Annwn – The Island of Dreams

- ## The Three Game Ideas

- ### Idea 1: Save Thy Body

Human body has been infected by various micro-organisms. The body is fighting back, but it requires help, strategically. The player gets to control the production of White Blood Cells (WBC) and send to desired location and attack, defend etc., Each type of WBCs has specific attacks, some are ranged, some are melee, etc., The player can also upgrade the facilities, like the production buildings, defence towers and so on. The game is similar to Warcraft 3, Age of Empires etc., in terms of gameplay. In each level, the player must eradicate and disinfect the infected region.

Genre: Strategy

Art style: 3D

Target Audience: The game is suitable for an audience aged 10 and above.

Platform: Windows

- ### Idea 2: The Deviant Swordsman

There are two worlds, the good world and the evil world. The evil world is guarded by the Good Witch and the good world, the real world is guarded by another witch, whose moral compass is slightly corrupt. There exists a master swordsman, the best in the world, who safe guards the world in case a monster has escaped the ever-guarding eyes of the good witch, from the evil world. The player controls the master swordsman.

Genre: Platformer, Hack and Slash

Art style: 2D

Target Audience: The game is suitable for an audience aged 13 and above.

Platform: Android

- ### Idea 3: Annwn

An ancient monster, huge and deadly attacks and pillages towns and cities, abducts children as sources of nourishment, and takes them back to its hideout. The player character is a child who escaped the monster and wants to save his friends. The character must solve puzzles, fight minion monsters, defeat the main boss (the ancient monster) and rescue the other children.

Genre: Third Person Hack and Slash, Strategy, Puzzle

Art style: 3D

Target Audience: The is suitable for an audience aged 13 and above.

Platform: Windows

• Critical Analysis

All the presented ideas are completely original. The first idea, Save Thy Body, takes place inside a human body. It is unique in terms of story and concept. The second idea, the Deviant Swordsman, has a unique story, but the game genre itself is very old, tried and tested. There are many platformer games that exist. The third idea, Annwn, has an interesting plot line, that is worth exploring.

Gameplay wise, the concept of fighting a huge monster, similar to games like God of War is convincingly good. It would also be a respectable test of skill for the developer and the designer. The above concepts were verbally pitched and a positive response was received towards Annwn.

• Annwn – The Island of Dreams

Annwn is a hack and slash role playing game, set in a fantasy world. The player has to use his enchanted sword to slay monsters that sprawl across Annwn.

• Plot:

Forgotten Legends acknowledge the presence of an abhorrent being, that slumbers for a hundred years, deep within the seas. This being, burdened by its relentless hunger, arises from its deep hibernation once every hundred years. In order to sate its hunger, it is known to have attacked cities and towns along the shores of the sea, always, when the sun retires. This being, was dubbed, Pincerion.

On one such insidious night, Arver Joven (the playable character, lead character etc.,), witnessed his brother being taken away by Pincerion along with many other children, while all the adults lay unconscious. He had heard stories from his grandfather, about this beast, when he was much younger. He had disregarded these as stories from a generation gone past. He leaves to rescue his dear brother from the clutches of the being.

Day after day, he rowed along on a boat tailing the beast, at times losing track of it completely. He could rediscover the tracks of the beast only because of the devastation caused by it as it swam across the ocean. Swarms of fish and other marine life lay dead and half consumed in the ocean, a clear indication of the direction the beast is headed for. After multiple days, Arver, reached Annwn. Annwn, the beautiful yet mysterious islands that the legends and stories his grandfather mentioned spoke of.

As Arver approached the inner parts of the island, he found cave systems with teleportation mechanisms and other monsters guarding it. Further inside, he found a magical "Wooden" sword. The sword did not seem special, but was very durable, but with every new cave, he got teleported to he found a newer sword, and lots of magical floating platforms.

At last, he catches up with beast, as it was gobbling up his brother. Aghast, and having thrown caution to the wind, Arver attacks with everything that he has. As the battle progresses, Arver, defeats the beast, and slays it. Arver too, succumbs to his battle wounds. But is Pincerion really dead?

• The Core Game play

The Player must explore the cave systems, solve puzzles, collect the sword in each level and kill the enemies, if enemies are present in the level.

• Game:

• Game Elements:

Sword: it is the weapon which is used to deal damage to enemies

The Mysterious mushroom: This is the goal player needs to reach every level. It only activates once all enemies in the level are destroyed.

The lever: It is connected to another moving element which can control other platforms in game.

Moving platforms: platforms which move around, there are 3 variants

- Loop kind: Move about without any interaction

- Trigger kind: Move when player comes in contact with trigger

- Switch kind: Move about when a switch is turned on which is controlled by the trigger.

Enemies:

The game is filled with 3 kinds of enemies:

- Baby skull: These enemies are the remains of babies killed in the island, they roam around aimlessly looking for any kind of warmth they can find.

