through blurred vision he can tell that he is being carried by a fox accompanied by what appears to be a robed bearded badger. Farren looks around to figure out what is going on, but everything is blurred.

Farren: "Please, let me go. Don't hurt me."

Bennie: "Ah! He's finally awake."

Reynard: “Don’t you worry yourself *mon amis*, you’re in safe hands. I am the infamous Reynard Fox, and my sidekick here [Bennie: Hrumph!] is Bennie the wizard.”

Bennie: “You’ve been poisoned by Kobra. I’ve used what magics I can to heal you, but I’m not a healer. I managed to patch up your wounds, but you’ll need the remedies of the Sky Peak Monks to fight off the poison.”

Reynard: “*Oui* little one. We’re on our way there now. We’re actually almost there.”

Bennie: “Yes. We’re approaching the foot of Sky Peak now. You should know though, the monks will test your courage on the climb up, and they won’t care that you’re not in the best of health. In their eyes, you must prove your worthiness. It will be difficult, but they are the only ones with a cure for Kobra’s venom.”

Reynard: “Ah! Here is the start of the trail upward. *Sacrebleu!* What a hike. Wait! I hear many footsteps approaching behind us.”

The group turns to see a band of bandits coming out from hiding behind them.

Lead Thug: “*Mon dieu* boys! If isn’t Reynard Fox.”

Reynard [whispers]: “Told you I was infamous.”

Lead Thug: “You robbed some very important people back in France... People willing to pay people like us to bring you in.

Farren: “You robbed people?”

Reynard: “Welllllll.... *oui*. You could say it was a hobby of mine.”

Bennie [Whispers to Farren while Reynard chats with thugs]: “Little one, we’ll hold back these thugs. Make your way up the path. I know you’re injured, and the monks won’t go easy on you, but you must be brave! You can do it little one. Good luck!”

Reynard: “...you ladies ought to get back to mommy; I bet she’s worried why you’re out so late.”

Lead Thug: “Enough!”

Bennie: “Indeed!”

Bennie slams his staff into the ground, causing a blinding light that switches the game from cutscene to play mode. Bennie and Reynard begin battle with the thugs

Bennie: “Go! We’ll hold them off!”

Farren starts climbing up the mountain having to dodge up the boulders along with the Monks firing blunt arrows at him. Because you still have Kobra's venom in your system your health will drop. If you fail you will restart at the bottom of the mountain. Once you get to the top you will pass out, and wake up in a bed.

Chapter 7

Farren wakes up in bed, unaware of where he is; he tries to move but is unable to. A monk squirrel comes through the door and walks over to Farren, he carries a tray that has food and water on it.

Choejor: "Glad to see you are finally awake."

Farren: "Where am I?"

Farren leans up on the bed.

Choejor: "Be calm now child. You are safe here. My name is Choejor... But everyone calls me Choe."

Farren: "I am Farren. Why can't I move Choe?"

Choejor: "The medicine that we gave you still is working, until it finishes you will be unable to leave your bed. But do not worry you will be all healed up and ready to go back on your journey in a day or two."

Farren: "A day or two? I cannot wait that long. I need to continue going after Rajan and the Kobra that bit me."

Choejor: "I understand you are in a hurry, but you must rest."

Farren growing frustrated and begins to move around in his bed until he is standing.

Choejor: "My child..."

A chameleon enters the room. Looking at Choejor and then to Farren.

Kavi: "My child what is going on?"

Choejor: "Master, he is trying to move around before the medicine has worn off."

Kavi looks at Farren and smiles.

Kavi: "Well, it looks like he does not have to wait, he is standing now. Most cannot even stand at this point, if he wants to push himself, might as well see what he can do."

Farren goes to take a step and falls on one knee. Choe goes to help Farren when Kavi shakes his head at Choe. Choe stops and just watches Farren. Farren stands back up and begins to take his first step and then his next and walks to Kavi before falling again. Farren: "Please you must help me; I need to get my food back for my village. You see Rajan has stolen all the food from it. And winter is coming we will surely die if we don't get it back. We don't have enough time to plant new crops."

Reynard is seen in the back approaching and looking over an expensive gold statuette.

Kavi: "If you want to defeat those two devils, you will need some training. Those two are quite strong."

Reynard looks around then stuffs the statuette into a sack. Bennie immediately rushes over to Reynard and seems to be fussing at Reynard to put it back. Reynard looks to pretend that he doesn't know what Bennie is talking about

Farren: "I almost bested Rajan until Kobra came out of nowhere and attacked me."

Kavi: "You may have almost bested Rajan, but you will surely fail if you were to go after Kobra as you are now."

Then with a loud crashing noise you see Bennie and Reynard near the gold treasure. Choejor looks at them and runs toward them.

Choejor: "You two fools why is it that you always break everything that you touch."

Kavi looks at Farren: "Come with me."

Farren follows behind Kavi.

Once Farren finishes his training* he learns an ice spell and he gets a sword and the monks send him back down the hill to continue his journey.

*see Chapter 7 Puzzle: Riddle

Chapter 8

Farren remembers Kavi's words.

Kavi: "Walk down the mountain and follow the road that leads south. There you will find what you are looking for. And remember even the smallest can make the difference if put to the task." Farren continues walking when he sees Reynard and Bennie running, screaming.

Reynard and Bennie: "I'm sorry! I'm sorry! I'm sorry!"

Farren watches them, he sees them carrying some cart wheels in their hands.

Reynard and Bennie run to Farren out of breathe.

Bennie: "Farren, Reynard kind of sort of released a captive Amazonian lion. And now she is being attacked by the monkeys. We have to help her."

Farren draws his sword and they all run towards the attacking monkeys of the halted caravan just outside a castle's outer walls. The lion sees them coming, kicking back the monkey and pointing her blade towards Farren and the gang.

Lion: "Who are you?"

Farren slows down motioning that he means no harm.

Farren: "I am sorry to frighten you but we mean no harm. We only wish to hel... Behind you!"

Lion spins and cuts a monkey down.

Reynard: "*Mon amis*, this is not the most opportune time to talk, let us talk after this, shall we?"

Lion nods and turns toward the last two monkeys.

While they are attacking the monkeys, something rolls in between Farren, Reynard, Bennie, and Jelani. They take a look at what has rolled under them and see that it is dynamite. They quickly run away and watch as it blows up, killing the attacking monkey. Hearing voices towards the wall.

Guard 1: "Oh good job you idiot way to kill our own people!"

Guard 2: "Oh shut up, I didn't think they would just stand there!"

Bennie fires off a magic spell taking the two guards down at once.

The gate is closed and looks too reinforced and strong to break down or even blow up. So the group decides that it would be best if they found some components to make some dynamite to try and blow up the wall.

Once the components are found they make the dynamite.

Jelani comes running towards the group.

Jelani: "Um, so I found a crack, we could definitely blow it up."

The group goes and blows up the hole. With that they enter the hole they have created.

Chapter 9

They have entered into a maze, full of greenery.

Reynard: "Alright all, I have things to steal and I can go better without a full group. Good luck all."

Bennie: "Now, now you know you wouldn't last without me, so I will be joining you. Good luck all."

Farren: "Uh seeya, I guess. Jelani, why exactly were you in prisoned, what did you do?"

Jelani: "I was a slave, for Kobra. They were transferring me to his castle so they could have me do hard labour, and protect Kobra, but then your two pals released me. I saw my chance and escaped."

Farren: "And that is when the monkeys attacked you?"

Jelani: "Well when those two fools saw me they picked up what they could and ran off screaming that they were sorry."

Farren: "And that is when you were attacked? Where do you come from? I am sorry but we don't see many of your kind here."

Jelani: "My family and I come from the Amazon, when we were enslaved we were separated. If I may, I would like to come with you so that I may rescue my family."

Farren: "You are more than welcome to follow me; I will gladly accept your help."

Farren and Jelani walk out of the entrance and begin walking towards the gate that kept them out of the maze. While they are walking they hear someone yell at them.

Monkey Guard: "Hey you! Stop right there!"

Jelani: "Let me take care of this guard."

Jelani runs toward the monkey taking the monkey by surprise, he readies his guard. Jelani's strong claws tear through the staff the monkey was caring. Jelani takes the monkey out in one hit.

There will be three other monkeys in the outside maze. Along with a few health potions in some of the dead ends and rooms, the last guard will drop a key that will let you enter the inside of the castle. There will be five floors that Farren and Jelani will have to climb before getting to Rajan. Before Farren and Jelani can leave the outside maze they will have to fight a Minotaur.

Minotaur:

I don't know who you two think you are, but you will not pass."

Farren: “We don’t want to fight; we are just trying to get through to save my village.”

Minotaur: “Kobra told me not to let anyone that does not work for him access into the castle.

You are no exception.”

The Minotaur readies his weapon and charges Farren and Jelani. Once the Minotaur is defeated they will be allowed to continue on their quest.

