

Project: *Underpromotion*

Engine: RPG Maker MV

Platform: PC (browser)

Genre: Top-Down Puzzle Adventure



**Summary:** This was a student project at the University of Alberta. In this class, we formed groups and made a game over the course of a semester. We used the engine to create a fully-realized puzzle game that won the student award for Outstanding Mechanics across the school that year.

**Game Design:** I was the lead game designer, and came up with the idea for a chess game with RPG Maker's grid-based engine. I crafted the modular "hub and spoke" design of the game world, the movement of each player form, and puzzle layouts.

**Narrative Design:** I was the sole writer. I wrote over 200 lines of text, including exposition, character dialogue, and tutorials.

**Artist:** I also stepped for art where needed, as this was our artist's first pixel art gig.

### Desert (Bishop)

In the first map, simply make your way to the exit square using the Bishop's movement

#### Puzzle #1

- Navigate to the left facing conveyor belt and land on it, making sure to not collide with any fire
- After landing on the left one, navigate to the upward facing one which allows you to reach the exit square

#### Dialog/Puzzle after Puzzle #1

- Press on the red button on your way towards the door.
- To fully open the door, push the pot onto the downwards conveyor
- Leave by using the conveyor in the corner and then the upwards conveyor out the door

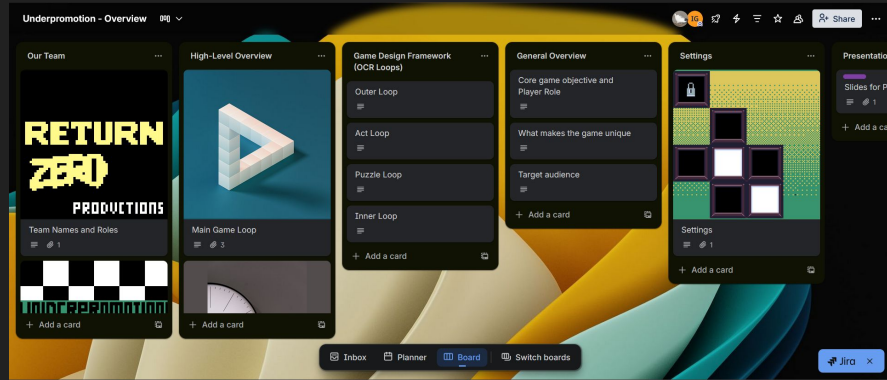
#### Puzzle #2

- The door requires 3 buttons to be held down to stay open, the first two buttons will be pressed by traversing the level naturally
- Once both buttons are pressed, you can move on the right conveyor which puts you in line to go through the door

#### Dialog after Puzzle #2 (EE)

*Walkthrough page from the game design document.*

# Documentation (game design)

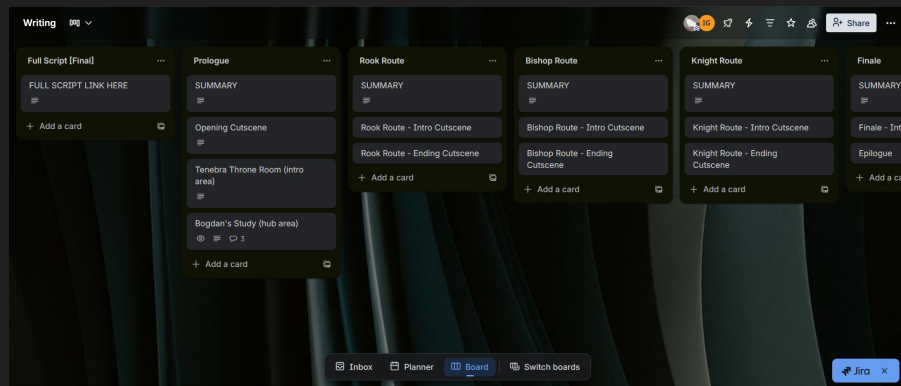


*Trello board for the project overview.*



*Puzzle layout guide created for testing purposes.*

# Documentation (narrative design)



*Trello board for the game's narrative design, also containing the script and all in-game text.*

## Prologue

### [Cutscene] Introduction

The goal of this cutscene is to set the scene of the game. *It is the only cutscene done in still illustrations, rather than in-game with character dialogue portraits.*

**By the end of the cutscene the player should know:**

- Two armies have been locked in an eternal cycling battle
- With the goal of killing each other's king
- The Nemesian King is up to something sinister

[Stills, Script, Audio](#)

- [Image cutscene infrastructure](#)

### [In-game] Castle exposition

Page is in Tenebra castle's throne room. There are distant battle sounds, and the music is tense yet regal.

The player can explore the small throne room but cannot leave, as the doors are barricaded shut. They can speak to the court wizards and soldiers to learn some exposition. To progress, they must speak with King Zwart.

- [Page primary form](#)
- [Environment art throne room](#)

*Narrative design document containing the general overview of the game, with links to resources.*