

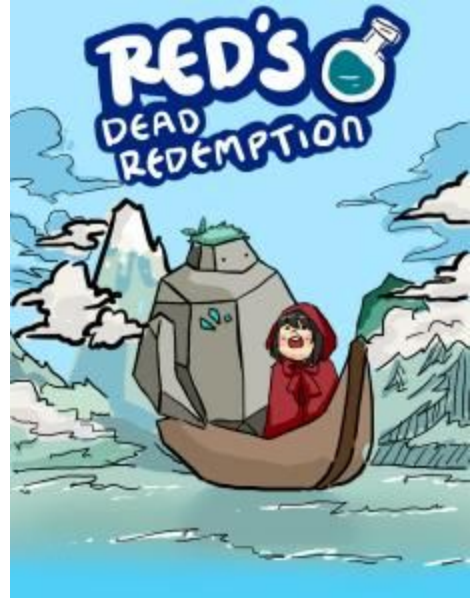
# Resource Management Adventure Game

(Red's Dead Redemption)

## Section 1: A Granddaughter's Love

### Game Overview & Driving Emotion

In this casual resource management adventure game, you are Red Riding Hood. Your grandmother is dying from a mysterious illness, and you would do anything to save her. To keep her alive, you'll need to venture into the Enchanted Forest—a troubled land where the Big Bad Wolf lurks—to forage for the ingredients you need to cook for your grandmother's life-sustaining meals. The legendary "Elixir of Life" is Grandmother's last hope, but the necessary ingredients are scattered to the edges of the four corrupted lands. How far are you willing to journey to save the one you love?



### Player's Activity Cycle

The player's journey will take them across four dangerous areas, and each cycle is broken up into a day. Each day, players will:

- Craft and equip ability-enhancing magic potions.
- Gather ingredients for potions and food.
- Cure Corrupted Cubelings by using the Cure Cubelings ability.
- Complete quests to progress through areas.
- Cook meals to feed Grandmother, and craft potions for the following day.

Going to sleep at Grandmother's House will end the day and start the following day. Crafting is only available at Grandmother's House, forcing players to anticipate the dangers that await them in the Enchanted Forest. This cycle supports the ultimate goal of the game: to gather the legendary ingredients to craft the ultimate cure, the "Elixir of Life."

### Player Progress

Players achieve progress in the game in three ways, by:

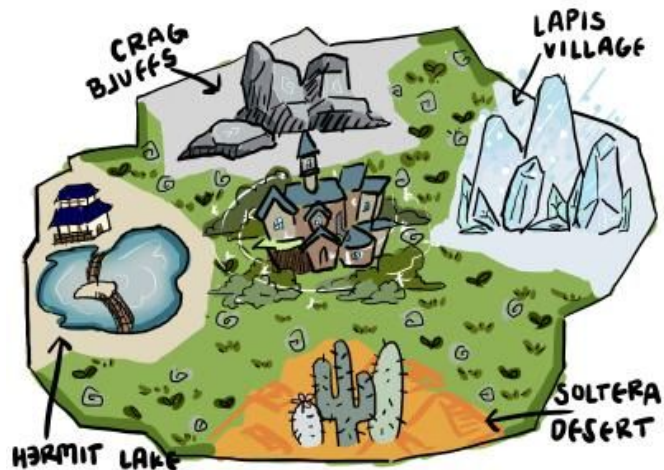
1. Creating stronger potions: Players will discover new ingredients and recipes as they explore more areas. By creating stronger potions with rarer ingredients, the player gains the necessary ability enhancements to venture further into the Enchanted Forest. Magic

abilities become even more crucial as the player travels deeper into each area where stronger enemies, traps, and wolf attacks are more common.

2. Completing quests: Players will complete quests for NPCs to gain entry to new areas, acquire new recipes, and gather more information about the environment.
3. Finding each legendary Elixir of Life ingredient: The Elixir of Life is crafted using all four legendary ingredients.

## Environment of the Enchanted Forest

The world of this game is segmented into four areas: **Lapis Village** (winter/snow theme), **Crag Bluffs** (stone theme), **Hermit Lake** (water theme), and **Soltera Desert** (desert theme). The player unlocks areas by crafting specific potions or by completing quests for NPCs that grant entry, and they are not confined to linear progression.



