

Executive Summery

Game Play and appearance:

“Mark’s Journal” is a ¾ perspective game. Where the player is looking down at the play field. It is not, however, a top-down view, so the player does not just see the tops of objects. Each object (such as the game hero and monsters) is seen from a side view, but the player can move the hero in four directions: up, down, left, and right. The entire game happens inside of a dungeon, with each room taking up most of the screen. Along to top is the player information of how much health the player has, how many coins the player has, and how many keys the player has. The player attacks the monsters by swinging his weapon. The monsters attack the player by just moving into him. When a monster dies, there is possibility that a healing item or some coins will appear. The player moves through the dungeon by doors that lead to the next screen.

Abstract of game story:

The simple version of the storyline is that Mark has come to a town under a strange curse. The only way to break the curse is to go into the dungeon and kill the evil boss monster that is causing the curse.

Development Specification:

I will be doing the development of the game by using many of LaMothe’s demos he has provided to speed up the development time. I will also use the game music provided on the LaMothe disk, however, the sound effects will be from a different source. I will also make all of the graphics in MS Paint. The game will feature a menu screen, an opening cut-scene and an ending, and the main game will be a series of rooms.

Product Specification

Production Team:

The production team will only include myself. I will be expanding the code from the LaMothe demos, finding music and sound effects that will be used in the game, and I will design and draw all of the graphics.

Target audience:

The target audience of this game will be everyone. The game will not have any blood, offensive language, or nudity that would make it inappropriate for younger players, but it would also provide a high enough challenge for older gamers as well.

Game Play:

The game play will amount to the player using the arrow keys on the keyboard to move the hero character around and the left control key makes him swing his weapon. By moving into a door, the player will be moved into another room. When the player touches a monster, the hero's hit points decrease. When the hit points reach zero, the hero dies and the game ends and it goes back to the main menu to start new game or quit. The player can go to a menu at any time to restart or quit the game. There is a random chance that whenever a monster dies, it will leave an apple which adds a small amount of hit points back to the player, a leg of meat which adds a large amount of hit points back to the player, a single coin which adds one coin to the player, or a stack of coins which adds five coins to the player.

The dungeon is filled with blocks that the player or the monsters cannot move through. Only the 'ghost' monster can move through a block.

Some of the doors in the dungeon will be locked and will require keys to open. Keys appear in certain rooms when all monsters die or they are sold at the shop. Keys do not come back. Once a key appears and is picked up, it will not appear in that room again, even if the monsters come back. The shop is at the beginning of the dungeon and lets players buy keys using their coins.

The shop has a shopkeeper in it that is invulnerable and all it involves is the player walking onto a key or a leg of meat to buy one. At that point, the key and the leg of meat disappears from the screen, the number of coins is removed from the player, and one key is added to the player or the player hit points increase. To buy extra keys or meat, the player must exit the room and come back in.

Monsters will move in random patterns around the room. They are told to change directions at a random time and are told to go in a random direction. They have no other attack then when they run into the player. Monsters come back after the player leaves the room and re-enters it.

Production tools:

The production tools I will use to design the game are Microsoft Visual Studio C++ 6.0 for the code work and MS Paint for the art. Nothing else is required.

Game Specification

Mark's Journal is similar to the first Zelda game in playing style. Anyone familiar with that game will have no problems with this one.

Story:

The complete story is as follows. Also, it will be displayed to players like a cut-scene if they wait long enough on the menu screen.