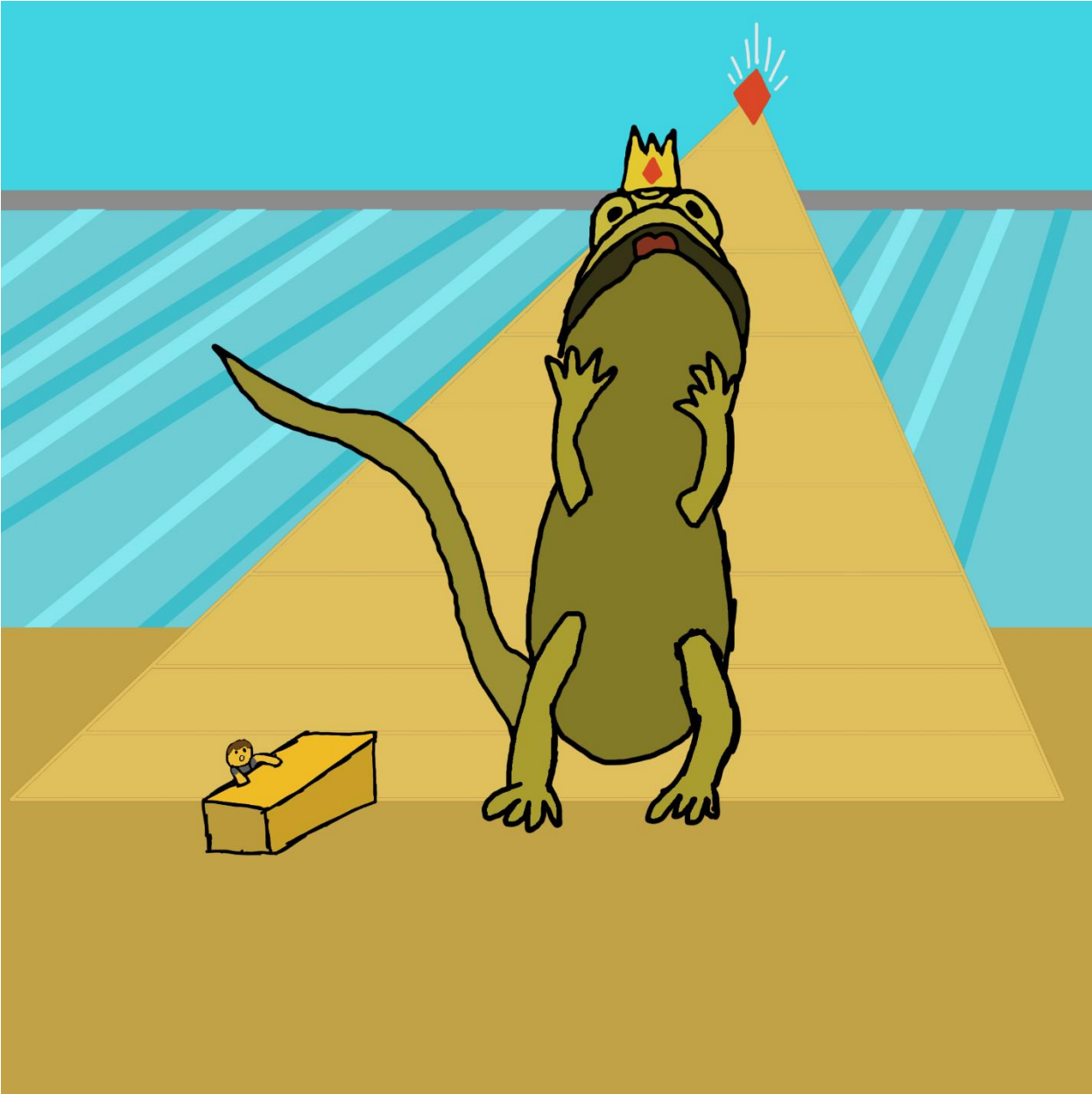


Reptile Kingdom



Change List

Date	Author	Description
Oct 2, 2024	Aaron Rennick	The initial creation of the document
Oct 2, 2024	Aaron Rennick	Added point forms
Oct 3, 2024	Aaron Rennick	Added upon the point forms
Oct 9, 2024	Aaron Rennick	Added more details on the program, added three diagrams with descriptions
Oct 20, 2024	Aaron Rennick	Added the Metrics, Plans, and Quest and Missions
Oct 21, 2024	Aaron Rennick	Made an image for the title page and changed the story, no point form

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Story

A sandy desert with a city looking towards three pyramids in the distance with red glowing crystals on top of the peak of them, the three red glowing crystals trapped the parts of the vast and arid desert transformed inside a surreal aquarium-like environment, changing reality and a myth intertwine where reptiles grew ten times bigger than normal, and humans shrunk in size with the city.