## How the Narrative Drives the Activity Cycle

Though Grandma is ill, her influence abounds. Here are some items that double as narrative tools:

- **Book of Potions**: Red uses her Grandma's old notebooks to tinker with potion recipes. Red begins with Grandma's book of simple handwritten recipes. When Grandma gives Red the book at the beginning of the game, the book is only partially filled. This sets the player up to discover new recipes from NPCs, quests, or Grandmother herself.
- **Old Map**: Grandma's old map of the woods also aids Red in navigating the forest. As the player explores, they also fill in incomplete areas of their map, which at the start of the game is an old, outdated sketch of the forest left by Red's grandmother. The map becomes updated with new, relevant information, and additional ingredients and items become available to collect and craft.
- **Notes from Grandma**: Throughout the woods are messages and items left behind by Grandma when she used to be an adventuring herbalist herself.

All of these elements cement Red's love for her grandmother, thus progressing the emotional connection that drives the game's activity cycle every step of the way. Ultimately, this game is about the relationship between Red and her grandmother: this love is at the core of all aspects of gameplay.

## Section 2: The Nitty-Gritty Mechanics

### The Strengths of Youth (Stats & Magic Effects)

The player's main statistics are Health and Magic.

#### Health

Red has a total of six (6) Health bulbs. Health decreases when the player is attacked by enemies or is injured by a trap. Health can be increased by eating food or by drinking healing potions.

#### Magic

Magical effects are abilities that Red gains by drinking magic potions. The player uses a potion by selecting it from Red's basket, visible on the HUD. Magical effects have charges that represent how many times Red can use that effect before the magic wears off. Only one magical effect can be applied at a time, so the player must choose which one is most useful in any given situation. Limiting players to one temporary magical effect at a time serves to build friction between the player and the world during exploration.

#### Example Potions by Effect

1. **Cure Cubelings**: Removes the corruption curse on Cubelings (see **Corrupted Cubelings** subsection on page 7); once fully cured, Cubelings will flee from Red and into the surrounding forest
  - **Single target** - Grants four (4) charges. Each charge deals one (1) point of "damage" to a single Cubeling, fully curing a Small type and partially curing the larger Cubelings. This is one of the first potions Red learns how to craft: Grandma passes on this knowledge in the tutorial.
  - **Double damage** - Grants four (4) charges. Each charge deals two (2) points of "damage" to a single Cubeling, fully curing Small and Medium types and partially curing Large types.
  - **Area of Effect (AoE)** - Grants two (2) charges. Each charge deals two (2) points of "damage" to all Cubelings nearby Red.
2. **Speed**: Gives Red a "dash" ability, with each charge propelling Red forward in a direction indicated by the player
  - **Regular** - Gives Red two (2) charges of "dash" ability
  - **Greater** - Gives Red four (4) charges of "dash" ability
  - **Superior** - Gives Red six (6) charges of "dash" ability
3. **Health**: Increases Red's Health when ingested; the number of Health bulbs that grow back depends on the quality of the Health potion
  - **Regular** - Heals back one (1) full Health bulb

- Greater - Heals back three (3) full Health bulbs
  - Superior - Heals back six (6) full Health bulbs (e.g. If Red has ½ Health remaining, a Superior Healing Potion would bring her back to her maximum six Health bulbs.)
4. Defense: Creates a magical shield to protect Red; the amount of charges corresponds to how many hits the shield can take before breaking
- Regular - Absorbs one (1) hit of incoming damage
  - Greater - Absorbs three (3) hits of incoming damage
  - Superior - Absorbs six (6) hits of incoming damage

## The Goody Basket (Inventory System)

Red's basket acts as the player's inventory, and collected items will appear in the inventory system (viewable on the HUD). The player's inventory has a carry limit of 12 items, thus forcing the player to prioritize certain ingredients over others when exploring. Red is able to carry up to 4 items on her person—these are called Permanent Slots.

If the player's health drops to zero, all the items in the basket will be permanently lost, except for those in permanent slots (see **It's Not Over Til It's Over** section on page 9). The player can store up to 60 items (ingredients, meals, or potions) at Grandmother's House.