- Slime: A natural abomination of the island, all the gooey substance and humidity in the island coagulate together and create the slime which is posses by Sinister sprits over the course of their existence.

- Lollipop: originally a fruit found on island, as the island grew shot on

nutrients they turned carnivorous.

- **Visual Theme:**

The game's primary theme is Surreal. The game's art style takes inspiration from Several artist such as Salvador Dali, Rene Magritte etc.

- **Genre:**

Adventure, puzzle, platformer, Single player

- **Target Audience:**

People who enjoy RPG games, exploring new world settings and puzzles. The game is appropriate for age groups 13 and older.

- # Game Mechanics

The player has a sword slash combo system to help him defeat the enemies. Stamina is used up when running, and using combo moves. Teleportation has a cooldown of five seconds.

- # Environment

The entire game is set on an island, but all the levels are in a cave system beneath the island.

Figure : Dark Cave System in Level

- ## Menu and HUD

The menu is very simplistic and direct, players get 3 options play, level select and quit. The in-game HUD depicts number of potions available, Current stamina and current HP.

Figure : Game Menu

- **Player Details**

Player character is Arver Joven: a boy who explores the island defeating all sorts of monsters to save children who get stuck in there.
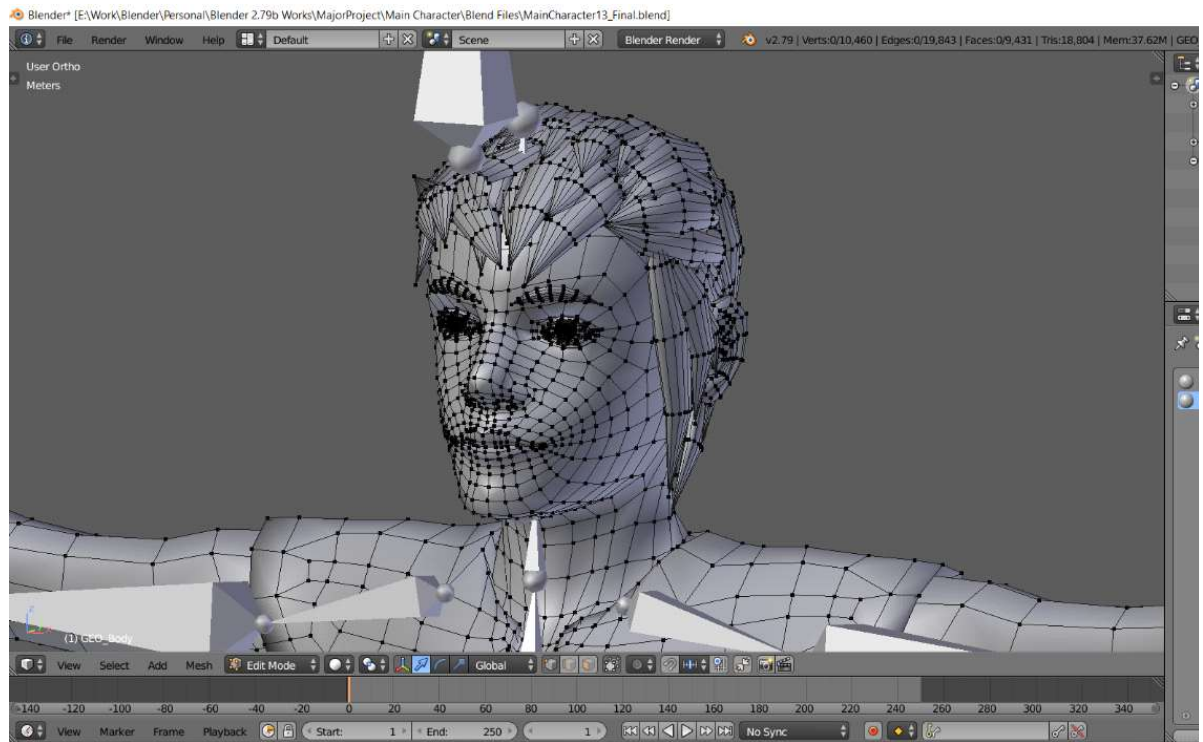
Figure : Arver, Creation Stage