Floor One: Going to the right there will be a room with a flying monkey guard. Going past that room will be a flying monkey at the dead end. If Farren then turns to the left you will have two rooms to your right and two to your left. The second room to your right will have another health potion for you. When Farren gets to a two-way, there will be a dead end to the right; to the left there will be stairs to go to the up to the second story. From the entrance of the ground floor if you go left there will be two rooms on the right side one room will have a health potion, the other will have a chest – inside has a shirt. Leaving that room Farren can go right and then right again. Having an option to go straight or right. If you go right there will be two flying monkeys you will have to encounter. After that there will be an empty room, past that will have a sleeping monkey. Farren can choose to ignore the monkey or kill it. To the right wall there will be an entrance to another room; that will lead you into an empty room. If Farren goes straight instead of right you will reach a wall and you will have to go right. There will be two closed doors that you will not be able to open. Going further down the hall you will have to go left. From there you will have an option of left or right, if you go right you will be able to go inside the end room, it will have a health potion in it. If you go right, there will be two more rooms. One houses a flying monkey guard that will attack you. After Farren goes into the room or ignores them, Farren will have to go right and then left. There you will have two options of straight or left. There will be a flying monkey guard, guarding a room that has a chest in it. Once you defeat that monkey you will have to go forward and to the right and go inside the room to open the chest. Inside will have Golden Leaves, when Farren leaves that room Farren can go into the other room to the right that has a health potion in it. Upon leaving you will have to go left then left again to go up the stairs to the second story.

Floor Two: Coming into the second floor, Farren will hear music and realize that he has just come across a masquerade ball, seeing a mask on a table he grabs it and puts it on. Farren will have to dance through the other dancers and quick time button presses to get through the maze. If Farren messes up three times the guards will realize that he does not belong in the party. The

more Farren messes up the more damage he will take. Beating the puzzle he will reach the other door and there will be a room right to the left of the door. Inside there will be a chest with Golden Leaves and another shirt. Leaving the room Farren goes left to go to the third floor. If he goes right there will be a health potion in the left corner room.

Floor Three: When Farren reaches the third floor most of the rooms will be locked. Except for the first, the fifth, the sixth, ninth, twelfth, thirteen, fifteen, sixteen, seventeenth, and nineteenth, room one will have a guard lizard, fifth room will have a health potion, sixth will have a chest with Golden Leaves, ninth will have a guard lizard, twelfth will have a guard lizard along with the thirteen. Fifteen and sixteen have health potions. Seventeenth and nineteenth will have guard lizards in them. Farren will have a guard to fight when he walks down the hall. He will turn right and then turn right at the end of the hall. Then will turn right fight a guard then keep following the hall till you find the stairs. Going up the stairs leads you to the fourth floor.

Floor Four: Not all the rooms will be accessible some will be open and may have guards or items in them. Farren will follow the hallway turning right, and then right again at the end of the hall, just to turn right again. At the end of hall he will turn left to fight a guard wolf. Farren will see fire being spewed out and will then have to figure out how to get passed the fire without getting hit by it. Farren will use his ice spell to freeze the spouts over and over until he has crossed and passed the fire puzzle. Then he goes upstairs.

Floor Five: Farren will come into the room, hearing Rajan's voice in a distance. Farren starts to hurry through the hallway but is greeted with four guards. All of them will be lizards. There will be rooms behind the guards that have items in it. Once Farren defeats the guards and crosses the border between the guards and the Throne Room a cut-scene will begin.

Chapter 10

Farren walks into the Throne Room and sees Rajan talking to Kobra. Rajan is on the far right of the room near the Throne chair. Kobra is sitting on the throne chair barely listening to what Rajan is saying.

Rajan: "... So that is why I think we should have pork chops in the kit..."

Kobra: "Shhh Rajan, we have a guest."

Farren walks towards both of them cautiously.

Farren: "Give me my village's food back."

Kobra: "Bah, you are still going on about the food? You and your villagers will not get your food back. It is mine! How are you even still alive? Ah! Those monks at Sky Peak must cured you. I'll have to pay them a visit."

Farren: "If you don't give me the food back my village will die off. Please, have a heart."

Rajan: "Listen shorty, you heard Kobra. The food is his."

Kobra: "You are very brave mouse. But the food belongs to me. So be gone... or die."

Rajan: "Sir, if it would please you, let me kill him for you."

Farren: "You will not beat me Rajan. Just give me the food."

Kobra: "Rajan, I am no longer amused by this mouse, get rid of him."

Rajan jumps toward Farren and readies his Charge. Farren can Parry this attack. If player does they will stun Rajan for a few seconds allowing them to get some free hits in. If Farren mis-times his parry he will get hit by the charge and be stunned while Rajan is able to hit Farren a maximum of one hit. Until Rajan's health drops to 75% he will do basic attacks. Once he reaches

74% Rajan will ready his Stomp move; Farren will have to run away from Rajan to avoid the Stomp. Once his stomp is done Rajan will then Charge towards Farren. Parrying will again Stun the attack, if missed Farren will be Stunned instead. From here until Rajan gets to 20% the attacks will be random; Rajan will be able to do any of his attacks in any order. At 20% Rajan will get stronger as his rage and fear of losing consumes him.

Rajan: "You will not beat me mouse!! By beating you I will finally overcome my fear of mice!"

Rajan runs toward Farren Swinging his trunk, and then Stomping. Then charging right after the Stomp is done. After Rajan is defeated a cut-scene will open.

Rajan: "No no! Get AWAY FROM ME!"

Kobra begins to laugh uncontrollably. And throws a spear into Rajan; Rajan cries out then closes his eyes.

Kobra: "Who would have ever thought Rajan would have to fight a mouse."

Farren: "Yes, I am a mouse... But my name is Farren; Snake! Now give me my food. You have seen what I did to Rajan, I am not afraid of you."

Kobra chuckles and gets off his throne.

Kobra: "I would kill you with my bare hands, but you are just too dirty to touch, *mouse*"

End-cutscene

Kobra starts off with a Spit attack. This is an unavoidable attack. Farren will be blinded and disoriented for one attack. Farren will still be able to attack, but will be less efficient while he is blinded. At 70% Kobra will get close to Farren and try to wrap his bottom portion of his body around Farren to put him in a Choke-hold. Farren will be able to Parry the attack and Kobra will be stunned for a few hits. Kobra will also periodically Stab at Farren with his tail that has a pointed edge on it. When Kobra gets below 50% health his attack will get stronger and his attacks will also become faster. His attacks will also become random and can happen in very quick succession. Once Kobra is defeated another cut-scene will begin.

Kobra moves toward his throne and sits back in it. Farren follows behind Kobra.

Farren: "I have won; now tell me where you put my village's food!"

Kobra laughs but coughs.

Kobra: "You have defeated me, but tell me one thing. Why should I tell you when I can just die and have you and your village die with me."

Farren: "Just do this one good thing, and I will tell my village of your benevolence."

Kobra: "I could care less, but you have shown a great deal of determination even in great evil."

Kobra pulls down a lever that was next to the throne and a secret door opens. Kobra dies. Farren walks down the stairs and into the room; there he finds all the food. He finds a cart and then packs up all the food he can carry and heads back towards his village.

Chapter 11

The credits roll, behind the credits we see Farren as he goes home, visiting all of the places he had been during the game. Lioness is with her family, heading home, Sky Peak is training other warriors, Pangolin now lives in Pholidota Citadel, Farren gets to leave thru the front door, walking the orchard out front, fruit dropping from trees, Shielded Glen has been overtaken with flowers where fire once wreaked havoc. There are no bandits to be seen and the graveyards seem quiet. Rabbit has welcomed a new child into his den, the forest seems beautiful, softly glowing, no longer feeling dark or scary, and finally he ends up home where he hugs his loved ones and is heralded as a hero of all the lands. As the credits end, a dialogue box opens "Will you begin your adventure anew?"

Credits

Game Producer

Matthew Orth

External Producer

Emily Winjum

Associate Producer

Patricia Sipes

Creative Director

Emily Winjum

Associate Director

Kendell Robison

Art Director

Matthew Orth

Animation Director

Breanna Gonzalez

Production Manager

Kendell Robison

Level Designer

Patricia Sipes

Game Designer

Matthew Orth

Interface Designer

Emily Winjum

Technical Artist

Kendell Robison

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Gameplay Programmer

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AI Programming

Patricia Sipes

Breanna Gonzalez

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Audio Designer

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Animator

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Modeler

Emily Winjum

Breanna Gonzalez

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Patricia Sipes

QA Lead

Breanna Gonzalez

Lead Tester

Emily Winjum

QA Analyst

Matthew Orth

Patricia Sipes

Special thanks to you guys. Yea you know the ones. Those late night pizza deliveries and late night Chinese deliveries, we couldn't have done it without you.

