

Lone Age

Developed by:

Game Concept

Lone Age is a game about survival, as the planet's very first human. (as far as the player knows, although other humans are out there somewhere and will be hinted at throughout the game, through stone pathways and cave paintings) There will be many obstacles to overcome, as even the environment itself can be rather deadly. Players will have to hop from tree to tree, rock to rock, mountain peak to mountain peak, and more in order to navigate the landscapes the game world contains. Not only will treacherous terrain make navigation difficult, but the wildlife of this prehistoric land will also threaten the player. The end goal of the game is to find other humans, as some instinct is driving the player to a specific place, on the hunch that there is a cave-human society there, where the protagonist can finally feel at home. The danger and loneliness of isolation is the greatest evil the protagonist is faced with.

Game Story

Chapter 1

- Eating food he just hunted but ends up getting stolen by an animal
 - the cutscene area should look like a desert with a little bit of vegetation ex(grass/or trees)
 - music I (opinion) should be the title music
 - rhinos should be in this area
- Tutorial starts, Chases after the animal and finds a cave
 - Music should have a desert sound but have it be fast paste with drums and woodwinds

CHAPTER 1 PART 2
- Player goes into the cave
 - Animals in the cave will be snakes
 - Cave area should look dark and rough with many rocks in the background and in the field
 - Music should give a dungeon feeling kind of like the mario series except a little darker and mysterious
- Catches the animal but in doing so a bigger animal shows up
- Boss fight starts
 - have the boss music resemble the celest shadow clones but have it be a jungle version

- have the boss monster be a gorilla
- After the boss fight he sees that there are cave paintings on the walls leading to Fossilton
 - Music should have the mystery element like I talked about with the metal skull but it should give a (caveman vibe)
- Sees artifacts of rusted out robots
 - Make the music a combination of Ancient Mysteries and Mechonis Field from Xenoblade Chronicles
- The cave paintings are split into parts the first painting is a map to the first area

Chapter 2

- Goes to the next area and gives an introduction about the area
 - This is a water area with very little land the only vegetation will be seaweed and algae
 - Music should give a peaceful/mysterious/scary feeling to show that this is a different area
 - The enemies that are in this area are piranhas
 - Boss monster should be a shark/Megalodon
- Goes through the area
- Sees NPC's that are from Fossilton but they get killed by the boss monster
- Beats the boss monster
- Sees the robot talk about humanity being destroyed
 - Make the music a combination of Ancient Mysteries and Mechonis Field from Xenoblade Chronicles
- Finds the next part of the map in a small cave
- Mystery of why the NPC's are here, why the NPC's wanted to fight the boss and what are these robots?
 - Make the music a combination of Ancient Mysteries and Mechonis Field from Xenoblade Chronicles

Chapter 3

- Goes to the next area and gives an introduction about the area
 - Area is a jungle so it should have a lot of vegetation ex(trees, vines, dirt roads, and maybe a little bit of rocks and rivers/lakes)
 - This area is a jungle so it should give the feeling like Pokemon Sun lush Jungle
 - Enemies are rhinos and snakes
 - Boss should be a velociraptor
- As he goes through the area he figures out that these monsters have intelligence
 - Make the caveman music but give this a mystory feeling as well.
- Goes through the area
- Fights the boss monster but realizes that this monster smarter than the regular enemies
 - music should feel the same as the area but make it creepy like celest with the shadow clones
- Beats the enemy takes the equipment
- Robot talks about killing all humans (another boss)

-Make the music a combination of Ancient Mysteries and Mechonis Field from Xenoblade Chronicles but make it a battle theme

Chapter 4

- Goes to the next area and gives an introduction about the area
 - This area is the town Fossilton it should be a happy and peaceful area with peaceful music
 - The area has a lot of houses, farms, and blacksmiths
 - The last Monster boss is the T-Rex
- Boss goes to the village and tries to eat people
 - music should be a sense of distress and horror but still keep the aesthetic of the game
- Goes through the area and fights the final boss of the area