• Level Design

The game contains 7 Levels, each level the player explores the environment identifies patterns in them and proceeds to finish the level
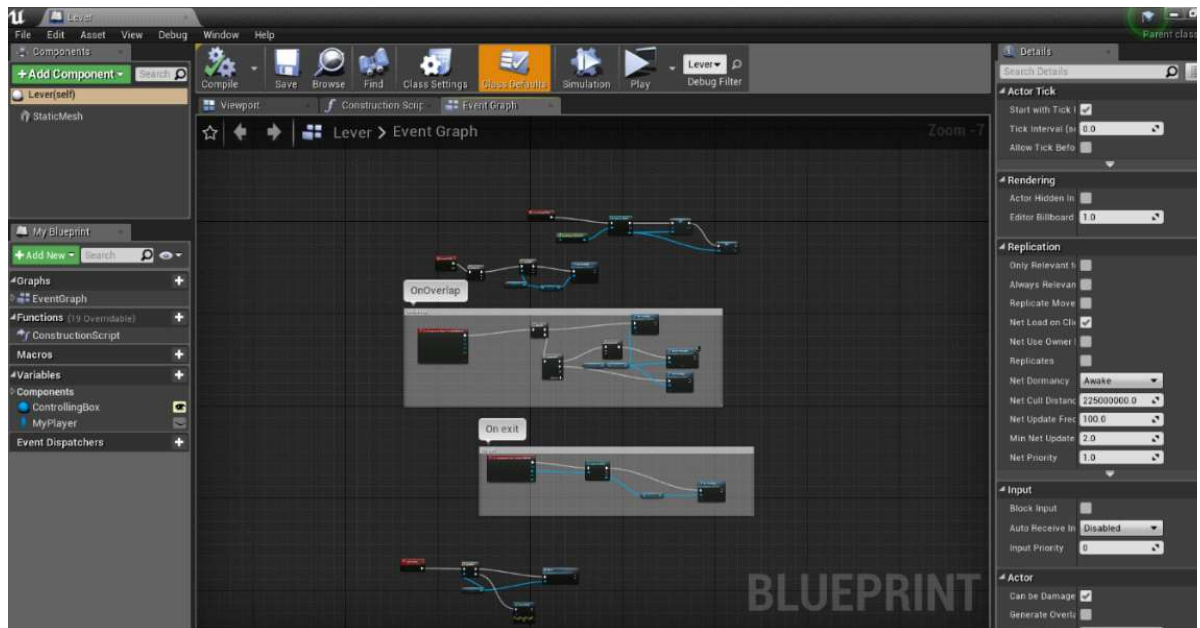
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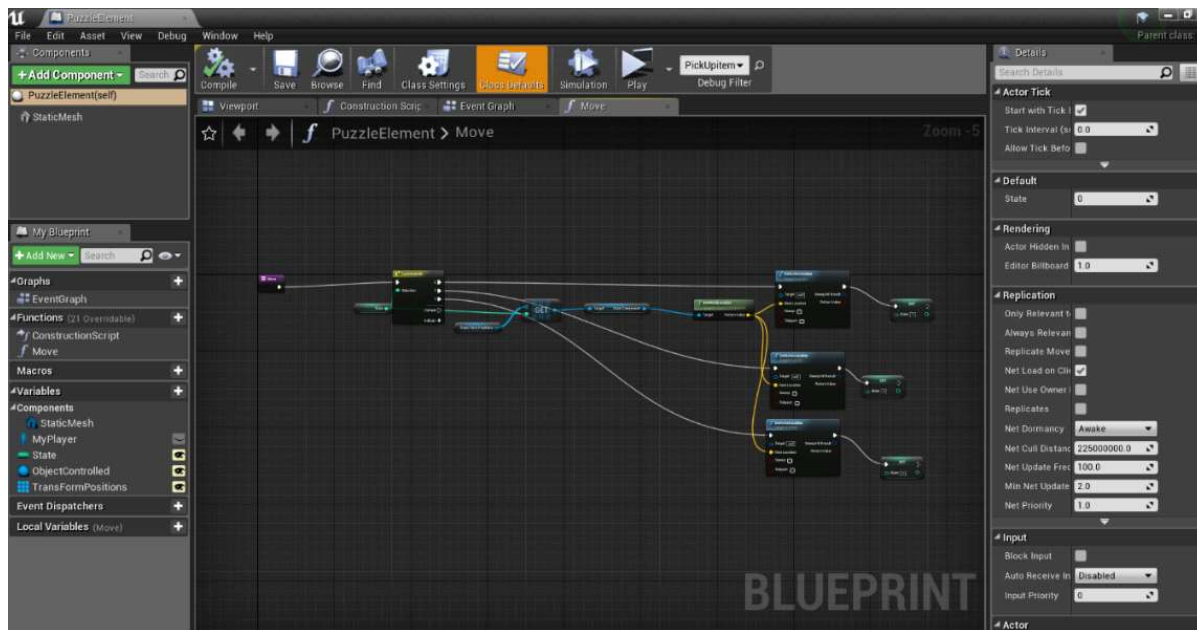
Figure : Blueprint for Lever System

Figure : Blueprint for Puzzle System

- **Music**

Selection of music was tricky the music selected tries to compliment the game.
Playful and Mysterious the music has been obtained from the free license website,
SoundBible.