There are 32 plants, herbs, and collectibles available in the game. Examples of herbs include the following (with sample flavor text for Grandma's book):

- Dragon Wings
  - “Ah, the serene and mighty dragon. How I wish they hadn't left the Craggs. I would have loved to show them to Red when she became older. But they left behind some important magic. How sweet of them! But these are definitely not sweet, yet they pack a very important punch! One crystal wing provides an impressive boost of some antioxidants and natural caffeine! Perfect for a magical morning coffee!”
- Eye of Amber
  - “(Move all Eye of Amber bouquets out of reach from Red!! They look like lollipops!) The Eye of Amber, a root born of ley lines and the immense heat of the Soltera Desert. As it grows, it twirls purposefully to the sky, but it is sensitive to the sun. And so, it produces a sap that hardens and refracts the sun's rays. More often than not it hardens within the spirals, forming a sparkling gem, hence its name. Be warned. While beautiful to behold and to display... it is not for casual consumption. It has absorbed much wild natural magic, and if one were to look through its glassy form or to consume it, they would be able to see magic in its true form.”



- Heartleaf
  - “Do not be fooled, Red, by this pleasant and unassuming herb. It is not to be handled lightly. This herb, depending on your recipe, could prove to be someone’s finished story or the miracle that provides another chapter. Watch for the red-veined leaves. Those are the potent ones.”

## Plant Locations

Plants, herbs, and collectibles are randomly generated in their specific region. For example, Ice Thistles appear randomly in Lapis Village only. A limited number of herbs will randomly regenerate each day. This limitation ensures players won’t farm the same spots and wait for plants to respawn.

## Stirring the Pot (Crafting System)

New crafting recipes are discovered through NPCs or through player experimentation. However, failed experiments that don’t yield potions come at the risk of losing items.

Potions and meals must be crafted at Grandmother’s House. Because time does not pass inside Grandmother’s House, players have unlimited time to craft and experiment. Crafted potions and meals can restore Health or give the player magical buffs through Magic charges (see **The Strengths of Youth** on page 3).

## A Grandmother Well-rested (Health Conditions)

The same crafting system mentioned above is used to make meals for Grandmother. Grandmother’s health condition is dependent on the quality of the meal the player feeds her and how often they do so. There is no HUD for the player to determine how Grandmother is feeling. Rather, her actions in the morning in and around Grandmother’s House will reveal her health condition. Grandmother’s health conditions are as follows:

- Excellent: Grandmother is outside the house, tending to her garden.
- Good: Grandmother is inside the house, sitting in her armchair and reading.
- Fair: Grandmother is sitting up in her bed, reading.
- Poor: Grandmother is bedridden and will not speak.

The player gains benefits when they care for Grandmother. The player is guaranteed one of these random benefits every day that Grandmother is in Excellent or Good condition.

Grandmother may:

- Provide a boost to Red’s potions (only when in Excellent condition). For example, a Greater potion may become a Superior potion.
- Give the player some ingredients (only when in Good or Excellent condition). The chance for a rare item will increase if the health condition is Excellent.
- Give the player the recipe for an undiscovered potion (only when in Excellent condition).

- Offer the player tips or advice for gathering ingredients (all conditions, except Poor).

## NPC Interactions & Quests

### Creature Comforts

The Enchanted Forest is inhabited by an assortment of fantasy, fairytale creatures from whom the player can gain quests, recipes, and items for trade. While Red and her grandmother are the only humans in the forest, these friendly NPCs can offer aid to the player if needed. Each region of the map will have different types of fantasy creatures based on the area's terrain.



#### Example Quest: My Skin! It Burns!

When a player enters the Soltera Desert, they find the pathway blocked by a distressed NPC. The NPC is suffering a terrible sunburn and refuses to move until the player provides them with aloe vera. Giving the NPC aloe vera will unlock this area for the player.

### Who's Afraid of the Big Bad Wolf?

In addition to finding the ingredients for the "Elixir of Life," the player must navigate the traps placed by the Big Bad Wolf. A clever and conniving villain, the Big Bad Wolf appears throughout the game to throw Red off her track and to prevent Grandmother's recovery. The Wolf cannot attack in daytime, as he gathers power from the night, so he uses trickery instead. The following are three ways in which the Wolf can damage or otherwise thwart the player:



#### **1. Wolf in Sheep's Clothing**

During the day, the Wolf can accost the player as himself or in disguise as a friendly NPC. In this manner, the Wolf provides the player with false quests to distract them from obtaining the Elixir or to lead them into a trap. Traps can be avoided, and successfully bypassing these threats will lead the player to areas with more valuable ingredients.