Characters

Main Characters and Quest NPCs

Farren



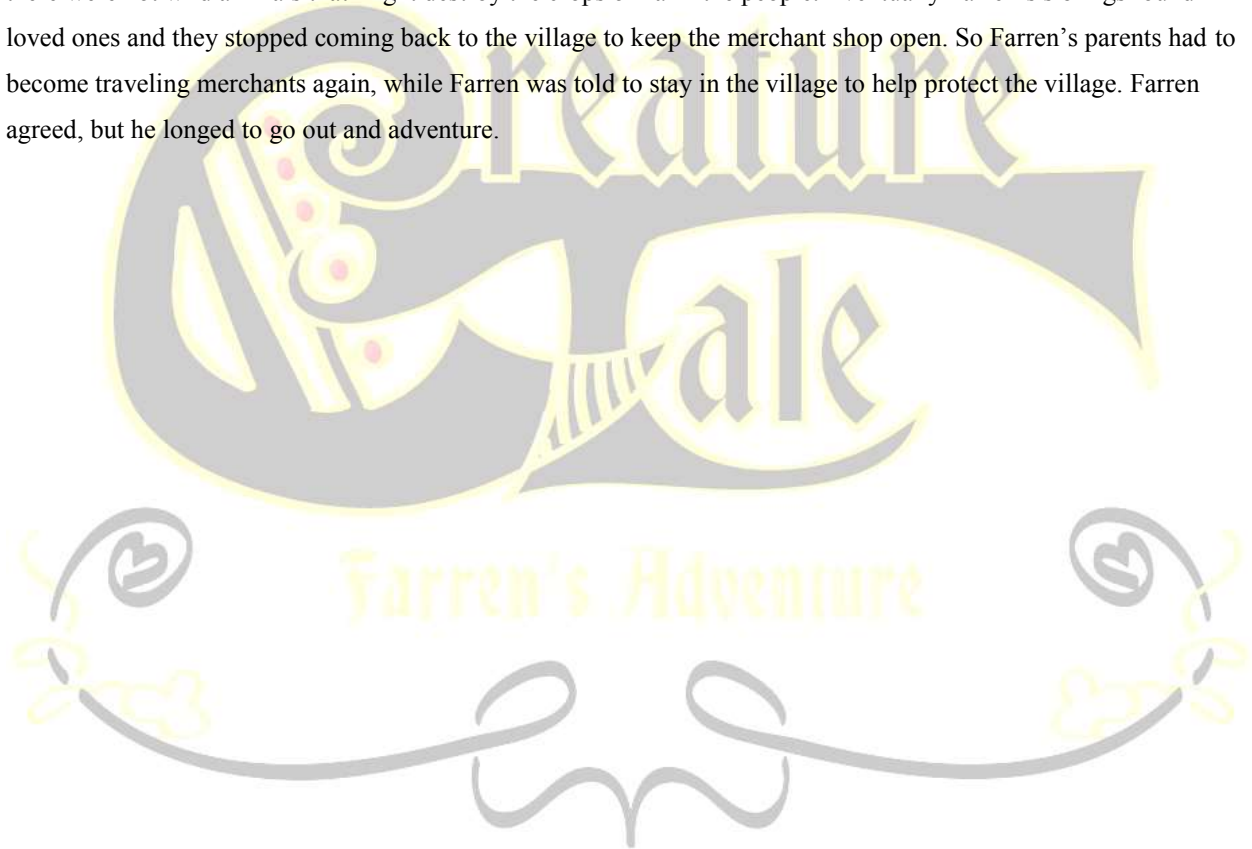
Characteristics	
Height	4'
Weight	90lbs
Build	Small
Eye type	Solid
Eye Color	Brown
Fur/flesh/scale color	Light Brown Fun
Distinguishing Marks/Pattern	Huge eyes and ears.
Clothing	Shirt, pants, and signature scarf
Weapon	Sword / Ice Sword
Other	

Farren's Damage Chart

(HP 100, HP 200 after lvl 7)

Chapter	Damage per swing
1	-6
2	-8
3	-9
4	-10
5	-11
6	-13
7	-14
8	-16
9	-20
10	-23
11	-26

Farren was born into a very loving family. He had a brother and a sister, both older than him. Farren's parents were traveling merchants. So Farren and his siblings would follow the family all around. Farren was able to see so much of the region that he couldn't help but wonder what else is there other than the roads and villages that he traveled. Farren's parents would avoid certain areas, which only made Farren want to go out and see more than just the roads and villages that they would travel. One day upon their travels they came across a rather quaint and quiet town. Farren's parents were quite drawn to it. So much so that they decided to stop being traveling merchants and open up a merchant store. Farren's sibling in turn became traveling merchants to bring back goods they found, along with bringing items back to the town. Farren would walk around the village every morning and night to make sure that there were not wild animals that might destroy the crops or harm the people. Eventually Farren's siblings found loved ones and they stopped coming back to the village to keep the merchant shop open. So Farren's parents had to become traveling merchants again, while Farren was told to stay in the village to help protect the village. Farren agreed, but he longed to go out and adventure.



Ji, Rabbit Farmer



Characteristics	
Height	5'1"
Weight	150lbs
Build	Athletic
Eye type	solid
Eye Color	black
Fur/flesh/scale color	Light purple
Distinguishing Marks/Pattern	
Clothing	Red pants
Weapon	hand to hand
Other	

He lives on a small farm on the outskirts of town. He is married and has nine (9) children. He works multiple jobs, as well as tending his crops, to support his large family. He will do whatever it takes to keep his family safe and fed. Earlier in his life he

had studied many different fighting styles and became something of a legend on the battlefield, but those days are long gone.

Petra, Pangolin Knight



From the time Petra could walk, she had had a weapon in her hand. Her people were not warmongers, but felt a need to be prepared. While other girls were off flirting or painting their scales, she was learning how to stave off attack with whatever weapon was handy. By the time she reached maturity, she was seen as a leader in the small group, though not a role she relished. She had never had to lay a hand on another person (other than sparring), and she had assumed that she never would thanks to the thick walls of Pholidota Citadel. When Rajan and his monkeys invaded, they were unprepared and the castle fell, driving them out and across the river. Petra blamed herself. If only she hadn't thought the castle was the safest place. If only she had trained harder. If only she had insisted on everyone training harder and sleeping with a sword under their pillow. They rebuilt, keeping a watchful eye on the Citadel, hoping Rajan would one day leave. Instead, in the middle of the night, their new home burned, attacked by flaming catapult. What could she do? How could they rebuild? Their already dwindling numbers were looking even more grim, could anyone help?

Characteristics	
Height	6'
Weight	230lbs
Build	Stocky
Eye type	Solid
Eye Color	Black
Fur/flesh/scale color	Greyish brown scales
Distinguishing Marks/Pattern	Scaled back with soft underbelly
Clothing	armor
Weapon	lance
Other	

Bennie the Badger Wizard



Characteristics	
Height	5'10"
Weight	175lbs
Build	Huskey
Eye type	solid
Eye Color	black
Fur/flesh/scale color	Black and white fur
Distinguishing Marks/Pattern	White stripes from head to back
Clothing	Robes
Weapon	staff
Other	

Bennie was rescued as an infant by a small tribe in Ireland that studied and practiced the arcane arts. His adopted father, Master Crow, was the leader of the tribe and taught Bennie to be the greatest wizard of their tribe. Kobra feared that working together this Irish tribe could defeat him. Obsessed with being unstoppable, Kobra launched a surprise attack on the tribe, killing almost everyone. Bennie had been off on an errand for his father during the attack, and when he returned he vowed to take vengeance. Bennie tried to take on Kobra, but his right-hand man Elephant stopped him and defeated him in a vicious battle. Beaten, Bennie barely escaped alive but not without many scars and the loss of the use of his right eye. Bennie never again attempted to go after Kobra, until he heard of a brave little mouse who was making surprising progress towards

that goal. Bennie seeks out our hero to guide him along his quest, giving his knowledge of Kobra and his forces to Mouse allowing him to learn from Bennie's unsuccessful endeavor.





