

# The Battle of Castle Greenway

---

**Slash and jump your way to liberate your allies from the prisons of the enemy**

## **First & Last Games**

Ryan Baker    rdbaker

Emory Blackstone weblackstone

Robbie Esposito      raesposito

## **Game Summary**

The Battle of Castle Greenway combines platforming and RPG elements. With vintage-style visuals and combat The Battle of Castle Greenway will continue to draw players back with its simplicity yet its replayability because of the character change system. Each level will feature different paths to encourage replaying the level with a different character. The game is quick yet engrossing and most players will find its appeal attractive enough to return.

Some of The Battle of Castle Greenway's features include:

- Linear difficulty increase
- Three unique characters to choose from
- A leveling system
- A central hub-world
- Collectibles and a bonus area
- Multiple different types of each enemy to keep the combat refreshing
- A completely optional story
- A shop from which the play can purchase items
- Level variation

## **Game Overview**

### **Concept**

The Battle of Castle Greenway borrows elements from Castlevania's combat and adds the character change to greatly increase replayability.

As a war rages on in a faraway land, Castle Greenway's champions have been imprisoned by the enemy and their castle is in danger of being taken over. A newly armed recruit to the army takes it upon himself to save the two champions and vanquish the generals who have sieged Castle Greenway. Battle strong foes, free your allies and upgrade all characters in this refreshingly new take on an old game style.

## Genre

The Battle of Castle Greenway is a 2D action game with some RPG elements. The game is played from a third-person, side scrolling perspective in levels that play out differently depending on the chosen character. Each new character requires the player to bring new tactics to the battles to find a way to beat the enemy. The RPG elements featured include a simplistic leveling system and the choice of which character will gain which upgrade.

## Player Motivation

The player will have to fend off monsters and nimbly avoid traps and pitfalls to free his allies and reclaim the castle. The levels are relatively linear but will require some exploration if the player wishes to find the collectibles, currency and shortcuts in each level. Each character's unique upgrades will keep the player interested in replaying the levels to acquire them all.

## Novel Features

- Linear difficulty increase based on the level the character is in
- Three unique characters to choose from complete with their own set of movements and attacks
- A leveling system contextual to each character which can improve the weapons, armor and abilities of a character
- A central hub-world from which one can access each level as each character
- Collectibles which must be hunted in each level to be found and unlock a door to a secret bonus area
- Multiple different types of each enemy to keep the combat refreshing
- A completely optional story which will include background information that is otherwise unobtainable
- A shop from which the play can purchase unique items and upgrades and also ask for hints
- Level variation which will occur based on the character that the player is using for each level

## Target Platform

The Battle of Castle Greenway is made for modern PCs which can run GameMaker7. The required graphical capabilities will not be very high as the game is a rather simple 2D sidescroller.

## Design Goals

### Replayability

Having three differently styled characters open to each different level will mean that there are multiple ways to play each level and this will encourage the player to return to each level to experiment with each different style of playing.

## **Combat**

A classic styled combat system with a fresh twist. Because each character has his or her unique strengths and weaknesses each character cannot be played the same way. In this way the player is forced to approach enemies differently

## **Currency System**

After defeating an enemy a random coin amount will drop within the loot range of the enemy. These coins can be taken to the merchant and used to buy the items he has for sale. These items include: health potion, quick power recharge potion, a weapon upgrade, an armor upgrade, a skill upgrade and a hint.

## **Game World/Setting**

### **Story**

Castle Greenway once stood as a looming symbol of unity and strength at the heart of the empire, once the empire's forces were pushed back sufficiently enemy forces soon sieged and took it. With little provisions and much fatigue the champions of Castle Greenway, Kreyna the Swift and Gronk the Heavy were captured along with their castle. After many months the empire has sufficiently gathered enough forces for a retaliation attack. Being more headstrong than any of his fellow recruits Amaros the Novice rushed ahead without realizing the rest of the army is not at his side until he fell deep within the lines of enemy territory.

### **Characters**



### *Amaros the Novice*

Amaros is a new recruit in the empire's army. Seeing the hopeless predicament that Castle Greenway's forces were in he took it upon himself to free the champions of the castle in the hopes of driving out the enemy forces.

Amaros has a balanced combat and movement system. He uses a long sword and is capable of a quick slash and a charged up lunging stab. After his ability is unlocked he can perform a much stronger stab imbued with fire.

While he is strong and quick he is no tank; his battles are best to be planned and carefully executed as he has yet to truly learn the art of defense. That is not to say he is fragile, Amaros can take quite a beating.