- Ends up getting famous for his strength and bravery
 - Change the music to make the player think that this is the end of the game
- Finds out that people go out of the town to protect the village and that monsters end up getting stronger and smarter
- Actual final boss shows up (the robot)
 - Make this the same horror music that was used for the Pterodactyl

Chapter 5

- Fights the final boss
 - The music should be a combination of the future and the past and make it give the feeling that this is the final battle
 - This area is just a one stage platform of just rock
 - The only enemy is the robot **(if we have time and if this works I would like for one of the robot's attacks to be summoning animals)**
- Weapons end up getting broken
- Villagers give the player weapons that are better than the ones the player has
- Defeats the “final boss”
- Finds out robots have been controlling animals and the robots were programmed to destroy all life that was harming the earth and the solution was to kill mankind.
- Beats the boss
- Is named chief of the village and now protects the village.
 - Heroic and happy music

Enemies

Rock throw does 1 heart damage and kicks do half heart damage

1. Rhino - 2 rock throws or four kicks
2. Snakes - 1 kick
3. Pterodactyl - 1 rock throw or two kicks
4. Piranhas - 1 kick

Target Audience

The target audience of the game includes any gamers who love platformers, and gamers and non-gamers who love prehistoric settings in fiction. Fans of shows like

Hanna Barbera's The Flintstones, or movies like DreamWork's The Croods are the intended audience. The game is intended to be playable by all age groups, although the major targeted demographic is children, teens and young adults. Really anyone who enjoys platformer video games would love this game, as it is very faithful to the genre.

Genre(s)

This is a classic platformer game, with shooter elements thrown in. The style of game will take inspiration from games such as Super Mario, Contra, and Mega Man. This game would be filled with enemies to fight as well, adding a hint of the action genre to its themes.

Game Flow Summary

The player will navigate the game using their keyboard, and input directions to walk, jump with the spacebar and observe the U.I. to monitor their ammo, or rather, rock count, and their hearts. The player would start with three hearts and lose hearts whenever they are hit by an enemy or a dangerous obstacle. The hearts would act as the player's life force, and when all three are depleted, the player will die, and then would need to re-try the level from the beginning, after seeing the loss screen. (Not the entire game, just the level in which they died.) The number of rocks the player has, shown at the top of the screen, indicates how many rocks they have left in their pocket. The rocks are the player's weapons.

Look and Feel

Lone Age has a colourful art style, with vibrantly coloured landscapes that depict prehistoric environments. The characters also match this vibrant colour scheme and the theme of the paleolithic era. although the game will mainly use colours commonly found in nature, such as green, grey and brown. The visual style will use pixel art to depict all the locations and characters, paying homage to older video games that popularized the platformer genre. The game will also have multiple different biomes, like caves, snowy mountains or tundra, jungle, lakes, and more, each landscape with unique colour schemes and backgrounds.

Gameplay

Objectives

The main objectives of the game include defeating enemies, progressing through levels and collecting rocks. The player will also meet individuals throughout the story that reveal to the player there are other humans out there in the world. These NPCs will help guide the player to the game's ultimate goal, the stone age city of Fossilton. Reaching this city would trigger the game end (win) sequence.

Game Progression

The game would have the player reach level ends, marked by strange structures that are proof of burgeoning civilization. Most of these structures will be uninhabited, but some may be home to a family or a merchant who the player can trade with.

Play Flow

Flow of the game involves starting in a strange, great wide land, where the player is all alone. The game would start with a cutscene that introduces the player to their objectives of surviving the wilderness and the dinosaurs that call it home. They are told from they start that, to the best of their knowledge, they are the sole human on earth. At the end of the first level, however, the player finds a structure that must have been built by human(s), proving them wrong in this thought. The player's character is then described to now have the ultimate goal of uniting with the rest of their tribe. They will progress through levels, and along the way, run into more of those structures, and occasionally meet other humans who can help give the player hints as to where to head to find the city of Fossilton. Through the help of others, the player learns new tips and tricks that will help them navigate the upcoming levels, and eventually the player will find their way to the end of the game. (Fossilton, as mentioned previously.)