#### Example Quest: Planted Evidence

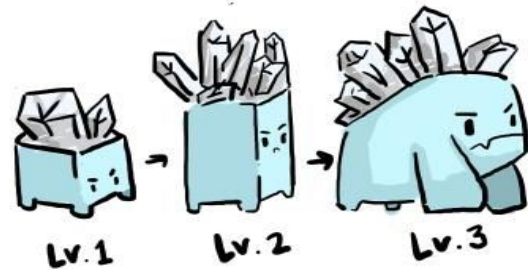
The player comes across the Wolf in disguise, who tells them that going to an island forest in Hermit Lake will help them find a valuable ingredient. If the player

travels to this island, the corrupted plants there will attack them. If they can bypass the plants, the player finds the ingredient mentioned by the Wolf.

## 2. Corrupted Cubelings

As part of his corrupting influence on the land, the Wolf has infected creatures of the Enchanted Forest to become Corrupted Cubelings. These Cubelings inhabit easily identifiable spaces all over the map and can damage the player's Health by moving into them. Corrupted Cubelings can be deterred through the use of items and potions enhancement, and they come in three different types that correspond with their sizes:

- Small: Small Cubelings are the smallest Cubeling type. They deal a half (1/2) point of damage to Red's Health (see **Health** in **The Strengths of Youth** on page 3) and require one (1) point of Cure Cubelings to turn (see **Magic** in **The Strengths of Youth**). On Normal difficulty,



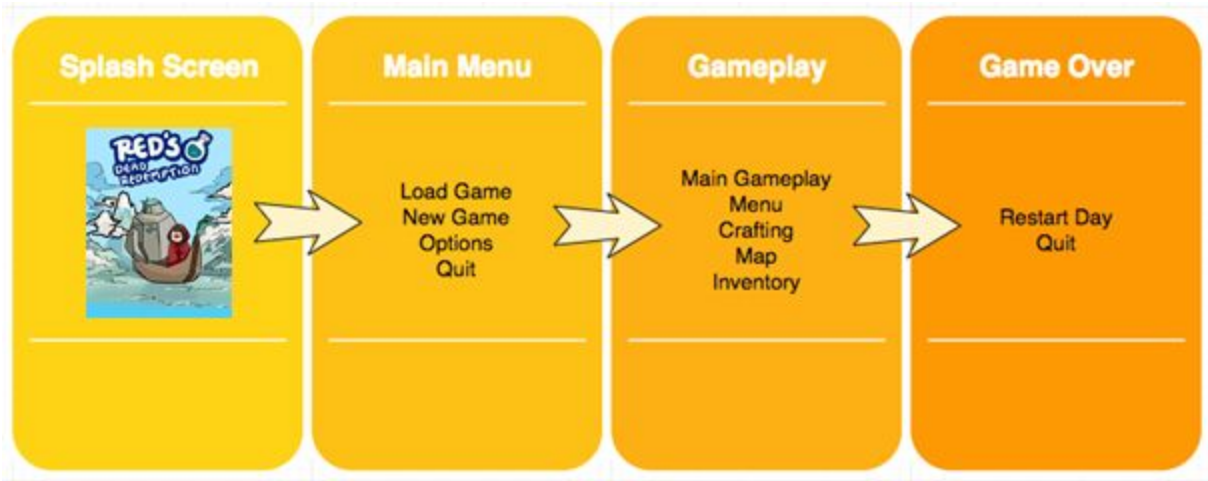
- Small Cubelings are the only type that Red will encounter in the starting area.
- Medium: Medium Cubelings are the middle Cubeling type. They deal one (1) point of damage to Red's Health and require two (2) points of Cure Cubelings to turn.
- Large: Large Cubelings are the largest Cubeling type. They deal two (2) points of damage to Red's Health and require three (3) points of Cure Cubelings to turn.

