

QUETZAL: THE GAME

START



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CONTENT



ELEVATOR PITCH

A brief explanation of the game concept

01

04

RULES AND MECHANICS

Basic rules and mechanics for the game

GENRE

The genre of the game and its implications

02

05

VIUSAL STYLE

How the game would look like

RPG ELEMENTS

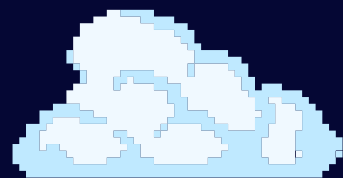
Elements that are in RPG type games

03

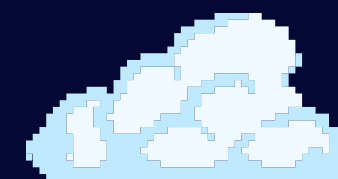
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DATABASE STATS

Stats that are needed in the database



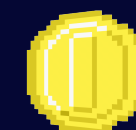
01



ELEVATOR PITCH

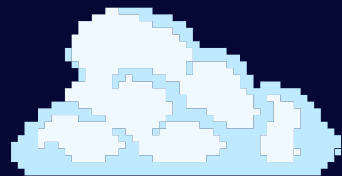
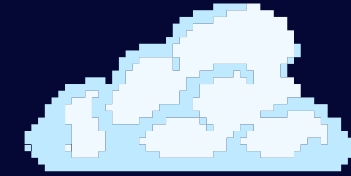
A MAYAN GENERAL'S SON MUST USE HIS WITS, STRENGTH, AND
THE POWER OF THE GODS TO DEFEAT THE SPANISH INVADERS
AND PROTECT HIS PEOPLE.

NAVIGATE TREACHEROUS DUNGEONS TO FIND THE MAYAN GOD
WHO WILL GRANT YOU THE POWER TO DEFEAT THE INVADERS
AND PROVE YOURSELF WORTHY OF THEIR POWER.



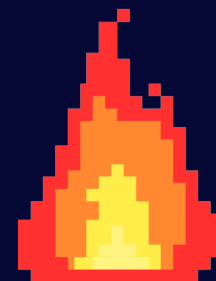
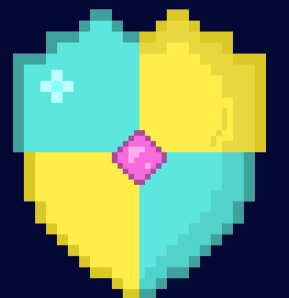
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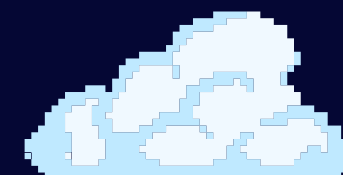
GENRE



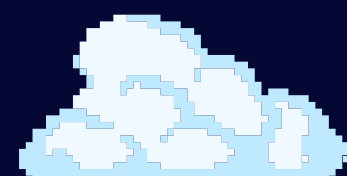
THIS GAME COMBINES THE ELEMENTS OF A FANTASY ROLE-PLAYING GAME WITH THE CHALLENGE OF A ROGUE-LIKE GAME, ALLOWING PLAYERS TO EXPLORE A VARIETY OF DUNGEONS AND BATTLE AGAINST DANGEROUS ENEMIES.

THE PLAYER WILL HAVE THE CHANCE TO CHOOSE POWERFUL WEAPONS AND GEAR, USE CLEVER TACTICS TO DEFEAT ENEMIES, AND DISCOVER THE AMAZING WORLD.

