

# THE FOX'S TALE

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Hexahedron++  
GOLD

<https://ganeshsar.github.io/thefoxtale/index.html>



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## The Team

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**Executive Producer:** Morgan Cselinacz

## 1.0 Overview

### 1.01 Description

A god of the forest is losing their power and memories. As a result, the forest's inhabitants are becoming corrupted. Complete puzzles involving these corrupted creatures (the Dusks) and uncover the truth about why this god is losing their powers before the Dusks destroy you. In the end, the choice is yours - should this god be saved, or should he be abandoned?

### 1.02 Narrative Overview

- Awaken as a humanoid-fox creature in a forest clearing.
- In front of you, in the clearing, is the god of the forest - Pan.
- The creatures of the forest lost much of their faith in Pan and were starting to forget him. So, Pan is losing his memories and powers.
- Because Pan is losing his powers, the creatures of the forest have been corrupted and have become Dusks.
- You have been created by Pan to retrieve his memories and powers which have manifested as mirror shards in the inner forest.
- As you go to leave on your quest, you come across a humanoid-uncorrupted-mushroom who is about to be eaten by a deer. You accidentally save this mushroom who then journey's with you for safety.
- As you and your friend go on your journey to collect these mirror shards, you learn of Pan's rule and his role as god of the forest.
- At the end of the game, you must decide whether or not Pan deserves to regain his power and memories based on the information you learn while collecting the mirror shards.
  - If the player destroys the completed mirror (choosing not to return Pan's powers and memories): The player and the dusks will disappear as they were made by Pan, the ending will allude to your mushroom companion becoming god of the forest.
  - If the player returns the completed mirror to Pan: The player will see Pan return to their former self as well as the Dusks turning back into forest creatures.

## 1.03 Genre

### Top-Down Puzzle

- Solve puzzles by visualizing and physically interacting with the world using your player character. Puzzles and problem solving concepts will build on each other in 3 levels (+1 tutorial level and 1 easter egg level).
- Dusks are littered in these puzzle areas and threaten to take your life! Your only protection from these creatures is your tail light, which can only be recharged in select sunlit spots on the puzzle map.

### Role-playing & Philosophical

- You are a humanoid-fox summoned by a god that is fading out of existence.

## 1.04 Settings

As a result of Pan losing his memories, the forest has divided itself into mainly 2 settings:

### The Forest Clearing

The forest clearing is where the player spawns and where Pan resides. It is bright and tranquil and represents the surface-level beauty of the forest.

### The Inner Forest

Hidden beneath the tranquility of the forest clearing, the inner forest represents the disorder and cruelty of the forest. This is where Pan's memories and powers (manifested as mirror shards) are hidden and where the player must go.



Example - Inner Forest Level #1

## 1.05 The Forest Clearing - Top View



- The forest clearing acts as a 'hub level'. It's where Pan is located, and is where the player spawns/respawns.
- Each puzzle area level is in the inner forest. This is where mirror shards are located.
- The tutorial area is immediately accessible. The path to puzzle area 1 is blocked by a fallen tree. Puzzle area 2 is blocked by water, and puzzle area 3 is blocked by the super dusk (special entity in the tree maze level of the game).

## 1.06 Theme

Contrasting light and beauty with darkness and cruelty. Some key places where this theme will be alluded to will be:

- The forest clearing will be very beautiful (well-lit) in contrast to the darkness and cruelty inside the inner forest.
- In the forest clearing where you accidentally saves the mushroom NPC from a half-corrupted deer (alludes to a necessarily cruel life cycle).
- Your tail-light is finite and can only be recharged by being in the sunlight (light). Light is really your only protection from the Dusks (dark).
  - Dusks were once forest creatures. They avoid light because of what they have become (creatures of the dark), but seek you because perhaps they want to be freed on the inside.
- The mirror shards will play cutscenes that will show how the role of a god can be double faced.

## 1.07 Key Events Timeline

### **Weakening of Pan, Creation of Dusks, and the Flood**

This occurs before the events of the game. The series of questionable events that led up to Pan starting to lose his powers and memories. In particular it is revealed that Pan created the Dusks in an attempt to have immortal companions. The Dusks end up becoming aberrations and Pan is forced to use a flood to attempt to wipe them out.

### **Creation of Player**

This occurs at the start of the game, you are created by Pan and introduced to the state of the world as well as your goal (to collect the mirror shards).

### **Spotting Half Corrupted Deer**

There is a half corrupted deer that runs from the fields to the inner forest (leads the player to the tutorial area). Access to puzzle area #1 is blocked by a fallen tree; that tree cannot be removed until the tutorial area is completed.

### **First Exposure to Inner Forest (Tutorial Level)**

The player witnesses the transformation of a Dusk and is introduced to their abilities and controls. The fallen tree blocking the player's path to puzzle area #1 is destroyed by the Dusk in this level.

### **Collecting Mirror Shard #1 (First Memory)**

After completing puzzle area #1, the water will drain allowing passage to puzzle area #2. The player also gets the first mirror shard, discovering that mirror shards contain Pan's memories. The player views what happened in the forest to create the present day situation.

### **Collecting Mirror Shard #2 (Second Memory)**

The second memory that the player sees after placing the mirror shard into the mirror. It shows additional context to the flood that Pan created to wipe out the Dusks. Collecting the second shard will remove the Dusk blocking puzzle area # 3

### **Collecting Mirror Shard #3 (Third Memory)**

The final level consists of 3 boulders which must be collected from each area of the map. Each section of the map utilizes a key game mechanic. Completing this map gives the player access to the final mirror shard which reveals that Pan created the Dusk's because he was immortally lonely.

### **Player's Key Choice**

After the player gets the last memory. They will make the choice to either save Pan (return the completed mirror) or forget Pan (destroy the completed mirror).

### **Ending #1 (Pan's power is returned)**

The ending if the player chooses to save Pan. All the forest creatures are turned back to regular creatures.

### **Ending #2 (Pan is forgotten)**

The ending if the player chooses to forget Pan. The player is made from Pan's energy so the player also disappears... The player's mushroom companion becomes the new god of the forest.

## **2.0 Gameplay**

### **2.01 Mechanics**

Mechanics in the game aim to create challenging puzzles with an 'air of tension and mystery' that make the player think more about the narrative.

#### **Pushing**

Certain interactable objects in the game (boulders) can be pushed if nothing is in the way by using [Z]. Boulders will be used in cases such as to cross areas (chasms), or trap entities. There are 2 types of boulders; normal boulder, and heavy boulder. The heavy boulder can only be pushed by a Dusks that dashes out of the way.

- This basic mechanic will be used by the player to solve puzzles in all puzzle areas.
- It is possible to configure boulders such that a puzzle becomes un-solvable. To mediate this, the player can talk to their mushroom companion (physically talk to them). This will act as a 'kill-switch' for the current puzzle and will reset the configuration of the boulders.



### Tree Cut

Certain small trees in the way can be cut. To cut them, face them and use [X] - they will be cut down without any additional dialogue (making it possible to cut a large number of these small trees if required).

### Tail Light & Divine Energy

The player starts each puzzle with a full energy bar. When their fox tail light is toggled on by using the [SPACE] key, it will drain energy from their energy bar. When their fox tail is toggled off ([SPACE] key), energy will not be drained. To recharge energy, the player must stand in the sunlight (there will be areas throughout the level). If the player's energy depletes to 0, they will die and will respawn beside Pan in the forest clearing and the puzzle area will reset. The toggling feature will be used by the player for rationing energy as light spots will not be plentiful in puzzle level #3 in particular. More energy means the player can sustain more unexpected hits by Dusks without dying. The player's tail light is essential for repelling the Dusks.

