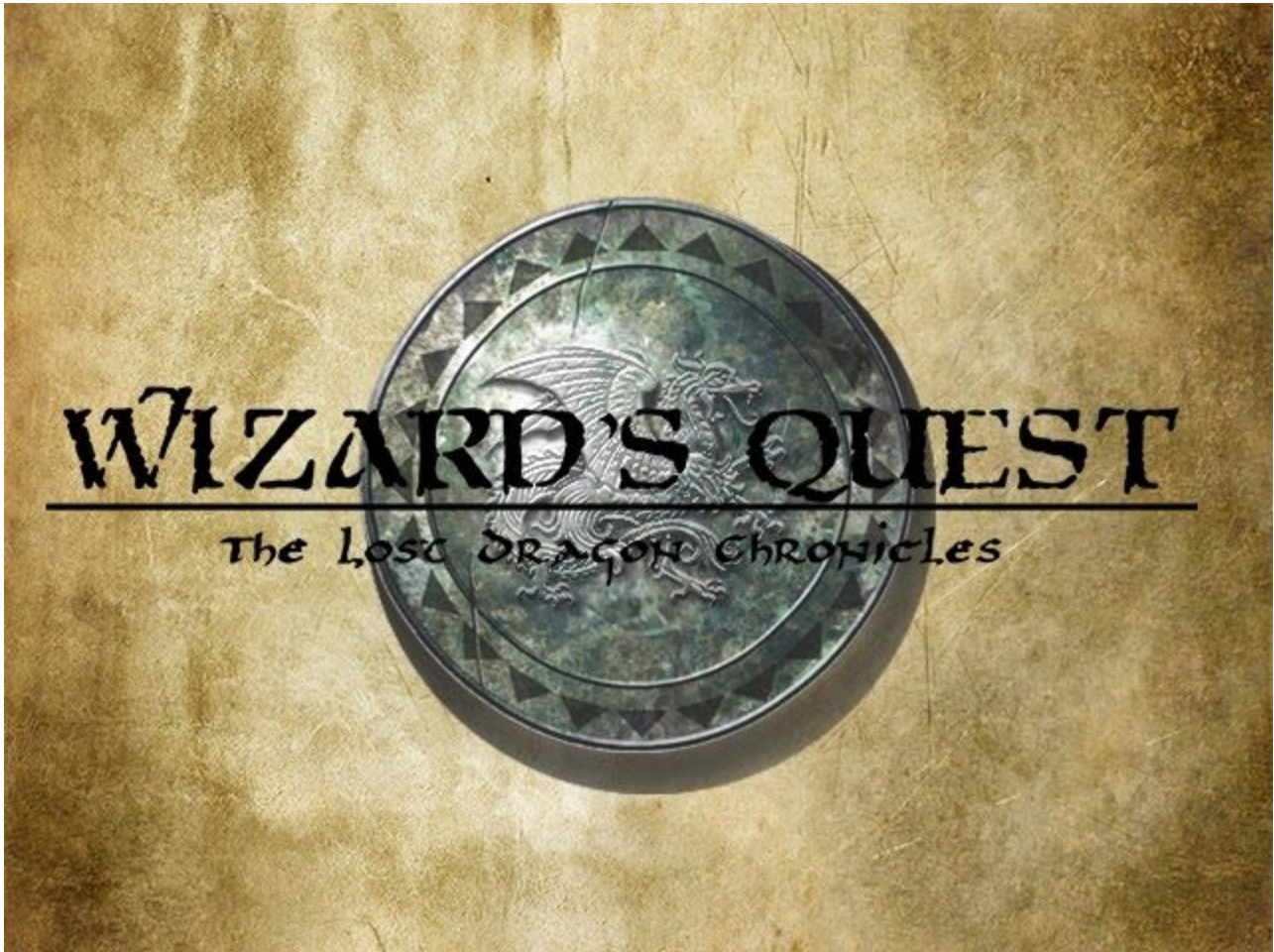


WIZARD'S QUEST:

THE LOST DRAGON CHRONICLES

Version 4.1



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OVERVIEW

Wizard's Quest: The Lost Dragon Chronicles is an action-adventure RPG made on the RPGmaker VX Ace engine. *Wizard's Quest* is styled like RPGs from the Super NES and Playstation generation of gaming. It is set in a world where magic and swordplay is prevalent. In this game, the player takes control of a party of adventurers tasked with stopping a suspicious man who is possibly linked with in-game events. The party must follow the man through various floors of a dungeon while fighting various monsters and bandits.

GAMEPLAY

The player is supposed to explore the dungeon while defeating any monsters they find. *Wizard's Quest* is composed of storytelling, exploration, and combat, but the majority of it is combat and strategically planning your next move as you battle. As the player explores the dungeon and battles enemies, they will be given experience and gold. Experience will cause the player to level up. This makes the player's party stronger and grant them new abilities to help in combat. Gold will allow the player to buy armor to protect themselves from damage, weapons to be able to do more damage, and items to help the character clear the dungeon easier.

Throughout the game there are plenty of monsters to be found, and with each battle they can become stronger, so the player will have to do the same as well. In various places in the dungeon there are very powerful monsters, so the player will have to use his wits, in order to keep up with the deadly maze laid before him.

GAME FLOW

Outside of combat, the game's flow will be dependent on the player's choice of actions. The player can either choose to take their time and explore the dungeon, or speed through the game slaying monsters as fast as they can. Inside of combat, the flow is still up to the player, but they will still need to use their wits, in order to not fall prey to the monsters within the dungeon. The pacing slows as they will encounter riddles to follow throughout the dungeon which will require careful thinking and investigation skills as many clues are set out before them in their aid.

STYLE

The game style is pretty straight forward. It is set in a classic fantasy world where knights and mages are commonplace. It is set in a fairly peaceful world that is being disrupted by dire circumstances that are causing harm to its inhabitants. The actual game itself is mostly centered around the dungeons

where the main antagonist and his minions are hiding. It's music is fashioned in a lively action adventure feel of the game as well as dark and mysterious themes.

PLATFORM

Wizard's Quest: The lost Dragon Chronicles will be a PC exclusive. It will be available for GameJolt and Steam.

CONCEPT ART

Here is the concept art the characters that the player will get to play as. These characters are in a party of 5, but only 4 at a time can be at play during combat. Each belongs to a certain class that prioritize a certain role to provide support for the party as a whole. Teamwork and strategy is essential for the party to survive confrontations of violent encounters in the game.

They will start out with a total of 5 main characters. Each will be part of their own unique class that bestows them their own grande abilities.