## 3. The Wolf Unleashed

As the moon rises, the Big Bad Wolf becomes more powerful—he assumes his natural form and can cause damage to the player's Health, dealing two (2) bulbs of damage for every hit. If the player is still out after dark, they risk damage and death at the hands of the Big Bad Wolf. The player will need to use their potions and crafted items to escape the Wolf's clutches, as he is corrupted beyond repair.

## Section 3: UI & Art Style

### Screen-by-Screen Overview



### HUD

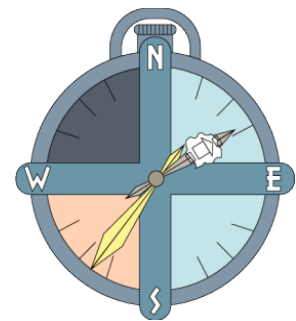
#### Health and Magic

Gauges for Health and Magic are visible to players on the HUD; Health by red bulbs to the left of Red's basket and Magic charges by yellow bulbs to the right of Red's basket.

#### Red's Pocket Watch

On the screen, the player can always see what time of day it is on the clock in the corner of the HUD. Blue quadrants indicate daytime, orange indicates dusk (ideally, when the player returns to Grandmother's House), and black indicates nighttime.

Players have the option of exploring and adventuring into the night, but the Wolf will be on the prowl and the player will encounter more Corrupted Cubelings than they do during the day. If the player has prepared sufficiently, they can continue through the night without stopping at Grandmother's House.



#### Red's Compass

Combined with the clock in the corner of the HUD is a compass that will always guide the player back to Grandmother's House from wherever they are in the Enchanted Forest.



## 3D Fairytale Visuals

This game has a cute, colorful 3D art style that reinforces the fairytale theme and the casual gameplay. The game is played in a third-person view with the camera orbiting the player. The art style is designed to be approachable for younger audiences while also welcoming more experienced players.

## Section 4: Ending the Game & Beyond

### Win Condition

To complete the game, the player must collect all four legendary ingredients and craft the Elixir of Life. Crafting the Elixir will save Grandma. With Grandma restored, she and Red are able to push back the Wolf's corruption on the Enchanted Forest, and the player finishes the game. Because this game has a definite end, there is no further gameplay after the player wins.

### It's Not Over Til It's Over (Game Over)

Game over is triggered in two ways:

1. The player's health goes down to zero. If this happens, the player will respawn back at Grandmother's House. The player will have one health (requiring them to heal themselves either by sleeping or by eating/drinking), it will be nighttime, and any collected items will be gone (except for the items in the permanent slots).
2. Grandmother dies. This can happen if the player neglects to feed Grandmother over a long period of days. The player will get cues that Grandmother is not well (see **A Grandmother Well-rested** on page 5). If Grandmother does die, the player returns to the beginning of the previous day and loses all progress up to that point.

### Who is the Game's Audience?

This game is intended for casual gamers who want to quickly jump into a game without being bogged down by rules, requirements, or pre-determined skills. The target audience is players of all ages and skill levels. The challenges presented by the resource management system are meant to appeal to the more experienced player. To cater to the varying skill levels of the audience, players can choose between Easy and Normal difficulty modes and can switch between them as desired. The differences between the modes are laid out as follows:

- Easy: The player does not lose items when they run out of Health, and there are minimal Corrupted Cubelings throughout the world. In addition, enemies (including the Wolf) do less damage to the player than they do in Normal mode.
- Normal: The player loses their items when they die, and enemies and the Wolf do the regular amount of damage.

## Pay-to-Play & Future DLC

This game will have an initial price point for players to pay. Future DLCs will introduce new content, including new:

- Ingredients for food and potions
- Areas to explore
- Items, creatures, and NPCs

A Master Mode (Expert difficulty) will also be available as DLC, in which the player can die after one “hit” from the Wolf and can encounter larger Cubelings in the starting area around Grandmother’s House. Master Mode will also include a new alternate ending that allows the player to cure the Big Bad Wolf of his corruption.

## A Forum by the Fans and for the Fans

Despite being a single-player game, we expect that a community will grow as players discover new recipes and share them online. Some recipes may reveal hidden abilities or secrets (none required for finishing the game), and players will want to share them online. Ideally, fans will create a Wikia for this game to cover walkthroughs of quests and to post detailed maps pointing to item locations. We’re hoping that the game’s emphasis on exploration and experimentation will appeal to casual gamers who will then connect with other casual gamers.