

:Benny and The Jets:
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TRIAL

Using their unique talents, three unlikely companions must collaborate to solve puzzles in order to infiltrate a castle and claim a legendary treasure.



Game Summary:

A group of three companions, including a rogue, a mage, and a warrior have undertaken a grand journey to enter a castle where a legendary prize awaits. Through the power of teamwork, they can solve the complex logic puzzles and avoid the deadly traps on their way to the top of the highest tower. Each companion has a unique set of skills that they can use in order to solve puzzles, and most obstacles will require combinations of their powers.

Game features include:

- In-depth logic puzzles.
- Three unique characters to cycle between.
- Move around the castle activating special abilities to solve the puzzles.
- An engaging story that unfolds as the player progresses.
- (Optional Goal): Choose from multiple possible exits that allow you to continue the journey in a different direction.

Game Overview:

TRIAL is a puzzle game to be designed in GameMaker for PC. It is the story of three unlikely companions who undertake a difficult journey.

During gameplay, the player can switch between different characters by either clicking on the character they wish to use, or cycling through the party with the tab key. The player uses WASD to move around the rooms of the castle. At specially marked locations, the player can activate the currently selected character's special abilities.

The three characters that the player can control are a warrior named Alice, a rogue named Silas, and a mage named Jun.



Alice is equipped with a hammer she can use to break walls and hit rusty switches, and her considerable strength allows her to push or lift heavy objects and even walk through currents. Certain rooms of the castle will have special scale-like devices, and if a player steps onto one of the panels, Alice can strike the other side with her hammer, launching them through the air to a designated location.



Silas is a nimble young man, who is a crossbow expert. He can walk across tightropes, climb up vine walls and fit through small places. His weapon can be used to shoot arrows with ropes tied to them, creating another tightrope for him to walk across. However, this skill may only be used in designated areas. His incredible dexterity and skill allows him to pick locks. This can be used in order to unlock specific doors and access areas that would otherwise be impossible to get to.



Jun has a number of magical spells at her disposal, which can only be used while standing on special runes. Each rune corresponds to a specific spell. She can create bridges, vine walls, tightropes, catapults, and blocks; she can also teleport between teleportation runes, and perform a number of other actions. One drawback to her amazing power is that she must remain on the rune for the spell to maintain its effect. If she steps off, the effect is undone.

In some puzzles there will be items that all characters can activate/use. Some of these items include pressure switches, keys, levers, etc. Likewise these common use items may also be marked/placed in such a way that only a certain character can activate them. For example, a key that is only reachable by tight rope would require Silas to get it.

In each room of the castle there is a puzzle, which increases in difficulty as the game goes on. Each puzzle contains the same goal, get all three of the characters to the end door. Although the goal is the same in each room, what needs to be done to accomplish this will vary from room to room. In some rooms the puzzle will only be how to get the three characters to the end door, while in other rooms switches will have to be pressed in order to unlock the door, or a key must be gotten/found in order to unlock the end door (note: Silas cannot unlock the end door, or doors that require special keys, these doors are clearly marked).

The game is viewed from a top down isometric style, so that the illusion of multiple floors can be created without any difficult rendering techniques. The level layout will look similar to classic Legend of Zelda and other top down games that were created for 2D platforms.

