

Forest of Flutes

Overview

Concept

Forest of Flutes is a narrative exploration game about collecting items and completing optional quests within a short time limit. The player decides which elements of the game they interact with and how, leading to an RPG-style of gameplay.

Genre

Casual, Exploration, Fetch Quests

Target Audience

Anyone who enjoys my narration style, especially if they've played my first game, [Lona's Fountain](#).

Why Play This Game?

The enforced time limit makes Forest of Flutes an easy game to slot into a rainy afternoon. Players can enjoy the characters they meet, the landscape, and the silly jokes sprinkled throughout.

Product Design

Player Experience

The player takes the role of Faune, a satyr who has come to the Forest of Flutes in search of, you guessed it, flutes! They need to collect as many flutes as possible before the time limit. In order to find flutes, the player can help out the locals and search all the nooks and crannies of the map for secrets.

I'm aiming for a chill, low-pressure, laughable experience.

Graphics & Audio

The game should feel like Lona's Fountain, but with a more modern style. I'm imagining the graphics in old Legend of Zelda games and RPG maker games as core references to draw on. It's important to me to have the forest look normal, but with the ruins of an old civilization, in order to show the passage of time in the wider world.

I'm planning to use the same asset pack as [the tutorial I followed](#), the [Ninja Adventure asset pack by pixel-boy](#) on itch.io. For Faune, I'll use the [Legend of Faune sprites by ansimuz](#).

For audio, I'll search itch.io for CC-BY music that fits the chill fantasy themes.

- Main menu music by [TheOnlyFiddler](#).
- Forest background music by [VocalMix](#) under OGA-BY-3.0.
- Cave background music by [Brandon75689](#) under OGA-BY-3.0.
- Sound Effects can be taken from [Mixkit](#).

If I need anything else, the chances are high that I can just make it myself.

Game World Fiction

This game uses the same game world as Lona's Fountain. Elves once ruled the world, and now they have sort of fallen into a few scattered city-states alongside many other cultures. Forests are all magical places where creatures of the wood hide and sing and dance.

Satyrs, in particular, are magical creatures that are obsessed with personal freedom, revelry, and learning about the wider world.

Necromancers are evil and seek to steal the magic of the forest for themselves. They have taken over many of the elvish ruins for their foul rituals.

Most creatures are nice unless you provoke them. Older entities have less patience.

Promotion

I'll set my game as PWYW on itch.io and link to it from my blog.

Platforms

Definitely install for Windows, but ideally I'll build for the Web so that everyone can play straight from the itch page.

Detailed & Game Systems Design

Core Loops

The player takes a quest and works to complete it synchronously with their other quests. It looks like this:

- Player talks to an NPC and learns what they have to say
- Player gains a quest and decides if they want to go through with it
- Player investigates the nearby area
- Player explores a wider region
- Player locates the quest objective
- Player returns to the quest NPC and turns in the objective for a reward

I expect that each quest will have hints and clues in the NPC dialogue, but the actual objective will be distant from the quest NPC. I want to encourage players to explore, wander around, and talk to people to answer their questions. Some questions might even be left unanswered!

The player needs to find flutes, so they are immediately presented with two options:

- Ask a nearby NPC where to find some flutes (potentially gaining a quest)
- Search a nearby area for flutes (potentially finding something interesting, like a different quest objective item)

Objectives and Progression

The main objective is to collect as many flutes as possible. The player gets to decide how they do it and when they decide they are done. The game automatically ends after 20 or so minutes. Sub-objectives include any quests picked up along the way.

Game Systems

This game requires a few systems to function:

- Player & Movement
- Interactable Game Objects

- Items to pick up
- Inventory System
- NPCs
 - Dialogue System
 - Rewards System

I'll add a few optional systems too:

- Background Music Changer
- Accessibility Options
- Dynamic Map System

To program and develop these systems, this is where I'll take advice and guidance from Game Code Library's tutorials on 2D Top Down games.

Interactivity

There will be objects to pick up and add to the inventory, NPCs to speak with when you enter their interact-radius, objects you can speak with the same way as NPCs, and UI buttons to control dialogue and menu options.

WASD for character movement, E for interacting with things, TAB for menu. Mouse is used only for selecting UI buttons.

Main Menu (Scene)

- Play (UI Button) -> Game
- Options (UI Button)
- Quit (UI Button)

Game (Scene)

- Character movement (WASD)
- Interact with game objects (E) -> Dialogue
- Options (TAB)

Dialogue (State)

- Click to progress to the next line
- Select dialogue options when prompted

Options (Panel)

- Background & Controls (Panel)

- Inventory (Panel)
- Map (Panel)
- Accessibility Features (Panel)