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Wizzrobe Wonders: Pre-Production

Gametype:

The level I will be making is a dungeon in a Zelda 1 creation engine called ZQuest. It will play like Zelda 1, so it will be a 2D top-down adventure that's single player. The target audience of this level is people that aren't very familiar with the gameplay of Zelda 1 but they can understand story based on environmental design, as well as people that enjoy these types of games and they like interesting storytelling.

Story:

This takes place in a stereotypical Zelda side quest where Link must fetch a particular item for an NPC. Link will talk to an NPC in a cave telling him to retrieve an item in his warehouse (the item in particular is undecided at the moment). Link travels through a small forest until he finds the warehouse. The warehouse is normal but empty, and there is a hole in the back of the warehouse. Upon going through the hole, Link finds himself in a strange cave filled with monsters that slowly transitions to a secret hideout that's home to a cult of wizzrobes led by a giant monster. Link must defeat these wizzrobes to retrieve the item and bring it to the NPC. Link will get rewarded rupees as thanks.

Gameplay:

The main objective of the map is to enter a dungeon and retrieve the item for the NPC. The opening map will be linear to lead the player to the dungeon, but the dungeon itself will have multiple paths and rooms for the player to explore. The dungeon will be about the same size as an early-game dungeon in Zelda 1 and it should take less than 10 minutes to complete when sticking to the critical path. Branching paths can be followed throughout the dungeon to solve puzzles and find items that the player can use to progress through the critical path more easily, such as weapons or keys. Players should be familiar with how basic combat works by poking with the sword and using the shield to block projectiles. I think I will add the magical rod as an item that the player can find here to give the idea that they can use the wizzrobes' own magic against them. If the player decides to explore and find it, they will learn how to use it by the end of the dungeon, since the magical rod is a late-game weapon in Zelda 1. The player should walk away with the experience of a great Zelda 1 "side quest".

Visuals/Effects/Audio:

This game will basically look and sound identical to Zelda 1, with some minor deviations in the visual design to create things like the warehouse. It will start off in an overworld-looking area, similar to the overworld in Zelda 1. The regular caves will look very similar, if not identical, to

the caves in Zelda 1. The small forest before the warehouse will look almost exactly like the overworld in Zelda 1, with the tan ground and the green trees. The warehouse will likely be made out of original sprites and tiles, but it will still match the overall aesthetic of the rest of the game. The dungeon itself will mix and match the aesthetics of different dungeons in Zelda 1, since each dungeon in that game uses different colored tiles. Either gray tiles or cave tiles will be used to create the cave system and then a different colored tile will be used to create the wizzrobe hideout. There will be various areas in the cave system aside from the main hideout that are occupied by wizzrobes, and these will have their own tiles as well.

Asset List:

- Warehouse tiles and objects
- End goal item
- Possibly a custom UI

Feature List:

- Transitions from overworld to cave/dungeon
- AI for all enemies
- Keys to open doors in the dungeon
- Grabbing the end goal item to win

Paper Map:

Cave
Tree
Warehouse
Sword
Shield
Wizzrobe
Blue Wizzrobe
Old Man
Key
Magical Rod
Warehouse block

Enemy
Boss Enemy
Door/Locked Door
Quest Item
Critical Path

Start ->