- The player's tail light will not turn on if their energy bar is completely depleted.
- This mechanic will exist in all puzzle areas, however, there will be fewer and fewer sunlit spots to recharge your energy and more Dusks in puzzle areas 1-3 respectively.

### Dusks

The Dusks will move and rotate only 1 step at a time in a turn-based fashion to compliment the puzzle nature of the game. Despite this, the player will have continuous movement irrespective of the turn based movement of the Dusks. These creatures will try to avoid the light coming from the player's tail. However, they chase the player when their tail light is switched off. If the player's tail light is off and they are standing in an adjacent tile to a creature, they will be attacked causing the player to lose a portion of their divine energy (death is therefore possible). The player can make Dusks dash by being on an adjacent tile to them while having their tail light on. When a Dusk dashes, it can push 'heavy boulders' that the player cannot push themselves. Dusks will patrol a set area on the map when idle and return to that point after they lose track of the player.

## 2.02 Expected Dynamics

### Avoiding Dusks:

The only way the player can die is from being attacked at least once by the Dusks when their energy bar is completely depleted. Although the player can drain their energy very low by continuously using their tail light, it is not possible for the player to kill themselves (rather the tail light will not turn on if it would kill the player). Boulders and trees will block the player from progressing while Dusks will threaten to take their life.

### Rationing Light, and Seeking Sunlit Spots:

Although the player cannot die using their tail light - it will nevertheless cost energy. Continued use of their tail light will slowly increase the player's vulnerability to the Dusks (less hits required to kill you). In each progressive puzzle level (1-3) sunlit spots will become more and more rare leading to increased rationing and difficulty in fending off Dusks whilst maintaining progression through the level.

### Increasingly Cautious Play While Solving Puzzles:

The combination of rationing and design choice of decreasing the sunlit spots in progressing levels will result in increasingly cautious play with Dusks. This will cause the player to be more particular how to repel the Dusks (if necessary at all).

### Maintaining Clear Paths to Sunlit Spots and Backtracking:

With the decreasing sunlit spots in progressing levels, it will be logical and expected that the player will want to repel Dusks where possible to maintain a 'mental clear path back' to a previous sunlit spot.

### Increasing Skillful Management of Dusks:

With the player getting increasing exposure to and dealing with the Dusks more often, they will be able to identify the timing/pace at which the creatures move and so will become more comfortable traversing around them (to avoid damage). So, the Dusks become an 'element to master' for the player.



## 2.03 Resulting Aesthetics

### Challenge

The divine energy, pushing, cutting small trees, and Dusk mechanics will act to increase challenge in the game. The aim is to create puzzles that interconnect mechanics to some extent with the narrative (Dusks and divine energy). The player should feel slightly nervous but curious when working on puzzles and sort of relieved when they complete puzzles.

#### Bursts of Tension:

The finite player health and Dusks should create occasional moments where the player is nervous about whether or not they might die from being near a Dusk.

#### Balanced Moments of Planning & Moments of Panic:

To give a break from the continuous puzzles, we'd like to aim to design maps such that there are moments the player is forced to be in the darkness. These moments should sort of be exciting for the player as their mind races to think of ways to get out of the situation.

### Narrative

Mirror shards will highlight events in the past that should make the player question whether or not Pan should be saved. The narrative told through the mirror shards aims to be 'grey' and philosophical in nature (not black and white). The player should find the choice of whether or not to save Pan subjective and should so feel involved in the narrative to some extent.

#### Thought-Provoking Narrative

The idea of a god disappearing is philosophical and so the narrative aims to reflect and capture some of that philosophy. The aim is to write the game such that 'no ending is correct' and perhaps encourage some reflection after playing the game.

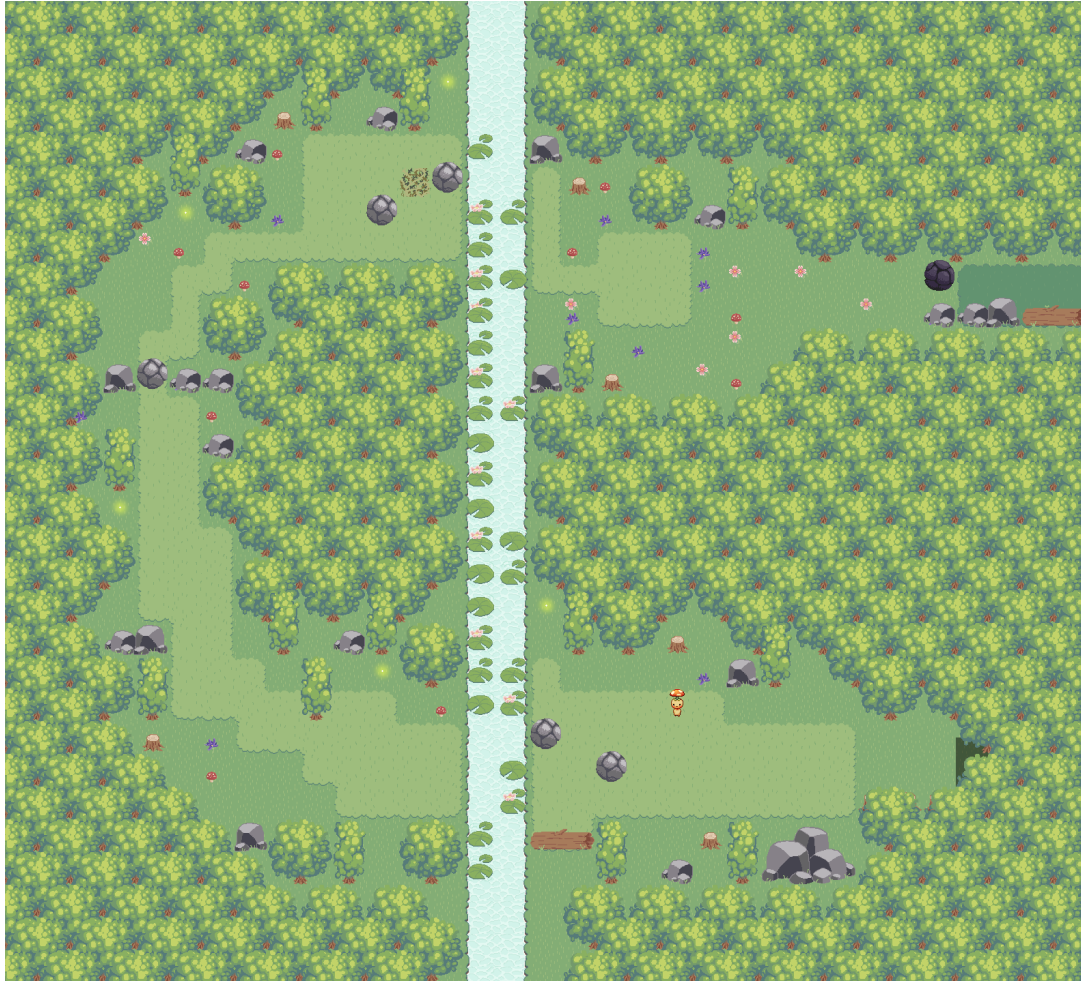
#### Mystery and Discovery:

The combination of elements like the usage of light and Dusks should make the player curious and maybe question the morality of what they are doing to them. The hope is that this will lead to the player being more invested in the narrative we are telling them (through the mirror shards).

## 3.0 Puzzle Designs

### 3.01 Main Area Puzzles

Tutorial Level:



This puzzle aims to be an introduction of the game mechanics. The player starts at the bottom right side of the map.

