

Plan B for Harmony
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All the following is subject to and most likely will change.

Story:

Chrysalis defeats the Mane 6 and Princesses and has them trapped in cocoons. Celestia turns her "last words" into an order to the elements of harmony, ordering them to find new hosts who could defeat Chrysalis. The elements choose 6 unsuspecting (and fan-loved) ponies and put them to the test. Each pony must overcome challenges to prove themselves worthy of hosting their chosen Element. Play as Vinyl Scratch (Loyalty) , Octavia (Kindness) , Lyra Heartstrings (Magic) , Bon Bon (Generosity) , Ditzzy "Derpy" Doo (Laughter) , and Dr. Whooves (Honesty) . Each pony has a dungeon that puts their element to the test.

Some dungeon ideas (These are general ideas, they are subject to change):

Vinyl - Night Club Level. Escort someone to the end. Her Loyalty is tested when she is offered her dream job there, abandoning her friends.

Derpy - Scary level. Spooky music, terrifying enemies. Laughter is tested when she has to face horrors with cheer. This one'll be fun to design.

Dr. Whooves - Spacey Timey Wimey Truth or Dare game. Maybe have the game record certain choices throughout the game, and do truth or dare with them.

Final Level - Canterlot Caves. Where Twilight and Cadence got trapped in the show. Big dungeon, maybe do redo of boss fights at the end.

Gameplay:

In this game you can control the 6 characters listed above. You can have 3 active battlers and 3 reserves. There will be different items for each character that you need in the dungeons. (like boomerang and bomb type stuff from Zelda). You can use the item of whoever is in front. Standard RPG turn based battling. Zelda-esque puzzle dungeons.

Need Help With:

Artists! The most important thing needed right now is artists who can do sprites, facesets, tilesets, battlers, ect. Almost all the current art is placeholder art. Creative designers to help design the dungeon puzzles would be nice too, and assistant programmers who can help if I am stuck and do some of the smaller tasks such as making random NPCs (I'm using RPGMaker VX, so preferably someone who understands this program although it's pretty easy to learn). Someone who can make background music would be cool but not totally necessary. I encourage anyone who wants to help to contact me at hhrpgstudios@yahoo.com or post here: <http://www.mylittlegamedev.heolix.3q.org/showthread.php?tid=92>, even if their talent is not one specified above. All help is appreciated. More information on this project can be found at <http://mylittlegamedev.heolix.tc/showthread.php?tid=85> .