



The Skybound Gold



Game Design Doc

Backstory - The Skybound Gold



Pat the Mag, a lone pirate, pursued the legend of the **Skybound Gold**—a treasure cursed by greed, said to be impossible to hold onto. *"Whoever lays claim to it shall never rise without losing what they gained."* But Pat wasn't driven by wealth; he wanted freedom for his people, enslaved by the Marines and its abusive militia. With only his battered ship and a Jolly Roger featuring a Magpie, Pat vowed to gather enough treasure to buy his hometown's sovereignty and break free from the Marines' grip.

Betrayal had already cost Pat dearly. A pirate he once trusted, stole five years' worth of treasure, leaving Pat to drown in the wreckage of his ambitions. But Pat refused to give up. "If fate dares to lock away my fortunate, I'll rise like a rogue magpie—grabbing every shiny coin to build my and my own people freedom."

Against all odds, Pat found the **Skybound Gold** on an unmarked island. But as soon as he touched the treasure, the curse activated, scattering his gold every time he jumped. Worse, the Marines, led by his old betrayer—now a corrupt officer—have tracked him down.

With the curse dragging him down and enemies closing in, Pat must escape the island and secure enough gold to fulfil his dream of buying his people freedom.

Character Mood Board



Character Mashups (AI)



Character Model Refinement (AI)



The Character

Pat the Mag

Age: 23

Characteristics:

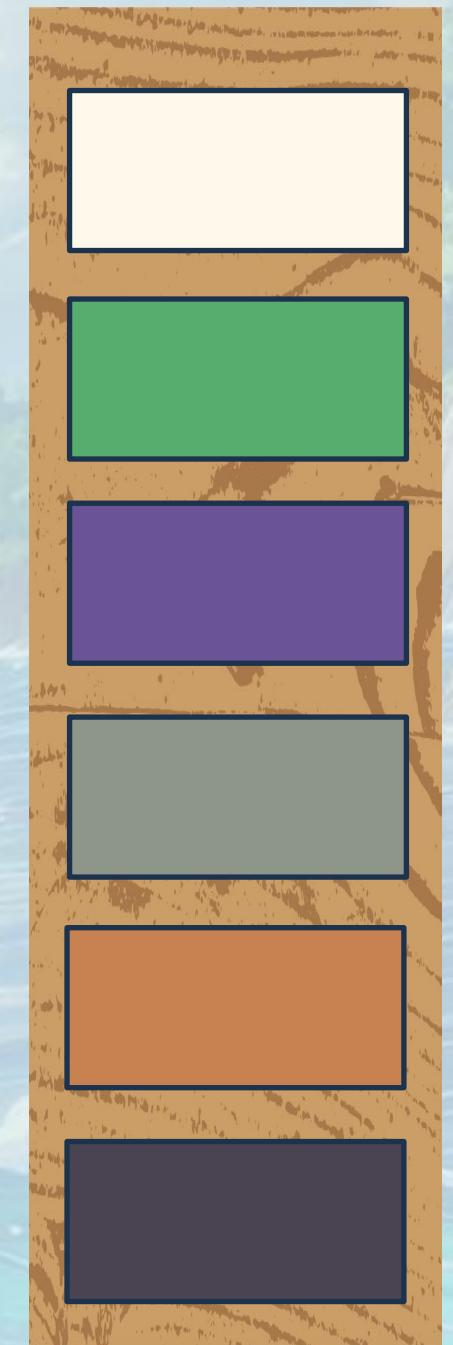
- Agile
- Fearless
- Stronger than he looks

Personality:

- Loyal
- Brave
- Friendly
- Good hearted
- Loves Magpies
- Appreciates freedom

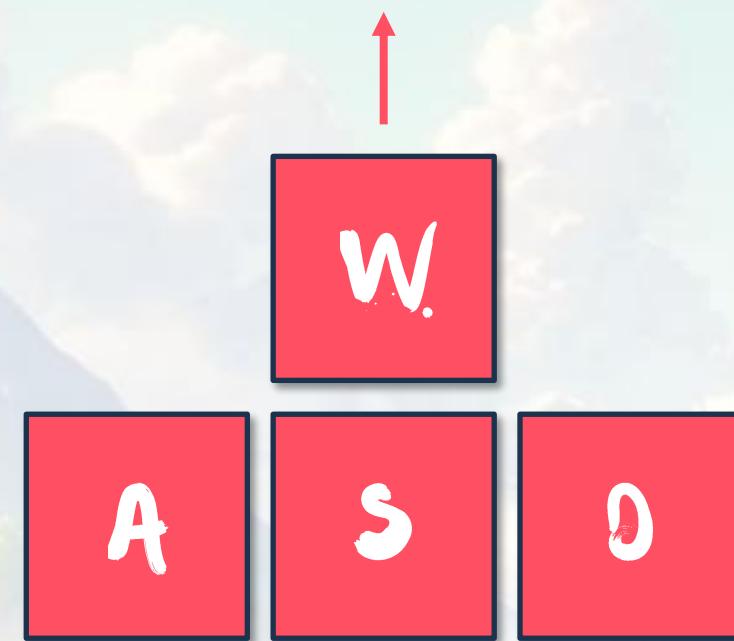


Colour Palette



Mechanics – Controls

Movement



Collect Treasure

Space Bar

Jump

Mechanics – Environment Challenges

01

Skybound Curse

When Pat the Mag has the Skybound gold on him, when he jumps, he loses a bit of gold.

02

The Island wants its gold

As Pat gets the gold, the island will start sinking to try to protect its gold

Mechanics – Obstacles

Quicksand

Quicksand will make Pat sink. He'll have to jump many times to leave it. The problem is that it will cost him some gold to do it!



Moving Platforms

The Island will have some ancient and cursed platforms. Falling from them will be fatal!



Marines' Attack

Marines will shoot at Pat! He is a strong pirate, but if he is hit, he will lose a good amount of gold!



Game Objectives

01



**Find Skybound
Gold**

Defy Obstacles

02



03

**Have gold to buy
Pat's people
freedom**

Win / Loss Conditions

Win

Pat gets to the top of the island with enough money to save all his people.



Partial Win

Pat gets to the top of the island, but he doesn't have enough gold to save all his people.

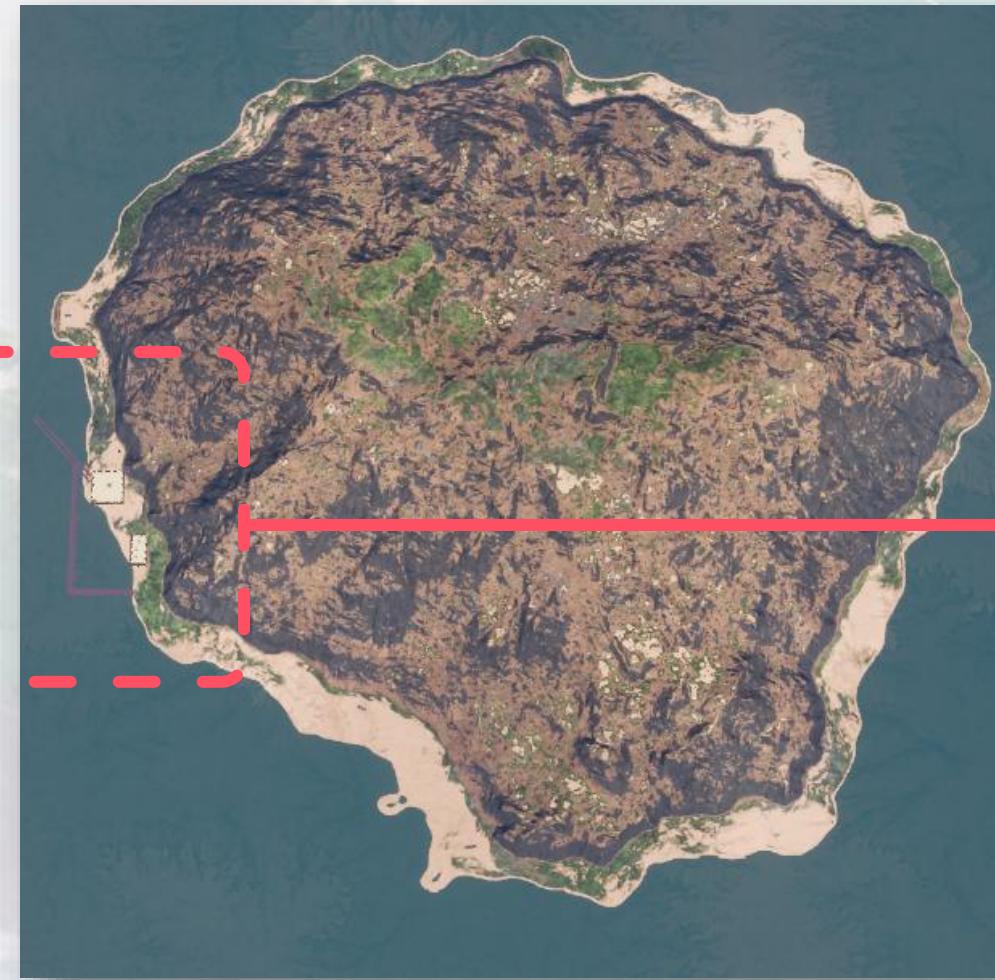


Loss

- Pat get's caught by the water of the sinking island;
- Pat fully sinks in a quicksand.