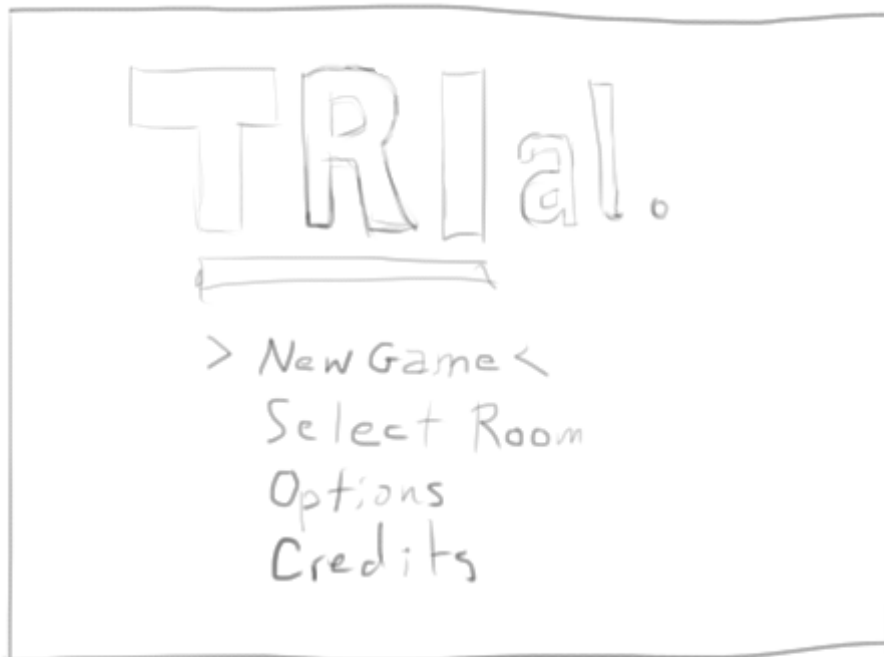
Other similar puzzle games (Trine, for example) used only one character who could switch between roles, and the challenge was determining how each character could solve it on their own. These puzzles will require interaction both with the other team members, and with each puzzle's environment, allowing for more in-depth puzzles.

The major design goal is to create puzzles that include all three party members in meaningful ways. Possible high-level features will include elements of digital logic, simple machines, and lattice logic applied to the abilities of the three characters.

The art style will be mostly shades of gray, with blue, red, and green accents to highlight areas that are important to each of the characters. Each color corresponds to a character, Red for Alice, Green for Silas, and Blue for Jun (these are conveniently the same color as their clothes). This effect will provide small hints for each puzzle, and create a unique black-and-white feel, as seen in the concept drawings.

GUI Mockups:

Below are a few relevant mockups of what the game screen will look like:

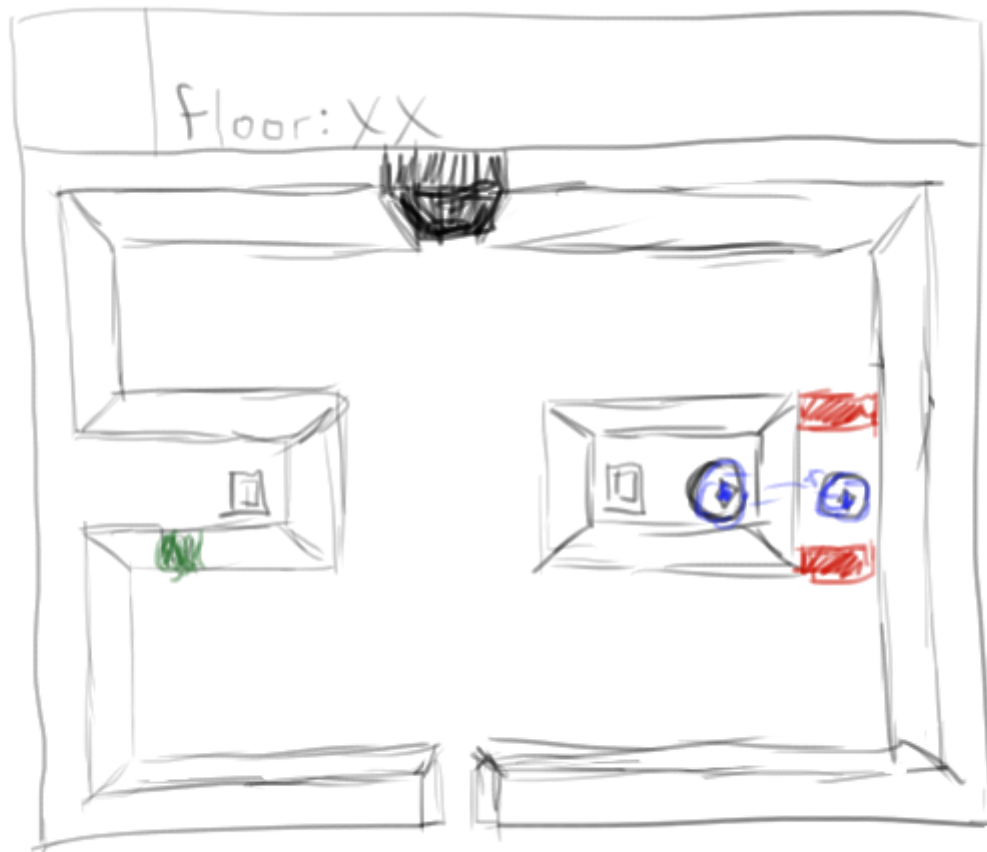


This is the title menu for the game. Here players can start a new game, which will reset all of the story cutscenes, or select a room that they have already reached and continue their game from there. This will also allow the player to go back to rooms that they've already solved. An options menu is located below the first two, where players can modify the game settings. The title menu also allows players to view the credits.



This is what a typical room will look like. At the top of the screen is a status bar showing you the currently selected character (outlined in a circle of their color), that character's name, and the current floor number. It might also include relevant information like whether or not you have picked up a key in this room.

To the left of the main screen, there is a vent blowing a heavy current of air, which Alice is about to walk through. In the middle, Silas stands in front of a tightrope strung over an abyss. And to the right is a teleportation rune that Alice has already used. Each path can only be taken by one member, and each lead to the same location.



This is an example of a room with multiple tiers. Two buttons are held on raised platforms, which will open the door if they are both pressed down. The button on the left can only be accessed by the vines climbing the wall. The button on the right can only be accessed if Jun uses the teleportation rune. However, she cannot reach the rune unless Alice lifts one of the heavy red doors on either side. This is a basic example of using their powers together to solve the puzzle.

Game Background:

There have been many tales of a castle with a room that grants the wish of whoever can enter it. However, in order to gain this grand treasure, one must first make it through 99 rooms of puzzles, traps, and trials. For most this fact scares them away from even entering the castle. But there are always a few people every year who take up the challenge. This is the case of our three characters.

The night before, our three adventurers heard the tale of this castle, and set out separately. For the first few rooms, the adventurers have no problem going it alone. However eventually the puzzles get the better of them. When they meet up, they agree to work together, though secretly they are all very suspicious of each other.

Each of the characters have their own reason to be granted the wish. At first each of the characters seem to be motivated only by greed. The rogue wants wealth, the warrior power, and the mage knowledge. However as time passes it becomes clear that their goals are more

complicated.

The rogue, Silas, comes from a very poor area with very harsh winters, and short summers. As a child, he lost his entire family except for an older sister. Since then his sister has always taken care of him. She has taken ill, victim to a sudden frost, and Silas has gone in search of money for medicine. His wish is to gain wealth enough to save her life.

The warrior, Alice, was once a ruler of a nearby country. She led her nation to prosperity and forged a peaceful haven for her people. However a nearby tyrant invaded her kingdom and overthrew her, enslaving her people and executing them mercilessly. Long has Alice searched for power enough to win back her throne. Should she reach the final room, she will wish for the strength to defeat the ruler and free her people.

The mage, Jun, had lived many years in a splendid abbey that experienced perpetual springtime. The members of the abbey were polyamorous, but Jun was particularly fond of the head abbess. One night, a hooded figure knocked on the abbey door, requesting to be seen by a healer right away. He was brought into the hospital wing, and the abbess was left alone to care for him. At midnight, her screams woke the entire abbey, and when Jun and the others arrived, nothing was left of healer or patient. After a week of mourning, Jun tackled her magical training with renewed resolve, and was soon promoted to her former lover's position. She is well versed in ancient magic, but still knows no way to resurrect the dead. She knows it might be selfish, but were she to reach the final room of the castle, she would wish to bring the abbess back to life.

The tales of the castle are incomplete however. The final room does not grant the wish immediately or directly. Rather the room alters history to make the wish be true. Because of this, only one may enter the room and change their past. If Silas enters, then his village becomes wealthy by finding a gold mine. If Alice enters the room, then while her kingdom is being overthrown, help comes from her nearby allies. And if Jun enters, the hooded figure never enters her abbey. When the wish is granted and the past is rewritten, all knowledge of the castle or the room is erased from their memory. This is the reason that only one may enter the room, and why there are no tales of what truly rests within the room.