- 1) Boulder pushing is introduced as the player witnesses the deer pushing a boulder into the river. The player must push the second boulder to form a bridge across.
- 2) Further up the map, the player is introduced to the cut mechanic, in which they must cut a shrub in order to push the boulder into the river to form another bridge
- 3) After crossing, the player is introduced to the light mechanic. They must use the light beside the Dusk in order for it to push the boulder all the way to the right, triggering a cutscene where the boulder removes the log blocking the Inner Forest Level #1

### Inner Forest Puzzle #1:



This puzzle aims to be an easy introduction to the game mechanics in practice. Player starts in the top left of the map.

- 1) Use the cut mechanic to introduce the concept that the player can create additional space to move around using cut.
- 2) Push the boulder all the way down to plug the water spot. This is to remind the player that they cross unwalkable areas with boulder bridges.
- 3) At first encounter with Dusk, the player is forced to use their light to push it away (and are reminded via dialogue). They can trap the Dusk by pushing the boulder forward 1.
- 4) The rest of the level is using these concepts introduced only.



### Inner Forest Puzzle #2:



This puzzle aims to introduce the remainder of the game mechanics and take the mechanics introduced earlier to a higher level. The player starts in the top left again.

- 1) The player must deal with a Dusk while pushing the boulders to form a bridge across (building on the concept at the end of puzzle 1). (1st island)
- 2) The player then must move a boulder in a very specific way whilst dealing with the 2 dusks. (second island)
- 3) In this section we re-introduce the idea of needing to use a Dusk to push special heavy (darker) boulders. This is to remind the player that this is possible. (third island)
- 4) Once again, on the center island, there is a specific pattern in which to move the boulders to progress, this is probably the most challenging on the map.

### Inner Forest Puzzle #3:



**This map is split into 3 sections and tests the player in all mechanics.**

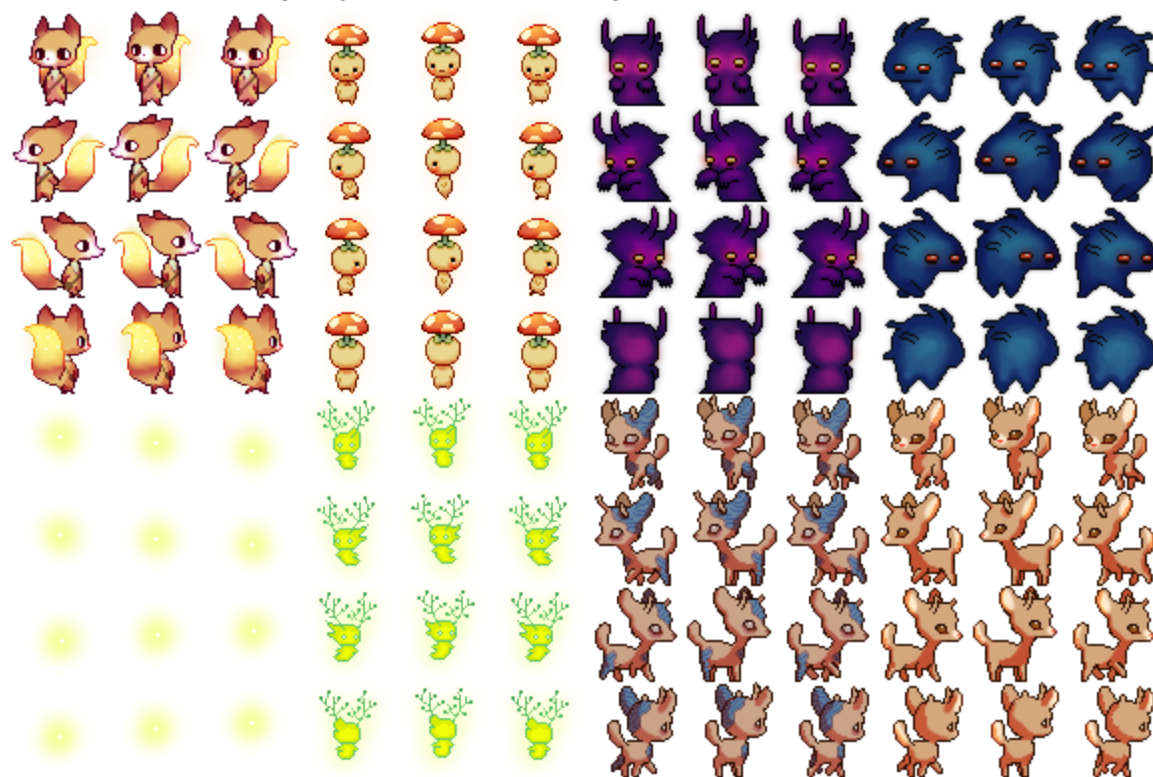
- The area on the right is boulder pushing exclusively, and is themed as being the 'dry part' of the forest - there is a red boulder here which must be pushed to the center.
- In the area above there is a secret entrance behind the waterfall which you must form a boulder bridge to access - the blue boulder is located here and must be pushed to the center.
- Finally on the left is a tree maze and Super (Boss) Dusk which the player must deal with. When exiting the tree maze they emerge on the bottom left and then they can push the green boulder to the center.

When all 3 boulders have been pushed into the center water areas, it opens up a passage-way which leads to the final mirror shard.



## 4.0 Writing & Execution

Sprite sheets showing major characters in the game.



## 4.01 Characters

Nearly all characters in the game have no gender.

Character 1: Humanoid Fox (You) - No Name



**Role:** Be an easy to adopt 'vessel' for the player to use. So they have no gender, nor do they have explicit dialogue in the game (except for 'self-thought' dialogue moments).

**Description:** This is the vessel the player will use to go through the world. They are a humanoid fox created by Pan's divine energy. The fox has a little green backpack which is used to hold the empty mirror that Pan gives at the start of the game.

**Motivations and Needs:** The fox (you) were created into the world for the express purpose of returning Pan's powers. Although created using Pan's divine energy, the fox is living and can interact with its environment as such. The vessel requires divine energy to function.

**Desires:** The fox was created explicitly for the purpose of giving Pan's powers back. However, after meeting your mushroom companion/friend who is asking questions and alluding to the fact that the player 'doesn't necessarily have to save Pan', the goal of the player evolves into answering the question of whether or not Pan should exist.

## Character 2: Pan (Weak Form) - God of The Forest



**Role:** God of the forest who is losing their powers. Responsible for the creation of the player, they also end up being the entity the player passes judgement on at the ending of the game.

**Description:** Pan is inspired by the greek god of the forest by the same name. Due to questionable events in the forest leading to the forest inhabitants losing faith in Pan, Pan is losing their memories and powers.

**Motivations:** Pan is being forgotten and as a result, doesn't remember much nor have many powers. They want to learn why the inhabitants of the forest have lost faith with it, and so creates you (fox/player) to gather their memories and powers.

**Needs:** Pan needs their memories/powers back otherwise they will be forgotten. They require the faith of the creatures of the forest in order to exist.

**Desires:** Pan wants to regain their memories and powers, and to rule over the forest once again.



### Character 3: Dusks



**Role:** These creatures act as 'enemies/obstacles' that make the player's job of getting the mirror shards more difficult. Because they were once creatures of the forest, they contribute to the 'light/dark contrast' theme desired.

**Description:** The Dusks were former inhabitants of the forest (animals and such) before getting corrupted due to Pan losing power over the forest. These creatures appear quite unintelligent simply being repelled from the light and attracted when the player's light is off.

**Motivations:** The Dusks do not seem intelligent enough to have complicated motivations. They were once normal forest inhabitants and were corrupted due to Pan losing power over the forest. It is unclear, but perhaps they are envious of the creatures of the light? Or maybe they despise Pan?

- This is alluded to when you witness a deer transforming into a Dusk and how it totally succumbs to its nature (almost unwillingly).
- This will also be alluded to by your mushroom companion through dialogue - he will comment on the Dusks.

**Needs:** Darkness, if they are exposed to significant light - they disappear.

**Desires:** To convert all living things that have not been corrupted.

## Character 4: Cremini Truffleton - Player's Companion



**Role:** The dialogue of the mushroom is responsible for the change in the player's goal from "collect the shards" to "decide if Pan should be saved or not". Furthermore, this mushroom will be the designer & team's 'mouth' so to speak - they will explain things that might need explanation and subtly add to the narrative here-and-there.

**Description:** This little mushroom is a creature of the forest that has not been corrupted yet. Previously he was an advisor to Pan, the player discovers this after puzzle #1. This mushroom companion joins the player after the mini-cuts scene where the player saves the mushroom companion from the half-corrupted deer. They know a lot about the situation of the forest and give suggestive hints to introduce game mechanics to the player.

- The mushroom companion follows you in the Forest Clearing and teleports/moves to areas inside the Inner Forest to allow the player to reset the boulders in that area of the puzzle.

**Motivations:** The mushroom companion wants to help you save the forest and stays with you because "it's safer". In the ending where the player chooses to make Pan forget his powers, it turns out that this mushroom becomes the new god of the forest.

**Needs:** Nothing...

**Desires:** On the surface they want to help you. However, in the ending where the player chooses to forget Pan, this mushroom is alluded to becoming the new god of the forest. It is intentionally unclear if the mushroom had this motivation from the start or not.

## 4.02 Key Events Expanded

### Event 1: Weakening of Pan & Creation of Dusks & Flood (Implied Event)



**When:** In the past (before the game).

**Where:** The forest.

**Description:** Pan (the god of the forest) created Dusks to alleviate his immortal loneliness then used a flood to try to eliminate his aberrations - but failed.

**Purpose:** Back story of the game. This backstory will be somewhat hinted at by the mushroom companion, flooded areas in the game, and most notably the mirror shards which contain 'the forest's/Pans' memories of these events.

#### Major In-Game Allusions:

- Pan explains that the forest creatures have lost faith in it which is why Pan is losing its memories and powers (in player creation initial dialogue).
- The mirror shards which contain the cutscenes will allow the player a glimpse into why faith for Pan was being lost (he created the Dusks - an infestation to alleviate his loneliness, then he tried to use a flood to wipe them out - but it was too late).

## Event 2: Creation of Player (Humanoid-Fox Character)



**When:** The start of the game.

**Where:** The forest clearing in front of Pan.

**Description:** The player is created (start of game).

**Purpose:** Give context to the player. Intrigue the player - why are they here in this forest? The goal of the beginning of the game is to make the player curious about the state of the forest and why it's what it is.

**Execution:** The screen starts black and music starts, then the ambience of the forest comes in. There is a short monologue with Pan which establishes that Pan is losing powers and memories for some reason. Then the screen becomes pure white (creation), and the player is created.

### Writing (Monologue):

Pan: Who--? Pan. I am Pan, and this is my forest. My *sick* forest...

Pan: My memories... they're fading quicker now, along with my powers. I have to act.

\*Fox is created\*

Pan: Are you awake?

Fox: \*blinks\*

Pan: Oh, good. I think I got the tail just right. Well hello! I'm Pan, your creator. I designed you for a very important purpose, little one!

Pan: I am the god of this forest, but my powers are weak, and I am not in the complete form I once possessed; I am only a spirit--a breath--of what I used to be.

### Event 3: Assigned Goal by Pan



**When:** After the player is created by Pan.

**Where:** The forest clearing in front of Pan.

**Description:** Give the player a clear goal and preliminary context for what's going on in the world currently.

**Purpose:** Introduce context of the game to the player formerly and give the player a clear goal.

**Execution:** Looping background music for the forest clearing fades in. The game is now in 'normal control mode' - but the player cannot move yet - there is dialogue from Pan.

#### Writing:

Pan: My memories have been scattered throughout the Inner Forest, trapped in the physical form of mirror shards. If I were to wager, I'd guess some of my powers might be confined along with them.

Pan: I need *you* to go into the forest and retrieve these mirror shards. Take this mirror frame to store them.

Pan: When you bring all the shards back to me, I will be able to return to my previous form and... well, I'll remember why that's so important. Without them, I suspect it won't be long before I fade from existence.

Pan: I've designed you perfectly, with a unique ability to protect you from the dangers that lurk in the shadows--use this power wisely.

Pan: Hurry now! I don't have much time, and I suspect the forest doesn't either.

## Event 4: Spotting of Partially Corrupted Deer



**When:** On your way outside the forest clearing.

**Where:** In the forest clearing, near the entrance of the tutorial level.

**Description:** On your way out of the location where Pan is, through a scripted event, you see a partially corrupted deer which runs into the tutorial level.

**Purpose:** Subtly 'guide' the player to the tutorial level by rousing their curiosity.

**Execution:** After walking away from Pan there is a partially-corrupted deer in the field. It moves deeper into the forest, into the tutorial level. The mushroom introduces himself as Truffle. The player cannot move to puzzle area #1 because it is being blocked by a fallen tree. There is a boulder atop a slope which can be removed and can crash into the tree - but you are too big and require a smaller companion to do this for you (need mushroom companion). When the player enters into a new level area - the screen fades to black and all currently playing audio fades out.

### Writing:

MC: Phew!

MC: Thanks for showing up! It looked like that deer was in pain, so I was trying to help; when I got close to it though, it tried to eat me!

MC: It might already be too late... the deer has started transforming.

MC: You say that Pan sent you to find mirror shards?

MC: I've seen some! They're in the Inner Forest... but I don't think they'll be easy to get!

MC: Before you go searching, we should try to help that deer!

MC: You'll come with me, won't you? I know I'll be safer with you, if Pan created you, so I'm going to stick around.

MC: Let's go!



## Event 5: First Exposure to Inner Forest (Tutorial Level)



**When:** When you follow the partially corrupted deer and enter into the tutorial level.

**Description:** The partially corrupted deer demonstrates how to push boulders. After using this mechanic to go deeper into the forest, you witness the deer turning to a dusk. This area has quite a bit of light and there are no Dusks (except for the partially-corrupted deer which fully converts into a Dusk at the end of the puzzle).

**Purpose:** Subtly introduce the game mechanic of 'pushing' and the interaction button in a narratively consistent way (don't break the immersion through control prompts).

### Writing (Introduction to Pushing Mechanic):

MC: Follow that deer!

[no character]: Hold [Z] and one of the arrow keys to push boulders.

MC: Come talk to me if you need to reset the boulders. I may be small but I pack a punch!

### Writing (Introduction to Cut Mechanic):

MC: I'll be up ahead--meet me there!

[no character] \*when you approach the top left section with the shrubs\*: Press [X] to cut shrubs.

### Writing (Deer Transforms into Dusk):

MC: No!

MC: This is what I was afraid of. The forest's corruption is spreading faster.

MC: At this point that deer is no longer itself; it's become something else entirely.

MC: Inhabitants of the forest call the ones that have transformed 'Dusks'.

MC: All we really know about them is that they seem to dislike the light. No one seems to know how the infection began.

MC: It looks like your tail has some divine energy in it. Try turning on your light when standing next to a Dusk!

[no character]: Use [SPACE] to toggle your tail light.

## Event 6: Puzzle Area #1, Mirror Piece #1, and Cutscene #1



**When:** After completing the tutorial level, the player scares the Dusk (which was once a deer) into a boulder which destroys the fallen log below (allowing the player to access level 1).

**Where:** The inner forest..

**Description:** After clearing puzzle area #1 (this), the player is exposed to the first mirror shard - it's respective cutscene, and its function.

