Team Leviathan

Presents:

The Three Princes

Jonathan Ng
James Hofmann
Noam Litman
Game Manual:

Summary:
The Three Princes is a adventure/RPG game that takes place in the magical fantasy land called Fabula. We follow the story of our boy hero Romulus who went from camping in the woods with his family to being sucked through a portal and dumped in the magical world of Fabula. As the player, you will take control of Romulus and accompany him on his quest to recover the ancient talisman of power. Together with his spirit partner Remus, the pair hope to one day find the talisman and use its power to return Romulus to his own world.

On this journey the mismatched pair will face many hardships and dangers. The path to the talisman is not an easy one and Romulus will have to overcome the traps and guardians that protect the talisman from those who are not worthy of its power. Our game features a rather large world for the player to explore as well as numerous puzzles.

As the player gathers the pieces of the talisman he will be able to unlock the hidden powers of his spirit partner Remus. With every piece of the talisman that you recover Remus will gain a new power that will help the pair on their quest to return Romulus to his home. So be prepared to embark on a magical journey filled with adventure, fame, and glory! This is the story of Romulus and the Three Princes!

Characters:

Romulus: Our favorite boy hero, Romulus is a 15 year old kid who hates camping. He is tragically sucked through a portal and winds up stuck in the world of Fabula. Romulus is a brave, some would say stupid, young man who speaks his mind and never minds his manners. His hobbies include video games, snowboarding, and running. Romulus is the star of his school’s track and field team. His favorite event is the 100m dash.

Remus: A young spirit who finds and befriends Romulus when he first arrives in Fabula. Remus is something of a trickster and loves to tease Romulus. He is a very intelligent creature but a bit of a coward. He is very taken to Romulus and has decided to help Romulus in his quest to return home. Remus has proven to be a dependable companion on Romulus’s adventure to return home.

The Three Princes: Famous hero’s who long ago defeated Vorath and brought peace back to Fabula. They were also the ones who negotiated the treaty with the spirits from the land of Midnight Dreams and forged the talisman of power. All three died long ago but the peace that Fabula enjoys is their undying legacy.

The Guardians: Powerful spirits who helped the princes defeat Vorath. Now they act as the caretakers of the talisman.

Vorath: The mysterious evil entity that once held the world in darkness. Last anyone heard he was defeated over 1000 years ago and has not been seen to this day.
Instructions:

Basic Controls:
Up arrow: Moves Romulus up
Left Arrow: Moves Romulus left
Right Arrow: Moves Romulus right
Down Arrow: Moves Romulus down
Space Bar: Hold while moving, makes Romulus sprint, consumes stamina
: Uses a health potion if one is available
: Uses a stamina potion if one is available
: Uses an invincibility potion if one is available
: Activates the force push power, consumes stamina
: Activates the lightning bolt power, consumes stamina

Powers:
As the player gathers the talisman Remus will gain new powers. The powers are described below.

Force Push: By expelling a large amount of magic energy in all directions, Remus can knock back most enemies and deflect certain attacks. This attack consumes a small amount of stamina.

Lightning Remus: Charging his body with lightning magic, Remus is capable of charging his enemies and stunning anyone who touches him. This attack consumes a moderate amount of stamina.

Items:
Here are the items that Romulus will acquire on his journey.

Heart: Restores health
Health Potion: Restores health
Stamina Potion: Restores stamina
Invincibility Potion: Renders Romulus invincible for a few seconds.
Talisman: Increases health and stamina. Unlocks a new power for Remus.

Playing the Game:
Our game plays like most adventure type games out there. You have a bird’s eye view of the character and are free to move around and explore as you see fit. You want to avoid touching the monsters or else you will lose health points. At first Romulus has minimal defensive capabilities but he will gain new powers as you gather more talisman pieces. Your goal is to find out where the talisman is located and then retrieve it.

Back Story:
Once a long time ago there was a great and powerful evil that ruled over the fair land of Fabula. This tyrant possessed incredible powers and was capable of destroying entire cities in a single night. This evil’s name was Vorath. Vorath’s reign of terror lasted for more than three centuries. It wasn’t until all three kingdoms of Fabula allied themselves with the mysterious spirits from the land of Midnight Dreams that Vorath would be defeated.

Of all the heroes who stepped up to challenge Vorath, none are more famous than the three princes: Prince Ruth from Candyland, prince Decimus from Teletown, and prince Dante from Molten Valley. These three princes combined their powers and with the help of the spirits forged a magic talisman in which to combat the evil Vorath. Together with their new allies, the three princes were able to defeat Vorath. Stripping him of his powers and sealing him away in a prison from which there was no escape. With Vorath defeated, peace once again returned to the land.

As the years passed, the princes began to fear the power of the talisman that they themselves created. Because the princes were mortal beings themselves, they feared the day that they would pass on and the talisman would be left unguarded. Already many would be villains had tried to steal this powerful object. Tales of the talisman’s unimaginable power drew many to the prince’s doorsteps. Several years after Vorath’s defeat, the princes divided the talisman into three separate pieces. Each prince took with him a piece of the sacred talisman and hid it somewhere in their kingdom where it would remain for all eternity. With Vorath defeated and the talisman safely locked away, Fabula enjoyed a prosperous peace that lasted for the next 1000 years.

Notes to the Grader:

As it turns out we underestimated how much time implementing some of our ideas would take from the progress report. As a result, in order to make our deadline we had to cut several things out of game. Items that were dropped are as follows: Numerous still frames, several mini-games, all of our side quests, and most of the extra content that we were planning on adding at the end. In addition we ended up turning the ending into a teaser because we ran out of time towards the end and didn’t want to do a half-assed job as we rushed to do the final encounter.