The outer places of the city, the Badlands, Wastelands, River, and the pyramids, have been covered full of giant creatures like bearded dragons and snakes, the player can freely explore what's inside the aquarium to uncover a new Egyptian history never found until now where reptile rule over these lands. The protagonist is trapped inside an aquarium they must train using weapons to defeat the enemies and wear armour for protection to navigate through the dangers of what is to come, the protagonist must collect all three glowing crystals from the top of the pyramids and return them back to the city for the balanced to be restored.

Themes of RPG and exploration using some elements of Assassin's Creed Origins (Ubisoft, Oct 27, 2017), the characters, both humans and reptilians, are intertwined in this strange but mysterious world, this challenges the player to outcome and adapt to any situation. The player can start their epic adventure in a historical and fantasy world of giant-size reptilians.



Reference

Environment



Shows the pyramids that will be an essential part of the environment, a structure that stands out.



Showing how the small tropical river will be part of the desert.



It shows the city where the player will start in.



Showing what the wastelands would look like, a part of the world that the player can explore.

Setting



The red crystals that the player needs to destroy for things to go back to normal.



The type of aquarium the player and reptiles are stuck in.



The wasteland is an area that the player can explore



What it would somewhat look like but just a giant size

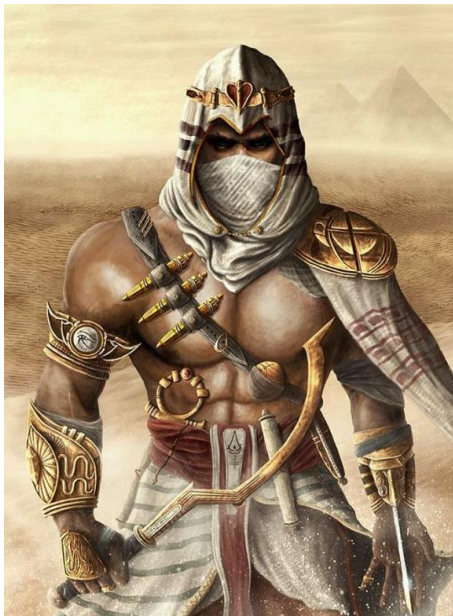
Character



Multiple bearded dragons are bosses, mini-bosses, and regular enemies.



Numerous snakes, mini-bosses, and regular enemies.

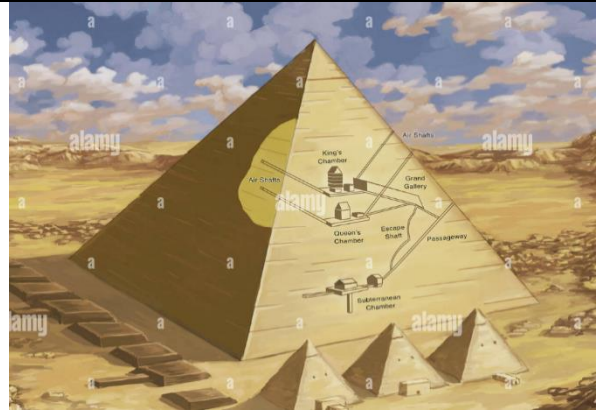
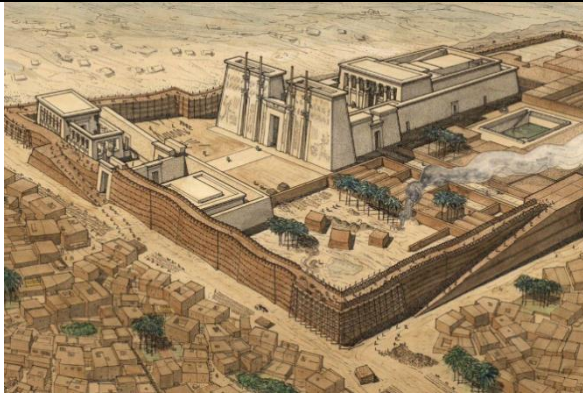


What the player will look like.



A vulture companion for the player to see enemies in sight.