Reynard the Trickster

Fox

Characteristics	
Height	5'7"
Weight	110lbs
Build	slender
Eye type	pupil
Eye Color	green
Fur/flesh/scale color	Orange and white fur
Distinguishing Marks/Pattern	Scar along left side of mouth
Clothing	White shirt with blue pants and boots
Weapon	daggers
Other	

Reynard the Trickster Fox grew up on the streets of France. Homeless and poor, Reynard became a skilled conman as a young child. As he grew up, his schemes became more grand and elaborate. Usually if he ever got in trouble he could always talk his way out of it. One day a big heist stepped on the toes of some really bad thugs and they did poor Reynard in. Reynard knew he had to find a way to defend himself. He learned how to use

daggers in combat since they're light and wouldn't slow him down much (since one of his greatest attributes is his agility). Reynard had amassed a small fortune singlehandedly before the age of twenty (in fox years). Kobra, being as greedy as he is, thought a single fox holding such a fortune to be an easy target. Kobra attacked Reynard at his dwelling and took everything he had. Beaten and broke, Reynard was now easy prey for the enemies he'd made over the years who might be looking for payback. Reynard fled France to set up base elsewhere. He encounters a beaten

magic using badger traveling back home from a gruesome fight with Kobra's Elephant henchman. The two talked for a bit, but their personalities were a complete clash: the wizard who took everything seriously and the trickster who didn't take anything seriously. However, they somehow bonded with their different personalities evening the other one out. Reynard decided to travel with Bennie the badger back to his home initially with the intent to rob him, but they became good friends on the journey back and Reynard decided not to. But, Reynard did enjoy pulling pranks on the wizard with all of his magical supplies as they provided much amusement for him. When Bennie decides to leave to aid the heroic mouse, Reynard decides to come along too hoping that he can start rebuilding his criminal fortune and do some meddlesome profiteering along the way ;-)



Choejor, Squirrel Monk



Choejor lived in a small village below a mountain. He had two brothers a doting father and mother. When Choejor was ten his village was attacked in a night raid, only Choejor survived. During the attack the attackers forced Choejor to decide to come with them or suffer and live alone for the rest of his life. Choejor denied their offer to come with them. So the attackers held Choejor and forced him to watch as the attackers took everyone from his life. After the last of his family was dispatched the attackers knocked him out.

Characteristics	
Height	5'8"
Weight	140lbs
Build	average
Eye type	pupil
Eye Color	brown
Fur/flesh/scale color	Light brown fur
Distinguishing Marks/Pattern	Large puffy tail
Clothing	Monk robes
Weapon	staff
Other	

When Choejor awoke his entire village was decimated and his family lies lifeless in front of him. Choejor was consumed by rage and despair. He traveled to nearby villages stealing what he could to survive. He soon became the nuisance of the nearby villages. One evening Choejor went to a particularly well known restaurant that had some of the best food on that side of the town. He went about looking for the best way to infiltrate and steal the food. Once he figured out his plan he snuck in and stole the food. Only it was a trap and the villagers all began to chase him. While running down the trail out of the village he ran into someone and fell to the ground. Choejor quickly stood up but the villagers quickly caught up and began yelling at him. The Chameleon that Choejor had run into grabbed him and put his arm around Choejor. The Chameleon told them that this little one will no longer harass them. And gave them the cost of the food he had just stolen. The Villagers took the money and left. The Chameleon turned to look at Choejor and told him that his name was Kavi, and that he had a choice. To come with him and repent for all that he has done, and take a vow to join the monkhood, or Kavi will bring him to the local prison and have him arrested for all his

wrong doings. Choejor chose to follow Kavi, and through long hours and many years of training, and spiritual enlightenment he was able to move past his rage and despair and found a life of solidarity, and peace.



Kavi Chameleon



Kavi had come to this place so many years ago he could barely remember what had been before this home. He knew he hadn't been as cold, but extra layers of clothing was a small price to pay for peace and quiet and enlightenment. He had been alone on the mountain for a long time before a weary traveler had fallen at his door. He had assumed they would be on their way, but to his surprise, the blacksmith stayed by his side. As if by some divine hand, others came. One by one. Those seeking peace, or truth, or redemption from what wronged them. Kavi became Master Kavi and found himself the head of the Sky Peak Monks. They had never gave themselves that name, but the travelers that occasionally came through always referred to them as such. Kavi loved his life. But he also knew he had a terrible secret to keep. For whatever life he had had before, it had not been one of peace. Locked away in a secret trunk were designs for weapons most foul. He had no idea if he had penned them, or if he only had them. He knew only that he was no blacksmith and that he was compelled to not rid himself of them. Seddo had said that he could make the weapons and they must have been a gift from the gods, but how could that be? When news came of King Kobra's villainy, Kavi knew now why he had been entrusted with the Ice Sword, but would a hero even know to venture this high for the sword? And what of the other two? What purpose could they hold? Was the world destined to see two more great evils?

Characteristics	
Height	4'6"
Weight	98lbs
Build	Slim
Eye type	
Eye Color	Blue
Fur/flesh/scale color	Bright green
Distinguishing Marks/Pattern	Teal markings
Clothing	green robes printed with eyes in yellow with yellow detailing
Weapon	Dagger
Other	

Jelani, Warrior Lioness



Jelani is an African lioness around the age of 26. She is the eldest of 3 sisters who hail from a tribe of extremely gifted hunters. Jelani has been responsible for her siblings since she was very young, she is very serious and may come across as forceful or bossy, she has a very dry sense of humor and finds many traditional entertaining activities mundane. Unable to be entertained in the ways of her sisters, Jelani found her love of hunting at a very young age, and spent most of her time perfecting her skills in weapon crafting and agility, with an expertise in spear wielding and archery. With time the leader of her pride deemed that she lead the hunting parties, to which she accepted with great honor. Jelani is known to command her hunting parties with an iron fist, without rival she and her hunting party are masters of their skill, and have gained themselves a very high reputation as a tribe of fierce warriors. Due to her outstanding success, she was well respected among her pride, and

Characteristics	
Height	6'1"
Weight	160lbs
Build	athletic
Eye type	Slit
Eye Color	yellow
Fur/flesh/scale color	Light brown/yellow
Distinguishing Marks/Pattern	Red war paint along face, arms, and tail
Clothing	Torn cloth
Weapon	Spear and bow
Other	

even became betrothed to the future pride leader. Word traveled fast of the success of her tribes fighting prowess, eventually making its way to the deadly King Kobra, who wanted no chance for retaliation against his rule and ordered that Jelani and her tribe be captured and enslaved. When Kobra's forces arrived, Jelani and her pride fought with great distinction, however they were inevitably overcome by the mass of Kobra's forces, leading to the deaths of many of her tribe members, including her fiancée. She and the remainder of her pride were caged and sent to Kobra's keep, upon nearing arrival, Kobra ordered that Jelani be separated from her tribe, and shipped to train his forces at another location. Jelani vowed that she would one day defeat the evil tyrant, free her pride, and get revenge for the death of her beloved fiancée.



Enemy Characters

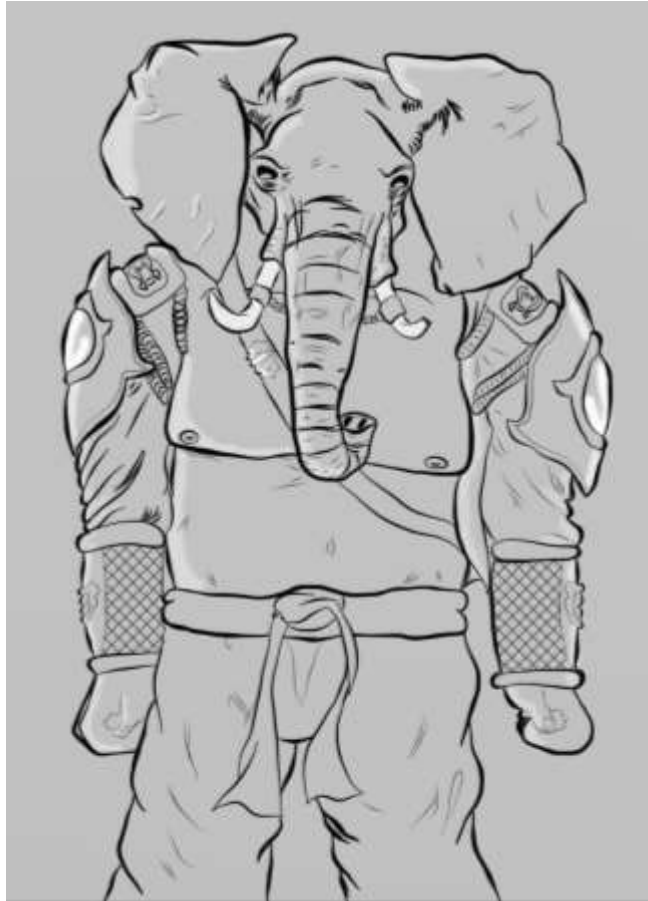
Damage Chart

Enemy Characters				
Chapter	Name	HP	Attack Name	Damage per attack
2	Rat Bandits	60	Jab	-5
			Stab	-4
			Cower	+defense
3	Wolves	75	Bash	-6
			Cleave	-5
	Hagen Wolf (BOSS)	120	Smash	-8 (plus 1 turn of self daze)
			Cleave	-6
			Rip	-3
5	Sewer Rats	65	Jab	-6
			Stab	-5
			Cower	+defense
	Monkey Guards	70	Fling Banana	Cause confusion
			Tail Whip	-4
			Strike	-5
	Lizard Underlings	75	Hiss	+defense
			Claw	-7
			Strike	-6
	Rajan Elephant (BOSS)	200	Stomp	-50 (dodgeable)
			Charge	-15 (dazes player, one move)

