

Oddity: Character/NPC Sheet

List any file names of concepts or sprites here. If it is a web image, put the links here.

(Note: This is not a typical character sheet for personality/etc. This is strictly used for the creation process of the npc/enemy.)

Basics

Name: (Fill out the character/npc name here. Why does this character have that name? Is there some significance behind it?)

Character Type: (Npc? What kind of enemy/npc is it?)

Game Areas: (Where is this character located within the game? At what times?)

PC Interaction Questions

Relation to Main Character: (What should this character mean to the PC? Are they a family member? A neighbor? Does this ever change?)

Relation to Player: (What should this character be to the player? A friend? A shop npc to buy things with? A quest giver? Does this ever change?)

Relation to World: (What is this character in the game world? What is their job? What is their important in this world?)

Movement: (Does this character move? How does it walk? Where is the NPC's path?)

Idle: (What does this npc do when standing still? Do they have some kind of habit? Describe the idle animation)

Inventory: (What is this character carrying on them? Detail the purpose of each.)

Quests: (Use the following bulleted list for each quest)

- Name of Quest
- Location and requirements to accept quest
- Desire of the npc: what does the npc need/want from the player/MC?
- Type of quest
- Winning conditions and rewards

- Failure conditions and penalties (if any)

Lore Questions

Reason: (Why is this character in the game? Do they hate the main character? Are they just a defensive resident? Explaining the reasoning behind their hostility.)

Relations: (Does this npc come with allies or items? If so what are their names? Make a separate character sheet for the friends/enemies and mention the relationship of them is on their relations line. If it had npc ties, does this npc do anything different when the person dies? If its friends die, does it do anything different?)

History: (What is this character's history? Do they have a personal involvement with the oddity world? What drives them to their current state of mind?)

Oddity Level: (How far are they twisted upon game startup? What can the player do to increase their descent to madness? What do they become and why?)

Death: (What happens when this npc dies? Does it drop anything? Detail what happens once this npc runs out of life.)

Kills: (Can this npc kill the player? If so, why? Where? What triggers this options?)

External References/Files

Make a list of every file and its purpose here where this character is used. This includes dialog scripts, code files, animation files, and other such necessities. Each entry should look like the following

This is just an example

Randomenemy.jpg – details random enemy's animation cycle when walking and idle. Found in Johnathan Weiner's Art file within Google Drive.

Randomenemybullet.jpg – this is the projectile that the enemy shoots when player gets into range. Found in Johnathan Weiner's Art file within Google Drive.

RandomEnemyDetail.docx – this file is the character's detailed appearance, personality, and