

Team Apothecary

Ayden Carroll (CS)
Miya Collingwood (CS)
Janie Wright (Art)
Grace Weaver (CS)

Intro to Game Dev, CMSC 445, COAR 463, Fall 2025

Design Summary

HIGH LEVEL CONCEPT

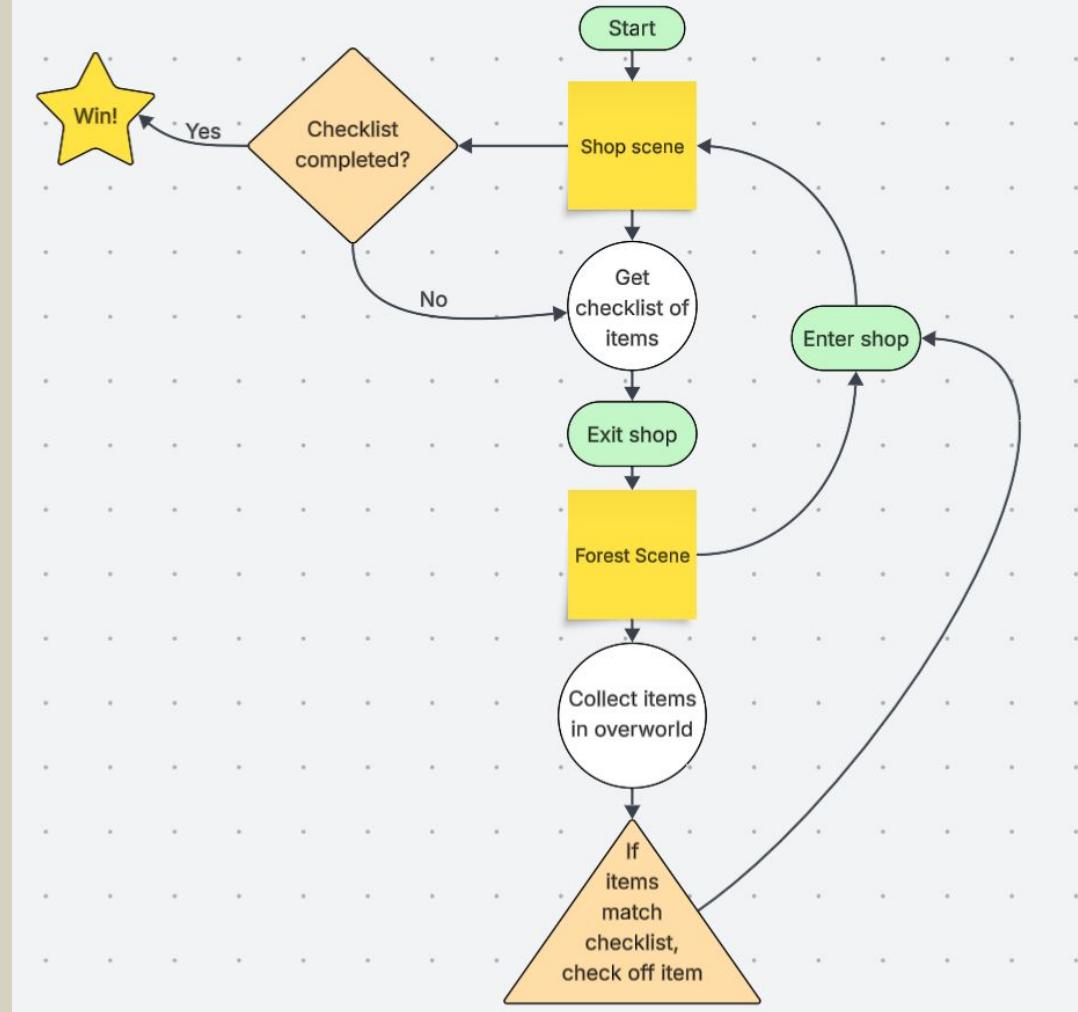
- Untitled Apothecary Game
- Single-player Crafting game
- This is a game where you run an Apothecary, taking potion commissions from townsfolk. The game is divided into three levels with a customer ordering section and a potion crafting section.
- This blend of collecting, crafting, and intractability 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...
field guide interface	In pro...
field guide button	Not ye...
main menu screen	Not ye...
buttons	tbd/opt...
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

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=9cY31jKR8xD_U-C_q
- Crafting table
<https://youtu.be/1fbd-yTcMgY?si=UtnCnOa92F5X4JAa>
- Past Projects