

Albertus's Potion Quest

"Because so much is riding on your potion!"

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SYNOPSIS

Game Overview:

It is a strategy puzzler containing aspects of color mixing and enemy battle. Albertus must navigate "levels", mixing potions to defeat their foe. Basic consumption of primary colors executes basic attacks/actions, advanced mixtures result in special attacks/actions. The goal is to defeat the enemy in the allotted time. If Albertus's HP reaches zero, or time runs out results in the end game. Advance through all levels to find Professor Magnus results in winning the game. The aim was to create a mix of strategy and incentive to level up through combat to keep players invested in the game.

Story:

After being orphaned, Albertus has just joined the Pendarth Alchemy Academy. After only a week as a student the headmaster, Professor Magnus has suddenly gone missing. Professors at the academy have instructed all students to remain in their dormitories until Professor Magnus has been found. It has been rumored that life-long arch nemesis Llull has taken Professor Magnus hostage to force him into creating the world's most diabolical potion ever!

Always one for not listening to rules, Albertus has decided to set out on a quest to find Professor Magnus, but by the time they have reached (first destination), they realize that they left their potion book back at their dorm! Smugly, Albertus has decided to press on, armed only with remembering the very basics of mixing potions!

Hopefully the journey to find Professor Magnus will be victorious!

Gameplay description:

The game consists of a protagonist, Albertus, and a series of antagonists (enemies) as Albertus navigates through various areas to find Professor Magnus.

In the top-middle part of the screen is a standard puzzle grid, 5 x 8 rows. The grid is populated with randomized potion minerals. The three primary colors are Yellow, Blue and Red. Each time a series of three colors is matched, a single unit of that color is added to Albertus's potion beaker. The character can use the potion (either on himself or the enemy) at any time:

- Red: Single Attack (punch)
- Yellow: Single Attack (kick)
- Blue: Single Defense (Shield)

- Skull: Enemy Attack on Albertus

Above the grid is an hourglass and a timer bar, indicating how much time is left in the round. Above the timer bar are a series of three beakers with a “mixed” color and a single word below them that indicates the action they will perform. These potion beakers are randomized in each level. The mixed potion (advanced) color actions are as follows:

- Green: Restore Health
- Purple: Poison attack
- Orange: Magic attack

Albertus, antagonists, and their attached HP bars are towards the bottom of the screen.

Backgrounds change each level, indicating a new level. Antagonists match the background in theme.

Albertus has a certain set amount of HP that increases per level. Antagonists also have a set amount of HP that increases as the levels become harder. Albertus can lose HP by not activating a mixed potion before adding another resource, or by matching three skulls in the grid (an enemy attack). Enemy attacks inflict more HP as levels increase.

Rules:

Players must match three minerals of the same color (Red, Blue, or Yellow) to create a potion of that same color. Albertus may consume the potion in its raw form by tapping his potion bottle. When consuming this raw potion, an action will occur (Kick, Punch, Defense).

Players may match three minerals of another color to mix into an advanced potion (Yellow and Blue makes green, blue, and red makes purple, and red and yellow make Orange). These advanced potions perform advanced actions (Restore Health, Inflict Poison Damage, Inflict Magic Damage).

A kick or a punch will deal minor damage to the antagonist. A defense will create a single barrier in front of Albertus that will protect from one instance of incurring damage. Poison and Magic attacks will inflict more damage than regular attacks on the antagonist.

The mixed potion needs to be used before adding any more minerals, as if another mineral is added it will activate the potion in the opposite manner. For instance, if attempting to mix a poison potion and then another mineral of any color is added,

Albertus will sustain the damage and not the antagonist. If attempting to mix a restore potion and it is not used in time, the antagonist gets their HP restored.

Game Controls:

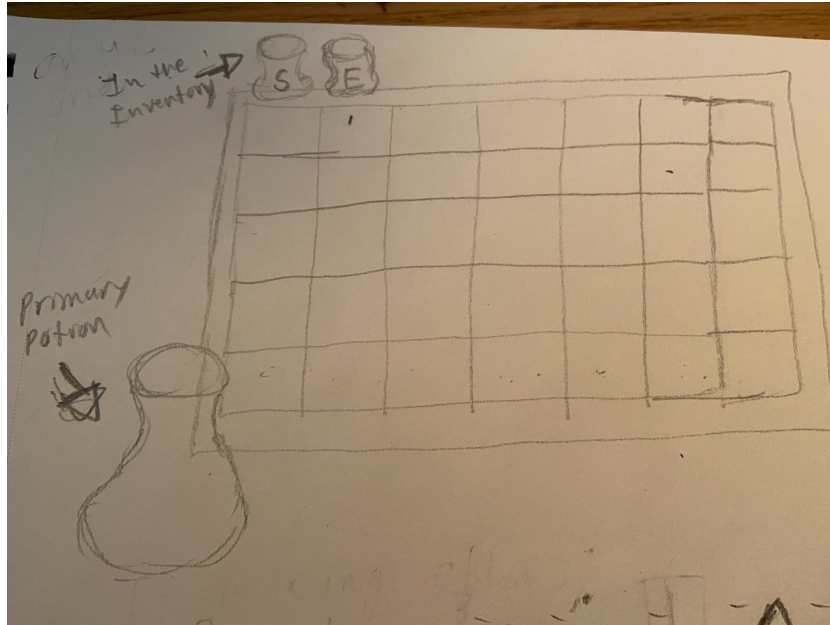
Swipe and Tap Mechanics (Mobile)

- Grid tiles are flipped horizontally or vertically to match three like minerals. Swiping minerals up and down, or left and right will flip their orientation to aid in matching minerals. Each time three like minerals are matched, a single unit of that mineral is added to the Albertus's potion bottle.
- Players may tap Albertus's potion bottle to activate (drink) the potion. Whatever color is currently represented in the potion will be the action that is performed (as stated in rules above).

