Game Proposal
Team 12

About

- Isometric farming & fighting RPG
- Inspiration from:
  - Don't Starve
  - Stardew Valley
  - Alice in Wonderland

About

- Play as the protagonist who falls down a rabbit hole into a scary underground world.
- Earn the favor of the local deity, embodied as a dying tree, by restoring fertility to the underground land to return home.
- Fight through hordes of enemies to find randomly dropped materials and seeds to grow mysterious plants.
- Solve farming puzzles as you figure out how to cultivate your plants in the harsh underground environment.
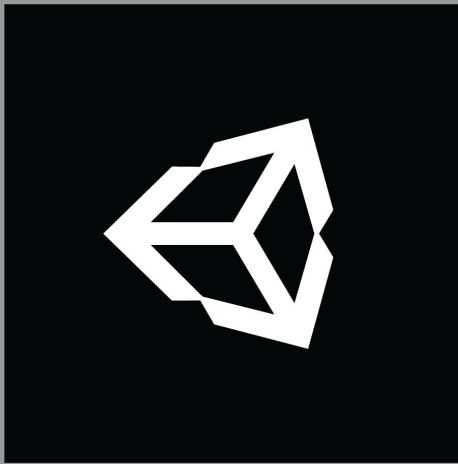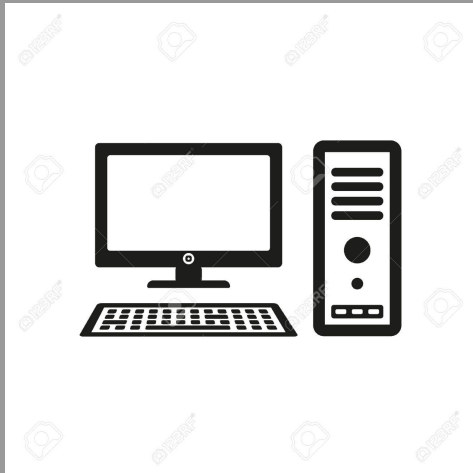
About

About

- **Win condition:** Grow a total of 16 plants from four areas, restoring fertility to the land and regrowing our tree. The tree will bear fruit and allow the player to return home.

- **Lose condition:** Be defeated in battle.

Platform

Members & Roles

- **John:** coding the backend game functionality
- **Will:** art assets, animation, sound effects
- **Quynh:** coding the game environment, animation
- **Michaela:** UI design, sound effects, story writing

- **Everyone:** concept art, background music, website updates

Art & Audio

- **Art assets:**
  - Everyone will join forces to contribute to concept art
  - Will will translate the ideas into game-ready assets
  - Will and Quynh will work together on animations

- **Audio:**
  - Sound effects will be managed by Michaela and Will
    - Planning to make use of free sound libraries
  - Everyone will contribute background music to areas as they're developed
    - We'll find music from other games, currently looking at Pikmin soundtrack
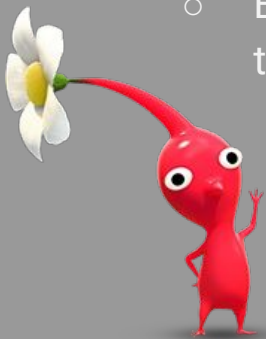
Programming

- **Environment constraints:**
  - Quynh will work on ensuring proper collision detection and interaction on each map (i.e. talking with NPCs, interacting with plants, fighting monsters, etc.)

- **Backend functionality:**
  - John will work on creating the backend systems of the game (i.e. inventory, menu interactions, dialogue system, etc.)

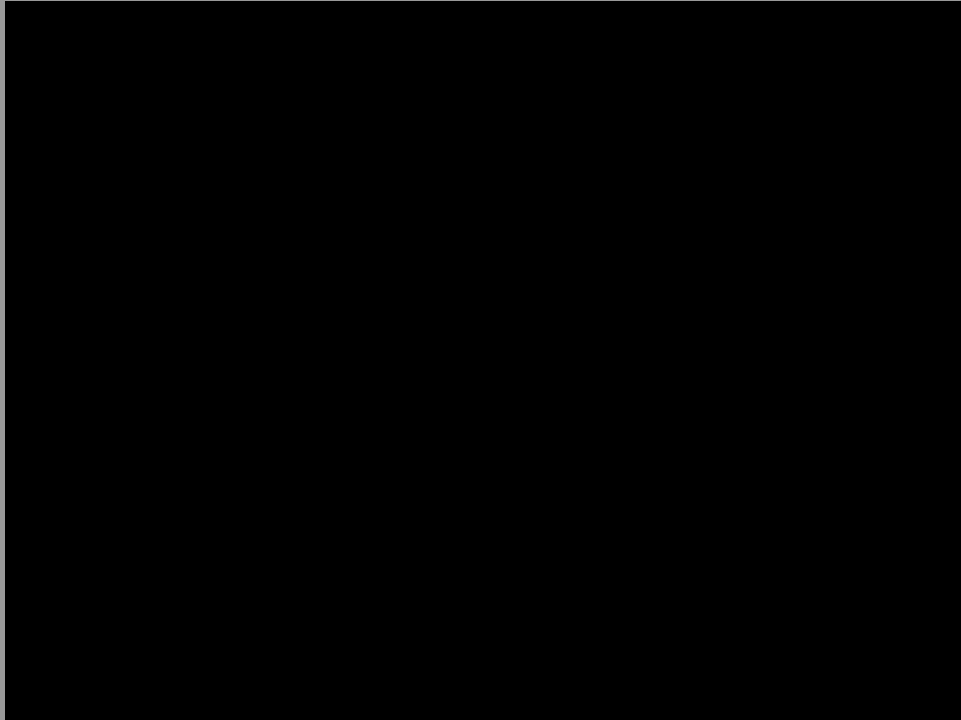- **Battle system:** Collaborative task between John and Quynh

Schedule

- **First playtest:**
  - Tutorial

- **Second playtest:**
  - Area #1
  - Area #2
  - Village (at least partial)

- **Final stretch:**
  - Area #3
  - Area #4
  - Game over & win screens

Schedule

- Schedule made using TeamGantt (posted on our website)

First Playable Plans

- **Have the following basic mechanics implemented:**
  - Inventory & item pickup/use
  - Planting & harvesting crops
  - Basic player interface
  - Basic dialogue

- **Completed art assets for:**
  - Main hub environment & background music
  - Player sprite & player animations
  - First plant & associated inventory items
  - Tutorial dialogue

Questions?