

The Secrets of Everfree

A puzzle-based RPG

Storyline

As a group of 3 fillies finishes class one day, they go out and play as usual. This time, their games take them near the Everfree Forest, which grabs their attention. The trio wishes to enter and explore, in hopes of discovering what lies inside, but a nearby guard denies the group entry due to their young age. As the three fillies grow up, they travel around Equestria, seeking alternative routes into the forest, and in the 5th act of the game, after hitting a number of dead ends, they finally succeed, and discover what secrets really lies hidden in the dark depths of the Everfree Forest.

Gameplay

You are playing 3 fillies, and you control them in the style of the Dragon Age games, so you can swap between them as you go. The game will be somewhat Open-World. However, there will be acts (Like in Diablo 2), and between each of these acts, your team will grow a little. The game revolves around your team trying to get into the Everfree Forest, and while on this quest, you will have to complete puzzles and occasionally defeat enemies.

Progress

Programming

We have the base of the game done. The startup screen, creation screen, save-game selection screen, world physics, shaders, particles (somewhat) and more.

3D Art

We have customizable filly and mare models completed in terms of modelling and rigging (for Maya), but we still need more animations for them. There hasn't been much modeling done for buildings, props, or foliage yet.

2D Art

About 99% of the 2D art you see in the game currently is something we've taken from the web.

Sound Effects

We have nothing in terms of audio, other than a basic trotting sound.

Music

We have no music as of yet, but we do have a few people who's said they'd give it a shot.

Help Wanted

We primarily need more 3D modelers and 2D artists. Although Audio and Music is important as well, it is not our main concern at the moment. Of course, should there be someone who's good at either, we can still use you.

In terms of programming, we aren't exactly sitting and doing nothing, but we're currently working on non-essential stuff, so in some way, we are ahead of the other parts of the team.

Contact Information

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