Mission/Challenge Structure

For the game's challenges, there will be natural hazards, such as high falls (from cliffs and such), pitfalls, lava, spike traps, and poison ivy. Depending on the hazard, a different outcome will happen. Spike traps and lava will damage the player by a heart or two, and knock them back out of harm's way. High falls off of cliffs, large trees, and the like, will deal a heart of damage and cause the player to stun for a few seconds. Poison

ivy will deal a heart of damage after standing in it for about a second or two, and continue to deal additional damage if the player remains in it for too long. Pitfalls, however, would be falls that send the player offscreen, and cause the player to die instantly, re-trying the level from the beginning. In order to overcome these challenges, players will need to jump, walk, and carefully maneuver around the obstacles. The other challenges the player will face in the game are animals that act as enemies. These animals will come in many different shapes and sizes, with the majority being twice as large as the player, at least. Although some may be smaller, most are at least twice the player's height. Enemies will attack the player and can deplete the player's hearts. The player, however, can fight back by throwing rocks they collect at the animals, and instead defeat them. These two types of challenges, paired together, provide the player with the mission of traversing each level carefully and staying alive until the very end of the level. This process would repeat for each level, but each time with different hazards and enemies.

Puzzle Structure

The game itself would become a set of puzzles, using the layout of platforms, hazards, water, and more to create puzzling scenarios. The puzzles the player would need to overcome would revolve around ideas like "how do I get over this lava pit?" or "When is the proper time to press the jump button to clear this canyon?" The enemies also puzzle the player, as timing and aiming rock throws will need to be methodically planned, and simply chucking rocks will-nilly will exhaust the player's supply, leaving them defenseless. This will require players to think ahead as to what their plan of attack should be when stuck on a particular level.

Mechanics

Rules

Rules for the game are simple: the player must figure out how to get their character to the end of each level without getting killed by hazards or foes. The player's jumps are limited to a somewhat realistic approach, where the player is given only one jump and must allow gravity to do most of the work for them, and can be assisted by the environment around them. (i.e. vines they can swing off of for extra distance, or walls that they can kick off of). The player must collect rocks to fight enemies, from rock piles along the path, and try to keep their hearts above zero. If the player's hearts reach zero, they will be killed, bringing them back to the beginning of the game. Hazards and foes

can deplete the player's hearts, of which there are three of at the start of the level. So in order to stay alive, which is one of the main goals of the game, players must try to avoid danger as much as possible.

TPF

Total Player Freedom refers to the game design concept of never wresting control away from the player. This means that many classically "gamey" elements are discarded. For example, during a dialogue event with an npc, it is still possible to move, still possible to attack, and entirely possible to simply run away or even attack the npc. TPF is a tactic often used to exemplify **invisible choices**. If the player listens to that npc, they may return to help at a later point in the game. If they ignore the npc, the npc may show up again, but refuse to aid the player in their time of need. TPF allows these choices to be occurring at any time exemplifying the immersion in the game world.

Model of the game universe

The game universe can evolve through the development of the game, but should consist of a world populated by dinosaurs and other dangerous animals, with a main character that embarks on a quest to find the rest of their species, after discovering they are not the only human in this world. The areas they will have to traverse will have treacherous caverns, high mountain peaks and cliffs, and plenty of challenges to overcome, including pitfalls, lava, and poison ivy that all harm the player.

Physics

Similar to real world physics, gravity will make the player and projectiles (including rocks thrown by the player) fall if they are suspended in air at any given time. The impact of enemy attacks will harm the player, just as the player's attacks will harm enemies. The player's movement has some momentum, so jumping while walking forward will allow the player to leap forward, but unlike real life, the player will be able to move through the air while falling to land at an ideal spot. (Although you may have some control over this in real life, it is not as easy as in-game.) The player will be able to throw rocks they have collected to damage foes, and these rocks will have a limited supply, equal to the number they have collected.

