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Spell Alchemy: The Fortress Escape

Scope
Top-down 2D maze view or 2D platformer, Single player

Background Story
Chandler, a minor self-learning wizard, and his friend, Joe, who is cursed by a powerful spell. In order to lift the curse and save Joe's life, Chandler must infiltrate Dark Wizard Fortress, steal spell ingredients and artifacts, and escape without getting captured by Dark Wizard. Unfortunately, he is spotted by Dark Wizard the moment he sets foot in the fortress, therefore Chandler must use the advantage of his knowledge to hide himself in the fortress while stealing the artifacts and spell ingredient.

Game Description and AI Concept
The gameplay is inspired by an adventure platform game, "Pink Panther" and a 3D puzzle platformer, "Sheep, Dog and Wolf".

In every stage, player is required to collect several key items and one final key item. The final key item will only be revealed once the alchemic puzzle is solved. Items like pure ingredients, door keys and triggers will be used to activate doors and areas. In the game, player might also need to fuse the items he collected into advanced item (Weaker Spell Ingredient -> Spell Ingredient -> Final Spell Ingredient). While collecting the items, player needs to pay attention not to fall into the hands of Dark Wizard.

To do that, player can hide on certain tiles which are meant as hideout within a certain time limit. Dark Wizard will not be able to locate the player when the player hides in the hideout. However, he will wander around the map trying to predict player's next possible location according to the location of remaining key items.

As the game difficulty increases, the time limit to hide will be reduced and enemy's moving speed will increase. This will force player to switch between possible hideouts to stay away from Dark Wizard. Besides, there will be a number of enemy minions wandering around in their respective patrol path. If player steps in their territory, the enemy minion will start to attack the player. In higher levels, enemy minions can become more aggressive and fast. They could also cooperate with Dark Wizard to corner the player. From time to time, player needs to be aware of random obstacles and traps too.

When all the key items are taken and the objectives are completed, Dark Wizard will wander around the exit location to capture the player. Appropriate power-ups will be implemented when enemy's AI is made stronger, in order to maintain the balance of the game. For instance, a

power-up that allows player to gain the ability to create illusion that replicates himself, where the enemy will be tricked to chase the illusion.

The enemies will be created in such a way that they have obstacle avoidance behavior and some steering behaviors such as seek, arrive, wander and path-following, while the illusion created by power-up will be having flee or separate behaviors.

Assessment

This game will attract achiever-typed and explorer-typed casual gamers. The two main game activities, which are stealing key items and escaping from the enemies will give thrill-seeking players a good gaming experience, as they have to react fast to the happenings in the game. The game also consists of rich elements and an adequate map for explorers to explore. While they can explore the map-- paths, areas and hideouts, the alchemy system also allows them to explore how one key spell ingredient can lead to another ingredient, and finally exposing the final set of ingredients for the spell to work. AI-wise, enemies, such as Dark Wizard and its minions have their own different way of pursuing the player. They will have different moving patterns depending on how the player performs in the game. As the game level becomes higher, the difficulty of the gameplay will increase as the AI will be made slightly smarter.

Winning and Losing Conditions
- Player wins when he safely reaches the exit tile of the stage with right condition. (there'll be lots of levels and stages)
- Game will finish if player get all stages cleared.
- Player loses if Dark Wizard gets him. The game will be rolled back to previous checkpoints. If all lives are used up, the game will over.

Reward and Punishment

A. Rewards:
- Coins collected in a stage will be counted as special points, which can be used to unlock special event/ability.
- Power Ups: There will be items that are collectable such as warding spell book. There will be one or two in every stage, to temporarily enter god mode and Dark Wizard will lose player's whereabouts even when he is not hiding in the hideout. (Invisible by boss)

B. Penalties:
- If the player is hit by enemy minion, player's HP will be reduced (HP or Touch Count will be implemented).
- If the player is caught by the wizard, the game will be reset to last check-point state (so that some key items retrieved would not disappear).
- There will be some obstacle-like trap (Wizard's hex-glyph) randomly spawn in the game level, that will give speed or HP penalty for player if triggered.

Audio and Visual
- Appropriate sound effects:
    - Relaxing sound will be played before player gets the first key item
    - Tense music when the Dark Wizard is chasing
    - Tense SFX will be played when Dark Wizard is near
    - A fussing sound for Dark Wizard when he loses track of player
    - "A-ha I found you" sound when player leaves a hideout
    - Coin sound, jump sound, attack sound for indication, cover all basic SFX
- Visuals: Cartoon based or Dark Cartoon, and some arcane-like spell
- Stage Designs: Like Looney Tunes style or Tom and Jerry style, or mix in between

Reference
Pink Panther: PS1 Game
Pac-Man: Tile Idea
Sheep, Dog and Wolf: Event Planning
SuperNatural, *Once Upon A Time*, *John Constantine, Secret Circle* for Story filling
Harvest Moon Orthographic View (2D)