Gameplay Walkthrough:

From the start screen the player can select their profile to load their current progress in the game. From there the player is presented with a list of rooms (puzzles) that they can select. Only rooms that can be solved and the current room that the player is on can be selected. The player selects a room and the room is loaded. The three main characters walk into the room through the starting entrance. The first area they are in, is small, and has no clear exits to it besides the entrance. At the north wall a gate blocks the path, and on the east wall there is a crack that probably is a weak spot in the wall. The player selects the warrior and moves her over to the gate. When next to the gate the player presses a button and the warrior lifts up the gate. Beyond the gate a rune can be seen that creates a rope for crossing a gap. The player presses tab to switch to the mage and moves over to the rune. The player activates the rune and a rope appears across the gap. The player presses tab again this time to select the rogue. The player moves the rogue through the gate and over the rope in order to activate a small pressure plate. Once stepped on, one of three gems above the exit door starts to glow. The player also sees another pressure plate near the exit door, near where the mage is. The player tries to move the rogue to this one however as soon as the rogue moves off the switch, the first gem stops to glow. The player moves the rogue back to the pressure plate he was on and selects the mage. The player moves the mage off the rune and the rope disappears. Once the mage is on the second pressure plate the second gem begins to glow. The player cycles to the warrior and puts down the gate. The player then goes towards the cracked wall and hits it with her hammer. The wall crumbles down and on the other side a rusty switch can be seen. The player hits this with her hammer and the third gem above the exit door glows, and the door

unlocks. The player moves the warrior along the path until he is at a pit. On the other side is a rune for creating bridges (this rune is in the same area as the mage is in now. The player cycles to the mage and moves over to the bridge room. A bridge is created and the player can now cycle to the warrior again and move her across to the exit door. The player cycles back to the mage, moves over to the rope rune, and the cycles to the rogue and moves him over to the exit door. Finally the mage is moved over to the exit door, and the room fades to black.

Production Details -

Bryce:

- Create list of essential 2D assets by Monday, 9/17: the characters, environment backgrounds, ability animations, menu screens, GUI elements and puzzle pieces.
- By First Playable due date: crucial assets - backgrounds, characters, menu and GUI elements, basic puzzles.
- Create new puzzle assets if there are new ideas.
- Create better variety of background sprites, both for new floors (different style for a garden, a hall, a dungeon, etc.) and for variation on each floor (a floor piece with a puddle, broken pillars, etc. to make it feel lived in)
- Optional assets, such as animated lights, animated abilities.

Anthony:

- By Tuesday 9/11
 - Character selection interface done
- By Saturday 9/15
 - Created base parent object for all solids (such as walls and stuff)
 - Created script for doing events when [E] is pressed and an event is nearby.
 - Created collision scripts
 - Created script for using weapon
- By Wednesday 9/19
 - Create script for runes to create bridges, teleportation, and ropes
 - Create script for rogue going in small places, across ropes
 - Create script for picking up items (such as key)
 - Create script for picking locks
 - Create script for unlocking doors
 - Create script for hitting rusty Switch
 - Create script for pressure switches
 - Create basic end door unlocking script
 - Create script for pushing blocks
- By Sunday 9/23
 - Create first playable level
- By 10/1
 - Script runes that can create catapult
 - Script runes that can create vines
 - Script currents
 - Put together menus
- By 10/5
 - Help build levels

Benny:

- By Tuesday, 9/11
 - Basic movement

- Setup collaboration programs (drop box, google drive, etc.)
- By Saturday 9/15
 - Base gameplay systems finished
 - Saving
 - Loading
 - Game manager for keeping track of stats
 - Game scripts for weapons (not scripts for use, just for how they work)
 - Created script for checking for events when [E] is pressed
- By Wednesday 9/19
 - Inventory script put into game manager (for keys and such)
 - Created event doors, these are used for having collision usually, however collision disappears for a specified actor when a type of event appears (such as when a rogue climbs a wall)
- By Sunday 9/23
 - Create temporary scripts for the first playable
 - Create advance movement (movement on vine walls, currents, etc)
- By 10/1
 - Core code for catapult system (this I think will be complicated, so I'm creating lots of time for it)
 - Deployable rope from crossbow
 - Create core script for gui system (profile select and stuff)
- By 10/5
 - Do all level specific scripting
 - Help build levels

Everyone:

- Come up with puzzle ideas!