### Writing (Scripted Events on Map):

Fox: "You recall that Pan told you to collect mirror shards." (\*Pans camera to mirror shard).

MC: "Remember you can come talk to me to reset the boulders!"

MC: "Pushing these boulders seemed to stop the water flow..."

MC: "Look, the mirror shard is down there! Go pick it up!"



### **Puzzle #1 Cutscene #1 Writing:**

Still 1: Pan staring at the Township of the Toadstool (unseen), while the mushroom companion looks at him

Pan: These creatures have been infesting our forest for too long.

Still 2: the Township of the Toadstool, post destruction. Dark. Dusks everywhere.

Pan: They've taken over the domain of the Township of the Toadstool already; who knows how long it will be before the entire forest is under their control?

Still 3: Pan looking away from the forest, and away from the mushroom companion. Sort of wistfully looking into the future.

Pan: Something has to be done.

Still 4: Close up of mushroom companion looking up at Pan

Mushroom companion: I know Pan, but how? There are so many of them. And if my kingdom, the largest in your forest, fell to the darkness...

Still 5: Mushroom companion's face falls (looks saddened)

Mushroom companion: How could any other win?

Still 6: Pan looks down at the ground

Pan: \*hesitates\* It has to be me. They can only be destroyed by a god.

Still 7: Pan looks at a nearby river (maybe two separate stills? One of him looking up, and one of the river)

Pan: A flood. That will wipe them all out, allow us to start fresh. It has to.

Still 8 (or 9): Pan and the mushroom companion looking at each other

### **Post Cutscene #1 Writing:**

MC: That must have been one of Pan's memories! I remember now... I was Pan's advisor! And best friend.

MC: We have to find the rest of the mirror shards--what else don't I remember?

## Event 7: Draining Water Blocking Entry into Puzzle Area #2



**When:** After getting your mushroom companion, viewing mirror shard #1, and, being teleported out of the forest.

**Where:** The forest clearing, outside the entrance to puzzle area #1 and before #2.

**Description:** Originally, there was a stream which was blocking the player from entering into puzzle area #2. After pushing the boulders in puzzle area #1, the water source was stopped and so, the player can now access puzzle area #2 because they stopped the water flow there.

## Event 8: Puzzle Area #2, Mirror Piece #2, and Cutscene #2



**When:** After clearing the second puzzle area and getting the 2nd piece of the mirror shard.

**Where:** The inner forest inside puzzle area #2.

**Description:** In puzzle area #2 (this), after the player completes the puzzle, they get the second mirror shard and will get to view the corresponding cutscene for this mirror shard.

### Writing (Scripted Events on Map):

MC: Good job! Also...

MC: When your energy runs out you won't die; you just need to recharge under the light. You might be in trouble if you get hit by a Dusk when you're out of energy though!

MC: I'll be down below--closer to where I saw the shard!

**Puzzle #2 Cutscene #2 Writing:**

\*shows the flooding of the Township of the Toadstool\*

Mushroom companion: \*Running up to Pan\* Pan! Pan! It's my kingdom! The flood has gone too far; it's wiping out everything! All our homes, all my friends... they're not going to make it. You have to do something!

Pan: I can't.

MC: What do you mean you can't? Of course you can! You're a god!

Pan: I mean, I won't. This is the only way. When the flood is gone, so will the Dusks be. Then we can rebuild. It deeply saddens me to see my people suffer, but in the long run, they will be safer because of the flood. \*a pause\* Maybe if I hadn't waited so long, if I hadn't tried to save them, I would still have enough of my power to vanquish them without the need for a flood. But it's too late.

**Post Cutscene #2 Writing:**

MC: I remember now. The flood... Pan flooded the Township of the Toadstool. But why? Pan is a good god who wouldn't have flooded my kingdom without a better reason, right?

MC: We've got to find another mirror shard. The next one must have the answer.

### Event 9: Mirror Piece #3 + Cutscene #3



**When:** After clearing the third (final) puzzle area and getting the piece from the mirror shard holder.

**Where:** The inner forest inside puzzle area #3.

**Description:** After this puzzle area (#3), the player will get the final mirror shard and will get to view the corresponding cutscene.

#### **Writing (Scripted Events on Map):**

MC: "Wait, what is this place..."

MC: "The forest... It's changing"

MC: "At this rate the forest might permanently transform due to the Dusks!"

MC: "We need to find the last mirror shard! But where..."

MC: "That colored water looks suspicious!"

MC: "Wait! I think I can see similar lights glowing in the distance!"

\*Pan camera to show the locations of the 3 boulders which must be pushed to this center platform.

MC: "We should investigate the source of those lights in the distance! Maybe they will help us find the mirror shard!"

MC: "I'll stay here and be on the lookout, then I'll come to you when you need my help with the boulders!"

**Puzzle #3 Cutscene #3 Writing:**

MC: \*shaking their head\* But Pan... they'll die! Your people will be wiped out by this flood. We-we could've tried fighting! Rallying the villages, kingdoms, and tribes of the forest! Maybe together we could have won!

Pan: \*angrily\* No. \*softer\* It had to be at my hand.

MC: But why?

Pan: They were my creations. \*a pause\* I was lonely living as the only immortal in this forest and watching its inhabitants come and go; I wanted companions that could live forever. Friends that drew their life force from the light. Instead, something went wrong. They grew to fear the light, thriving in the darkness, and became gross distortions of the beautiful creatures I'd intended to meet. And what's worse, the darkness began to spread. If even one were to be left alive the disease could consume the whole forest. I am ashamed of what I made, but now I am fixing it; don't worry little one.

Pan: When it is finished, no one will remember me, and I won't even remember myself beyond a few basic details; it will be simpler that way. I won't be able to make these kinds of mistakes again.

**Post Cutscene #3 Writing:**

MC: We have the whole mirror. It's time to bring it back to Pan. \*a pause\* If that's what you want.

\*Fox looks confused\*

MC: Pan *did* create these cursed creatures... the Dusks. It was Pan's decisions that led us here in the first place.

MC: I'm just saying that I would understand if... you chose to destroy the mirror instead. With Pan gone, the Dusks might just disappear anyway: they are tied to Pan's lifeforce.

MC: Let's go back to Pan. Then you can make your decision.

## Event 10a: Ending #1 - Destroy the Mirror, Forget Pan!



**When:** After the player has obtained all the mirror shards (ending area near Pan).

**Where:** The forest clearing outside the puzzle area entrances, but closer to Pan.

**Description:** The ending the player gets when they choose to forget Pan.

**Purpose:** End the game in the event that the player chooses to forget Pan.

### Writing (Scripted Series of Dialogue on Map):

MC: What Pan did was selfish. A god is supposed to care for his people, not himself. I think it would be best if he just... disappeared.

MC: But... Pan didn't know what he was doing. He was lonely; it must be terrible to watch all your friends die around you. Before all this he was a kind god, and everyone deserves a second chance, right?

Short options (now displayed):

Save Pan, Forget Pan (in this scenario forget Pan is chosen)

Pan: Thank you, young one, for returning my mirror. \*pause, fox hesitates\* What's wrong?

\*smile falters\* Please, come here. Don't be afraid. \*music starts to fade out\*

\*character drops mirror\*

\*Pan gasps, eyes wide, and mouths the word "No" as the music fully fades out\*

\*character steps on the mirror, smashing it, and cracking glass is heard. A glowing green light leaves the mirror in a wisp: the only thing audible is a breath being exhaled, as though life is leaving the mirror, then a second or two of silence\*

MC: Pan... you've done too much harm to this forest. More harm than good.

\*Somber music resumes, Pan begins to fade out into nothing\*

MC: This was the right decision.