			Swing	-10
7	Kavi Chameleon (Guardian BOSS)	135	Strike	-10 (dodgeable)
			Ice Shard	-12 (dodgeable)
			Meditate	Kavi gains health
8	Slavers	100	Bash	-11
			Slash	-10
			Mash	-8
	Minos Bull (GUARDIAN)	170	Double Strike	-14
			Gore	-13
			Pound	-12
9	Elite Monkey Guards	130	Fling Banana	Cause Confusion
			Tail Whip	-10
			Strike	-12
	Rat Servants	145	Jab	-14
			Stab	-12
			Cower	+defense
	Lizard Advisors	160	Hiss	+defense
			Claw	-14
			Strike	-13
10	Rajan Elephant (PENULTIMATE BOSS)	270	Stomp	-75 (dodgeable)
			Charge	-25 (dazes player, one move)
			Swing	-15
	King Kobra (FINAL BOSS)	333	Spit	Attempts to poison, only causes blindness for 1 turn instead
			Chokehold	-45
			Stab	-14

Boss Characters

Rajan Elephant



Characteristics	
Height	8'
Weight	350lbs
Build	bulky
Eye type	solid
Eye Color	black
Fur/flesh/scale color	Grey rough skin
Distinguishing Marks/Pattern	Scars along the trunk
Clothing	Bracers, shoulder armor, and orange pants
Weapon	Hand to hand
Other	

Born in

SECOND ENCOUNTER		
HP	ATTACK	DAMAGE
270	Stomp	-75 (dodgeable)
	Charge	-25 (dazes player, one move)
	Swing	-15

FIRST ENCOUNTER		
HP	ATTACK	DAMAGE
200	Stomp	-50 (dodgeable)
	Charge	-15 (dazes player, one move)
	Swing	-10

India, as an only child, He lived in the lap of luxury until his parents died when he was young. Without his parent's guidance, he became violent and used his power to abuse the people of his land. He ruled with an iron fist, preferring to punish disobedient subjects personally. One day King Kobra came to visit the prince, and he offered him unlimited riches if he followed his command.

Hagen the Warrior Wolf



Hagen is a cocky 20 year old eastern wolf, who leads a pack of bandits. As an orphan, Haygen grew up on the streets being

bombarded with constant looks of disgust and whispers from people who would pass him by. As a child the arrogant young wolf was angered at the thought that he was being looked down on, and vowed that one day he would be the one looking down on all these nay-sayers. At a young age he mastered pickpocketing and petty theft, and could make simple schemes that he could effectively pull off. As he grew older his schemes became more elaborate, requiring more and more man power. Eventually Hagen formed a gang of bandits which he used to steal from whoever he deemed worthy, without a filter of who was deserving, Hagen stole from generally everybody without concern.

HP	ATTACKS	DAMAGE
120	Smash	-8 (plus 1 turn of self daze)
	Cleave	-6
	Rip	-3

Characteristics	
Height	6'5"
Weight	200lbs
Build	muscular
Eye type	pupil
Eye Color	blue
Fur/flesh/scale color	Black and white fur
Distinguishing Marks/Pattern	White fur on face, feet, and hands
Clothing	Green fur shirt with brown pants
Weapon	axe
Other	

When his gang became reputable in the area, fear would ensue at the very mention of Hagen's name, to which he thoroughly enjoyed. One day, however, it wasn't his name the townspeople were speaking in fear, it was Kobra's. As Kobra's presence became more influential in the area Hagen found that his gang was questioning the power of the new tyrant, and became concerned, to which Hagen attempted to ignore. However, with such a high criminal record Kobra could not ignore Hagen's band of misfits, their interference with his rule would not be accepted, especially if they were stealing items that would become his in the future. Upon confrontation of the fearsome tyrant, Hagen found the only way he could continue his thieving lifestyle would be to make a deal with Kobra. Kobra promised to ignore the actions of the bandits, and disregard who they stole from as long as he gained half of the profit from each new city they raided. Hagen begrudgingly agreed and continued raiding town after town, always aware of his deal with Kobra.



Minos Bull

Nothing is really known about the Minos Bull or how he came to guard Kobra's Labrynth, but his ferocity has become legend. No one who enters ever comes back, therefor no one dares enter Kobra's labrynth for fear of encountering Minos Bull.

HP	ATTACK	DAMAGE
170	Double Strike	-14
	Gore	-13
	Pound	-12



Characteristics	
Height	7'9"
Weight	285lbs
Build	Muscular
Eye type	Solid
Eye Color	Black
Fur/flesh/scale color	Brown fur
Distinguishing Marks/Pattern	Large scar on inner left arm
Clothing	Torn pants
Weapon	chains
Other	



King Kobra



King Kobra

HP	ATTACK	DAMAGE
333	Spit	Attempts to poison, only causes blindness for 1 turn instead
	Chokehold	-45
	Stab	-14

Characteristics	
Height	5'11"
Weight	190lbs
Build	slick
Eye type	slit
Eye Color	green
Fur/flesh/scale color	Grey scales
Distinguishing Marks/Pattern	Prosthetic dagger tale tip
Clothing	Ivory shoulder armor and gold tail rings
Weapon	Dagger, venom, tail

Kobra had many brothers and sisters. His father died before

Kobra and his siblings were born. They lived in a quaint little village near the outskirts of a dessert. One season everything the farmers planted did not grow. When the farmers examined they found that their farmland had been sabotaged. The village lived in such a remote place that traveling merchants rarely ever showed up. Every two to three months if they were lucky. Kobra's mother decided that it would be best if they set off to find a new village. During their travels Kobra ended up getting separated from his mother and siblings. Kobra retraced his slithering prints. Eventually he realizes that he has been going in circles, following his own prints. When night time arrived he still had not found his family. A lizard ended up running into Kobra while he was trying to make a campfire. The lizard ends up helping him; the two of them became inseparable ever since that night. As they got older they formed a gang and from there others began to follow him. Until eventually Kobra had so many men under him that he now had his own empire-esque following. Because of all of Kobra's men he was able to give more orders to steal, and to blackmail more villages/villagers, by doing so Kobra amassed a great fortune and everyone in the region feared him.

But because of Kobra's village running out of food when he was younger he had a fear of one day running out of food once more. So he gives Rajan and Riffiki orders to go to every village they can and steal their food; thus starting the beginning of the game.

Enemy Encounterables

Rats

Variety: Bandit, Sewer, Servants



Characteristics	
Height	4'9"
Weight	145lbs
Build	huskey
Eye type	solid
Eye Color	black
Fur/flesh/scale color	Brown matted fur
Distinguishing Marks/Pattern	Bandages on arms and tail
Clothing	Ragged torn shirt and pants
Weapon	swords
Other	

Rats tend to be small time crooks and robbers. They act tough to those much smaller than them, but cower in the face of anything that actually poses a threat.

5	Sewer Rats	65	Jab	-6
			Stab	-5
			Cower	+defense
9	Rat Servants	145	Jab	-14
			Stab	-12
			Cower	+defense

Wolves

Variety: Vikings



Wolves are fearsome warriors who raid and pillage in packs. Occasionally you'll witness a lone wolf, but they are even more so fierce.



Characteristics	
Height	5'5"
Weight	155lbs
Build	muscular
Eye type	pupil
Eye Color	hazel
Fur/flesh/scale color	Grey/black and white
Distinguishing Marks/Pattern	Bandages on wrists and ankles
Clothing	Faded old shirt and pants
Weapon	Knife and claws
Other	

CH	NAME	HP	ATTACK	DAMAGE
2	Rat Bandits	60	Jab	-5
			Stab	-4
			Cower	+defense

Monkeys

Variety: Guards, Elite Guards, Shielded Guards



Characteristics	
Height	4'11"
Weight	110lbs
Build	athletic
Eye type	pupil
Eye Color	green
Fur/flesh/scale color	Orange fur
Distinguishing Marks/Pattern	
Clothing	Varying amounts of light armor. loin clothes
Weapon	Knife and bananas
Other	

The monkeys that appear in the game are the underlings of Rajan, Rajan had once spared the monkeys their lives. And by doing so they swore fealty to Rajan.

Lizards

Variety: Underlings, Advisors

Lizards are agile, stealthy, and smarter than rats. They tend to be bandits and thugs and mercenaries. Since lizards lack brute strength, they rely on their quickness with smaller weapons like daggers and short swords.

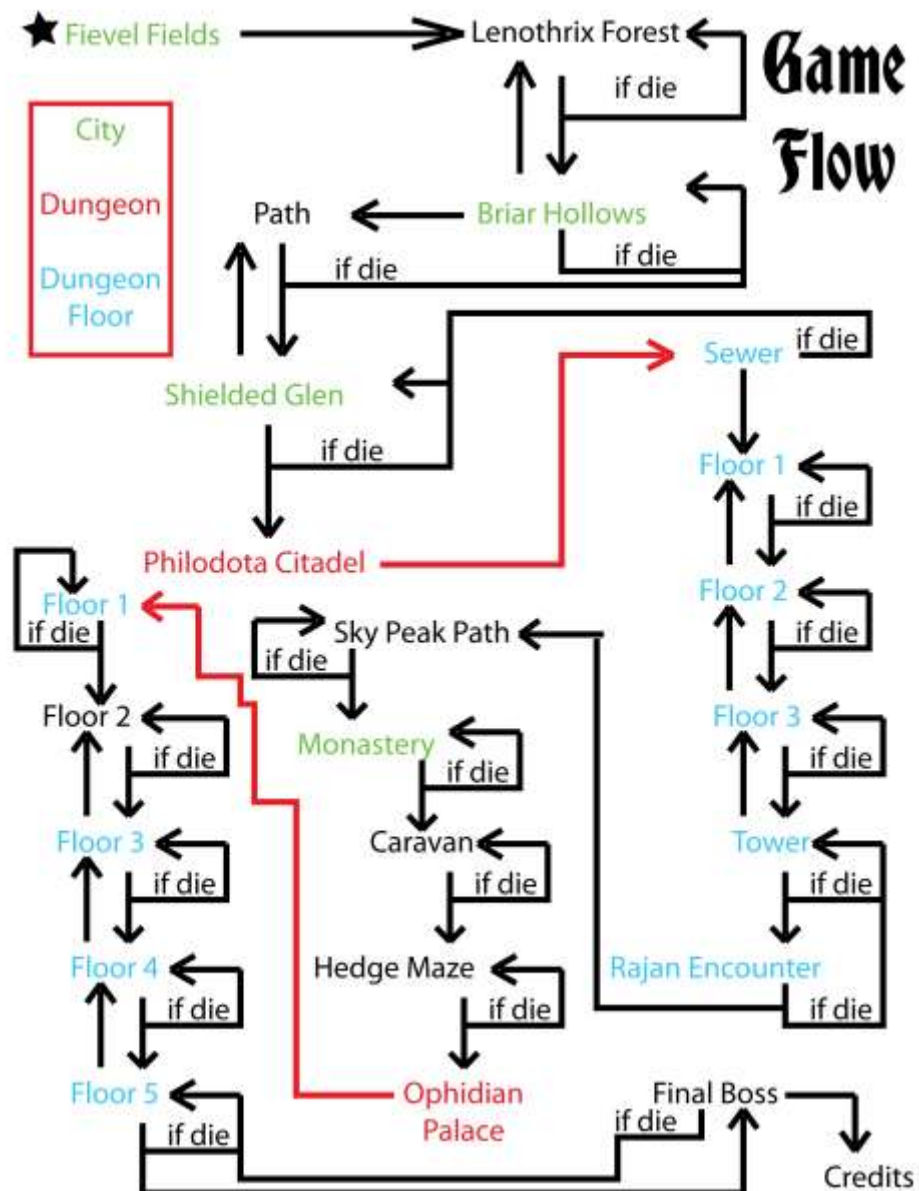


Characteristics	
Height	5'8"
Weight	140lbs
Build	Thin/Toned
Eye type	slit
Eye Color	hazel
Fur/flesh/scale color	Green scales and beige skin
Distinguishing Marks/Pattern	Spikes along their arms, head, legs, and back
Clothing	Patched together shorts
Weapon	knife
Other	

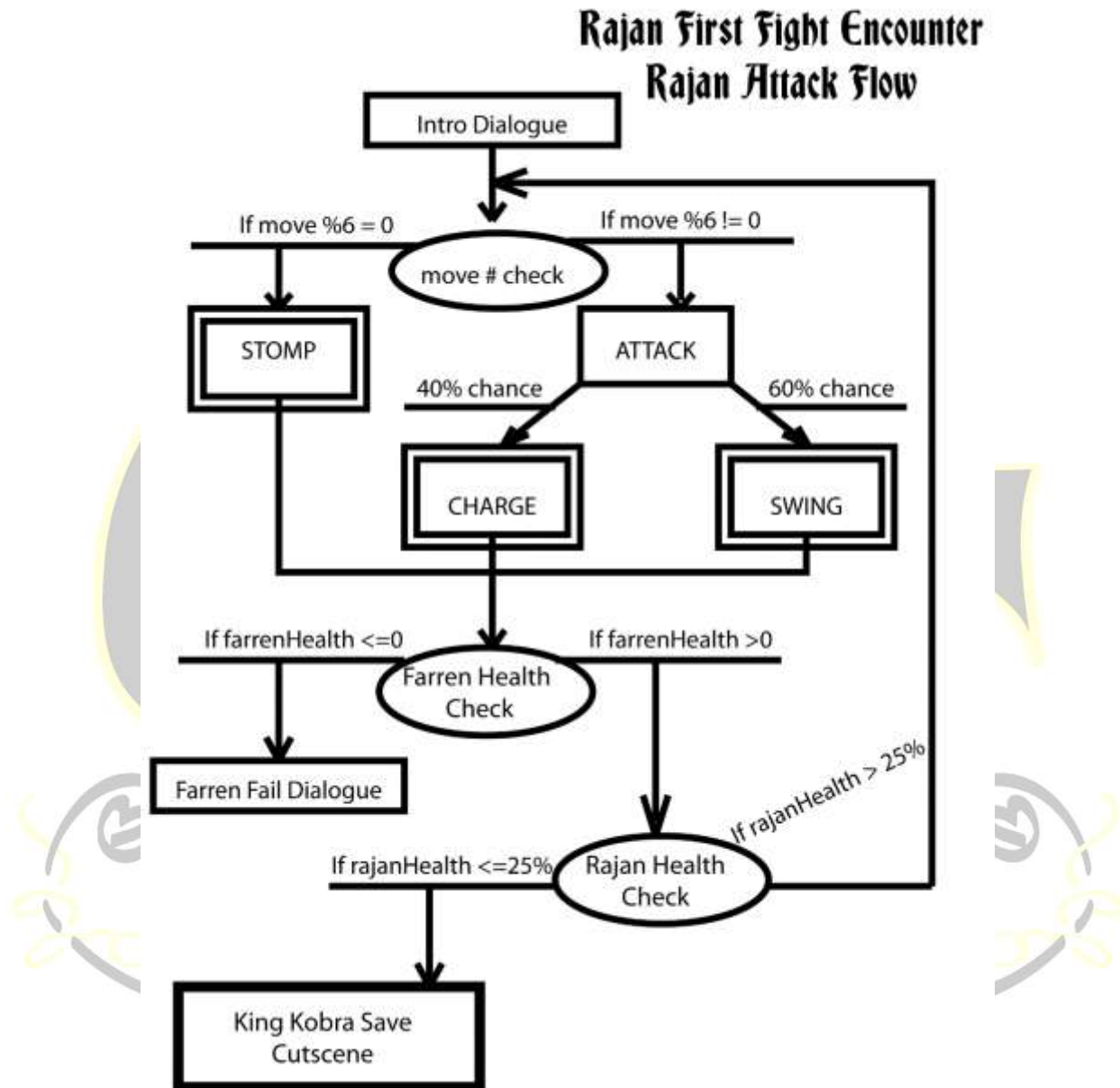
Game Play

Game Flow

Walk us through the game as if we are playing. Include a flowchart for at least one section or element. Tell us about the puzzles we will encounter.



AI Features



Weapons and Items

Gold Leaves are the in game currency, take up a single inventory slot, and the amount you own are shown on the HUD.. Your inventory has 12 slots and each slot can have a stack of up to 10 of that item with the exception of Gold Leaves which cap at 1,000. Once you have a full 10x stack of an item, picking up another of that item starts a new stack (as long as there is an open slot to start one) with the exception of Gold Leaves which there is only the one stack of. Clothing Items are classified as gear, and are considered unlockables, meaning that once you get it you

have it forever. You can switch between your unlockables, but you cannot sell them. Gear is on a separate screen from inventory, so you don't lose space by collecting gear.

