

the bean team presents

SPRINGTIDE FESTIVAL

DRAGON ADVENTURES

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All work here can be easily altered, and additional references are available to Dragon Adventure's developers. Should anything need to be changed to comply with Roblox's limitations that is easily achievable.

An additional note of personal preference, we believe the spring event would be best accompanied by 3 other seasonal events! We're open to discuss what we have worked out should you be curious (developers.)

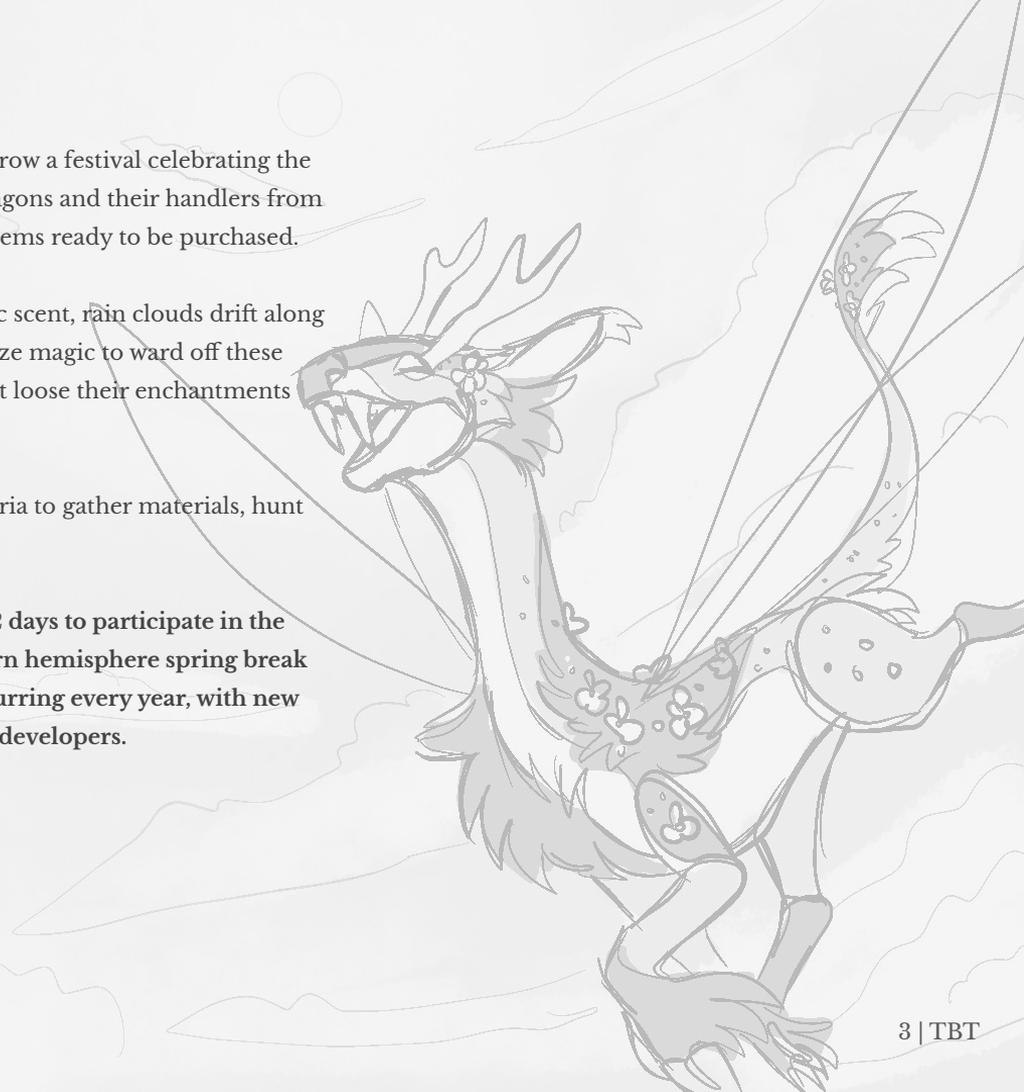
LORE

As March 19th rolls around, the dragons of Sonaria gather together to throw a festival celebrating the beginning of the vernal equinox, spring! This vibrant festival attracts dragons and their handlers from all around the globe, stalls line the alleyways of cities, full of treats and items ready to be purchased.

The newly blossoming flowers and buds fill the air with a lovely aromatic scent, rain clouds drift along the horizon, threatening to shut down the local festivities. Handlers utilize magic to ward off these large spring storms from the fairgrounds, sending up their dragons to let loose their enchantments into the surrounding storm clouds.

Players will traverse the mystical festival grounds and landscape of Sonaria to gather materials, hunt for prizes, and fight enemies!

The spring festival lasts March 19th through the 31st! Users will have 12 days to participate in the festivities. This event should coincide with the North American/western hemisphere spring break (due to high site traffic/activity at this time.) We envision the event recurring every year, with new items, quests, and dragons available to the players, but this is up to the developers.



QUESTS

MAY'S FLOWER PETAL HUNT

Objective:

When players spawn into the world, they enter into a large fairground full of activities to participate in. Players will visit a tent and be given a quest by a small (juvenile) Humming Dragon named May. May requests the player's help to gather petals and strawberries to create tarts from.

May will send players on a quest to retrieve the following items:

3000 - Daffodil petals

100 - Strawberries

Rewards:

1 - Potion of Fertility

1 - Flower crown (of random color)

5 - Strawberry Tarts

Each player may complete these quests once per festival. The characters may give more quests in the future in addition to these.

EDEN'S MISSING BLADES

Objective:

May's brother, Eden, seems to have misplaced some valuable weaponry of his. Eden will request that the player help him retrieve his missing weaponry, and additionally requests the player bring him back some strawberries to assist his sister in making her tarts.

Eden will send players on a quest to retrieve the following items:

1 - Dual Blossom Blades

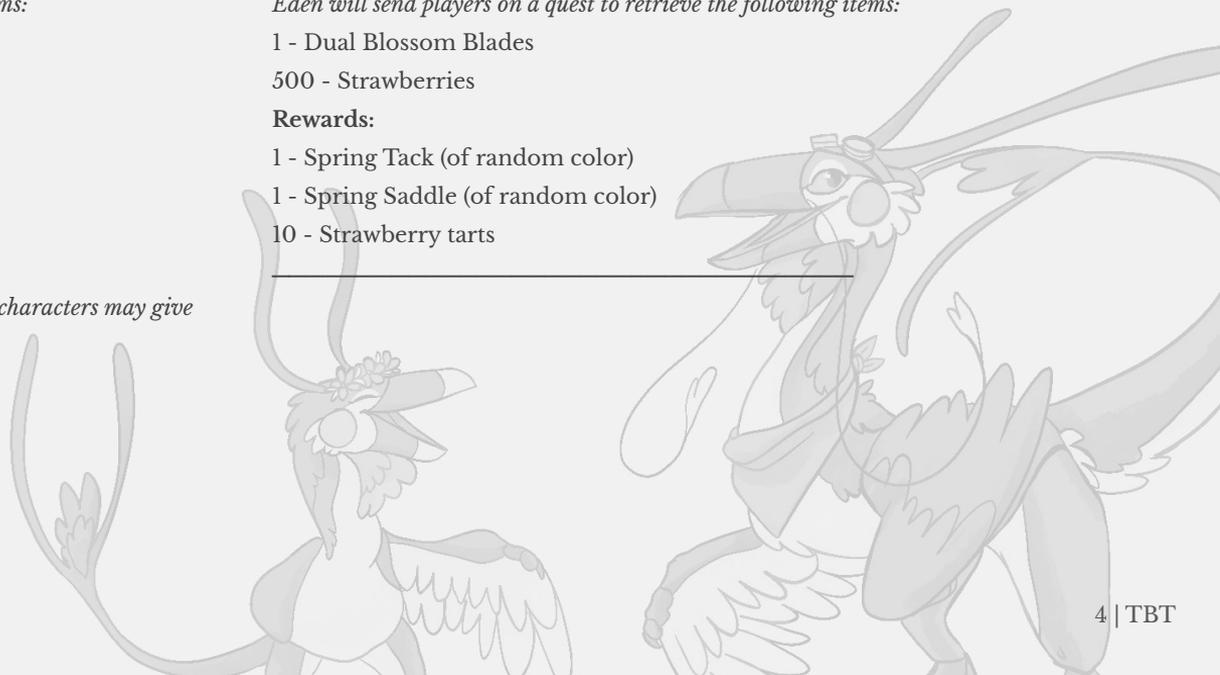
500 - Strawberries

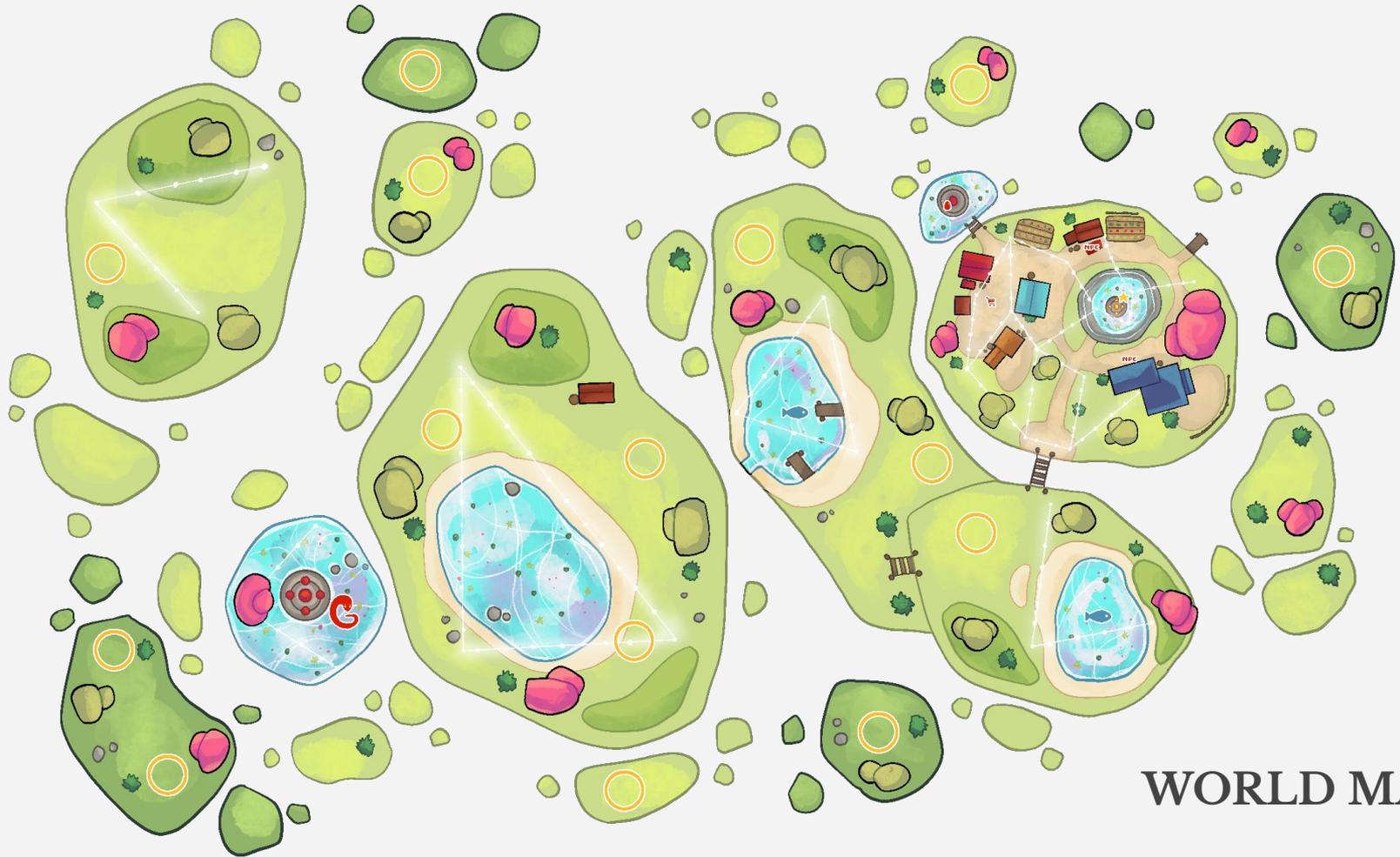
Rewards:

1 - Spring Tack (of random color)

1 - Spring Saddle (of random color)

10 - Strawberry tarts





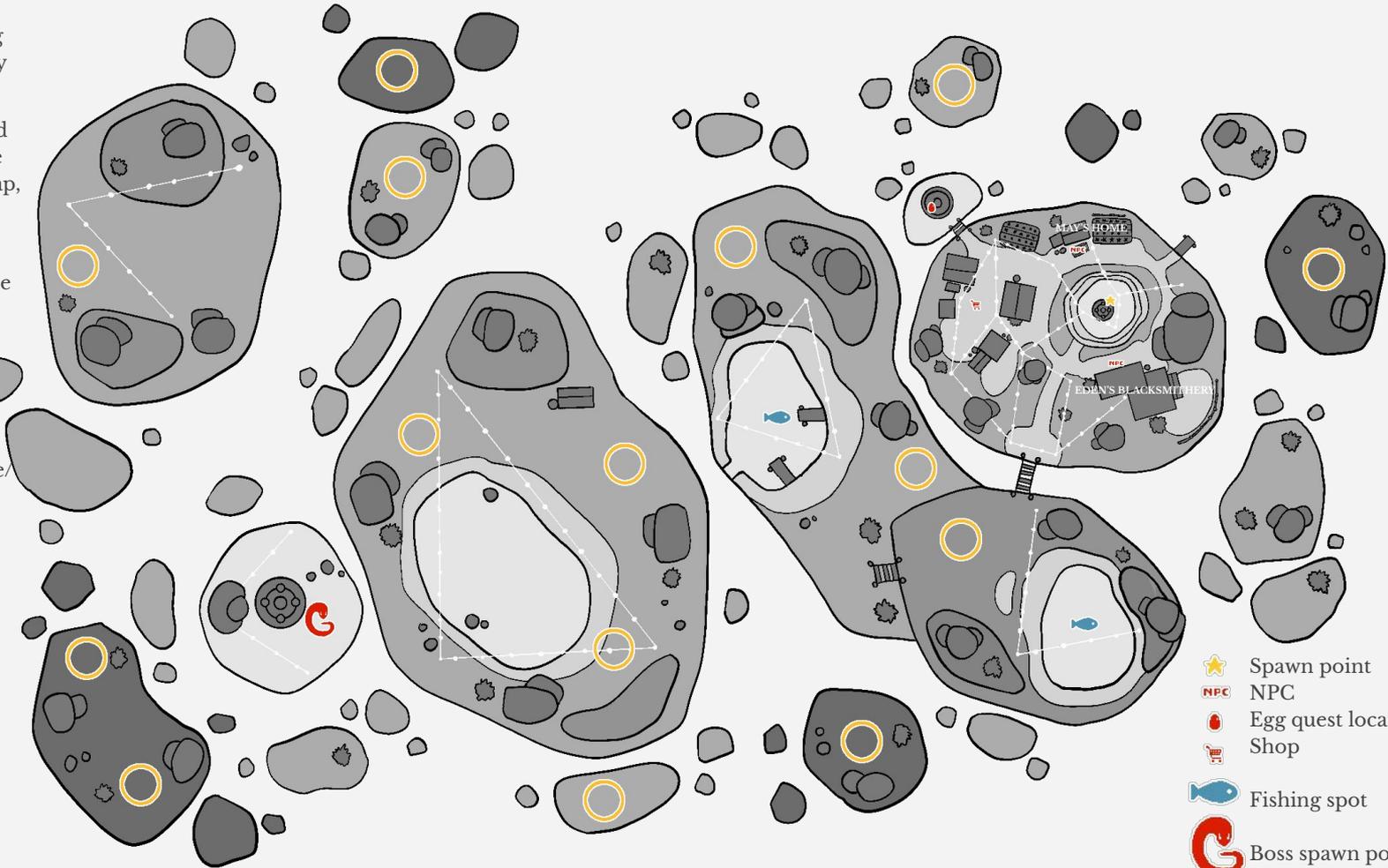
WORLD MAP

* White string lights are fairy lights.

Map is around the size of the grasslands map, all land areas are floating.

The darker the landscape is, the higher it should be.

The yellow circles are mob/resource/egg spawning locations.



- ★ Spawn point
- NPC NPC
- 🥚 Egg quest location
- 🛒 Shop
- 🐟 Fishing spot
- 🅒 Boss spawn point

CONCEPT ART: THE EGG
SUMMONING SHRINE



CONCEPT ART: FESTIVAL GROUNDS



CONCEPT ART: BOSS SPAWN



COOKING MECHANIC

I can imagine this may be a rather difficult gameplay mechanic to add, so this can absolutely be pushed out to a later update if the event is chosen, it was just a way to allow players to gain recipes to cook event food and use up the thousands of apples and whatnot they may have stored in their inventory.

