

MystFell

Thesis Proposal:

For my thesis I want to complete a Pet Site: an adoptable browser set game where players explore, quest and find pets [From deer to kirin] to have them grow and evolve. I'll be making all the assets for the game, but I'm getting the assistance of a couple other people for areas I know little about, IE member sign in. I'm creating and making the interface, buttons, pets, items, quest pages, explore pages, map, headers, title, and any other features we decide we need.

The theme of the site is Celtic, and we're going for a mysterious mood, straying from the bubbly, brightly colored childish design choices of previous sites. We plan to have users quest to raise an "awareness lvl", which allows them to find and catch higher level pets based on the quests they complete.

Rachel Racanelli

Asset List:

Items:

Food
Potions – change color
Totems – evolve to magical
Quest items

Explore Pages:

Shipwreck
Ancient Gravesite
Iceflow
Standing Stones
Seaside Village
Abandoned Church
Abandoned Lighthouse
Forest of Silence
The Hills
The Ruins

Quests:

Kirin
Unicorn
Pegasus

Map:

All Locations

Pets:

Fox kit – Fox
Fawn – Deer – Kirin
Foal - Ahkal Teke – Unicorn
Betta
Foal – Gypsy Vanner – Pegasus
Starters: Dog, boar, selkie/seal,
falcon

Headers:

Night
Afternoon
Icy
Morning
Foggy
Forest
Hills

Mystians:

The Guardians [Hellion]
The Fallen [Wingless]

Title Vector & Logo:

Standing Stone
Mystfell