\*Screen fades to full white before picture returns, Pan gone, and MC glowing green\*

MC: Look! The Dusks! They're fading with Pan, just as we thought! \*pan up to see Dusks disappear\*

MC: Wait! What's happening to you? \*player disappears\*

MC: You were made from pan \*screen tints blue\*

MC: Wait, what is this? \*a pause, inspects his own arms, looking at his newly acquired aura\*

MC: It appears as though Pan's powers... are mine now. I promise, forest friend, that I will do better for this community than Pan ever could have.



## Event 10b: Ending #2 - Return the Mirror, Save Pan!



**When:** After the player has obtained and the player returns the mirror to Pan.

**Where:** The forest clearing outside the puzzle area entrances, then at Pan.

**Description:** The ending the player gets when they choose to save Pan.

**Purpose:** End the game in the event that the player chooses to save Pan.

### Cutscene writing:

MC: What Pan did was selfish. A god is supposed to care for his people, not himself. I think it would be best if he just... disappeared.

MC: But... Pan didn't know what he was doing. He was lonely; it must be terrible to watch all your friends die around you. Before all this he was a kind god, and everyone deserves a second chance, right?

Short options (now displayed):

Save Pan, Forget Pan (in this scenario Save Pan is chosen).

MC: Quick you have to give Pan the mirror!

Pan: Thank you, young one, for returning my mirror, and for your undeserved forgiveness. I know that you did not need to restore my powers, but you chose to anyway, despite my mistakes. Now, for my... Dusks, as the forest has named them.

\*makes Dusks disappear & revert back to forest creatures\*

Pan: I vow never to risk the lives of my people again, and to do better by them. I hope that this was a good start. As sad as I am to see them go, I know that the lives of my people are not worth endangering for the chance of alleviating my loneliness. Besides; I have you to keep me company now...

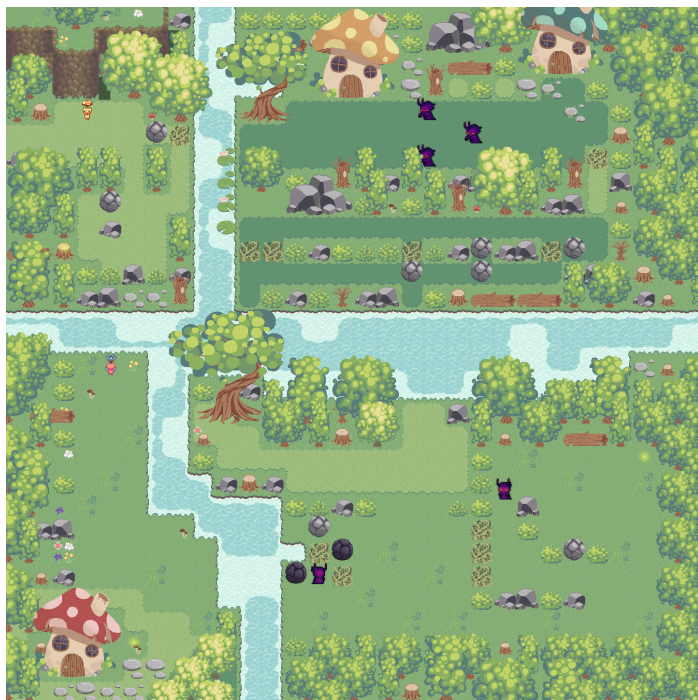
## 5.0 Easter Eggs

### 5.01 Game Continues After 'End'

**When:** After completing the game (choosing to save Pan or not).

**Description:** The player plays as the Mushroom God if they chose to forget Pan. Otherwise they play as the normal Fox (if they save Pan).

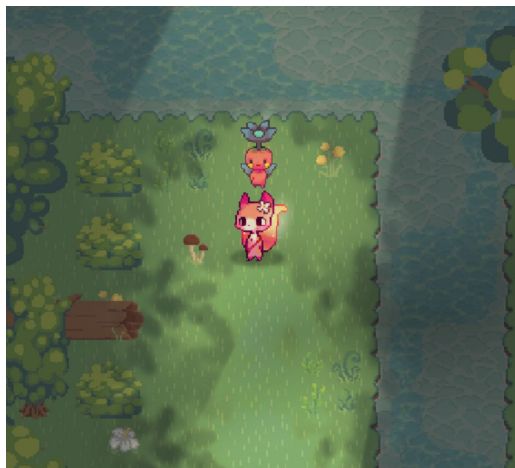
### 5.02 Easter Egg Level



**Location:** If the player goes directly to the left after talking with Pan in the Forest Clearing and builds a boulder bridge across the river, they will find a secret easter egg level. This level can be completed out of sequence from the other levels in the game.



### 5.03 Sprout the Stylist



**Location:** At the end of the Easter Egg level.

**Reward:**

If you go there as the fox (before finishing the game) you get a 30% boost on your total energy (you can keep your light on for longer). This makes the game easier.

In addition to this, you can talk to Sprout to change your style (two styles are available). There are 2 styles for both the Fox and the Mushroom God (end characters you play as depending on the ending).

### 5.04 Responsive/Orbiting Fireflies

## 6.0 Assets List

### 6.01 Cutscenes

- 3 Major Cutscenes: one cutscene for each mirror shard based on writing.
  - Cutscenes are .webm video and under 1 minute each.

### 6.02 Locations/Tilessets

- **Forest**
  - Forest Clearing
    - Grass
    - Field/Meadow Grass (3 variants).
    - Dirt Path (more yellowish type).
    - Field Flowers (Cyan, Purple, Red, Pink variants).
    - Floor Bush (2 variants).
    - Forest Clearing Tree (large tree).
    - Small 1-Tile Floor Rocks (3 variants).
    - Bigger Multi-Tile Field Rocks (2 variants).
  - Inner Forest
    - Grass
    - Dirt (brown type)
    - Mushrooms (3 variants)
    - Rock (1-tile size, 2 variants).
    - Large Rock (multi-tile, only 1).
    - Inner Forest Tree.
    - Tree Trunk.
- **Water**
  - Flowing water (right, down, left, up).
  - Waterfall.
  - Lilly pads (3 variants).

### 6.03 Interactable Objects

- Boulder (2 variants).
- Small Cuttable Tree (1 distinct appearance - identifiable to player).

### 6.04 Characters/Entities

- Fox (2 additional skins for easter egg).
- Pan (weakened form, and completed form).
- Mushroom Companion.
- Dusks (2 variants).

- Partially Corrupted Deer.
- Fireflies (flat sprite).
- Birds, Deer, Other Mushrooms (inhabitants of the forest).

## 6.05 Animations

- **Fox:** walking (4 directions).
- **Pan (weakened form):** idle (4 directions).
- **Mushroom:** walking (4 directions).
- **Dusks:** walking (4 directions).
- **Partially Corrupted Deer:** walking (4 directions).
- **Fireflies:** idle (1 directions).
- **Bird:** walking (4 directions).
- **Pan (completed form):** 1 direction (facing forward).

## 6.06 Sound

- **Environment:**
  - **One Shots:** pushed boulder (randomized pitch using programming), player footsteps (right/left), draining water, cut shrub.
  - **Loops:** forest clearing ambience, inner forest ambience, cave ambience.
- **Entities/Characters Specific:**
  - **Fox:** tail light toggled on, tail light toggled off, tail light forced off, leaf backpack rummaging, mirror shatter, cutting small tree, grass footstep, stone footstep.
  - **Pan:** dialogue/talking start.
  - **Mushroom:** dialogue/talking start.
  - **Creature of the Dark:** dialogue/talking start, attack, disappear/death, move, anger, scream.
  - **Partially Corrupted Deer:** startled, walk/step, transforming to full corruption.
  - **Pan (completed form):** none.

