

# The Skybound Gold





# 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.

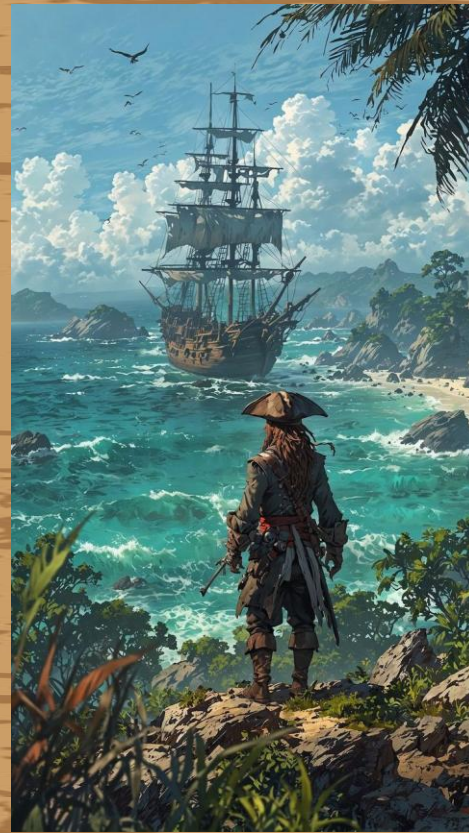
Betrayal had already cost Pat dearly. A pirate he once trusted, stole five years' worth of treasure, leaving Pat to drown in the wreckage of his ambitions. But Pat refused to give up. "If fate dares to lock away my fortune, I'll rise like a rogue magpie—grabbing every shiny coin to build my and my own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

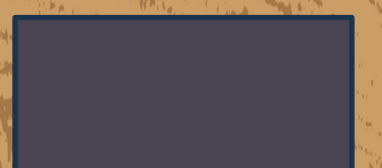
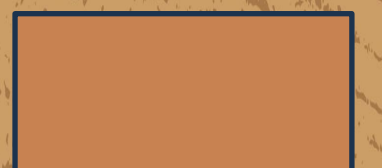
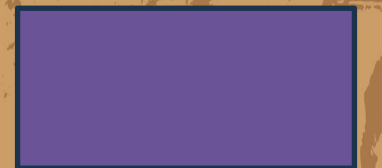
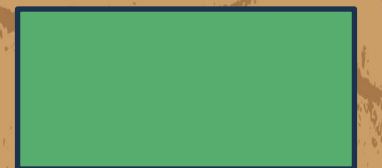
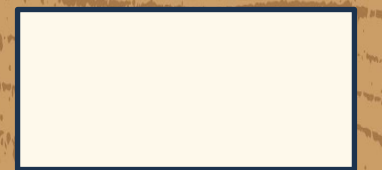
### Characteristics:

- Agile
- Fearless
- Stronger than he looks

### Personality:

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

### Colour Palette





# Mechanics – Environment Challenges

C1

## **Skybound Curse**

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

C2

## **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!



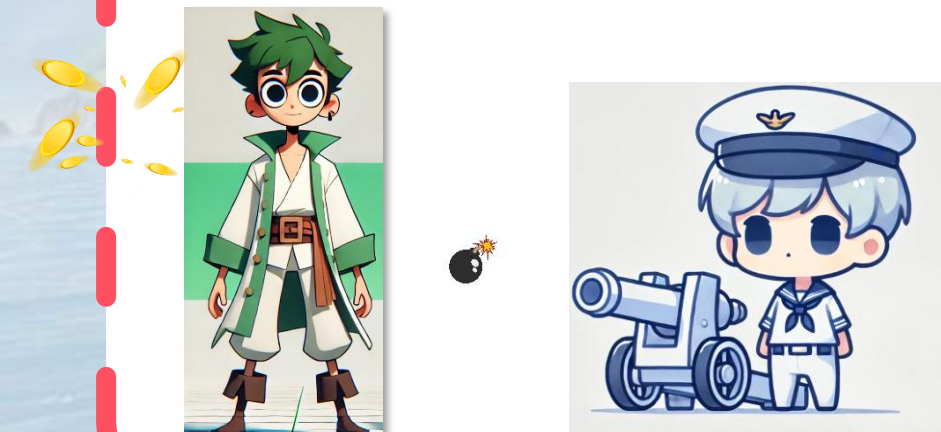
## Moving Platforms

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  
your people  
freedom**



# Development Tracking & Source Control

- GitHub Repository
- Kanban Board (GitHub Project)
- 4 columns:
  - Beta
  - Alpha
  - In Progress
  - Done

The image displays a GitHub repository interface for the 'ObstacleCourse' project, showing a commit history and a Kanban board. The commit history on the left lists several commits by 'viniciusbarros' from February 28, 2025, to March 8, 2025, including tasks like 'Character moodboard + Mashups + Char details in presentation', 'Adding Treasure Curse', 'Adding Treasure BP. Interface', 'Adding minimalistic UI', 'Basic Landscape', 'Adding Quicksand blueprint', 'Integration w/ VS and simple QuickSand C++ class', 'Initial presentation and backstory', 'Adding new and default map', 'Created basic 3rd person project', 'Adding gitignore', and 'Initial commit'.

The Kanban board on the right, titled 'ObstacleCourse', shows four columns: Beta, Alpha, In progress, and Done. Each column contains tasks with progress indicators and labels.

Column	Task	Label
Beta	msc_game_obstacle_course #5 Make quicksand look nice	Modelling&Animation
Beta	msc_game_obstacle_course #7 Make shooter look nice	Modelling&Animation
Beta	msc_game_obstacle_course #10 Game UI	Beta
Beta	msc_game_obstacle_course #11 Sound effects	Beta, Sound
Beta	msc_game_obstacle_course #20 Make Treasure Curse Look and Sound Nice	Beta, Modelling&Animation, SoftwareDev
Beta	msc_game_obstacle_course #14 Model Character	Beta, Modelling&Animation
Alpha	msc_game_obstacle_course #6 Implement shooter Mechanics	SoftwareDev
Alpha	msc_game_obstacle_course #8 Create Base Field	SoftwareDev
Alpha	msc_game_obstacle_course #21 Create Platform	Alpha, SoftwareDev
In progress	msc_game_obstacle_course #9 Set game BGM	Beta, Sound
Done	msc_game_obstacle_course #1 Create Repo	Setup
Done	msc_game_obstacle_course #2 Create 3rd person project	SoftwareDev
Done	msc_game_obstacle_course #3 Create Initial Presentation Document	Docs
Done	msc_game_obstacle_course #15 Basic Landscape	SoftwareDev
Done	msc_game_obstacle_course #13 Character Design	Alpha, Docs
Done	msc_game_obstacle_course #12 Character Moodboard	



# The Skybound Gold



Thank you





# Credits

**Slides** Carnival

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SlidesCarnival for the presentation template  
Pexels and Pixabay for the photos

Happy Designing!