



# VITAL K

CPE 476 Game Proposal  
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# Concept

- Paper Mario, but with sentient vegetables
- Adventure RPG focused on story elements and minimalist design.
- Paper Mario style graphics (simple environments and animations). Characters may be full 3D but still cartoon-like.
- Could go either Arcade or High Performance

- Art style is simple and lends itself to procedural generation
- Aura is more child-like and not so heavy on violence
- Allowed to freely roam a bounded world in search of main enemy and secrets to uncover
- Turn-based combat using a literal stage (next slide)





# Basic Story

- Your friend goes to the major river to get water but hasn't come back. You set out to retrieve the friend, but when you get there your friend is being attacked by a giant raccoon named King Koon.
- King Koon demands a ransom, and runs off into forest/burrow when you don't have enough shiny things for him.
- The Elder gives you your first weapon and you venture into the forest to reach the great mountain (King Koon's den).
- You fight your way to the mountain and defeat King Koon.

# Plantae Races



Carrot



Broccoli



Potato

# Fungi Races



Portobello



Chanterelle

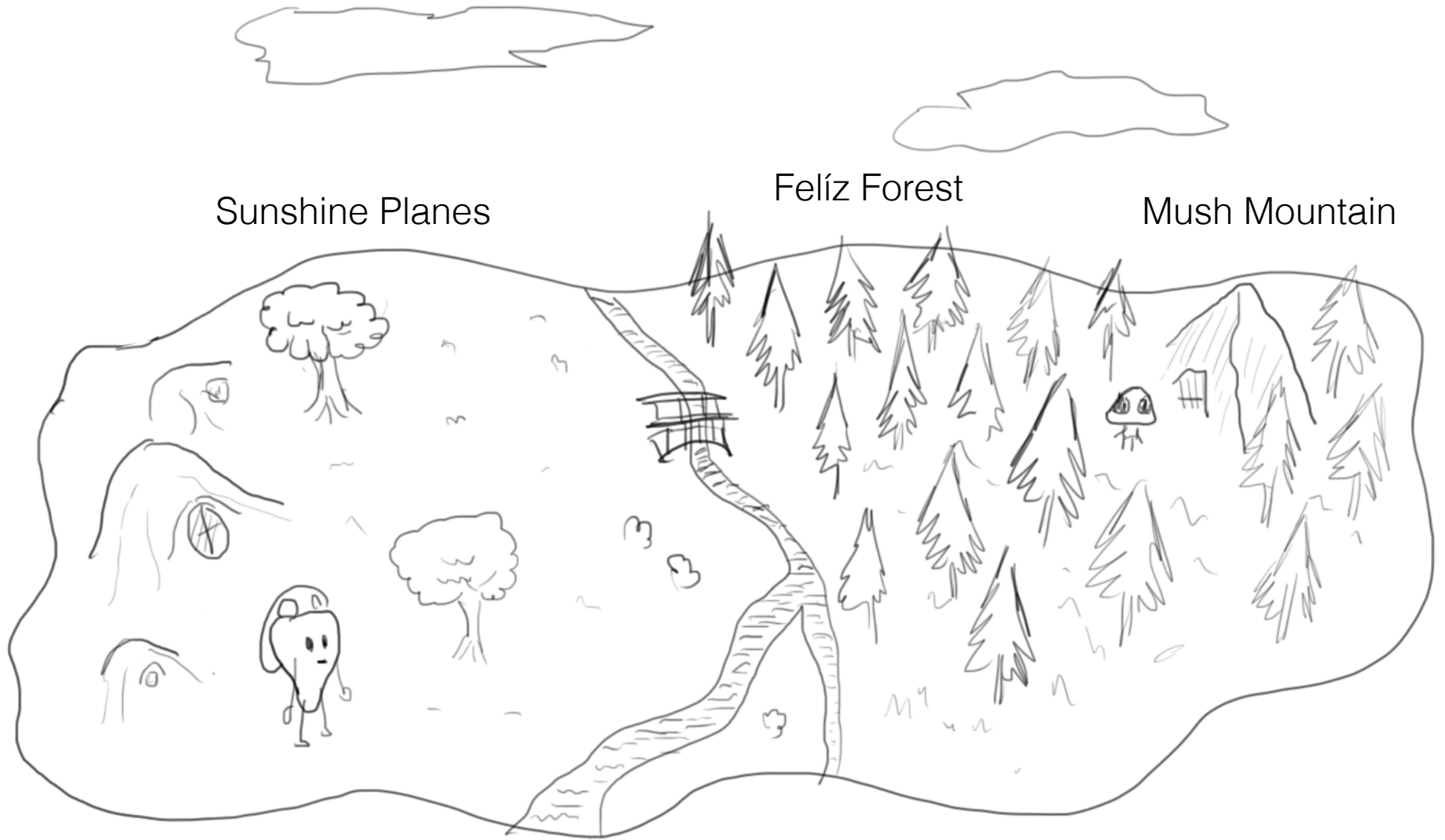


Corál

# World

- The world will likely consist of a vegetable town with adjoining forest.
- The veggie town is in the fields and Fungi live in the forest.
- Players begin in town and work their way into forest towards the mountain.
- Fungi enemies and obstacles get more difficult and abundant as player reaches the mountain.



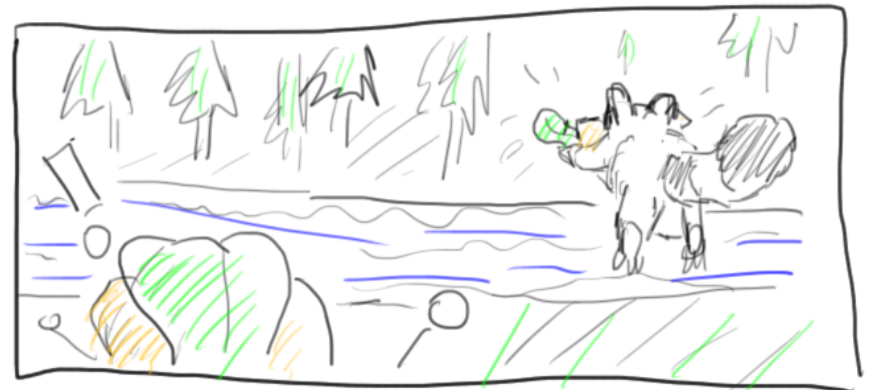
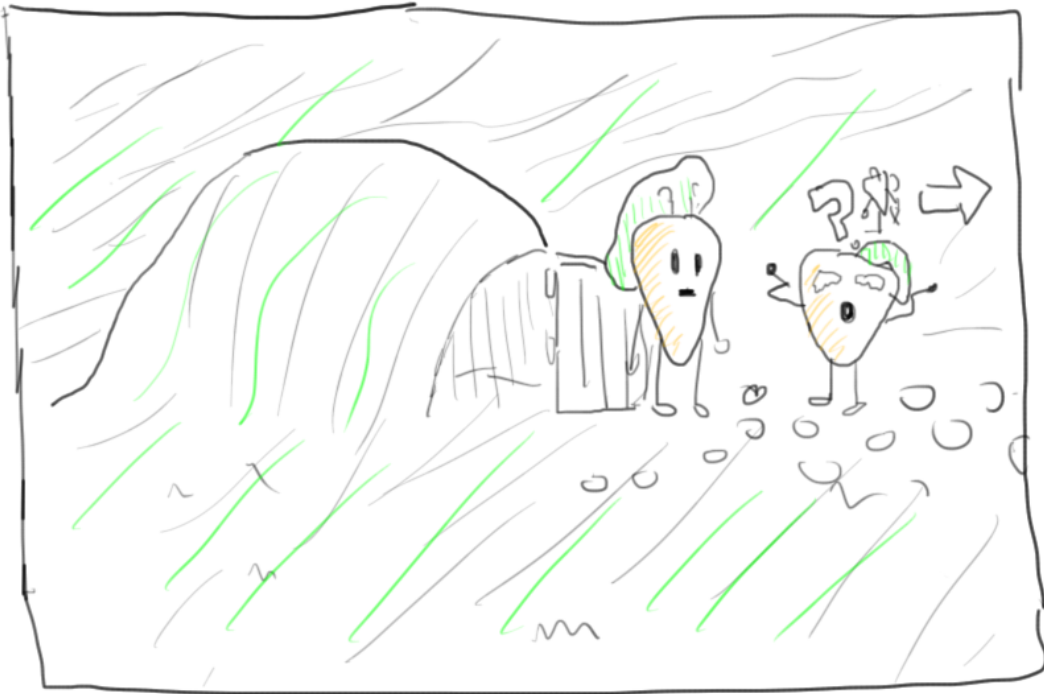