Features



The layout of the city would look like this.

The layout of the exterior and interior of the pyramid.



The geography of the desert.

Themes



The theme of having a desert location for the game.



Using Egyptian walls/writing helps with the theme and world building.

Program / Requirements / Features / Gameplay

Aquarium

- A shrunken Desert stuck inside an aquarium
- The City – A safe area for the player to start
- The Badlands – A medium area lets the players know the threats
- The Wastelands – An intermediate optional area for the player to progress in a high-risk/reward
- The River – A challenging area to let the player know that the enemies are getting tough
- Pyramids – The hard area where the player encounters bosses

Information

- Player learns combat – In the Badlands, the player will fight simple enemies to learn
- Player learns defense - In the Badlands, the player will defend from simple enemies
- Swords – The player starts with a sword but can buy, loot, or craft to get better swords
- Bows - The player starts with a bow but can buy, loot, or craft to get better bows
- Armour - The player starts with armour but can buy, loot, or craft to get better armour

Combat

- Close – Two and one-handed swords, Axes, Daggers
- Range – Bows, Crossbows
- Defense - Shields
- Pyramid rooms
- Thorne room

Puzzles

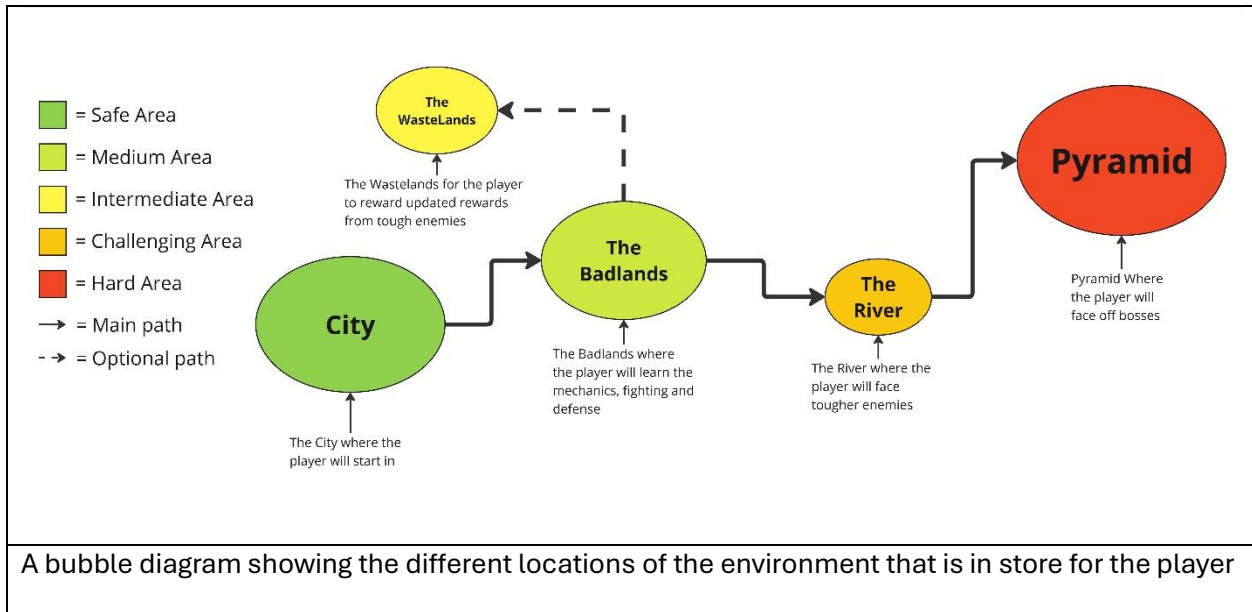
- How to get into pyramid rooms
- Remove sand to bring in the light for the door to open
- Many little rooms

