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# ALBERTUS'S POTION QUEST

Final edition

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# Story

Orphaned Albertus has just joined the Pendarth Alchemy Academy. Headmaster Professor Magnus has gone missing, rumored to be held hostage by his arch-nemesis, Llull. Llull is working on a diabolology potion he plans to use to enslave the world. Defying orders from other professors, Albertus leaves his dormitory on a quest to find Headmaster Magnus. Albertus realizes after leaving the Academy he has left his potion book at home. With a basic knowledge Alchemy, he presses forward to rescue Headmaster Magnus!



# Trailer

## Albertus' Potion Quest



# Gameplay

- Puzzler with inspiration from Puzzle Quest and Potion Explosion.
- Matching of minerals adds them to Albertus's potion bottle, where they can be used for attacks or defense. Minerals are different shapes in consideration of color-blind players.
- Advanced mixing minerals in the potion bottle results in a potion that has advanced abilities.
- Each level consists of a new backdrop, but the gameplay stays the same (except for increasing in difficulty with time, HP, and attack points).
- Albertus can deal or sustain HP damage. The goal is to defeat the enemy before time runs out, or before HP reaches 0.
- Each level has a different foe/antagonist.



# Gameplay



# Mechanics and controls

- Basic grid with randomized tile pieces that fall from the top. There are three base colors of minerals: Red, Yellow, Blue, and a "Skull".
- Minerals in the grid can be flipped horizontally or vertically by swiping.
- 3 matched minerals adds the mineral to the potion bottle.
- Matching Red and Yellow potions damages your foe. Matching Blue potions gives you a temporary "shield".
- Damage to Albertus is mainly dealt by matching skulls in the grid.
- Mixing minerals into either Green (Yellow and Blue), Orange (Yellow and Red) or Purple (Blue and Red) will allow Albertus to Heal, Cast a Spell, or inter-dimensional damage to their foe.
- Level advancement only occurs by defeating the foe within the time limit.
- End of game is either an instance where Albertus dies, or Headmaster Magnus is found. Continues will be an option.



# Final Iteration Update

- Created Intro Screen, How to Play Screen, Game Won Screen and Game Over Screen.
- Created a transition between levels.
- Fixed known issues/bugs



# Contributions

- Golshid:
  - Alpha character sprites, an animated sprite.
- Joey:
  - Backgrounds, Revised Animated Sprites, Transition Screens.
- Matt:
  - Coding- changes, modifications, and improvements.
  - Bug fix squashing.
  - Sound
- Vandana:
  - Design of non-gameplay elements (screens).
  - UI Elements.





# Thought on the game

APQ was a great idea and we think we have a solid foundation. The concept and execution, despite the bugs, has a nice interaction and is easy to understand as you progress through the game.

## DOWNSIDERS:

- If the game included more and consistent animation and art styles it might feel more engaging.
- We could not implement some thing that we imagined such as an Enemy AI and more fine-tuned grid, visual indication of damage dealt, as we did not have a strong enough development team.
- Communication and time management within the team proved to be an issue.

## SUGGESTIONS FOR THE FUTURE:

- Adding more abilities and implementing indications
- More realistic animation to essentially make players more invested in the game and the story.
- Tackling the coding issues we faced with more knowledge of game development.



# Thoughts on the experience

Overall, it was a great learning experience. There are a lot of changes that we could have added to make this a better game, both coding and artistic wise. We did our best and are determined to keep working to further our skills.

*"I think that in life, as in game design, you have to find the fun. There is joy out there waiting to be discovered, but it might not be where you expected. You can't decide what something's going to be before you embark on it, and you shouldn't stick with a bad idea just because you're fond of it. Take action as quickly and repeatedly as possible, take advantage of what you already know, and take liberties with tradition. But most importantly, take the time to appreciate the possibilities, and make sure all of your decisions are interesting ones." -Sid Meier*



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