

MegaNinjaPirateMice: Hero of Raton Island

Genre:	2D RPG
Platforms:	PC
Primary Audience:	Youths, Boys 8-14, RPG Fans
Number of Players:	1
Rating:	E 10+
Core Technology:	RPG Maker

One Sentence Summary

Players take on the role of a mouse shipwrecked on Raton Island, join the MegaNinjaPirateMice, and rise through the ranks to become the Hero of Raton Island.

Game Summary

Players create a character that becomes shipwrecked on Raton Island. They walk around the island and talk to NPC's in order to get help. Players are unknowingly directed to the MegaNinjaPirateMice secret hideout in the woodlands of Raton Island. In order to become a part of their secretive community, players must fight a gargantuan bee in order to prove their worth.

From there, players rise through the ranks of the MegaNinjaPirateMice by talking to NPC's, fighting enemies, and doing quests. Conversations with NPC's have branching dialogue trees to allow players to define their character by making choices on what *they* want to say. Also, players get to fight a variety of interesting and unique enemies as they level up their character and become the Hero of Raton Island.

Key Features

MegaNinjaPirateMice Setting and Characters!

Players get to delve into the setting of Raton Island and interact with canon characters.

Choose Your Own Dialogue!

Players get to choose what they say in order to personalize their character's role.

Interactive Environments!

Players' can explore and interact with just about everything in the world.

Presentation

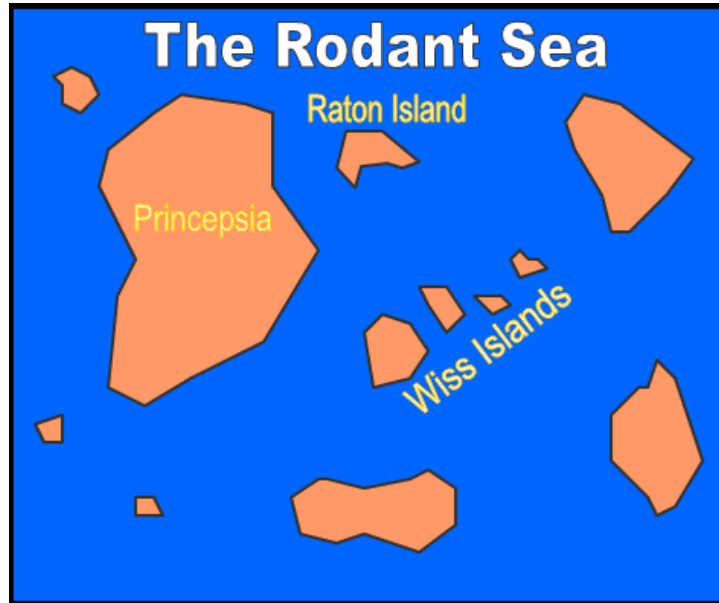
Visuals:



Item	Hero	Ninja
Skill	Lv 1	[Normal]
Equip	E	0/25
Status		
Save		
End Game		
Play Time	00:03:03	
Step Count	218	
3Chold		

The visuals are simple, colorful images that are inspired by the classic 2D RPG's of yesterday. Each scene has a single, static isometric camera.

Setting:



The setting takes place on Raton Island during Marten's later years as the captain of the MegaNinjaPirateMice. The player travels through all the various areas of Raton Island, including the beaches, the woodlands, the mountains, and the MegaNinjaPirateMice secret headquarters.

Characters

Protagonist



The player's character is the protagonist of the story. His name is whatever the player wishes it to be. He was a crewmember of The Majestic Muenster. His ship wrecked, and he managed to row to Raton Island in a lifeboat. In the game, he unknowingly discovers the MegaNinjaPirateMice and becomes their new apprentice.

Marten



Marten is the main quest-giving NPC of the game. As in the comic books, Marten is the leader of the MegaNinjaPirateMice. However, he is getting old and is considering retirement. He hopes to find a replacement captain before he's gone.

MegaNinjaPirateMice Crew



Other characters, such as Migo and Miga, can be found in the secret campground of the MegaNinjaPirateMice. They provide conversation and occasionally have quests that the player can do.

Mysterious Stranger



Little is known of this mysterious stranger. He shows up at random points along the player's journey. He often gives the player helpful advice before disappearing.

Areas

Beaches



Since Raton Island is an island, it is surrounded with lovely beaches. Seagulls fly over, and enemies such as crabcats and venomous seaticks can be found.

Woodlands



Just beyond the beaches are the woodlands of Raton Island. Here, there are dirt paths and trees. There are also aggressive bees and poisonous dragonflies.

Mountains



The mountains in the center of the island are rougher areas. They house tougher enemies like the Big Ol' Bee and wild bearcats.

MegaNinjaPirateMice Secret Hideout



This is where the player can find the MegaNinjaPirateMice. The secret hideout and Marten's cabin are environments that the player can explore and interact with.