Rewards

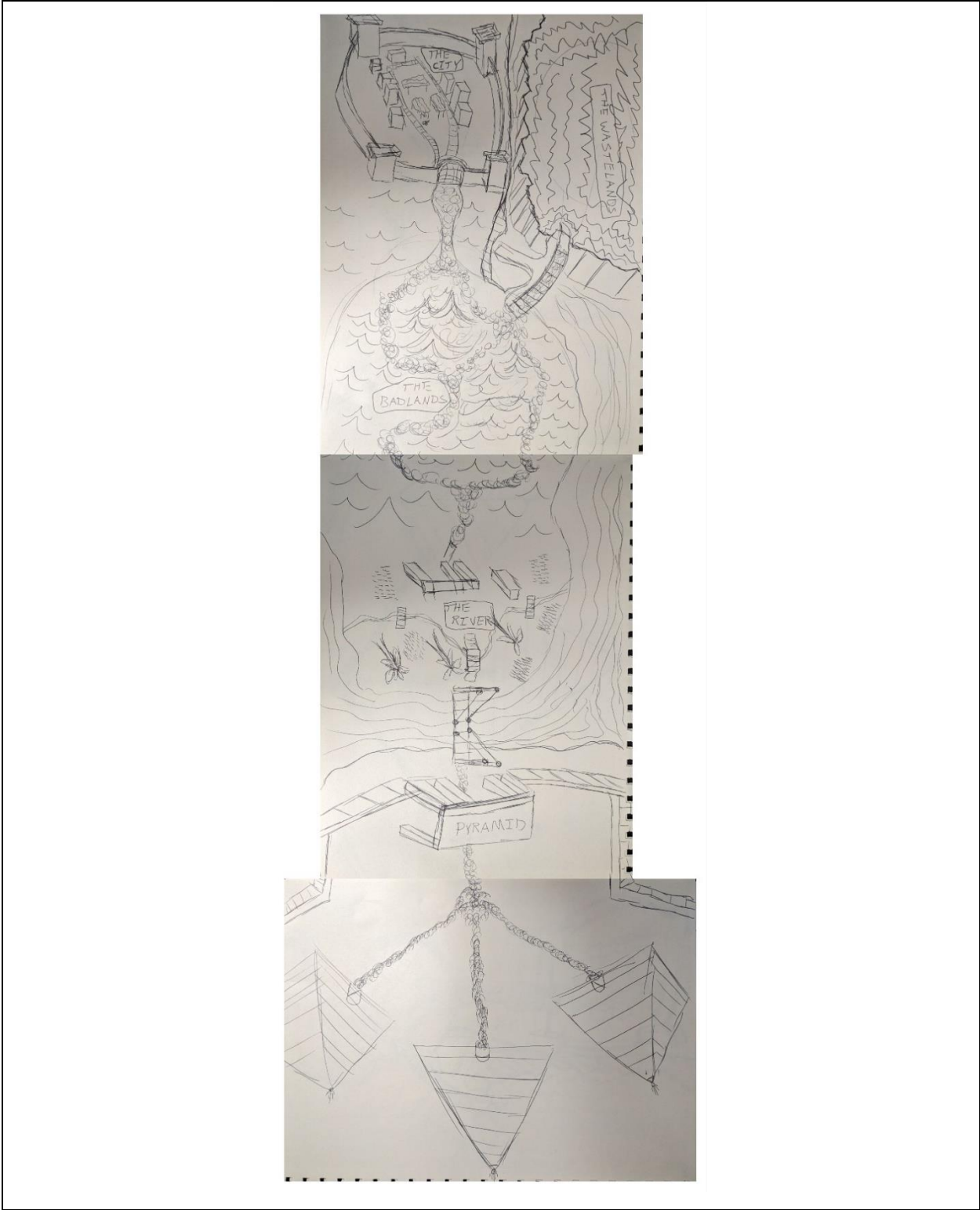
- Reptile Boss battles – Bearded Dragons, Snakes
- Rewarded - sword, bow, or armour
- Pyramid rooms with chest inside
- Rewarded – gold, and weapon, or armour