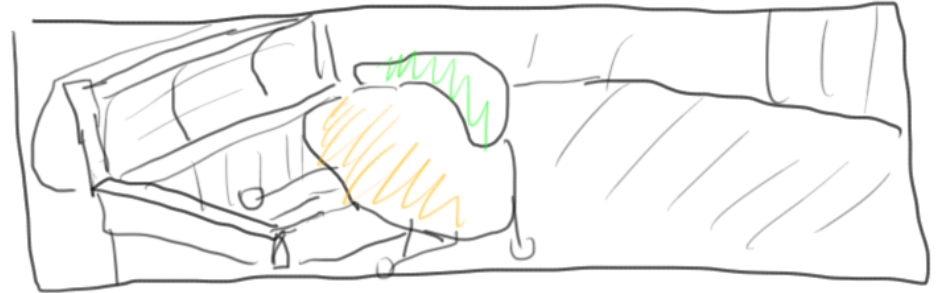
Sunshine Planes

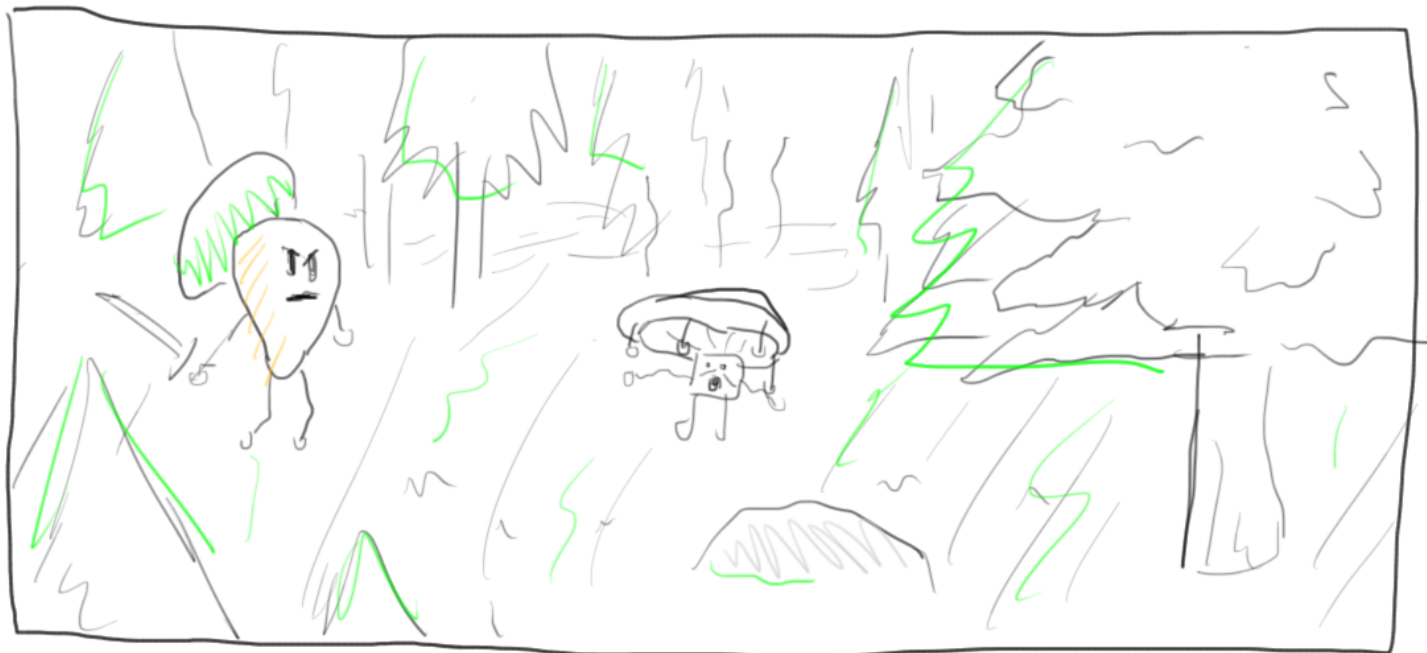
Felíz Forest

Mush Mountain

Veggie  
Homeland







# Gameplay

- World exploration is some platforming, finding secrets, and mostly fighting mushrooms.
- Combat is “staged” (like in Paper Mario). Players get simple weapons (swords, shields, daggers) to defeat these foes.
- RPG system for leveling up and getting skills.

# RPG Elements

- Players gain experience through defeating enemies and get items and some abilities through exploring secret areas.
- Player gets bonuses in sunlight and use plant-based special moves that rely on a steady water supply.
- As players gain experience they can use better weapons, learn more plant magic (healing, growth spurt, harden), and probably do other cool stuff.

# Additional Ideas

- Possibly rely on procedural content generation: trees, foliage, some character models, forest, and landscape.
- Use the same text-based story-telling as Paper Mario for banter and the like.
- Add other plant and fungus races if time permits.