Cooking should allow the player to utilize multiple ingredients to create a meal, similarly to what was done in Breath of the Wild. These meals may give dragons speed or attack buffs, and give more hunger points than consuming a regular apple would.

Players can collect recipes from mob and present drops, or even purchase them from wandering traders and other shops. This may also allow for players to gather random spices from the surrounding world, and add them to meals (such as pepper and salt.) The option for players to toss whatever foods they feel like into the cauldron is up to the Devs.

Fully cooked meals will sell for more than their ingredient counterparts.



MUTATIONS

- 1: tusks
- 2: qirin horn
- 3: mane
- 4: tail spurs
- 5: another wing set



HANASHKA
FOREST GUARDIAN

mergold
F
cappuccino
P
coffee
S

white is
unchanging



by: malarkey & lucameyo

HANASHKA, THE GUARDIAN DRAGON

Species name: Hanashka, “Guardian” dragon

Description of combat abilities: Hana are fierce, powerful fighters, which earned them the title of “Guardian” dragon. They use their racks to spear enemies [50 bleed dmg] and deal devastating melee damage with their cloven hooves [900 dmg.] Their soft hide leaves a lot of room for weakness, however [35 defense.]

Size: Titan class, about the same size as a mother, albeit slightly taller.

Unique features: Hana dragons exhibit gender dimorphism: males have a large set of antlers, while female’s horns are much shorter and stubbier. Hana have parts of their pelt permanently colored white.

Description: Hanashka dragons are fierce protectors of nature, despite being such docile mounts to their handlers. These gentle giants roam the forests of Sonaria, warding off those who wish to damage the local wildlife and flora. Guardian dragons are slow-moving beasts, and possess large insectoid wings, which help them achieve medium flight speeds.

Game: Both

Breeding: Permanently sterile

Rarity: Limited quantity per festival, very rare

Stats:

HP: 7500

Flight speed: 40

Walk Speed: 1.6

Mutations:

1 - Tusks

2 - Qirin horn

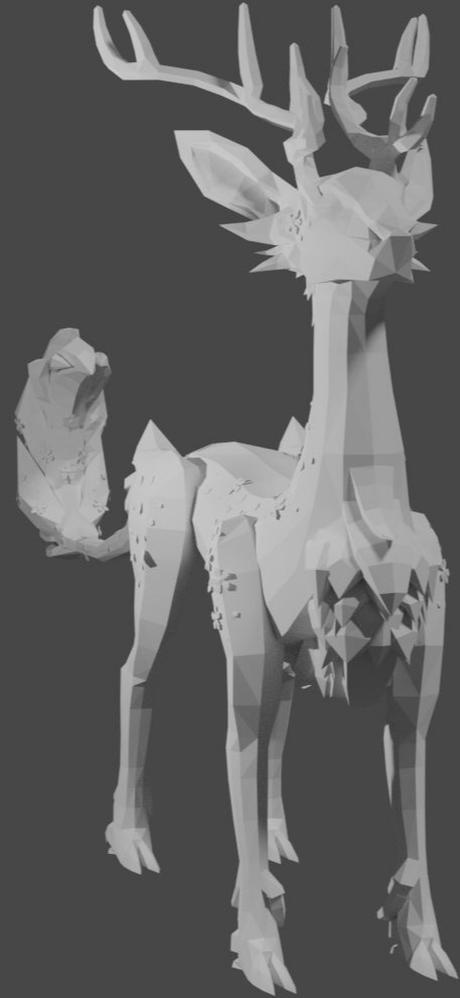
3 - Mane

4 - Tail spurs

5 - Second set of wings

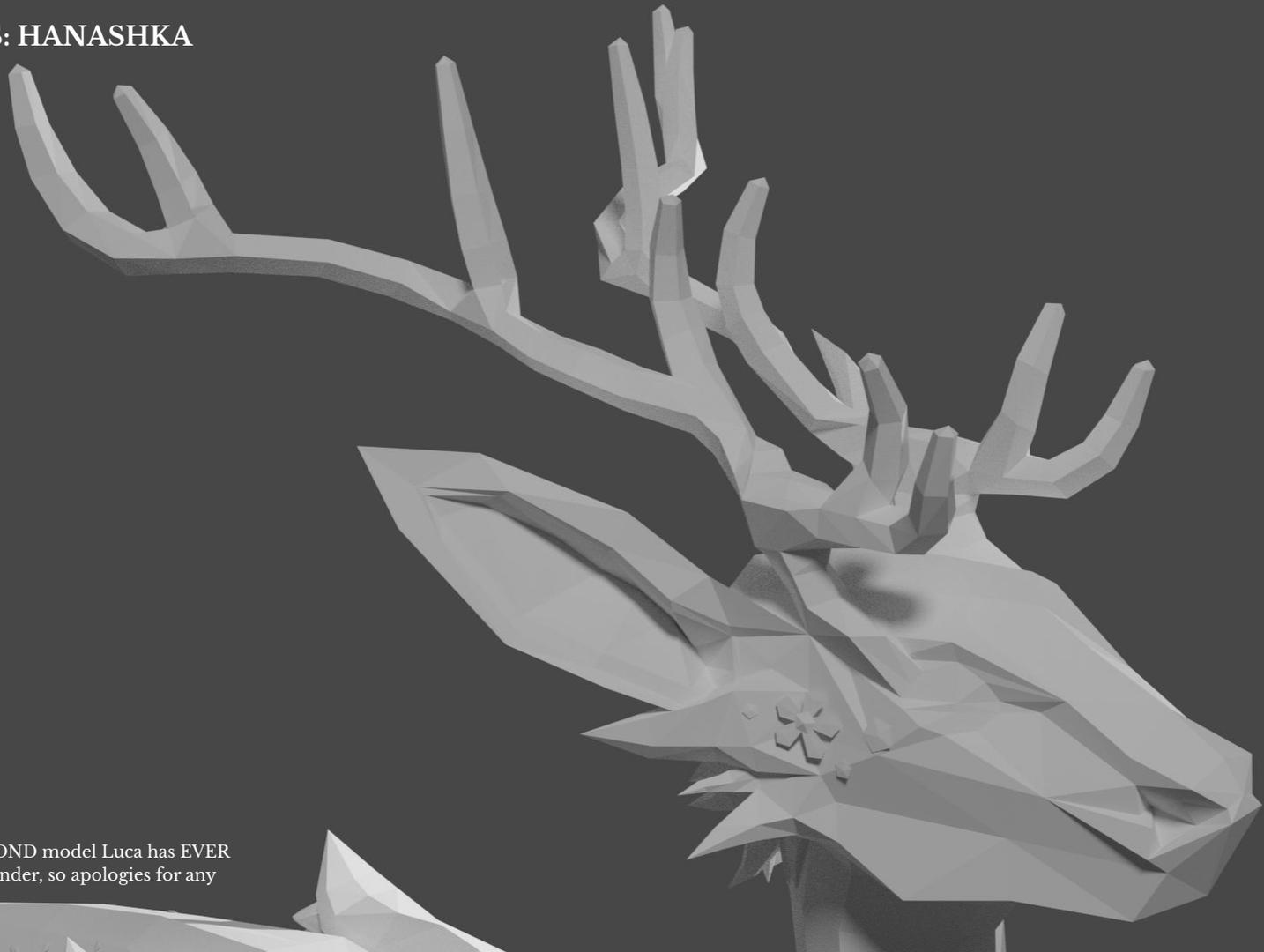
World: Spring festival event world

RENDERS: HANASHKA



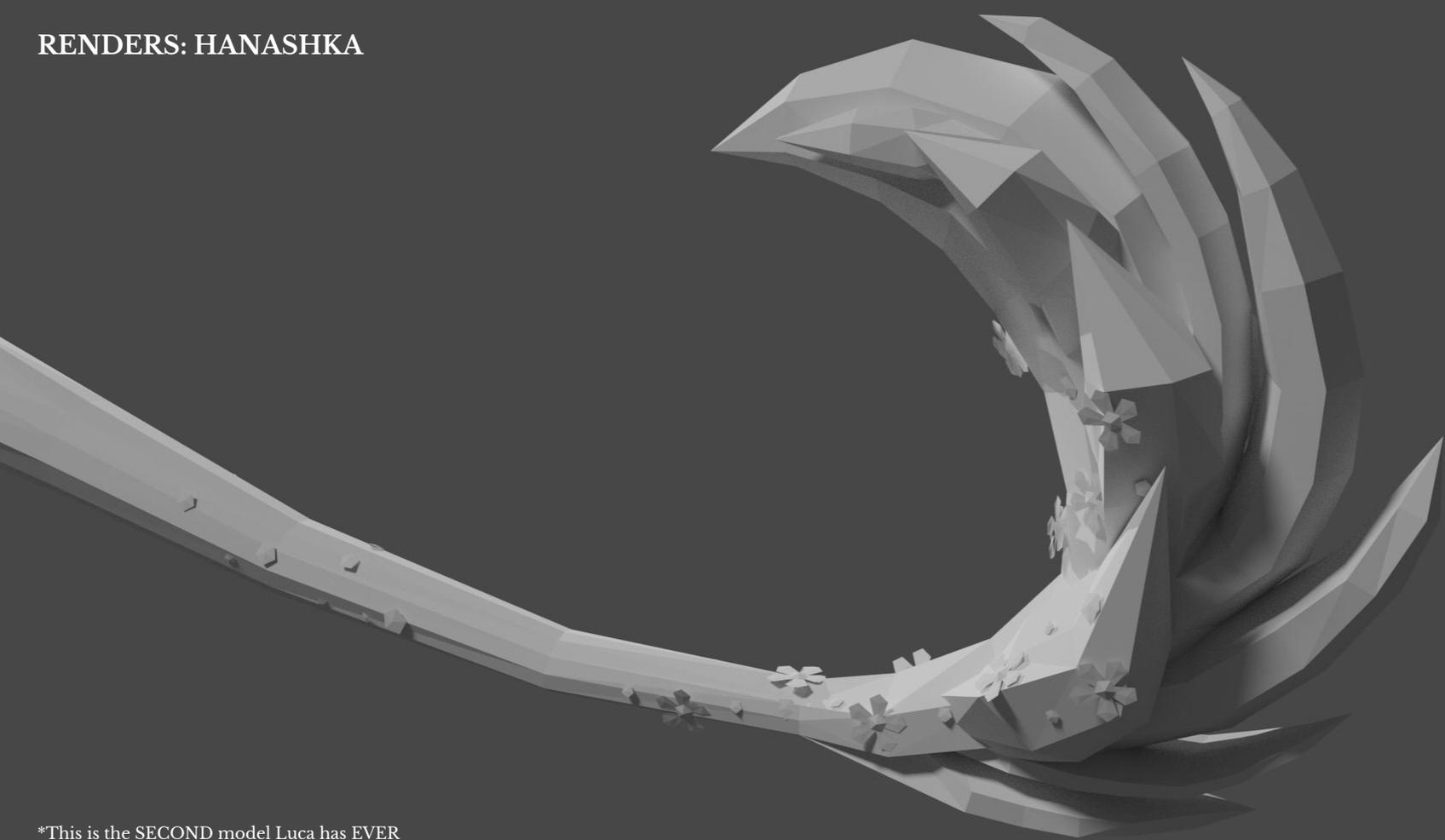
*This is the SECOND model Luca has EVER worked on in Blender, so apologies for any inconsistencies!