Diagrams

Bubble Diagrams

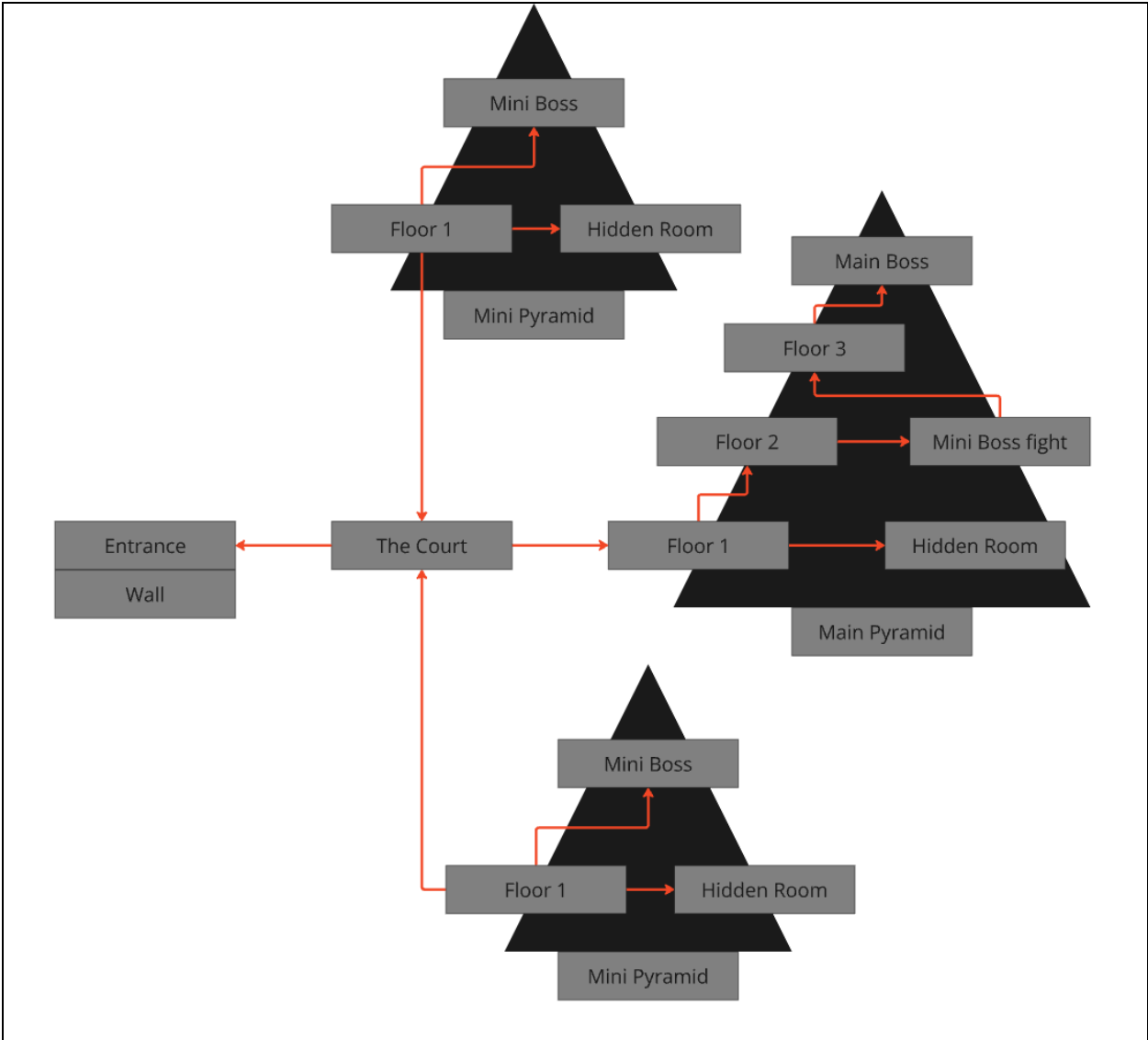


Concept Sketch



A Sketch layout of the map

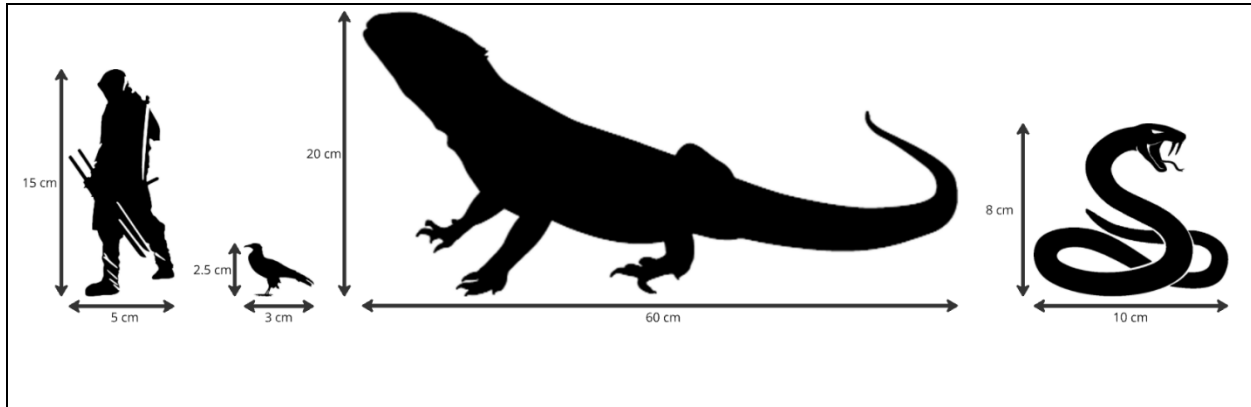
Parti Diagram



A Parti diagram showing the layout for the three pyramids

Metrics

Characters



Shows the measurements of the Player character, Egyptian Vulture, The Bearded Dragon, and Snake enemies.