ITEMS					
Name	Type	Use/Description	Found	Cost	Sell
Gold Leaves	Currency	<p>Money in game</p> <p>How strange, it seems someone dipped these leaves in shiny metal and now they can't be eaten. I wonder what they're good for?</p>	Everywhere.	---	---
Father's Sword	Key Item (locked)	<p>Every adventurer needs a sword! Dad won't miss his too much. I hope...</p>	Picked up in start.	---	---
Broken Sword	Key Item (locked)	<p>Dad is going to KILL ME! Maybe I can tape it together somehow...er, or I'll just have to be so good a hero he'll never think to ask!</p>	Broken at end of chapter 5, replaces Father's Sword	---	---
Ice Sword	Key Item (locked)	<p>So Sparkly...I bet I could freeze time if I</p>	Given to you by Kavi Chameleon on Sky Peak	---	---

		tried hard enough!			
Masquerade Mask	Key Item (locked)	Disguise yourself at the ball. You look FABULOUS!	Found on Floor 2 of the Palace.	---	---
Antivenom	Key Item (locked)	Protects you from being poisoned by King Kobra's venom. Feeling Invincible!	Given to you by the Sky Peak Monks.	---	---
Floor Key	Key Item (locked)	Unlocks Second floor of the Citadel. Why couldn't keys be on some sort of respectable keychain?	Found on a random Monkey Guard	---	---
Dynamite	Key Item (locked)	Used to blow up the wall around palace. Boom goes the Dynamite!	Found at the Slave Caravan when helping Lioness	---	---
Health Potion	Health	Full restore. Gosh, I feel so full!	<ul style="list-style-type: none"> • Boss Mobs • Loot Crates • Vendor 	100	75

Acorns	Health	+130 hp Well, they're generally for Squirrels...but have you seen those suckers move?!	<ul style="list-style-type: none"> • Mobs after Ch 5 • Loot Crates • Vendor before Ch 5 	75	55
Mystery Meat	Health	+70hp What is it? Is it moving on its own? Desperate times call for desperate measures. Bottoms up!	<ul style="list-style-type: none"> • Mobs after Ch 5 • Loot Crates • Vendor before Ch 5 	40	30
Cheese	Health	+30 hp Mmmmm Cheeseseeeee.	<ul style="list-style-type: none"> • All Mobs • Loot Crates • Vendor 	18	13
Bread	Health	+10 hp Bland and tasteless...it may not be pretty, but it does the job!	<ul style="list-style-type: none"> • Mobs before Ch 5 • Loot Crates • Vendor before Ch 4 	5	3
Cookie	Health	+5 hp Hey, where's my milk?	<ul style="list-style-type: none"> • Mobs before Ch 5 • Loot Crates 	2	1

Broken Weapon	Loot	Can't be used, but can be sold. Maybe I can save up for something that works!	<ul style="list-style-type: none"> Mobs 	15	10
Red Shirt	Gear	+10%damage	Randomized find from Loot Chests and shop item from Vendors	50	---
Green Shirt	Gear	+10%health	Randomized find from Loot Chests and shop item from Vendors	50	---
Blue Shirt	Gear	+10%speed	Randomized find from Loot Chests and shop item from Vendors	50	---
Khaki Pants	Gear	+10% health	Randomized find from Loot Chests and shop item from Vendors	50	---
Brown Pants	Gear	+10% speed	Randomized find from Loot Chests and shop item from Vendors	50	---
Black Pants	Gear	+10%damage	Randomized find from Loot Chests and shop item from Vendors	50	---

White Scarf	Gear	+5% damage	Randomized find from Loot Chests and shop item from Vendors	50	---
Grey Scar	Gear	+ 5% speed	Randomized find from Loot Chests and shop item from Vendors	50	---
Tan Scarf	Gear	+5% health	Randomized find from Loot Chests and shop item from Vendors	50	---

User Interface

Since we are developing for the 3ds, we have dual screen capabilities. Upon opening the game you see both the following screens, the bottom screen is stylus enabled, selected item gains gold filigree edges:

Title Screen:



Main Menu:



HUD:

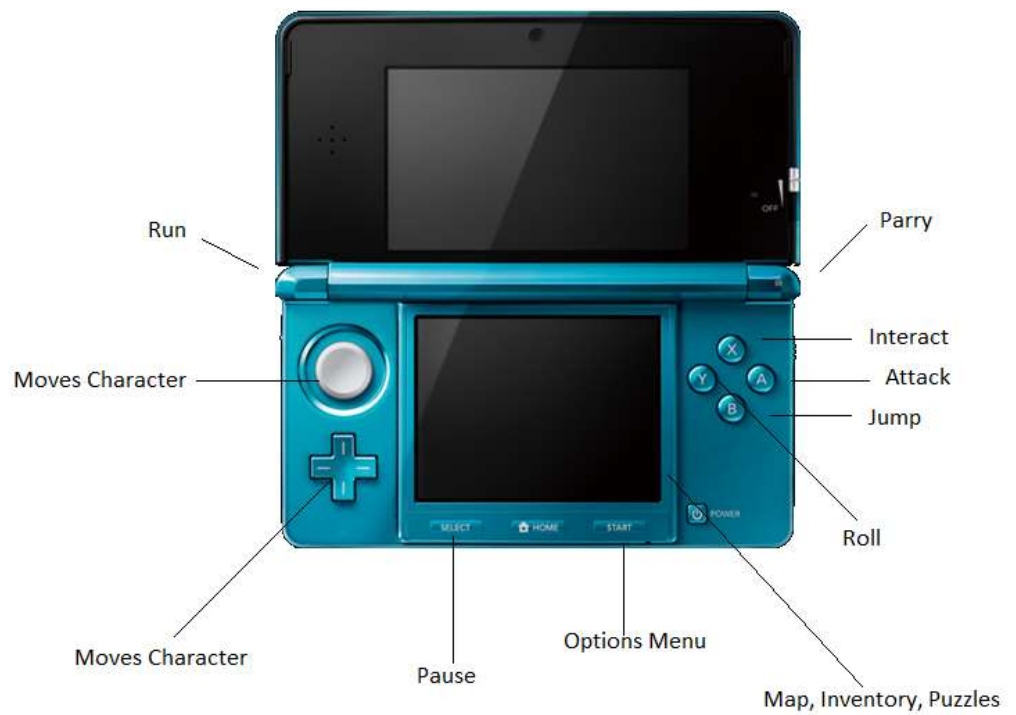


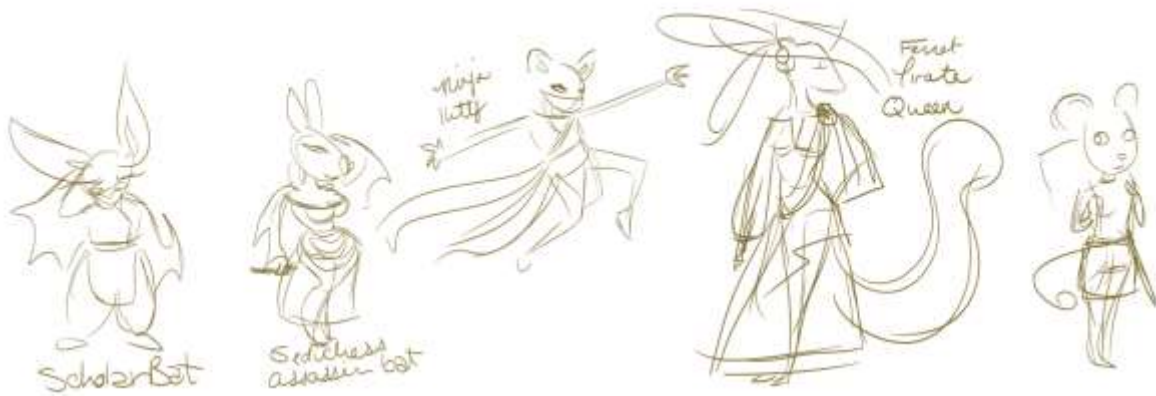
Inventory Screen:



Hand Controller

Top Screen- Start screen
Bottom screen- Shows Map, Inventory,
and Puzzles.
Circle/D pad- Moves Character
Left bumper- Run
Right bumper-Parry
Left/Right bumper-Same Time Triggers "Ice
Attack"
X-Interact With People
A-Attack
B-Jump
Y-Roll
Select-Pause
Start- Opens Options Menu







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Farren's Adventure

Sound and Music

Music

The direction we'd like to go with the soundtrack is similar to the likes of Jeremy Soule (Elder Scrolls series) and Koji Kondo (Legend of Zelda series). Jeremy Soule excels at giving the entire world a unique feel as though it's unlike anything else. Koji Kondo does a great job with giving each location a very distinct feel, so each location feels different and new. We want the music to give the player a sense of adventure. When the player reaches a new location, we want the music to have a new sound that reflects the new location and give the feeling that you're venturing further away from home and toward a major goal. We also want the music to convey the emotion of the location or particular actions taking place. When you're storming the castle, there will be an impending tone that puts the player on edge and makes them feel they must succeed or all will be lost. Music changes for combat will use the style of the location, so combat in each location will sound/feel different as well.

Track titles will be named like "Chant of the Squirrels" (while at Sky Peak Monostary), "Kobra's Den" (during the final battle), "Be Brave Little One" (when Farren has to force his way up Sky Peak), "No Time To Lose" (while dashing through Kobra's Labrynth), and "You Are Cordially Invited" (during the masquerade at Kobra's castle).