Character Movement

Characters will be controlled using either WASD or arrow keys, and walking will be limited to left-right on ground, but jumps will allow for upwards directional input.

Objects

There will be collectable rocks that the player can use as weapons, and food, specifically **fiddleheads (the curly, spiral shaped bud of a young fern)** that can give the player more hearts. There will also be

Art Assets

Characters:

Rockoda Androll

&

Lithic Lonesome

Pronouns: he/him

Pronouns: she/her



Rockoda is the first man to exist on earth, as far as he knows. Rockoda is just starting to learn about the world around him, and is a very curious little caveman. He has a rather grumpy attitude, so he survives by scaring off enemies with his loud, angry and aggressive disposition. Being alone in the world has made him distrusting of other creatures and given him a defensive mindset. He was raised by a tribe of Jungle Bears, who taught him the ways of the wild, and taught him how to defend himself. Wrestling with bears twice his weight has made him incredibly strong despite his slight frame. Lithic shares the same backstory, as she was also raised by jungle bears, believing she was the only human on Earth. Although her personality is quite different from Rockoda's.

As mentioned, Rockoda is very distrusting of any critter outside his tribe. He is grumpy and grouchy because he has had very little contact with any other creatures, as even in the Jungle Bears' home, he would often run away in search of food for the tribe, rarely sticking around to make conversation. He is naturally a recluse, and prefers to spend time in forest canopies, high above the rest of the world, or in caves where it is dark and lonely.

Lithic is not as grouchy as Rockoda, but she is just as likely (or rather, unlikely) to trust someone or some creature she just met.

Appearance

Rockoda has long, wildly grown hair and a scruffy beard. He is about 4'10" and very skinny. Despite how he may appear, he is quite muscular and can lift almost twice his own body weight, or around 190 pounds (He weighs 98 lbs by modern metrics). He is 20 years old by modern-day metrics, and always has a grumpy expression on his face. His demeanor and appearance can scare off foes far larger than himself. He identifies as male and dresses in a fashion considered masculine by stone age folk. Lithic is tall and slender in comparison to Rockoda, **she is about 5'8"** and has long, black hair. She wears a two-piece outfit made of **rodent fur**, as opposed to Rockoda's tree bark robe. She is just as strong as Rockoda despite their difference in build.

Abilities

Lithic and Rockoda have the exact same abilities, such as jumping. They can jump about 4 feet high, which is rather impressive. These same jumps are about 10 feet long, and allow the player to clear large gaps, reach high places, and more. Rockoda and Lithic can also grab cliff faces and other walls and jump off of them, which helps with scaling mountains. These two can also throw heavy rocks far distances, which makes for a great weapon when dealing with tough enemies. Living in jungles and savannas has allowed them to develop good swinging skills, so vine swinging can also aid their transportation.

Relevance to story

Rockoda and Lithic are both the main characters of the story, and therefore are the driving forces that keep the story going. They are intended to be vessels through which the player experiences the story. This means that all story events are either witnessed by them or relate to them in some way.

Relationships to Other Characters

Originally feeling alone in the world, Rockoda has very few relationships. Relationships are made even more complicated for him due to his grouchy, cynical attitude. Also, until he finds out there are other humans out there, he has nobody to truly relate to. When he does eventually find the city of Fossilton, he makes fast friends with the locals, and meets Lithic. Lithic also has a lonely and introverted nature, and she makes fast friends with the residents of Fossilton after arriving, and she gets along well with Rockoda, despite their reserved tendencies.