RENDERS: HANASHKA



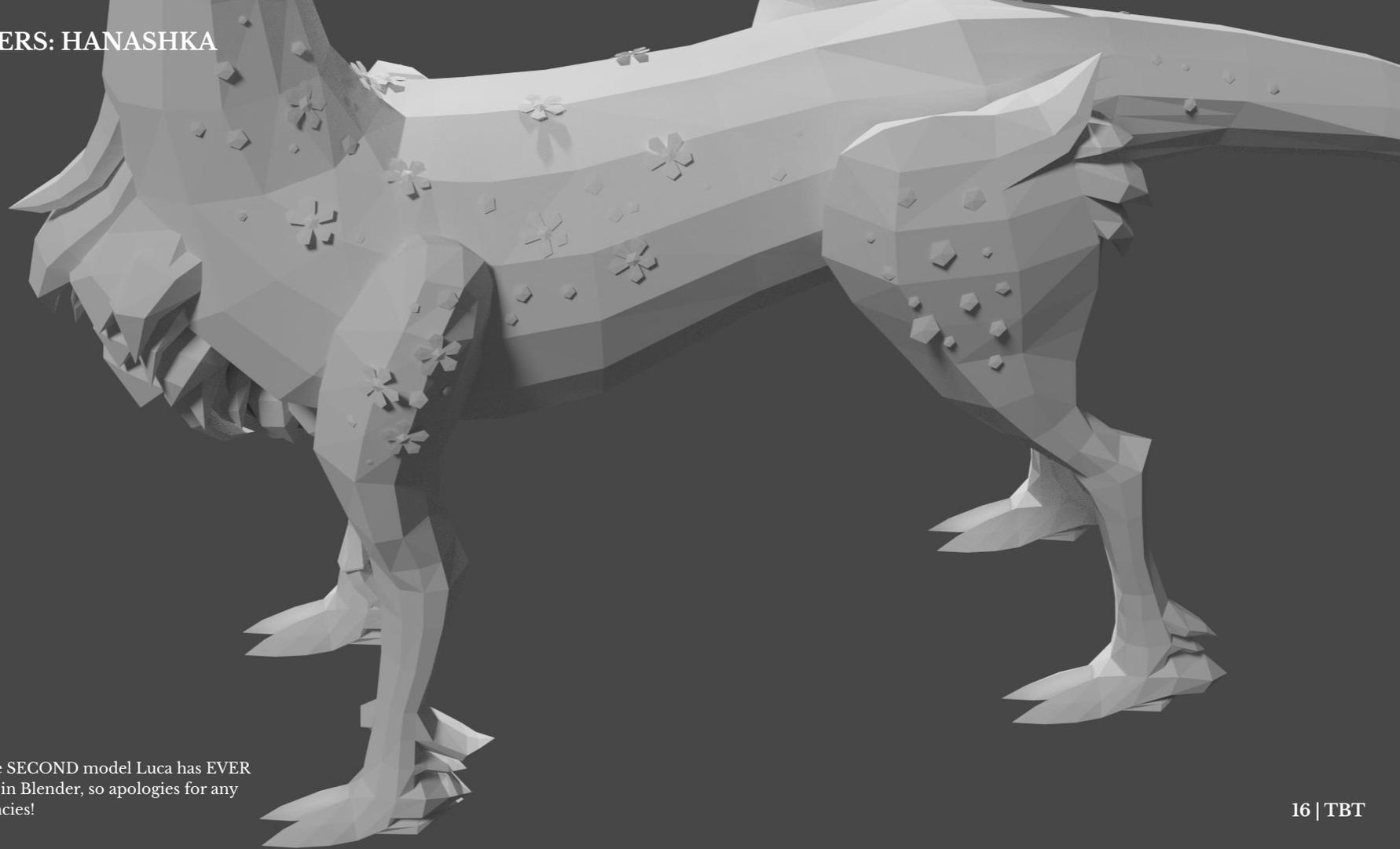
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RENDERS: HANASHKA



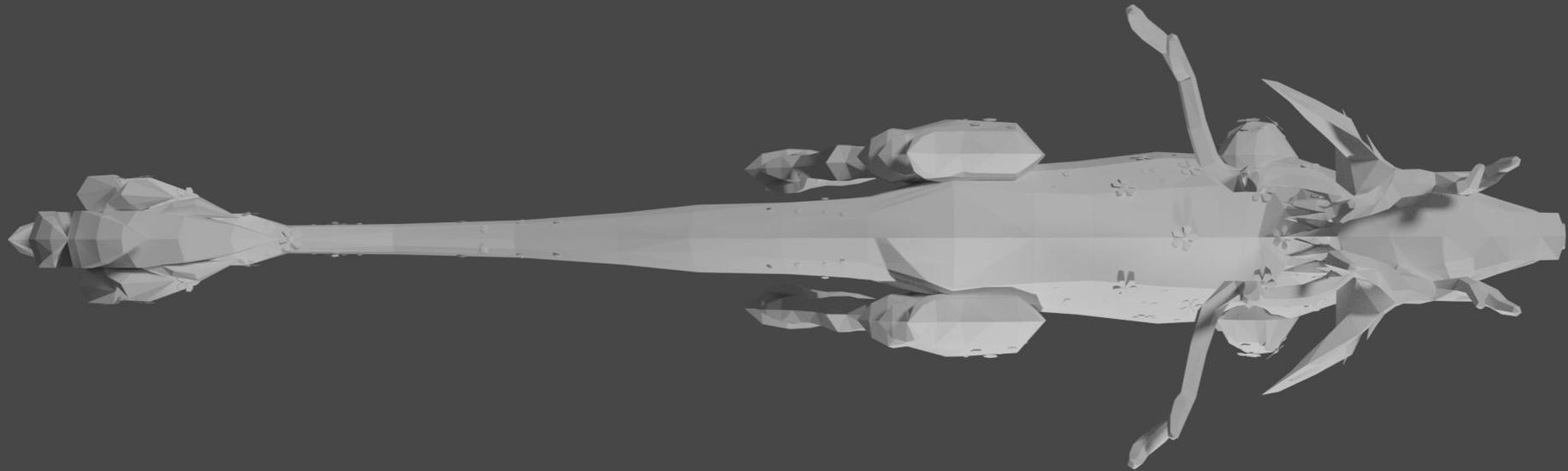
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RENDERS: HANASHKA