Sound Effects

Name	Description	Filename
FarrenFootstepGround	Sound of Farren's feet when he runs on dirt surfaces	farren_footstep_ground
FarrenFootstepGrass	Sound of Farren's feet when he runs on grass	farren_footstep_grass
FarrenFootstepStone	Sound of Farren's feet when he runs on stone surfaces	
FarrenAttackOne	An attack sound Farren makes when swinging his sword	farren_attack_01
FarrenAttackTwo	An attack sound Farren makes when swinging his sword	farren_attack_02

FarrenAttackThree	An attack sound Farren makes when swinging his sword	farren_attack_03
FarrenDamage	Sound of Farren receiving damage	farren_damage
FarrenDodge	Sound made when performing a dodge	farren_dodge
FarrenParry	Sound made when performing a parry maneuver (without actually parrying anything)	farren_parry_00
FarrenParrySuccess	Sound made when successfully parrying an attack	farren_parry_01
FarrenIceAttack	An attack sound when Farren uses his ice ability	farren_ice_attack
SwordMiss	Sound of sword swish when it doesn't hit anything	sword_miss
SwordHitLight	Sound of sword striking an unarmored or light armored opponent	sword_hit_light
SwordHitArmor	Sound of sword hitting an armored opponent	sword_hit_heavy
SwordHitStatic	Sound of sword hitting a static object in the environment	sword_hit_static
IceAttackFreeze	Sound made when the ice attack successfully lands and slows down an opponent	ice_attack_freeze
OpenChest	Sound played when opening a chest	open_chest
PickUp	Played when picking up an item off the ground	pickup_item
PickUpGoldLeaves	Played when receiving Gold Leaves	pickup_goldleaves

OpenDoor	Played when opening a door	open_door
FarrenLowHP	Sound played on loop when Farren is below 25% health points	farren_lowhp
FarrenHPUp	Sound played when increasing health points from potion or food	farren_hp_up
PotionUse	Sound played when using a potion	potion_use
FoodUse	Sound played when using food	nommy_nom_nom
Embers	Sound played when near a burning house in Chapter 4	embers_01, 02, 03, 04
HouseCollapse	Sound of a distance burning house collapsing in Chapter 4	house_collapse
FarrenUnsheathe	Sound when Farren enters combat from an at-ease state and draws sword	farren_unsheath
Stomp	Sound of Rajan's stomp attack	rajan_stomp
Cricket	Ambient noise in Chapter 2	ambient_12
Death	Sound when Farren's HP reaches zero	farren_death

Competitive Analysis

Give a list of existing and planned games that will compete with your game. Include screenshots and describe why they are similar, different, and better. This list can include games that compare by any element, such as gameplay, look-and-feel, setting, story, hand control use, controversy, etc.

Include the name of the person responsible in each section. Each team member should do at least one.

Game 1

Matt Orth's Competitive Analysis

The Legend of Zelda: Ocarina of Time



In The Legend of Zelda: Ocarina of Time, you are an undersized hero on an adventure to stop a large powerful tyrant. This theme is similar in Creature Tale. Both games gave the main bad guy wreaking havoc in your village and having your character setting out to right the wrong while getting caught up in a much larger quest.

Similarities include vendors where you can buy simple items with your currency, chests with pickups and gear to be found throughout each level. Another similarity is starting without a weapon (but almost immediately finding one, then using a single sword that does a set amount of damage, and half-way through the game acquiring a more powerful sword to use for the rest of your journey. Both games also feature having different colored clothing items which provide different bonuses (although those bonuses are quite different). The levels and accompanying

music/sounds for each location give each place a very distinct feel yet still belong to the world that they're in. In both you can dodge and each have an ability to block (Zelda with shield and Creature Tale with parry). Each game features an open environment, but a linear story so that areas you've been to are unlocked but further locations are inaccessible until you reach that point in the story. In each you'll make allies who help you along the way and make enemies you'll encounter again later. There also happen to be dagger-wielding lizards in each game.

Game 2



Animal Crossing takes place in a fully 3D rendered fantasy world similar to Creature Tale. Both games feature anthropomorphic animals with interesting personalities and unique characteristics. The worlds of both Creature's Tale and Animal Crossing offer rich environments to explore with many secrets and items to find. Both games have segmented worlds. In Animal Crossing the player only has their town to explore. Creature's Tale has multiple Towns and areas to explore. The most recent Animal Crossing was a Nintendo 3DS exclusive, and it was well received by both consumers and critics alike. Animal Crossing and

Creature's Tale are both child friendly games with friendly art styles. Both games allow the player to move their characters in every direction as well as use button inputs to interact with characters and environment.

Game 3

Emily's C.A.

Final Fantasy 12 and Creature Tale, both games have animals in them. Both animals have human like features to them. Along with having to use swords, and both games have magic in them as well. Not only do both games have a clear mission that they must do. Both have little bits of humour mixed in so as too not make the game serious all the time. In Final Fantasy XII there is a rabbit character named Fran. She is a playable character in the game. In Creature Tale you play as a Mouse, but both are animals that everyone is familiar with. In Creature Tale instead of having the generic you level up and place a point into Strength, Dexterity, Vitality, you instead just have your weapon get stronger as you fight more and more. In Final Fantasy XII there is a complicated leveling system that you can do if you want to experience the game to its fullest potential. Every time you level up. Their leveling up system comes with what they call a License Board which requires you to put "License Points" into the "Technicks" or "magicks" that they are trying to improve.



This is the License Board for Final Fantasy XII. So many options, so little gameplay.

In Creature Tale we keep our leveling system simple so that you can enjoy the game without having to worry about if you placed your points you earned into the specific improvement that you wanted. Or if you placed it in the wrong spot, will you be able to undo it? The more enemies you defeat the stronger your weapon will become.

Although Final Fantasy XII is more of an open based game where you can go where you please in order to level up more or gain more Gil (the games currency) you will eventually have to go back to your main story to complete the game.

Creature Tale is a linear game where we keep you going a certain path in order for you to regain the food you have lost. Because, let's face it when your village is starving you don't have time to run around and do side quests.

Both Final Fantasy XII and Creature Tales have currency where you can buy a multitude of items, weapons, and outfits. Final Fantasy XII is more in depth with what you can buy. But again we have decided to keep it simple so that players can get what they need instead of looking over two items to make sure that they aren't missing out on anything if they get this sword over the other sword. In Creature Tale you can buy different colored shirts that may

or may not have some kind of skill boost on it. However unlike Final Fantasy XII where if you buy any apparel what so ever the instant you take it off that skill boost is forever gone, in Creature Tale when you initially put the shirt on you will gain the boost and have it forever, even if you change shirts later on.

Final Fantasy XII has done well for itself for having a lot of content in its game, but with Creature Tale we have kept it simple so that the players don't have to worry about getting certain things to improve their gameplay. We give them the necessary items and let them enjoy the game. That is why we think that Creature Tale will be able to survive as a game. Even compared to Final Fantasy XII.

Game 4



Breanna's Competitive Analysis

In my competitive analysis for Creatures Tale , I will be comparing it to Sly Cooper 2: Band of Thieves. Both games feature Anthromorphised characters that range from many different species of animals, including elephants, monkeys and lizards, which are also included in Creatures Tale. Both games also feature a similar combat mechanic, which allows the player to only use one weapon, but gradually get better at wielding it, or gain a new move. The world of Sly Cooper also contains creatures that have the ability to use magic, such as the wizard characters in creature's Tale. Both games feature special NPC's that are allied to the main character, and help in in certain quests, These characters each exhibit their own special abilities, fighting types, and weapons while helping the hero reach a goal. In Sly Cooper 2 the hero must fight his way through a notorious gang of thieves to retrieve pieces of a stolen item, while the goal of Creature's Tale is to retrieve the food stolen from your village, the basis of the stories are linear and very similar. The games have a familiar third person view of the characters, and are set in a 3D world with multiple scene changes and varying bosses based on location.

Game 5

Patricia Sipes Competitive Analysis



Tokyo Jungle

Developers: Crispy's, SCE Japan Studio

Publisher: Sony Computer Entertainment

Director: Yohei Kataoka

Producer: Masaaki Yamagiwa

Platform: PS3

Release Date: 7 June 2012

While *Tokyo Jungle* may not see the likeliest game for comparison, the similarities between it and *Creature Tale* are hard to ignore. They both are 3D and center around animals, survival, and the basic need for food. Where *Tokyo Jungle* takes realistic animals and places them in Tokyo long abandoned by humans, *Creature Tale* anthropomorphizes animals and sets them in a microcosm representative of Medieval Eurasia. Both games also feature a very straight forward story: get food for your family and survive. Where *Tokyo Jungle* does this quite literally pitting you against the elements and other animals (it is much harder to be a herbivore in the game as you are more susceptible to carnivorous attacks, though even as a carnivore or omnivore the player has a difficult time fending off elephants and alligators), *Creature Tale* weaves a story of food stolen by a bigger meaner animal that you must track to get food back for your village. Where *Tokyo Jungle* has inevitable death waiting for you (your characters age and the only way to continue is to breed fast enough and play the next generation, but eventually you miss the window and die), *Creature Tale* clings to the idea that happy endings are the best for our demographic. While *Tokyo Jungle* did well on the world scale, it was seen as a failure in the American market. It is our hope that through the anthropomorphism and the strong story, as well as an aim for an E10 audience and 3DS platform (rather than PlayStation), that *Creature Tale* can take hold where *Tokyo Jungle* failed to while still being a worldwide success as well.