Spritesheets:

Idle Animation (Rockoda):



Walking Animation (Rockoda):



Rock ready animation (Rockoda):



Rock throw animation (Rockoda):



Sound Asset Samples:

Rock throwing sound effect:

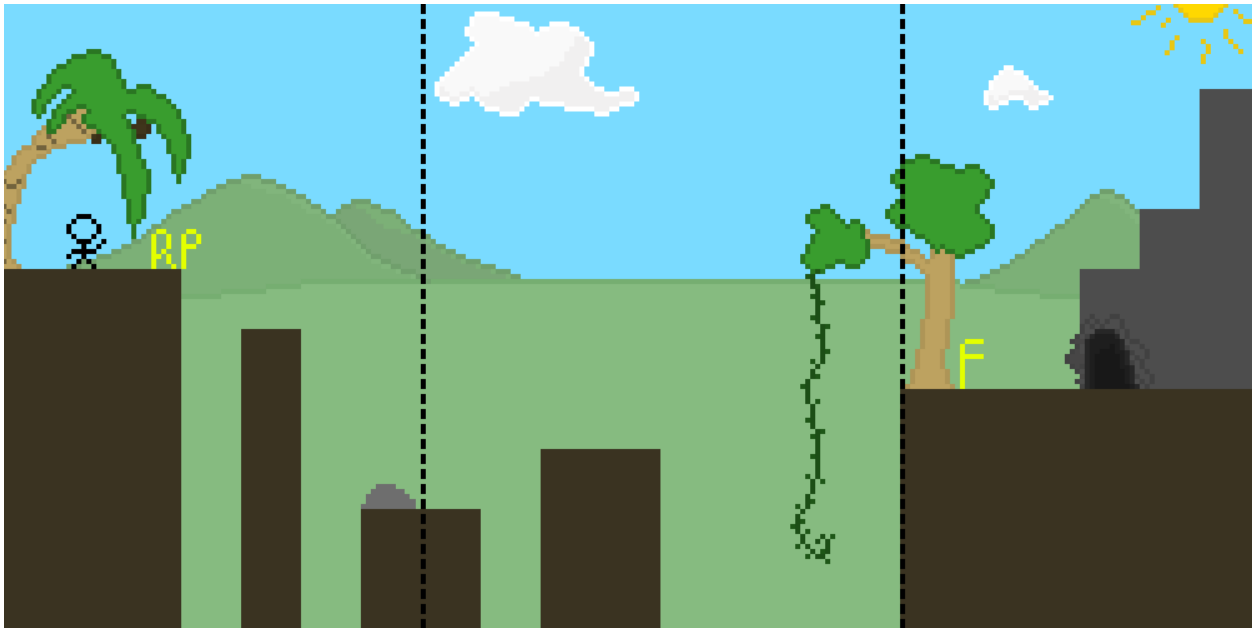
<https://drive.google.com/file/d/1lxUnMbK1iYNCEUBISKcBdi55XTrB8ADX/view?usp=sharing>

Rock impact sound effect:

<https://drive.google.com/file/d/1alhq-yBMX8oyf5WNhcg5mMy7kOiDVto5/view?usp=sharing>

Levels and Locations:

Tutorial Level:



The above art is meant to be the concept art for the game's tutorial level. Although this art is not final, the layout and objects seen will be identical to the final product. The brown and grey tiles are soil and rock respectively, which the player can walk on. The stick person on the far left is the player, located at the spawnpoint for the level. The big yellow "RP" is a rock pile collectible which gives the player 5 rocks. The "F" in this same shade of yellow is a fiddlehead, which will be used to heal the player's hearts. The vine hanging from the right-most tree can be grabbed, just like walls and cliffs, but the player may phase through if they fail to grab in time.

Other Assets Required:

Background art for each level, sound effects, sprites and animations for enemies, more terrain sprites, for different terrain materials (stone, snow, wood, leaves, etc.) , a vine sprite, a sprite for the rock piles and fiddleheads, and music to play on menus, and in certain levels or for certain boss fights. These types of themes and sound effects should form a pleasant soundtrack for the game, and music specifically takes inspiration from the stone age, and early musical instruments.

Tasks Remaining:

- Build all 5 levels and tutorial level
- Create 4 enemy types
- Create a boss for each level
- Create Level Backgrounds
- Build the game

Note: **Dark Red** means it is just an idea that is subject to change. Everything is subject to change, but these marked parts are especially open to creative change.

Concept art:

