Alpheus the Zealot

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Team Members

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**Executive Summary**

* Abstract of game story
  + Name: Alpheus the Zealot
  + Alpheus is a student at the academy for Animentum (From Anima which means life and elementum which means elements). Animentum consists of controlling the life of the elements earth, water, fire and air. Alpheus is special. He has a special connection with the life of all the elements and can therefore control them all once he learns them; other zealots can only control one.  When Tiocletian (The Head Zealot) learns of this, he fears Alpheus will overthrow him if he becomes too powerful and tries to kill Alpheus while he’s still young. Alpheus must retrieve pieces of life (of the elements e.g. kill ice golem and get a piece of ice element) to gain power and defeat Tiocletian and the rest of the Academy.

**Game Play Look and Feel**

* **Appearance**
  + Very Retro (NES, SEGA)
  + “Open world” platform game
  + Puzzle/Find you way game
  + Main Artwork:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Alpheus** | **Tiocletian (not it demo)** | **Warden of Fire** | **Protector of Ice** | **Air Sentinel (not in demo)** | **Guardian of Earth (not in demo)** |
| https://lh4.googleusercontent.com/NRMZFCsmWVlN8AHfympJx-BG5drczejAaeOl7BE1SOeKlAZGREdFfRoHmYuztC5KG_iLp7S6Dy88qz4969crzWs04cN9orjZeirSh2d6AvVHP1FKkozRsOHI3dCrhZpJUg | https://lh4.googleusercontent.com/XSnMqpSS8xd9agloGYDKir12z94H1QOPYT8-TbJVbFAPYqBF6-ortQi6ZenTtrelSGMStPsBKFg4_uRJPcACnxSG22UWjFcrVu33ekfG9-vNv9lB3Tq9rG0ejtxOP9-4UA | https://lh4.googleusercontent.com/WwYS_7TZaWQP13-5dmwgLAZ4jCbGqgjEviB75g47xmeVr6s6AYfTvNFoZCoh_dRGCOg92g4cQ7pO7dovDPJBVgLYhPvv7JU1PtXPCx23Bu1nK_AKQU8ljBygFclhcidK5w | https://lh5.googleusercontent.com/YvuzC2sb0JxwJ58zDyuMligAyUKAvb-olbMLosno8m408SJRj4v9kB7mCedH-7xVlnocbwnQUPHJ6qTPCQIQUaTKe_dU4ijLO6aGcpXYKqrBVCGGOYMFI_U8bM3uWfh0Ng | Sprite still needed | Sprite still needed |

* **Player roles and actions**
  + Playing as Alpheus
    - Jump
    - Move around (left and right)
    - Use abilities:
      * Air (**not in demo**) (High jump, Air run)
      * Water (Ice Spike Slide)
      * Earth (**not in demo**) (Ground Pound)
      * Fire (Create and throw fire, fire boost)
* **Strategies** 
  + Use gained abilities to work through world and defeat bosses and enemies
  + Will need certain abilities to gain access to areas
  + Involves quite a bit of backtracking and remembering where new abilities will be useful
  + The player can only use so many spells in a row until their resource is depleted
  + However, The player can collect items that permanently increase number of spells. More of these items become accessible as you gain more abilities.
  + There is also a cool down timer that is constantly running and refreshes your spells when it hits 0, So you have to be careful not to run out of all of your spells immediately if you will need an air jump soon.
* **Motivations**
  + To defeat Tiocletian and his academy of Zealots and Acolytes.
  + Gain Power
* **Level summary/story progression**
  + Story progresses as powers are gained and new areas are reachable
  + Once all areas are completed the portal to fight Tiocletian is opened
  + Levels are the new areas you can reach
  + Each area holds a boss to defeat and a new ability to be gained.

**Development Specification**

* Hardware
  + Computer
  + With Internet
* Software
  + Construct2
  + Gimp
* Algorithm Style
  + Construct2
  + Sprite Animation
  + Enemy AI