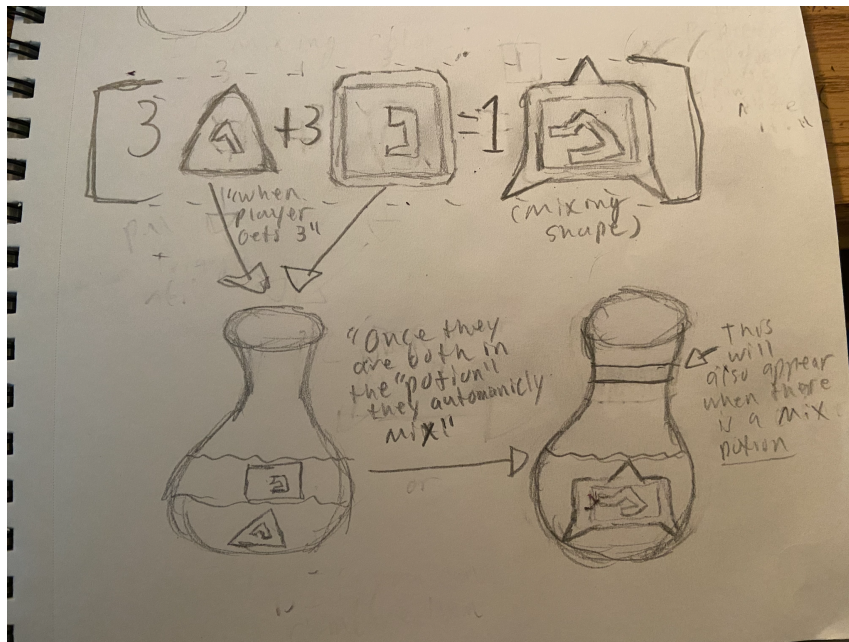
Interface (Concept art and Wireframe):



Main character

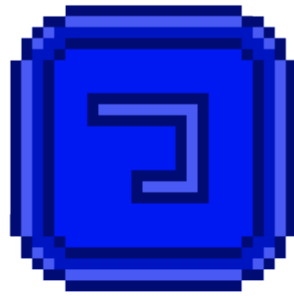


Grid Concept Art



Mixing of abilities to the main potion bottle mechanism

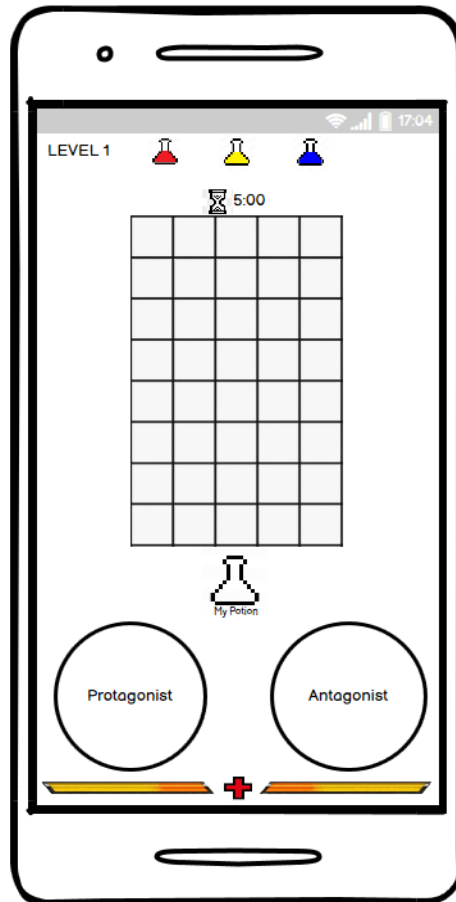
Concept Art for the "Color items (minerals):



Protanopia



Deuteranopia



Wireframe

Winning/Losing conditions:

Winning: A player will get past the level if he defeats the antagonist within the time limit. Winning the game is achieved by completing 25 levels, the last being a battle with the final antagonist Lull and rescue Professor Magnus.

Losing: A player may lose the level if any of the following happens:

- Albertus reaches 0HP by taking damage from the antagonist.
- The antagonist isn't defeated within the given time limit.

Division of labor:

Visual design, graphics, and sprites: Golshid and Joey
Game "creation" and sound design: Matt and Vandana

Development Diary:

<https://docs.google.com/document/d/1HrSzgrOuxVIQS-4tHQhZ7v3a5owdhCVV7m-KNJfhR6w/edit?usp=sharing>