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Introduction

Traces of Alvilda is a pixel platform game where the quest is to bring back the main character Alvilda's memory.

Alvilda has certain helpers who you will control during the game.

The purpose of each level is to find something that is important to Alvilda which will trigger something in her brain and help her reach a part of her lost memories.

This game is a work of fiction. Any resemblance to actual persons or characters, living or dead is purely coincidental.

Controls



Jump



Move left



Move right



Volume up



Volume down



Mute



Pause



Restart level / go back to last narration

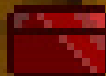


Next narrative sequence/level

Story

Traces of Alvilda tells about the quest of Alvilda goes on to regain her memory. Whenever Alvilda hears a part of a melody she oddly recognizes, she regains a bit of her memory back.

In the first level, you can see Alvilda's duck trying to escape from where he is. After that, the duck finds Alvilda and tries to bring her to the places he knows she will remember things.



Dialogue

In Traces of Alvilda the storyline advances after each level. The dialogues are text-based and simple, on a black canvas with white text.

Although the dialogue is in a small amount, it is enough to let the player understand how the story goes.

Stuck?

If you're stuck and unable to find your way through the maze anywhere during the game, just press the esc button on your keyboard to restart the level or go back to the last conversation during a dialogue scene.

On the other hand, if you restart a level you will lose all progress within and start where the player initially starts off at.

Finishing a Level

The search ends in a level when the character you are playing touches something important to Alvilda, hidden inside each level. This enables you to pass the level and go on to the next.

For example on the first level duckie is trying to escape from a sand pit, but the only way he can get out of there is reaching Alvilda's house.



Main Characters

The main characters are Alvilda and the oversized duck she encounters.

During the game she also meets Aged Tim, who searches for a music box that Alvilda has previously left there.

Alvilda also meets an airship captain, Jack Libra, who helps her in her search of the oracle who remembers everything.