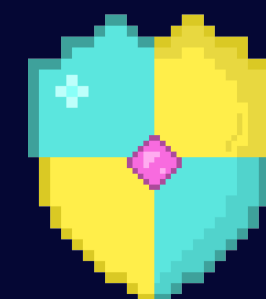




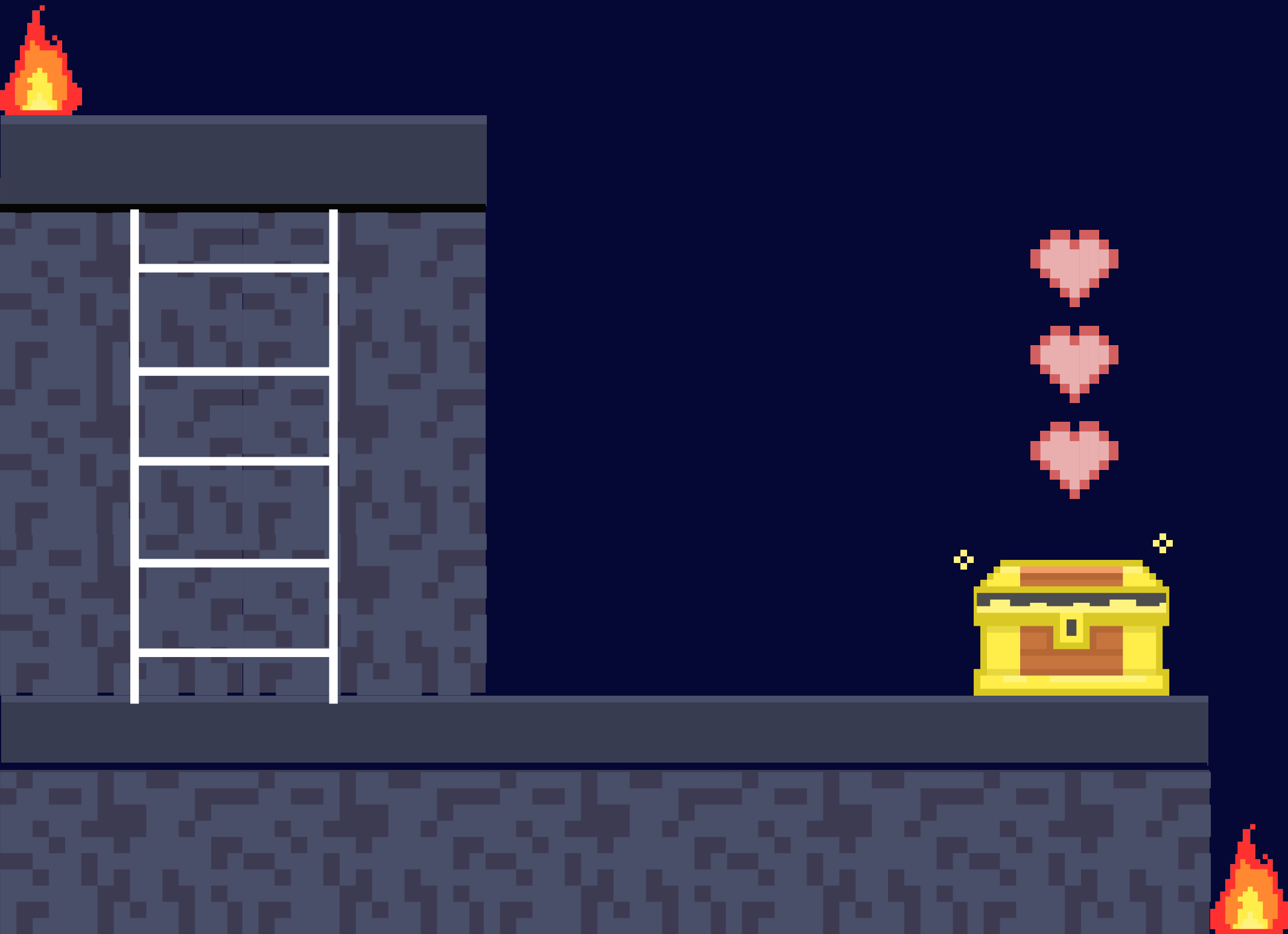
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RPG ELEMENTS



STORY & SETTING



STORY

Just as said in the elevator pitch. You are the son of a powerful Mayan general. Spanish conquest is just begging, and you aid for the gods of your religion to destroy your enemies

SETTING

Mexico, Mayan Riviera in the 1500s.

EXPLORATION & QUESTS

EXPLORATION

You start by the village of where you were born, and move through the place to find resources. Most importantly you found the entrance for a dungeon where you suppose the mayan gods are waiting for the chosen one

QUESTS

The main quest is to defeat the main boss. But you will find yourself with multiple side quests for leveling up your character.

Such quests have to do with going in the dungeons to recieve items to defeat the boss.

ITEMS & WEAPONS



ITEMS

- Pickaxe
- Axe

WEAPONS

- Knife
- Spear
- Blowgun

INTERFACE & GRAPHICS

INTERFACE

GUI with:

- Health
- Map
- Time

GRAPHICS

Overworld

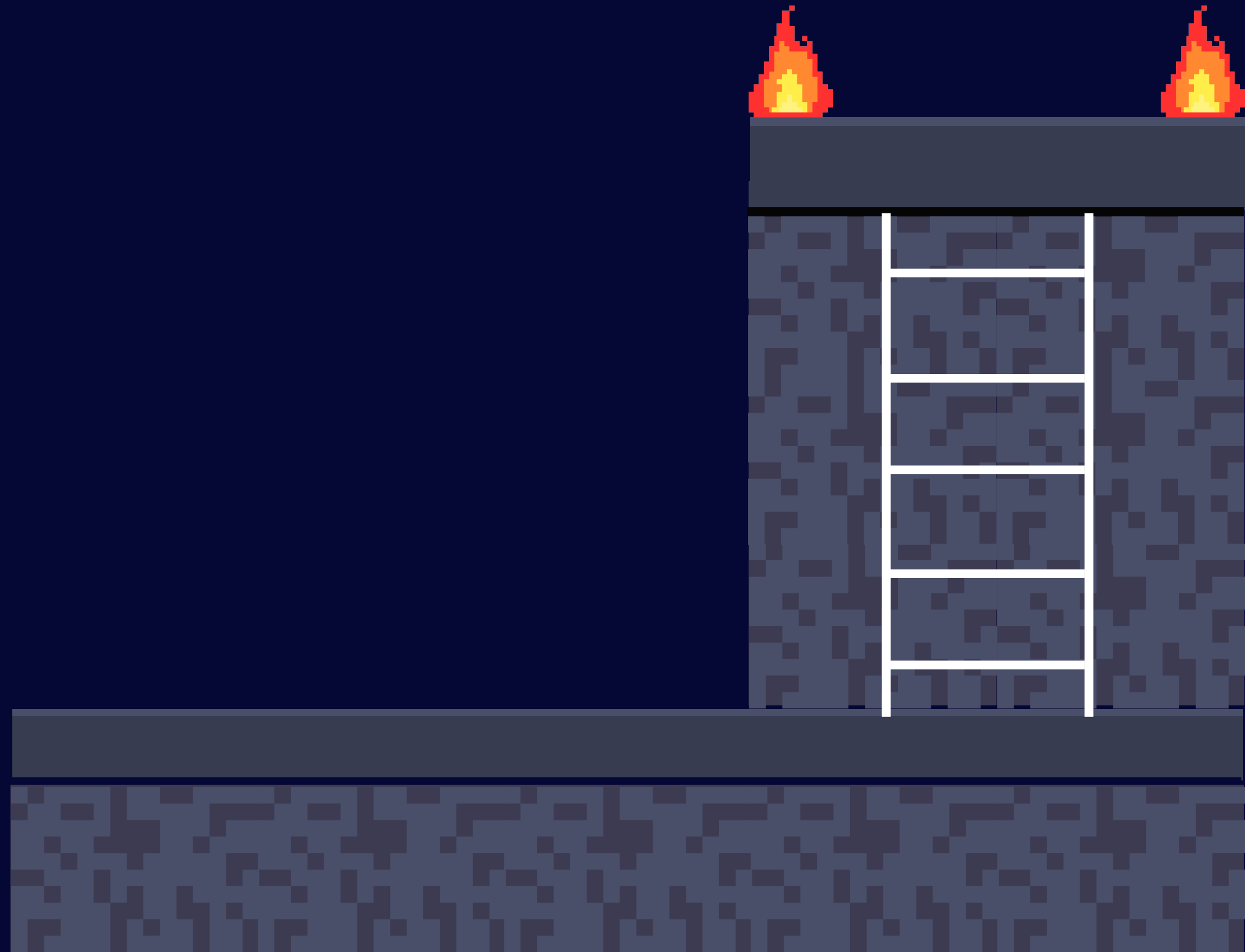
- Trees
- Rocks
- Houses

Dungeon

- Mobs

Boss Fight

- Boss





IN-GAME STATS



HEALTH (HP)

The amount of damage a character can take before dying.



ATTACK (ATK)

The amount of damage a character can do per hit to an enemy.



DEFENSE (DEF)

The amount of damage a character can take per hit from an enemy.



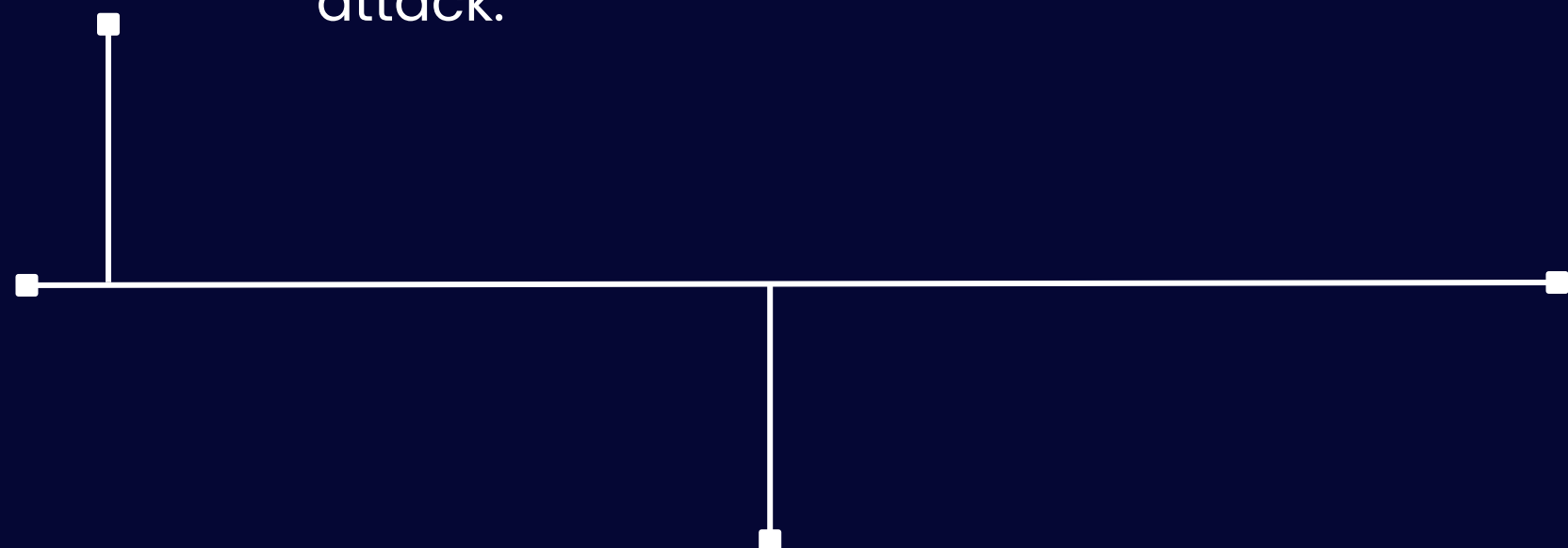
AGILITY (AGI)

How fast can the character move and dodge.



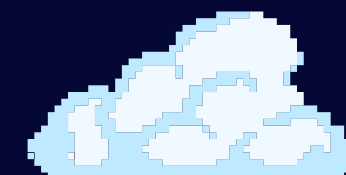
MANA POINTS (MP)

The amount of damage the character deals with a special attack.

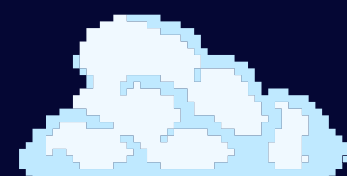


LUCK (LCK)

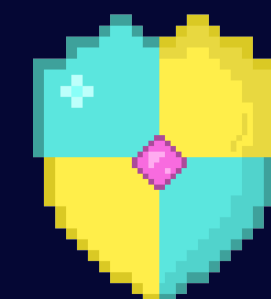
The chance of getting better or worst items.



04



RULES & MECHANICS





MECHANICS



COMBAT

HOW DO YOU PLAY

Combat mechanics are "Castelvania Syle" combat where you can have different types of weapons to complete the dungeon



LEVEL DESIGN

WHERE DO YOU PLAY

Each level of the dungeon is procedural generated. Which means each level is different.



EXPLORATION

MANY WAYS YOU PLAY

In the main area, you can't fight but you can explore the area in which you are spawned



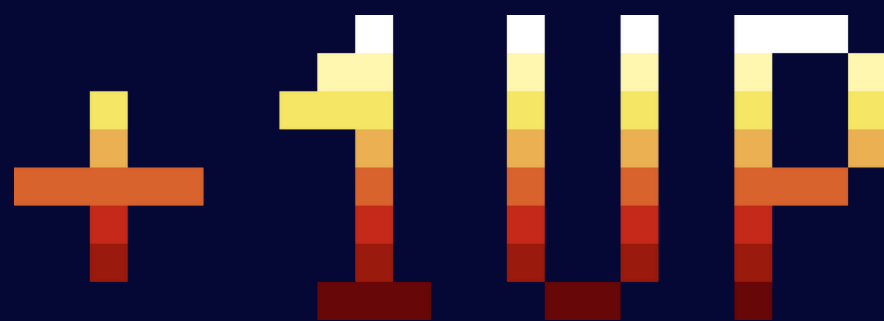


RULES



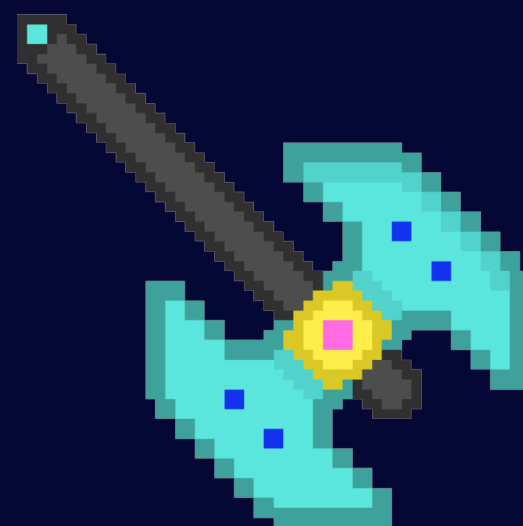
BEGINNING

- Exploration is determined by the outline of the map. In which the player can't go any further
- You need to accomplish certain objectives to be able to enter the dungeon



MID

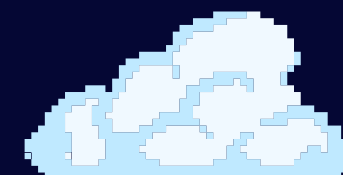
- Need to traverse the dungeon to get experience and level the player.
- You cant enter certain areas if not high leveled



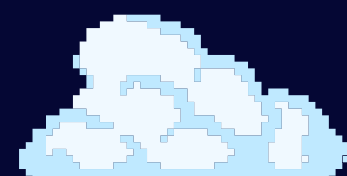
END

- Have completed the dungeon to acquire the worship so you can defeat the boss
- Need to defeat the boss to complete the game
- New difficulties when the boss is defeated.

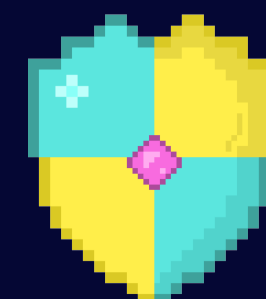




05



VISUAL STYLE





"THIS IS HOW THE
GAME WILL LOOK :)"

2D game, with a top-down perspective in the
main world and a side-on perspective in the
dungeon.

The visual style will be that classic RPG 8-bit
game

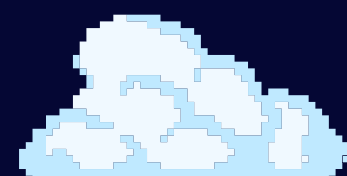
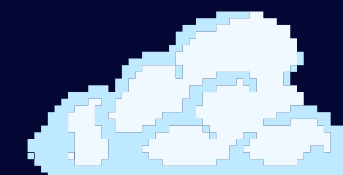


OVERWORLD



DUNGEON & FIGHT

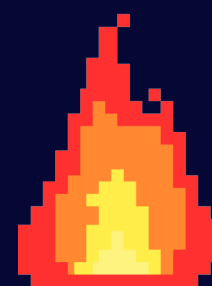
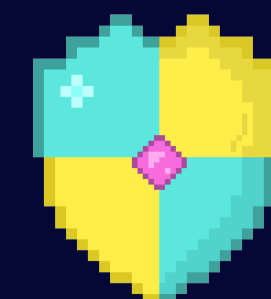




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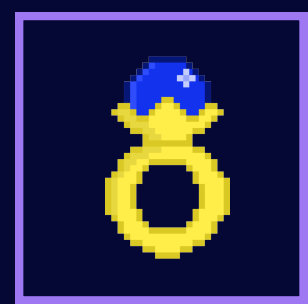
DATABASE

STATS





DATABASE STATS



SPEED RUN

The time a player takes to complete the game



MOST POPULAR ITEMS

The most common in game items recieved



NUMBER OF RUNS

The number of times the game has been finished



NUMBER OF PLAYERS

Number of unique players that have played the game



GAME OVER

GOOD LUCK, PLAYER