One-page Mythology Run

Game Identity / Mantra:

Open world adventure with educational elements, set in the Greek mythology or antic era. Game where you fight mystical creatures and gain knowledge to proceed with game.

Design Pillars:

Pixel art, Adventure, tile-map

Genre/Story/Mechanics Summary:

Our game uses pixel-art oriented tile world that is used to present antic mythology through characters and quests based on myths. Game mechanics are based on front-top perspective view with player ability to freely move through the map. Map is characterized as Greek heaven that's composed from beautiful cloudy islands accessible via bridges. Player is intended to fight mystical creatures as an old fables says, additionally proceed to another worlds and creatures from this era.

Features:

Enable players to gain knowledge (or enjoy) about Greeks mythology with interactive and logical quests and events.
Dialog and quest mechanics, that reference to other objects (characters, creatures) which creates game story flow and game progress.

Interface:

User interface is designed to function on mouse-based controls. Player clicks at buttons to select required options.

Art Style:

Art style comes from pixel-art textures modified to mimic front-top game view. Tiles enabled us to create basically endless combinations of worlds with one tile set.

https://www.youtube.com/watch?v=R-TX_0ckMTw
http://www.whatsonsteam.com/Games/413110.htm
https://www.youtube.com/watch?v=ot7uXNQskhs
https://mypotatogames.com/hearthstead-fantasy-farming-and-life-rpg/

Music/Sound: