

Team Apothecary

Ayden Carroll (CS)
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Janie Wright (Art)
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Intro to Game Dev, CMSC 445, COAR 463, Fall 2025

Design Summary

HIGH LEVEL CONCEPT

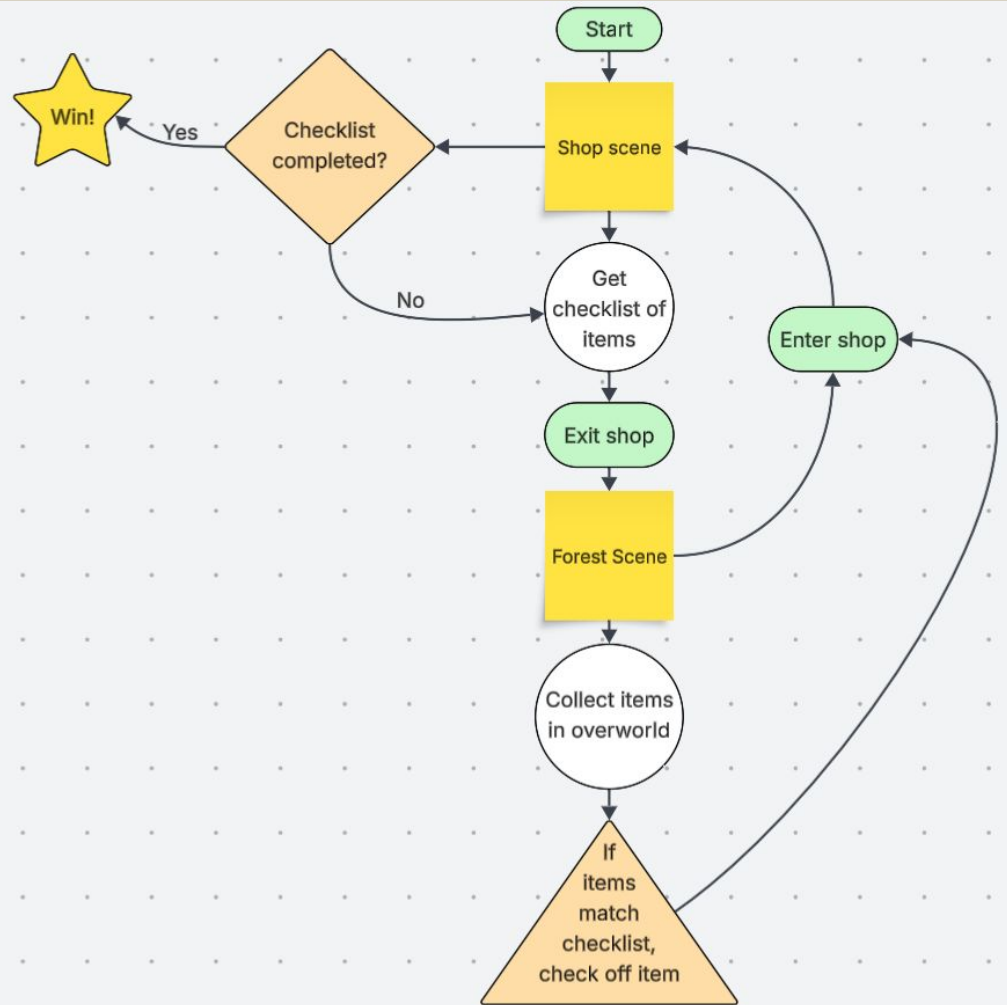
- Untitled Apothecary Game
- Single-player Crafting game
- This is a game where you run an Apothecary, taking potion commissions from townsfolk. The game is divided into three levels with a customer ordering section and a potion crafting section.
- This blend of collecting, crafting, and intractability with interesting characters is what we think will make this game unique and intriguing.
- Github: <https://github.com/wisterity/FA25-Team-Apothecary>
- Video: <https://streamable.com/0gv4qp>

DESIGN SPECIFICS

- PC, Mouse & Keyboard
- Teens to Adults, Ages 13-25+
- 2D Graphics, moody/overcast, mysterious and slightly spooky, still fun with interesting NPCs.
- MVP Game Loops
 - At minimum, getting a checklist of items in a shop/apothecary scene and being able to make potions with the ingredient/cauldron room. Win scenario is getting all of the items and making the correct potion.

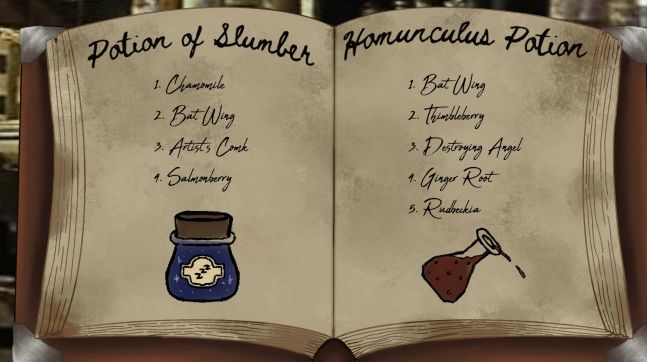
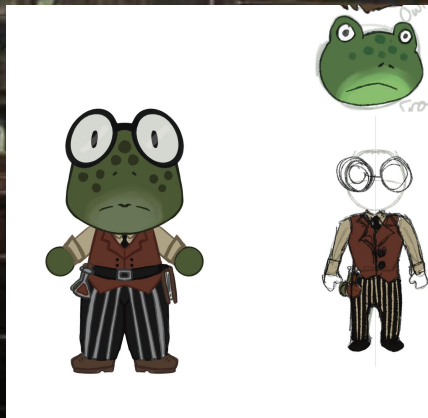


Flowchart Prototype



Asset List

Asset	Status		
Apothecary BG	In pro... ▼		
Brewing Station	Not ye... ▼		
Forest	Not ye... ▼		
traps	Not ye... ▼		
return home	Compl... ▼	will redo if time allows	
field guide interf	In pro... ▼		
field guide button	Not ye... ▼		
main menu screen	Not ye... ▼		
buttons	tbd/opt... ▼	might just do unity buttons	
main player design	Compl... ▼		
health bar	Not ye... ▼		
player movement	Not ye... ▼		
player attack	Not ye... ▼		
floater enemy	Not ye... ▼		
customer a sprite	Not ye... ▼		
customer b sprite	Not ye... ▼		
customer c sprite	Not ye... ▼		
mushrooms	Not ye... ▼		
flowers	Not ye... ▼		
misc ingredients	Not ye... ▼		
healing potion	In pro... ▼		



Calendar & Roles

ROLES

- Game Designer - Ayden Carroll
- Artist - Janie Wright
- Programmer/Developer - Miyatta Collingwood
- Programmer/Developer - Grace Weaver

Programmer/Developer: Writes the code that makes the game function. This includes implementing the design, creating the core engine, and fixing bugs.

Game Designer: Conceptualizes the game's mechanics, story, and overall player experience. They create design documents that serve as the blueprint for the project.

Artist: Creates the game's visual components, such as 2D and 3D art, characters, and

[illegible]

References

RISKS:

- Implementation of the potion sequence/crafting table
- Use of UI: checklists & dialogue
- Creating a system to keep track of collected items between scenes

RESOURCES:

- 2.5d game tutorial
<https://www.youtube.com/watch?v=8cFYdtuiXdY>
- Collectible counter and UI
https://youtu.be/5GWRPwuWtsQ?si=9cY31jKR8xDU-C_q
- Crafting table
<https://youtu.be/1fbd-yTcMgY?si=UtnCnOa92F5X4JAa>
- Past Projects