The three Cs

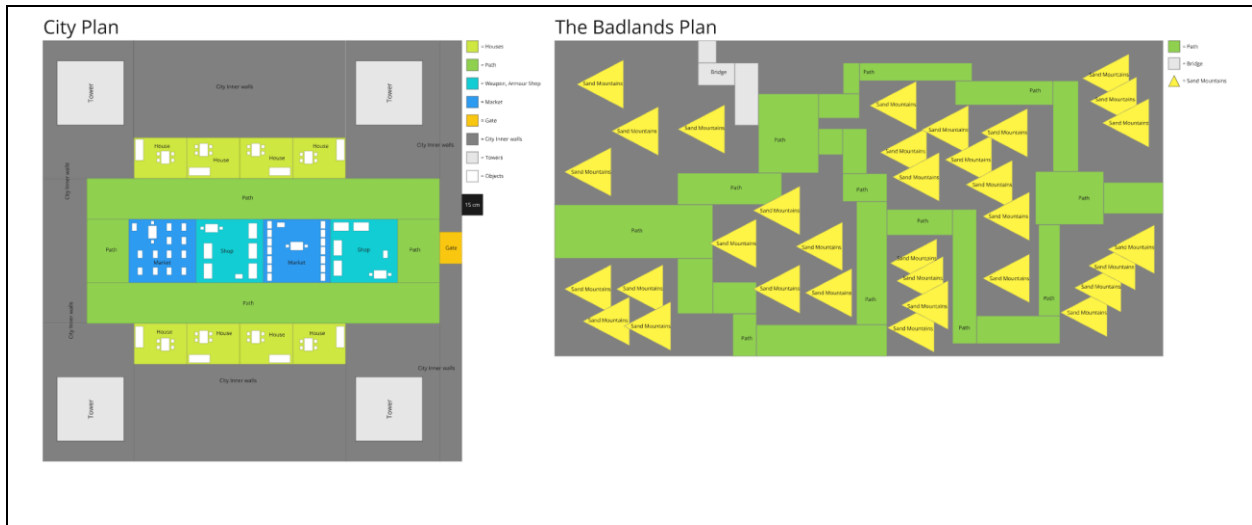
Character	Camera	Controls
<ul style="list-style-type: none"> • Player (15cm x 5cm) • Move set for the player • Block = (5cm x 5cm x 5cm) • Walking speed one block • Running speed starts at two blocks and goes to three blocks • Jump height half of a block • Climb height four blocks • Gravity – just like Earth’s gravity • Upgrades – weapons and armour have different upgrades and drops at the player’s level • Swords, and daggers for melee combat • Bows for range combat 	<ul style="list-style-type: none"> • Third-person game • FOV • Draw distance for the player, then the camera will do a slow-motion hit flowing the arrow when using the bow • Using the bird player is still in a third-person view, but when zooming switches to a first-person view 	<p>PC</p> <ul style="list-style-type: none"> • Using W,A,S, and D for the movement of the player • Using the left and right mouse buttons to attack, or fire a bow, hold the left mouse for a heavy attack • Using C – for couching • Using V – for dodging <p>Console</p> <ul style="list-style-type: none"> • Using the joysticks for the movement of the player • Using the left and right triggers to fire a bow and • Using A for a light attack and Y for a heavy attack • Using B – for couching • Using X – for dodging

Objects

Object	Sizes (cm)			City				The Badlands	The Wastelands	The River	Pyramids
	L	W	H	Shops	Market	Houses	Inner City Walls	Environment	Environment	Environment	Environment
Armour Stand	10	4	15	1	0	0	0	0	0	0	0
Weapon Stand	10	4	15	1	0	0	0	0	0	0	0
Food Stand	5	2	10	0	1	0	0	0	0	0	0
Bed	20	7	5	0	0	2	0	0	0	0	0
Table	8	4	5	1	1	1	0	0	0	0	0
Chair	2	2	3	2	2	4	0	0	0	0	0
Store Counter	5	2	10	1	1	0	0	0	0	0	0
Bridges	50	10	25	0	0	0	1	1	1	2	1
Walls		5	75	0	0	0	1	0	0	0	1
Gate	25	2	50	0	0	0	1	0	0	0	1
Sand Mountains	100	100	65	0	0	0	0	50	0	15	25
Main Pyramid	200	200	250	0	0	0	0	0	0	0	1
Mini Pyramid	150	150	200	0	0	0	0	0	0	0	2