### ***Gronk the Heavy***

Gronk is a seasoned warrior who does not hold back. His giant frame is complemented by his lumbering movement speed and slow attacks. His quicker attack is a horizontal slash and his stronger is a charged vertical smash. What he lacks in movement speed he more than makes up for in sheer strength and an iron defense. After his ability is unlocked, Gronk the Heavy can send a shockwave through the ground by doing a downward smash which will vanquish multiple enemies in one swing.



### ***Kreyana the Swift***

Kreyana is well known for her agility and mastery of archery. Her light frame and lack of strong armor prevent her from being able to take many attacks but allow her to heighten her acrobatic abilities which give her the ability to completely avoid groups of enemies in certain situations. Should she find herself in close quarters combat with an enemy she can fell them with quick slices of her dagger and if she find herself afar she can silently take them out with a bow. After her ability is purchased she can imbue her arrows with a powerful magic which can take down the strongest of enemy.

### **Items**

**Health Potion** – used in any level to instantly and fully restore a character’s health at any point in the level

**Quick Power Recharge Potion** – Greatly increases the speed at which the character’s cool down time of the special ability is for a limited time

**Luck Potion** – used at any point during a level so that, for a limited time, the character’s luck greatly increases, which will cause double the amount of coins to drop from each enemy for a limited amount of time

**Weapon/Armor Upgrade** – this upgrade will change the armor and weapon of the character that purchases it, rendering the character more resistant to damage and makes it deal out more (3 per character)

**Skill Upgrade** – this upgrade will give the character that purchases it a much more powerful attack which relies on a power bar to use

## Enemies

Foot soldier – These soldiers are the average infantry unit which were used to siege the castle. They are (for the most part) weak. The soldiers do, however, have rankings and become much more powerful with each ranking.

Commander – These enemies are the ones who led the soldiers and commanded them during the siege. Be cautious, they are very strong and are not as easily taken down as the soldiers they command. They too have a hierarchy of rankings and become stronger with each increase.

Bat – These creatures have come to infest the castle ever since the siege (the enemy doesn't have proper housekeeping). For the most part they are very weak and agile, but different types of these bats may be much stronger and/or quicker than their weaker counterparts

## Gameplay Walkthrough

[arrow keys] character movement, horizontal only

[space bar] character jump (or double jump)

[E] character's weak attack

[W] character's strong attack

[Q] character's special attack

[1] use health potion

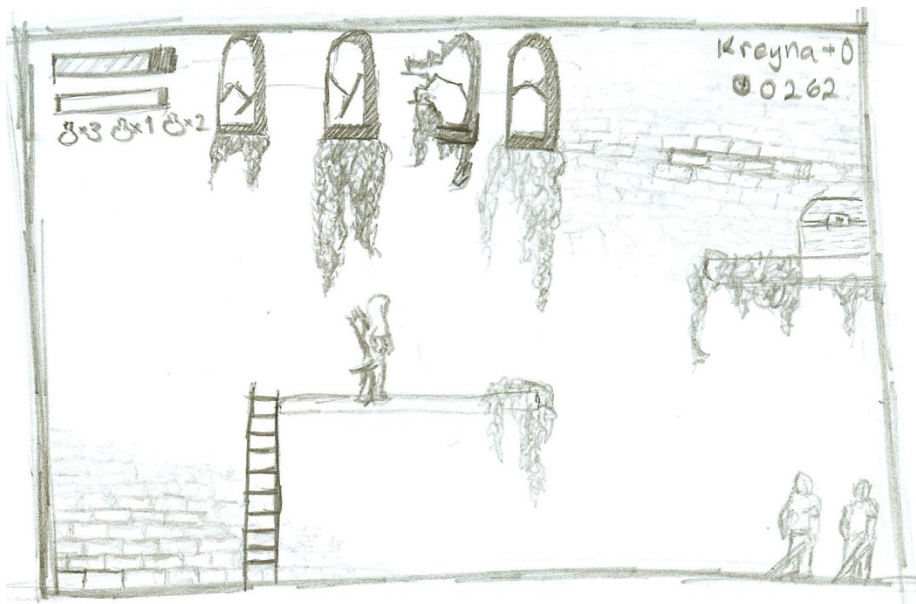
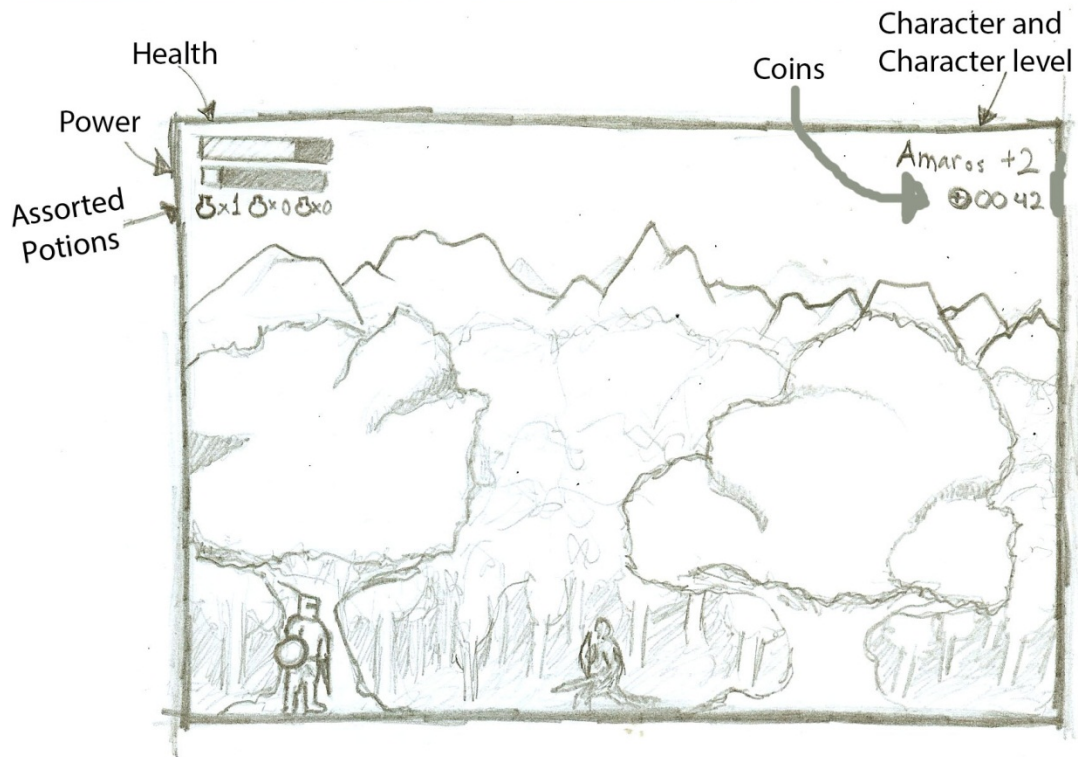
[2] use quick power recharge potion