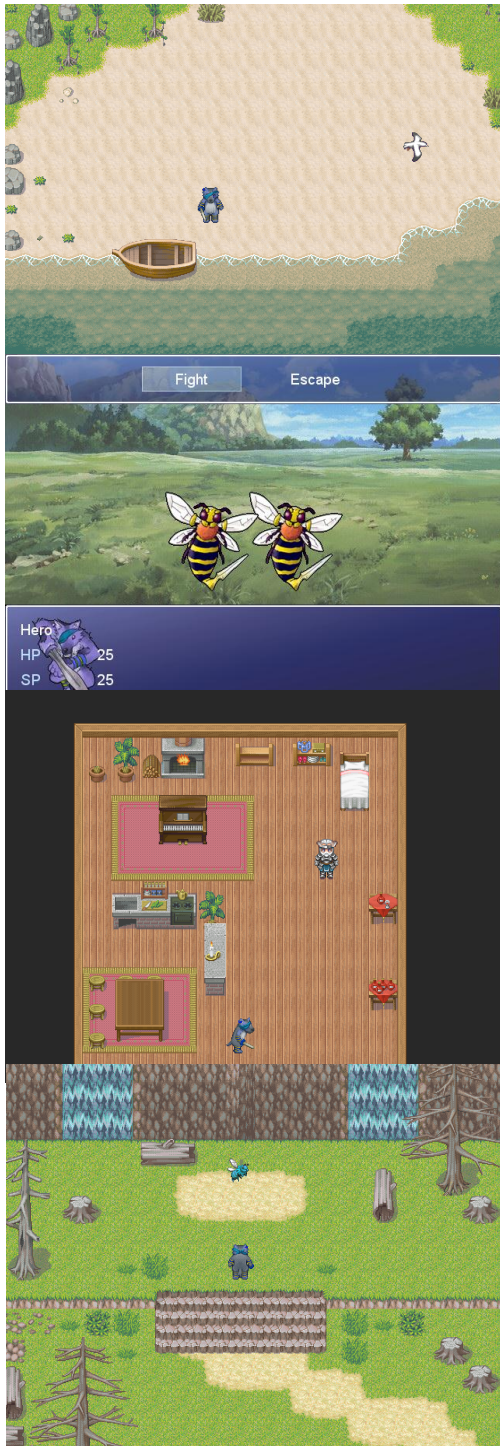
Game Modes

Single Player



The game has one mode of play, a single player campaign that goes through the whole game's story.

Gameplay Example



I. The player starts off on the beach. They are told that their character's ship wrecked and that they managed to row to the shore of this island. The player is then instructed to walk around to find someone. The player walks to the next area.

II. The player finds a mysterious stranger in the next area with whom he talks. The player is then prompted for a name and a class, choosing from Ninja, Pirate, Rogue, or Wayfarer. The player informs the stranger that he needs help. The wayfarer tells the player where to find it and warns him to stay on the path because of aggressive bees.

III. The player walks to the next area and decides to not heed the warning from the stranger. He cuts across the field and runs into two bees. A battle screen comes up, and the player engages in turn-based combat with both bees. The player comes out the victor, gains 4 experience points and 2 chold. The player continues on.

IV. The player finds the camp. He talks to one of the people there who directs him to Marten. He walks into Marten's cabin and speaks with him. Marten is welcoming of the player but will only offer help if the player proves he's worthy of help. He instructs the player to kill a bee up on the mountain and gives him some grog in case he needs a pick-me-up.

V. The player walks up to the mountain and immediately sees the large bee. The player approaches it and engages it in combat. After a battle three times longer than his previous battle with the two bees, the player manages to come out victorious. He gains 100 exp, levels up, and takes the bee's stinger as a trophy.

VI. When the player returns to Marten, he sees the bee stinger, congratulates the player and welcomes him as a new apprentice of the MegaNinjaPirateMice.

Competition Analysis

	Comic Book Characters	Single-Player Campaign	Colorful, Clean Visuals	Fun, Unique World	Branching Dialogue	Ninjas	Pirates	Mice
<i>MegaNinjaPirateMice: Hero of Raton Island</i>	x	x	x	x	x	x	x	x
<i>Final Fantasy VI</i>		x	x	x				
<i>Super Mario RPG</i>		x	x	x			x	
<i>Legend of Zelda</i>		x		x				

Team Description



Super Awesome Game Studios

Super Awesome Game Studios is one that has been newly created, but from that, there's a great amount of spirit and energy. Also, it's made up of some very talented individuals who have been in the industry for a fair amount of time. Their experience and talent is what makes Super Awesome Game Studios super awesome.

Notable Staff

Randall “Magic” Fivetoes – Programmer

Mr. Magic has programmed many games in his long career. He's most well known for his infinite loop game called *Magic's Infinite Loop Game*, wherein you watch an infinite loop of print statements until your eyes hurt.

Jerry Sandals – Designer

Jerry has not been in the industry long, but despite that, he's produced quality work. His design work is evident in *The Great Pony Catastrophe* in the barn layouts as well as the tornado paths.

Mary Stockings – Artist

Mary Stockings worked with Jerry Sandals in *The Great Pony Catastrophe*. She was also the lead artist for *Hangin' Up Your Socks* the Wii game, which featured a realistic but fun simulation of doing laundry.