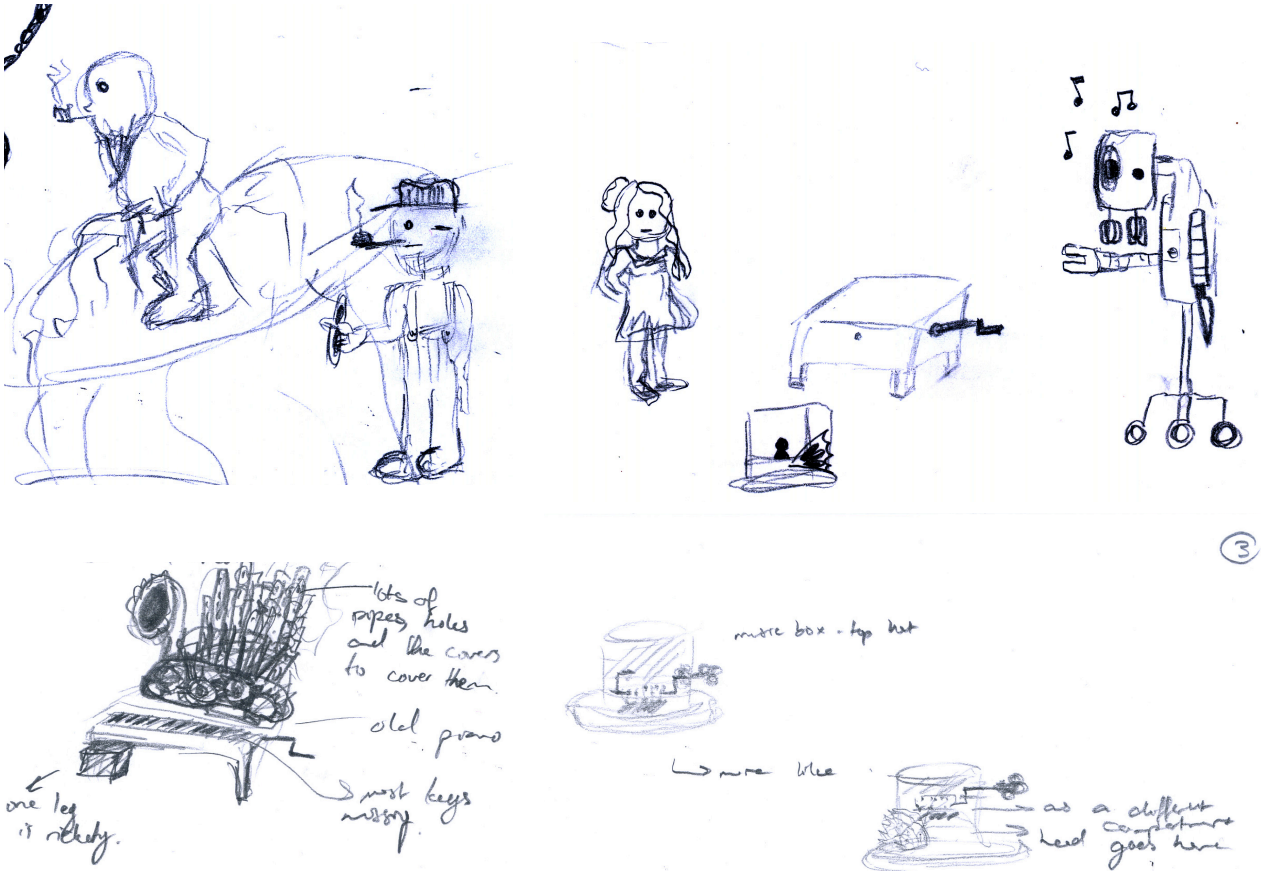


Music & Sound

The music is entirely original and is composed in musagi, which is an open source music synthesizer. The sound effects are original as well and were generated in sfxr sound generator.