[3] use luck potion

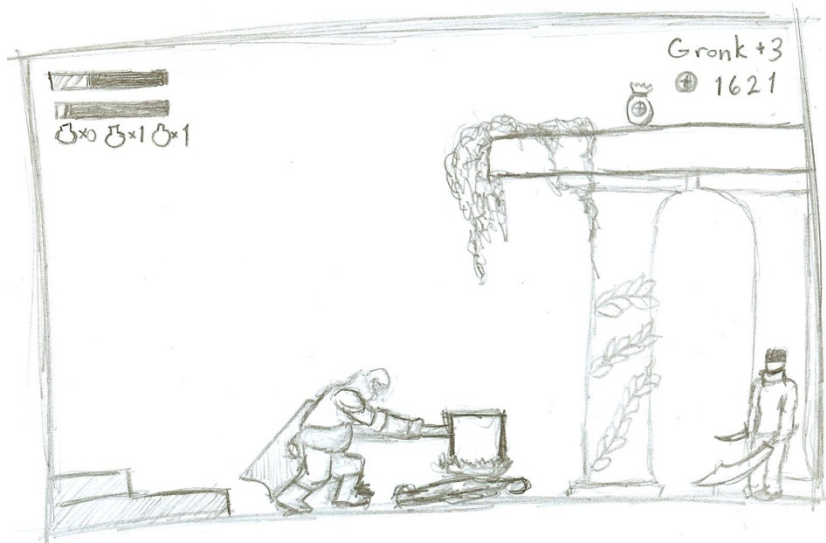
[enter] pause menu

[up arrow] enter doorways

Each level is a combination of combat and platforming elements and will feature different paths to accommodate each character's unique style. Levels are accessed via a hub world which will be reached after a short tutorial level. In the hub world the players can change characters, buy items and save their games.







## Production Details

-Ryan - sprites, concept art, background art, animations, anything else art-related

-Robbie – Coding, sounds

-Emory – Coding, dialogue writing

Schedule:

### Week 1 (sep 10 -17) – asset list

- Level design
- Character design
- Story/dialogue writing
- Begin basic coding

### Week 2 (sep 17-24) – first playable

- Animations for sprites
- Story finished
- Sound design

### Week 2.5 (sep 24-28) – status report 1

- Finishing touches
- Begin testing

### Week 3 (sep 28 – oct 4) – status report 2

- External testing
- Crunch time

### Week 4 (oct 4 – 8) – prototype

- Crunch time