## 6.07 Music

- Forest clearing loop (atmospheric, fantasy-like, beautiful, melodic).
- Inner forest clearing loop (mysterious, kind of dangerous, curious).
  - Pitch slowed down for cutscenes.
- Ending loop (solemn, slower, but still melodic).

## 7.0 Production

### 7.01 Class Deadlines

**Tech Demo (VS1):** October 4th - 9th

All core technologies are working, any design document changes should be made in response to cuts, etc.

**Response to Tech Demo Feedback:** October 9th

Format and upload the advice and your responses to eclass.

**Midterm Course Evaluation:** October 16th

Submit your opinions on eclass.

**Walkthrough with Head Instructor:** October 19th - 23rd

Complete vertical slice (complete art, sound, puzzles, etc.) All technologies and the majority of art should be done. Should be indicative of the final game.

**Response to Vertical Slice Feedback:** October 23rd

Format and upload the notes/advice you took based on the walkthrough and your responses to eclass.

**Beta Release:** November 6th

Completed game with all art, design, music, sound, writing, programming completed with polish. Ideally, there should be little to no bugs. People will test the game.

**Peer Evaluation of Betas:** November 6th - 13th

Each student must individually play all the other group's games and provide feedback.

**Game Trailer:** November 19th - 26th

Produce a 90 second (exactly) trailer by using a storyboard.

**Gold Release:** December 4th

Written walkthrough with spoilers, description of interesting code, assets, music, updated design document, and the url for the final game (built and all ready to go!)



## 7.02 Internal Deadlines & Milestones

Milestones are the Class Deadlines (7.01). All planning and conversation is actively done on Discord with the aim of finishing things 3 days before the deadline to allow for leeway. There are more detailed versions with specific role assignments of this in our [Meeting Archives](#) and on Discord, and Github.

**By September 11th:** Decide on a complete game concept with the whole team.

**By September 18th:** Flush out game concepts using the design document as a benchmark. Decide on project management structure.

**By September 25th:** Totally finish design document and start on asset production for VS1.

**By October 2nd:** Tech demo demonstration to team, incorporate advice and bug fixes (VS1). Completed/made major strides on mechanics and technologies (Dusks, Divine Energy, Cut, Pushing). Keep informal tabs on each other using Discord.

**By October 16th:** Everyone has read the detailed design document which outlines how the whole game is planned to play out. Asset production (art, music) is largely completed. Polished Puzzle Area #1 (for VS2) layout is completed in the coming days, programmers come in and complete integration.

**By October 23rd:** Decide formally on what feedback we are integrating for Beta, integrate it in the coming days. Other level designs and layouts are largely complete.

**By November 6th:** Complete Beta integration and improvements from VS1 & VS2. Decide completely on writing in levels as well as game design based on playtesting previously.

**By November 13th:** Starting juice and thinking of juice (reading week).

**By November 20th:** Rewriting, bug fixes, improving design of puzzles and layouts based on Beta feedback.

**By November 27th:** Bug testing and bug fixing, lightmaps (improved visuals), implementing additional juice decided on in the past week as well as easter egg work.

**By December 4th:** Work on bug testing and bug fixing (gold release coming).

## 7.03 Technical Risks & Challenges

### Energy GUI, Interface, and Functionality:

- Modifying RPG Maker's built-in GUI (mainly adding new elements and updating them) can be quite tricky (might require touching javascript). Will be searching for plugins to make this easier/early progress that suggests it's possible in an aesthetically pleasing way.
- **This was successfully fully implemented by modifying a plugin.**

### Lighting Plugin + Programmatic Access of 'Lit Status'

- Lighting and reading the light level is essential to this game and is given first priority in the milestones and planning. We will immediately determine if it is feasible to do this (though we already suspect it can be done - but the 'quality' at which it can be done is still under question).
- It might not actually be necessary to get access to lighting data on the map. A similar effect would be achieved by manually tagging tiles (this works because sunlit spots in the game are static).
- **This was successfully fully implemented by writing a plugin.**

### Behaviours of Dusks

- Also concerns with Dusks and reading light level of current tile and nearby ones - might require touching javascript as well. The only dynamic source of lighting will be the player tail - we can fake the Dusks fearing light by making them avoid the player + static spots.
  - If this doesn't pan well, we can make Dusks spawn only in certain darkened sections of the map and kill them on sunlight contact (radius).
- **This was successfully implemented by writing a plugin.**

## 7.04 Programming for Special Features

### Divine Energy Integration:

- We will likely need to touch javascript in order to get a custom slider on the screen. However, there likely exist plugins which can help with this, for an example. We can reference plugin implementations (with credit of course) - or just straight up use plugins to extend the engine to support this more easily.
  - <https://forums.rpgmakerweb.com/index.php?threads/timed-bar-display.68409/>
- Once the bar is rendered to the screen, it must be updatable (drainable) when we toggle a button [Space].
- **Divine energy was fully implemented without cuts.**

### Dusks:

- The first order of business is to get the Dusks moving at 'timed intervals' similar to a turn based game - where they move is not relevant yet.
- Second, we will program in the ability for the Dusks to 'move away' from certain objects/points - RPG Maker seems to have built in functions for this, so it shouldn't be too hard.
- Third, we will program the Dusks to 'fear light'. After thinking about it, reading the light level is not really necessary as long as lighting is static. We will have the creatures simply move away from sunlit spots (static in the game). If needed, we can even hard-code event tiles that the Dusks pick up on and 'stop moving' in that direction. Finally, conditionally move away from the player subject to whether or not their tail light is on + some radius check shouldn't be too complex.
- **Dusks were fully implemented without cuts.**

## 7.05 Contingency Plan

When deciding whether or not to cut, this section will be referred to. The most prime suspects of features requiring cuts are considered here. **When to consider cutting is integrated into the internal deadlines section.**

- **Dusks - Simplification Models:**
  - **Full Version:** moves in turn based style, avoids static sunlit spots, chases player when they are within radius but runs away when their tail light is on, disappears when the player's light is on and they stand beside the creature, also disappears when underneath a sunlit spot, will also attack the player if the player is on an adjacent tile without their tail-light on.
  - **Slightly Cut Version:** moves very slowly, moves towards the player when their light is off and runs away when light is on, attacks when the player's light is off and they stand beside it, disappears when the player stands beside it with a lit tail.
- **Divine Energy - Simplification Models:**
  - **Full Version:** energy bar rendered on screen and updated to reflect the remainder of the player's energy (toggled on/off), player can recharge energy under sunlit spots (really just be event tiles), prevents training of divine energy totally when using only the tail light, ability to reduce player's divine energy using an external function call (creature of dark attack).
  - **Slightly Cut Version:** no energy bar is rendered on screen - instead, the indicator for the energy level lives on the player somewhere (opacity is a first thought), player can recharge under sunlit spots, draining of energy using tail light cannot kill the player.

**Note:** All features were fully implemented without cuts.

## 8.0 Technical Specifications

### 8.01 Key Mapping and User Input

**[Enter]:** confirmation, talking.

**[Arrow Keys]:** movement, choice selection

**[Space Bar]:** light (press to toggle)

**[Shift]:** dash

**[X]:** cut shrub

**[Z]:** push boulder

**Undo Puzzles:** The mushroom companion physically moves around the level with you. Talk to him to reset the boulders in the current area.

**Control Scheme Design:** The game is designed to be played without a mouse and with 2 hands on the keyboard.

### 8.02 Notable 'Developed' Technologies

#### Plugins:

**GANS\_PushNPlug:** needed to be written to implement boulder pushing, boulder bridges, and dusk's pushing boulders.

**GANS\_DivineEnergyRecharger:** was written for the divine energy mechanic.

**GANS\_Dusks:** needed to be written for Dusk behaviours.

#### Graphics:

**Lightmap:** A make-shift lightmap was achieved by using KhasAdvancedGraphics with a light the size of the map. This allowed us to achieve high quality lighting and shadows to capture the mood of the forest in the game.

**Particles:** The ParticleEmitter plugin was used to create particles; rain drops, Pan particles, and water streams were the use cases.

There were plans to have dust (when running) and ambient leaves - but time did not allow to implement this.

**Cutscenes:** Cutscenes (3 of them) were core to our game and were created in-house.

**In-Game Cutscenes:** Achieved efficiently by decentralizing as much code as possible to Common Events (Pre Cutscene, Postcutscene).

## 9.0 Vertical Slice #1

**GitHub Link:** <https://ganeshsar.github.io/>

**Username:** hexhedron

**Password:** hexahedron++

### 9.01 Generic Criteria Response

#### **Art:**

i) VS1 has no custom art in it (technologies exclusive) except for the fox character. That being said, art production is progressing as expected and things should be set for VS2. There is no significant out of the ordinary art technologies required.

II) The blend mode of the boulders are modified so that pushed boulders appear they are shadowed/under water (fully functional in tech demo). Translucency was also desired for Pan and the Fox - this works and is in the tech demo. There is no additional out of the ordinary art technology required.

iii) Our game does include cutscenes. None have been produced yet, but it is expected that 1 should be nearing completion by the end of this week (and in time for VS2). A very long test cutscene (about 3 minutes) was tested and implemented into the tech demo. It works as expected.

#### **Sound:**

i) No custom sound/music is in VS1. However, placeholder tracks have been put in and they fade in/out as expected (technology aspect is complete).

ii) Fading in/out was really the only technology required on the music/sound side of things. This is in the tech demo.

#### **Writing & Narration:**

i) The narrative will be evoked through the cutscenes, setting, and character dialogues. All of these are functional in the tech demo (tested text dialogue delays & colored text). These have been tested and dialogue delays are in the tech demo.

ii) Cutscenes, a setting, and character dialogue is required for our writing. These are in the tech demo.

#### **Programming:**

i) Dusks, pushing & boulder bridge, tail light & divine energy, cut, and mirror shard function are all working in the tech demo. Details are in section 8.02.

ii) Dusks are the main NPC. They were fully implemented as expected. Pan just needs to stand still, Pan is doing that in the tech demo. We have successfully implemented 'patrolling' type behaviours as well as 'scripted cutscenes' in game. These were required for the game, and the technology is in the tech demo. See 8.02 for details.



iii) We needed to develop several plugins in-house to get things like the boulder bridge and divine energy working correctly. These plugins were successfully implemented and are fully functional. These plugins allow us full control in gameplay and behaviour of things in the game. They can also be extended upon ensuring that we can create a very nicely polished game by gold release. All functionality can be seen in the tech demo.

## 9.02 Core Developed Technologies

### Dusks

- Created a plugin GANS\_Dusks for Dusks (we needed more than 4 self-switches). There are 5 possible 'behaviours' programmed into them (run from player, run to the player, attack player, dash from player, **wander**) depending on conditions such as; line of sight, and straight line distance from the player. In addition, they have an 'alert' state and a 'lose interest' state as well.
  - **Justification:** This was required for implementing the designed behaviour in the design document. This approach also allows us good flexibility with adjusting parameters so we can fine-tune the player experience based on play testing.
  - **Wander:** This is the default behaviour of the Dusks. Depending on the scenario in the level, we can easily create 'patrolling' type behaviours' (scripted behaviour easily).
- If you stand directly adjacent to a creature of the dark with your tail light on, it will dash away from you. If there is a pushable object (heavy boulder) in the way of the creature of the dark, it will push that out of the way.
  - The Dusks interface with the GANS\_PushNPlug plugin so respond properly (and mark tiles as walkable appropriately).
  - **Justification:** Dusks didn't quite feel right without somehow being integrated into the puzzles. When Dusks dash away from the player - they will be able to push particularly heavy objects the player was not able to move.
- Dusks cannot be killed. To avoid making them annoying during puzzles, Dusks will really only be used in more open areas.

### Pushing & Boulder Bridge

- The player can push a boulder by holding the shift key and pressing in the movement direction (as long as nothing is blocking the boulder).
- Created a plugin GANS\_PushNPlug for boulder bridges and resetting boulder configurations. Boulders can be dropped into water/fissures in the ground to make that region walkable. These regions become walkable to pathfinding and all entities (required modifications to the engine's default collision detection).

- **Justification:** To increase challenge for the player, also allow Dusks to navigate on boulder bridges (and allow boulders to be pushed across boulder bridges).

### Tail Light & Divine Energy

- By using KhasAdvancedGraphics we are able to create dynamic/static lights (just overlays) in the world.
- The player's light energy recharges when they stand inside the radius of these lights. To achieve this a plugin (GANS\_DivineEnergyRecharger) was created. The plugin computes (with linear falloff) the recharge rate of the player's energy subject to their distance from the light source. We can overlap lights and the player's light will recharge accordingly - this can all be done with just 1 event (light source).
  - **Justification:** It's a nice aesthetic effect to have energy recharge depending on brightness (using linear falloff). Making this a script also means we can avoid placing lots of events on the map (RPG Maker has a limit of 1 event per tile when placing in the editor).
- The health bar was created by modifying the Galv\_VariableBar plugin. We were also able to make the health bar follow the player and appear only when the player's energy changes (otherwise it disappears after a 1 second timeout).
  - **Justification:** Originally the energy bar was static in the top left. But making it smaller and more with the character allows the player to focus on the game rather than dart their eyes around.

### Cut

- The player can cut a small tree obstacle in the way by interacting with it using enter.
- They must have the ability to cut (granted after passing level 1 - but available immediately in VS1).

### Mirror Shard/Memories Proof of Concept

- Proof on concept by using a crystal ball which plays text, a cutscene, and teleports the player outside.
- The cutscenes are skippable using the 'escape' button.
  - **Justification:** Required in original design document specifications. Skippable cutscenes were requested by the professor.

### In-Game Scripted Events & Cutscenes Proof of Concept

- Throughout VS1 there are game camera panning, controlling the player, and other entities triggered by events. This is proof that we are to create scripted in-game cutscenes.

- **Justification:** Important to the design document and narrative. It was planned for some levels to have scripted events with Dusks to enhance their interaction/usage to the player.

### Change in Target Audience

- Through play testing the best age group would likely be around 12 years of age.
  - **Justification:** Playtesting revealed the game was reminiscent of an early flash game (really felt and played that way). The controls were quite simple along with interactions in the game. Though the Dusks are not really scary for an older person, they could create the desired tension/fear in a younger individual.

### Overall Result & Status

All core technologies were successfully developed without cuts. We ended up adding the ability for the Dusks to dash to better integrate them into puzzles and give them more presence. There is some fine tuning required for the Dusks (parameters wise - like timing) to improve how they feel for the player (through play testing once all levels are developed). However, this fine-tuning is not expected to add too much (if anything) to the technologies. We also decided to go with a totally keyboard centered interaction system rather than use the mouse and keyboard for a better user experience.

## 9.03 Statement on Time to Complete Game

The Fox's Tale is a puzzle game and everyone has a different skill level, therefore it's expected that everyone will take varying durations of time to finish the game. We aimed to have the gameplay be about 30 minutes, however, we found through play testing that people took varying amounts of time depending on the skill level.

This length of 30 minutes is justified mostly because of the complexity of the story the game is attempting to tell correctly, and the length of the cutscenes (which take time in themselves).