Level Design - The Island



- An island
- Pat will start from the shore
- Find the treasure
- Be exposed to challenges
- Challenges get progressively harder
- Pat is led to the top of the mountain



Level Design – Pat's Path



Development Tracking & Source Control

- [GitHub Repository](#)
- [Kanban Board \(GitHub Project\)](#)
 - 1 task at a time
- 4 columns:
 - Beta
 - Alpha
 - In Progress
 - Done

The image shows a GitHub project page for 'ObstacleCourse'. At the top, there's a navigation bar with links for Backlog, Priority board, Team items, Roadmap, In review, My items, and New view. A search bar is also present. Below the navigation, there's a section for commits:

- Commits on Mar 8, 2025:
 - Character moodboard + Mashups + Char details in presentation #12 #13
 - Adding Treasure Curse - Losing gold when jumping + little boat closer to spawn #19
 - Adding Treasure BP. Interface. PubSub pattern when interacting with treasure to update UI. Phew... #18
 - Adding minimalistic UI #16
 - Basic Landscape
- Commits on Mar 1, 2025:
 - Adding Quicksand blueprint after many crashes w/ C++ class #4
 - Integration w/ VS and simple QuickSand C++ class #4
 - Initial presentation and backstory #3
 - Adding new and default map #2
- Commits on Feb 28, 2025:
 - Created basic 3rd person project
 - Adding gitignore
 - Initial commit

On the right side, there's a Kanban board with four columns: Beta, Alpha, In progress, and Done. Each column contains several tasks represented as cards. The 'In progress' column has one card highlighted with a blue border, indicating it is currently being worked on.

Greybox Gameplay



Concept feedback

- 10 questions asked in [Online Form](#)
- 7 answers so far

2. Would you be interested in playing this game?

4.86

Average Rating



5. Check the Mechanics - Environment Challenges.
Do you find them appropriate to the story?

4.57

Average Rating



3. Check the Mechanics - Obstacles.
Do you find them appropriate to the story?

4.86

Average Rating



7. What do you think about the level design?

4.71

Average Rating



9. Have a look at a game play from a greybox and unfinished implementation. Would you like to play this game?

Level 5 7

5.00

Average Rating



Level 4

Level 3

Level 2

Level 1

Would add/change/remove any of the environment challenges?

I would playtest the losing gold mechanic. Punishing the player for jumping may take away from the fun. Perhaps he could lose gold if he falls or gets hit or somehow fails a skill test. I love the line "the island wants its gold" There could be something magnetic about the island that pulls it from his pockets

No, the sinking island sounds amazing.

Will ter be a map?

More pirate things!

I would make the mechanics more challenging but I imagine it'll be done as the game is developed!

No

Everything's great.

Have a look at the backstory. (same as image)Pat the Mag, a lone pirate, pursued the legen

Wow, really in depth backstory, I like it a lot! Love the name "skybound gold" it has a nice ring to it.

I like it. Wouldn't change anything.

Yes, I like the magpie

I like it a lot, I love pirates vibes!

I love it! It seems to be very immersive with a compelling narrative and goal

No

I like it.

Would add/change/remove any of the obstacles mechanics?

I think they will work well, for the platforms I think it will be important to get the art style right.

They are good and appropriate to the story

Maybe add some physics-based mechanics like a swinging rope or some mast with a sail that can be unfurled.

Nothing I can think of!

No

Everything's great.

Any final suggestion about anything else?

Overall I really like the idea, love the island, the story. The concept art for the character is so nice too. It looks really charming and fun :) I feel that punishing the player for jumping might not feel good. It could be a personal preference but I think it seems better to only punish the player if they fail something. They could make the best jump ever but they would still be losing gold. Maybe if they land in the sand it starts sucking the money out of his pockets or if they run through a bush some money gets snatched from their pocket. It could be used as a way to show that the island wants the gold back.

The game looks challenging. I like the timing to get through the platforms. The idea of losing gold when jumping is good. It would make you think about the best way to navigate.

Great idea, love the quicksand, that would be fun

-

Nothing major! I think the game is quite promising and creative. If I could suggest anything would be to somehow set reminders of what is the goal with overcoming those challenges as the story behind it can be a great motivation!

Keep it up, Pat. Looking good, you'll nail it! Xoxo Shan

Everything seems perfect.



The Skybound Gold



Thank you



Credits

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Happy Designing!