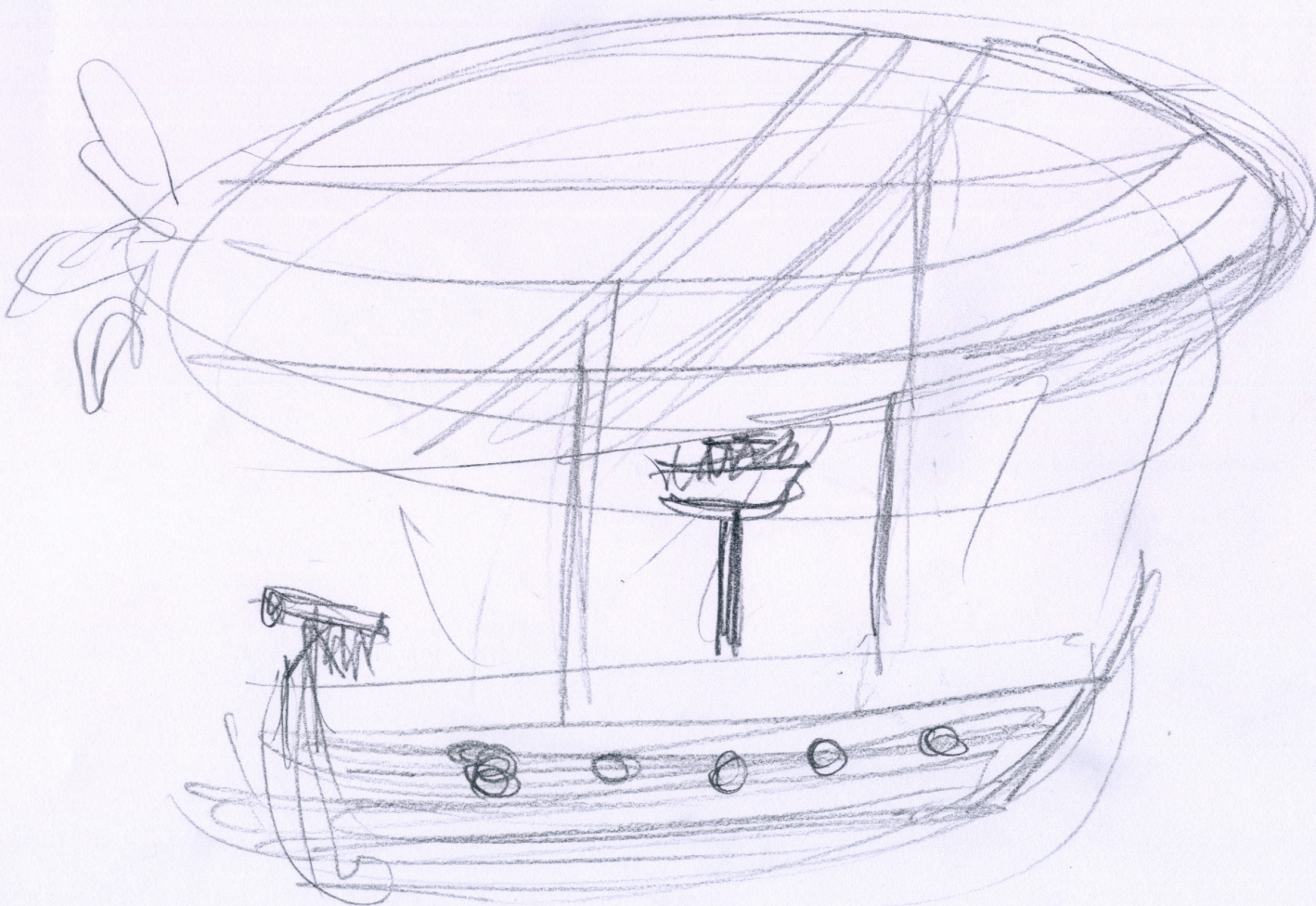
Sketches

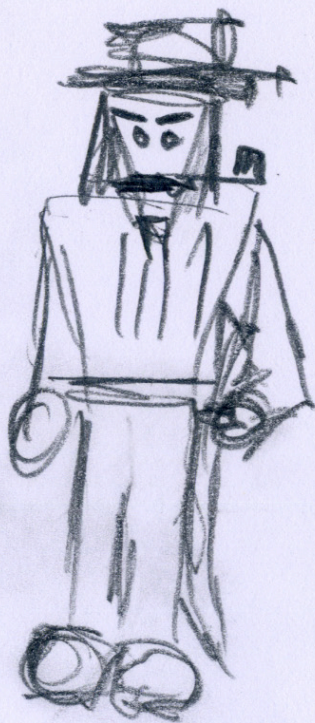
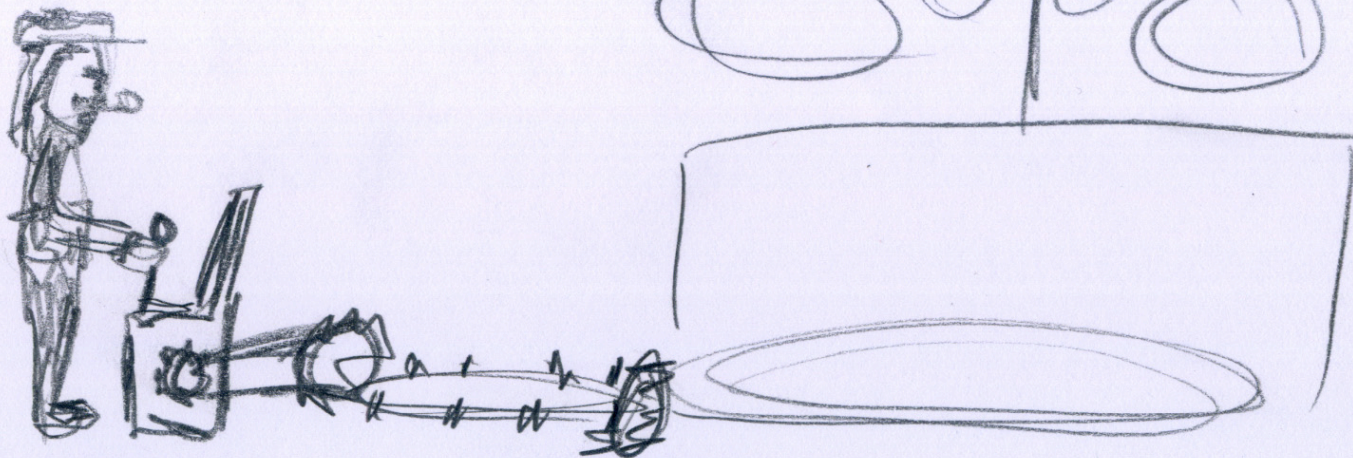


Here are some of the initial sketches while I was developing ideas about the game.

The hat, the organ, an initial sketch of Alvilda, Mizzy the kitchen robot, Aged Tim as an old man and the mechanic / airship captain.

This is the airship of Captain Jack Libra, who is on the next page. Initially the airship only had one large balloon but in the last design, it has three balloons which sway while moving.





Captain Jack Libra usually works as a mechanic during the daytime. He has sworn to protect animals against the other pirates and helps Alvilda get to the other animal protectors who tell her she needs to find the oracle.

Credits

Concept	Berrin Sun
Story	Berrin Sun
Scenario	Berrin Sun
Game Design	Berrin Sun
Programming	Berrin Sun
Characters	Berrin Sun
Animation	Berrin Sun
Tiles	Berrin Sun
Maps	Berrin Sun
Additional Sprites	Berrin Sun
Additional Art	Berrin Sun
Booklet Design	Berrin Sun
Music	Berrin Sun
Sound Effects	Berrin Sun

Special thanks to Adam "Atomic" Saltsman for his flixel engine which helped me a lot in learning how to use AS3 and OOP specifically for games, Charles Goatley for his DAME (deadly alien map editor), Tomas Pettersson who developed the musagi sound editor/synthesizer and the sfxr sound effect generator, Arjan Westerdeip for his lovely website which helped me think about how to design and color sprites, Peter Robert Berg for his tutorial which rips the best games apart to show you why they are good, Servet Ulaş for motivating me pursue my interest in making games in the start of the academic year, Ekmel Ertan for his feedback, Ömer Şimşek, Ogan Özbay, Sedef Aydoğan, Raif Ceyhun Şahin, Özgün Kılıç, Yaman Terzioğlu, Gençay Karakuş and Yankı Çalışkan simply because they were there, and last but not least, my family who made everything possible.

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