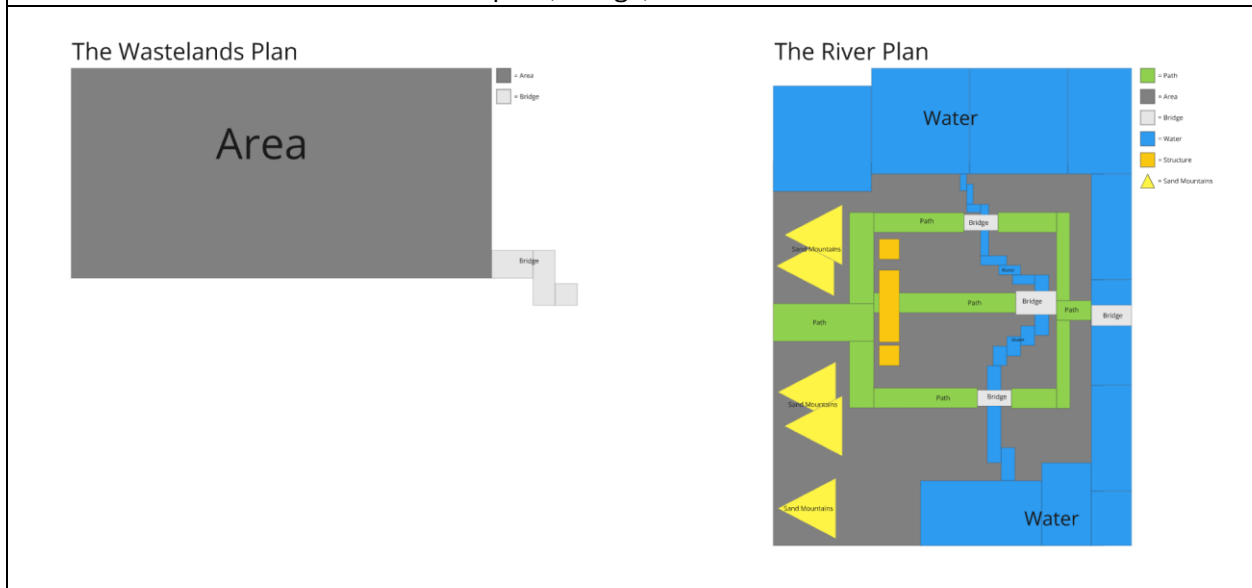
Layout / Maps / Plans

Plan



The Plan of the City – Shows where the Shops, Market, House, Path, and Objects would be located

The Plan of the Badlands – shows the path, bridge, and sand mountains

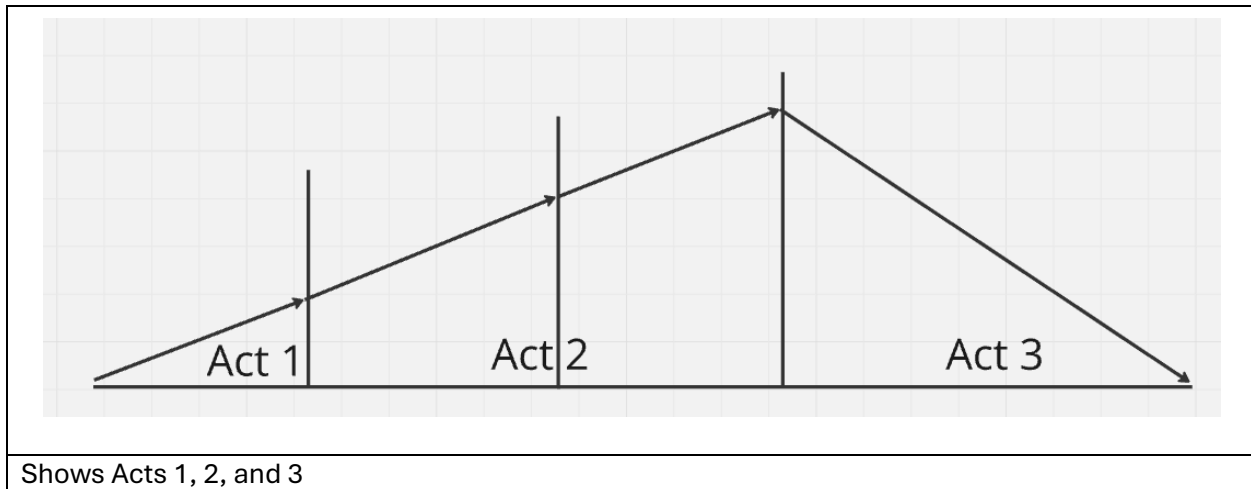


The Plan of the Wastelands – The Wastelands is a flat area where the player can fight challenging enemies to update gear, there are no objects in this area is

The River Plan – The final reach to the last area is filled with some sand mountains, and structures, and has a river going through it

Schedule / Estimates / Quests and Missions

Mission Walkthrough



Act 1: 1 on the mission map	Go to the Armoury	PreReq: Cutscene
Description: The player must go to the armoury where they will learn how to buy, sell, and upgrade armour. The blacksmith will give the player materials to craft armour		
Objective: The player must combine the materials to craft armour	Requirements: None	
Rewards: Gold, and more materials	Progression: 2 on the mission map	
Act 1; 2 on the mission map	Go to the Weaponry	PreReq: 1
Description: The player must go to the weaponry, where they will learn how to buy, sell, and upgrade weapons, The blacksmith will give the player materials to craft a sword, bow, and dagger		
Objective: Player must combine the materials to craft weapons	Requirements: None	
Rewards: Gold, and more materials	Progression: 3 on the mission map	
Act 2: 3 on the mission map	Explore in the Badlands and collect some skill	PreReq: 1, and 2
Description: The player will be warned before leaving the city into the Badlands, the quest will teach the player how to fight, and dodge the attacks of the enemies		
Objective: The player must collect five bearded dragons, and snake skins in the Badlands	Requirements: Weapon, and Armour	
Rewards: Gold, weapon or armour	Progression: 4, or 5 on the mission map	
Act 2: 4 on the mission map	Explore in the Wastelands	PreReq: 3
Description:		

The player will be warned before going into the Wastelands, the dangerous encounters lurk in the shadows of tough enemies in doing so, more room for the city to grow		
Objective: The player must clear the Wastelands of the enemies in the area	Requirements: Medium level Weapon and Armour	
Rewards: Gold, and discount for the shops in the city	Progression: None	
Act 2: 5 on the mission map	Travel to the River	PreReg: 3
Description: The player must travel to the River to clear out the enemies that hunt the River		
Objective: The player must clear the River of the enemies in the area	Requirements: Medium level Weapon and Armour	
Rewards: Gold, Weapons, Armour, and materials	Progression: 6 on the mission map	
Act 3: 6 on the mission map	Travel to the court	PreReg: 5
Description: The player must clear out the court to get the key for the first mini pyramid		
Objective: collect the key	Requirements: Medium level Weapon and Armour	
Rewards: Gold, Medium level Weapons, Armour, and materials	Progression: 7 on the mission map	
Act 3: 7 on the mission map	Enter the first mini pyramid	PreReg: 6
Description: The player must enter the first pyramid, clear the enemies out, complete the puzzle, defeat the boss, and take the first red crystal		
Objective: collect the second key and the first crystal	Requirements: Medium level Weapon and Armour	
Rewards: Gold, Medium Weapons, Armour, materials, and second key	Progression: 8 on the mission map	
Act 3: 8 on the mission map	Enter the Second mini pyramid	PreReg: 7
Description: The player must enter the second pyramid, clear the enemies out, complete the puzzle, defeat the boss, and take the second red crystal		
Objective: collect the third key, and the second crystal	Requirements: Medium level Weapon and Armour	
Rewards: Gold, Medium Weapons, Armour, materials, and the third key	Progression: 9 on the mission map	
Act 3: 9 on the mission map	Enter the Main pyramid	PreReg: 8
Description: The player must enter the last pyramid, clear the enemies out, complete the puzzle, defeat the boss, and take the last red crystal then the player must return all three red crystals to the city for things to return to normal		
Objective: collect the last crystal	Requirements: High-level Weapon and Armour	
Rewards: Gold, High Weapons, Armour	Progression: None	