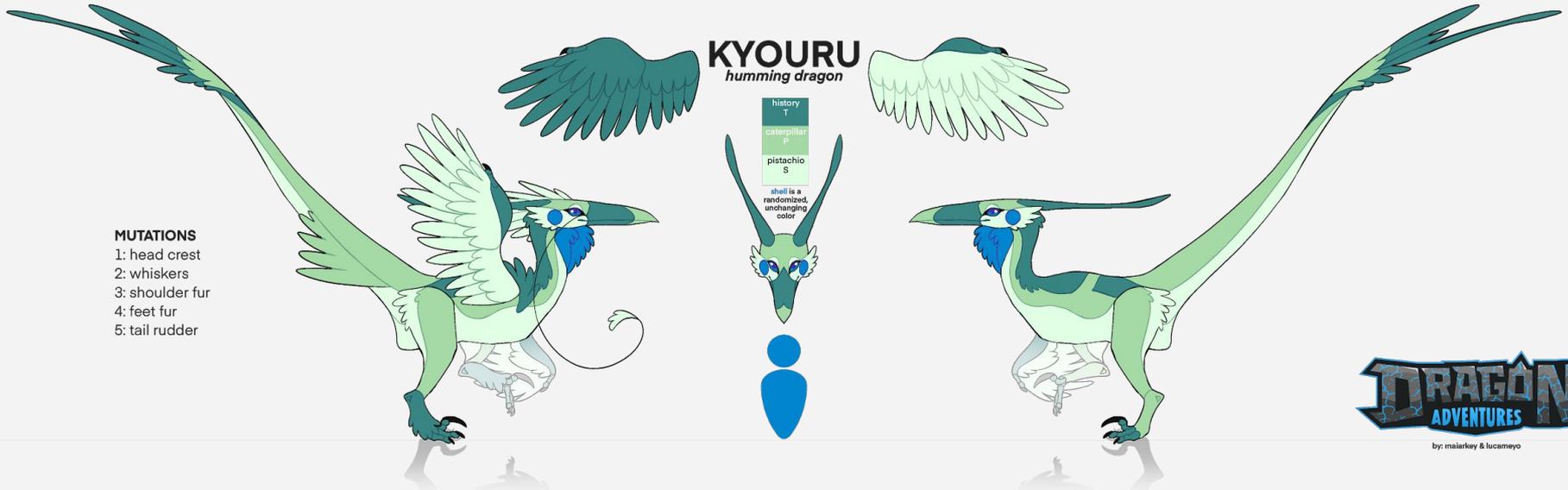


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RENDERS: HANASHKA



*This is the SECOND model Luca has EVER worked on in Blender, so apologies for any inconsistencies!



KYOUURU

humming dragon

- MUTATIONS**
- 1: head crest
 - 2: whiskers
 - 3: shoulder fur
 - 4: feet fur
 - 5: tail rudder

history
caterpillar
pistachio

shell is a randomized, unchanging color



by: malarkey & lucameyo

**Additional note, the dragon's eyes are still elemental. The note on the reference about areas colored shell is just about the Kyo's crest and cheek coloration.*

KYOURU, THE HUMMING DRAGON

Species name: Kyouru, “Humming” dragon

Description of combat abilities: These fast vicious dragons possess the ability to swarm and take down foes with vicious biting [100 dmg] in a matter of minutes, or until their prey bleeds out [35 bleed dmg,] however they are lacking in defense [5 defense]

Size: Small, near the size of a Taihoa.

Unique features: Kyouru sport a unique, glassy (material) throat crest and cheeks that have a unique, unchangeable coloration (if not possible, set to tertiary color.)

Description: Humming dragons are incredibly fast on the ground and in the sky, their quick, loud wingbeats having earned them the nickname of “humming” dragon. Very snappy and temperamental, these rather elegant dragons can prove difficult to tame for their handlers. They should only be handled by experienced trainers, as the breaking-in process is extensive and can take months to complete.

Game: Both

Breeding: Unbreedable for time span

Rarity: Common

Stats:

HP: 1350

Flight speed: 70

Walk Speed: 2.9

Mutations:

1 - Head crest

2 - Whiskers

3 - Shoulder fur

4 - Feet fur

5 - Tail rudder

World: Spring festival event world

HEN & WOLF MOBS

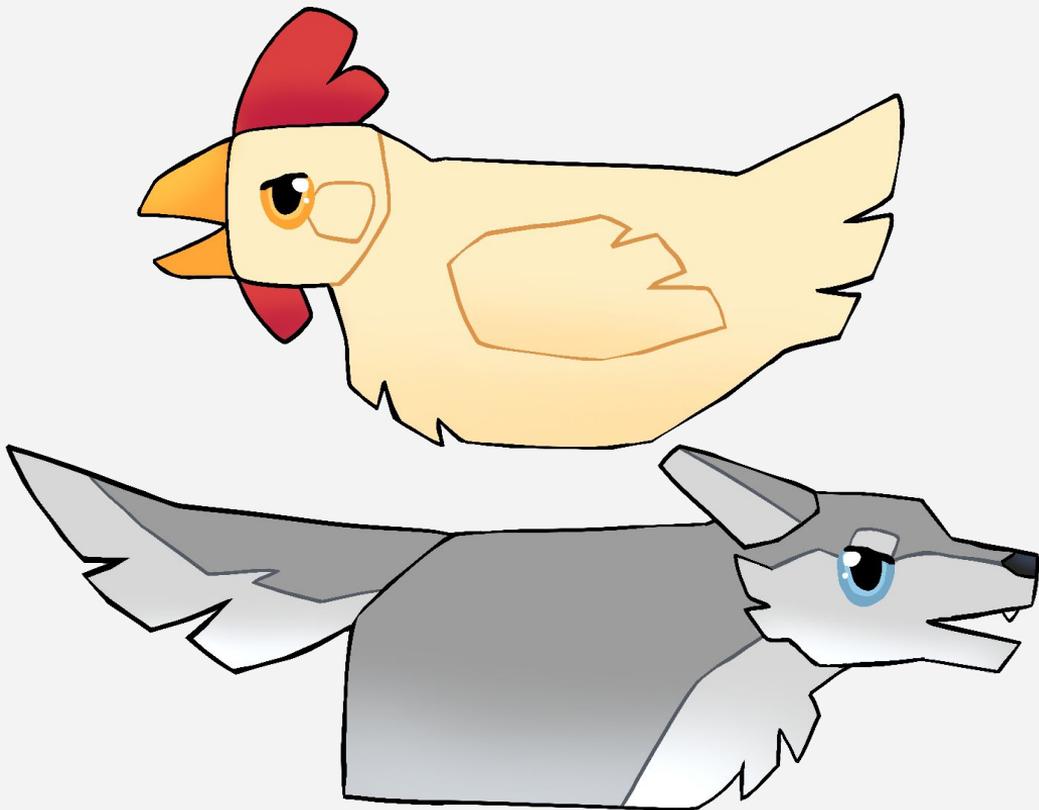
HEN

A fierce chicken mob, its wings flap as it attacks.

HP: 1000

XP: 50

Damage: 100



WOLF

A (rather friendly) mob, its tail wags back and forth as it idles.

HP: 1500

XP: 50

Damage: 200

SERPENT (BOSS) MOB

SERPENT

A slithery angry snake. This mob comes in two variations- a green one, it's typical form- and a pink version. The pink version is its boss form, which can be found at any of the world's boss spawners. In its boss form, it possesses the ability to temporarily paralyse its foes.

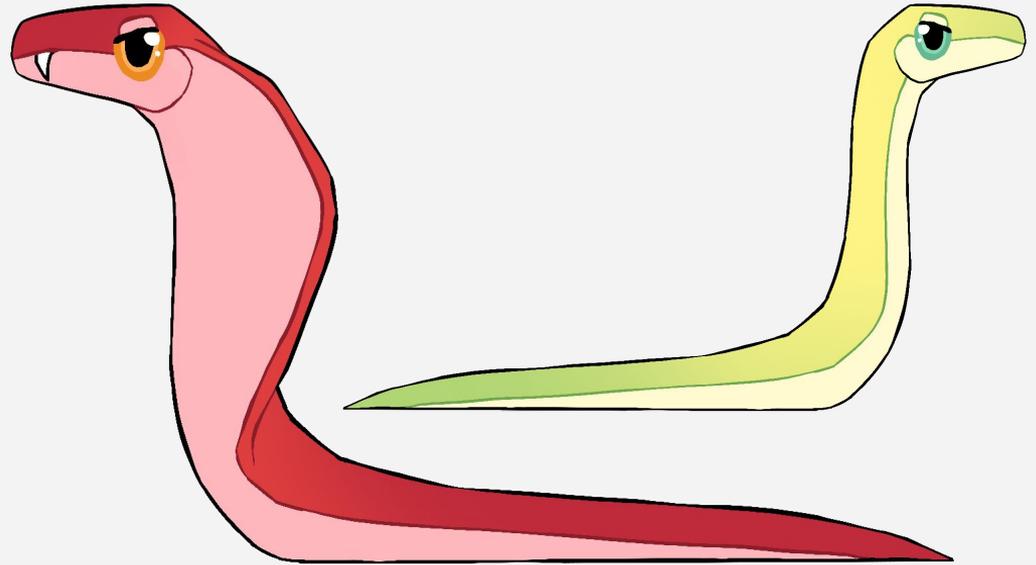
HP: 2000

XP: 60

Damage: 300

Boss HP: 50,000

Boss Damage: 225



POTIONS



POTION OF FERTILITY

When applied, allows the buffed dragon the ability to produce between 2-3 offspring.

The chance for 3 offspring is considerably more rare, this potion guarantees two hatchlings from a single breeding.

Acquired: May's Flower Petal Hunt (1x per year,) very rare shop drop (only during event for a high cost)



SPRING PRESET POTION

Changes a dragon's colors to carrot, cantaloupe, and flaxen

This potion changes a dragon's colors to the spring preset colors: carrot, cantaloupe, and flaxen.

Acquired: Boss present drop



SOLSTICE ELEMENT POTION

Changes a dragon's element to Solstice

The solstice eye coloration is a pink-purple-yellow like shown above, with a chameleon slit pupil. This element can paralyse enemies.

Acquired: Boss present drop

SPRING EGG

The spring egg can only be acquired after the player meets certain requirements.

The criteria to spawn the egg are as follows (to discourage multi-accounting and preserve dragon rarity):

1 - The player *must* be level 15

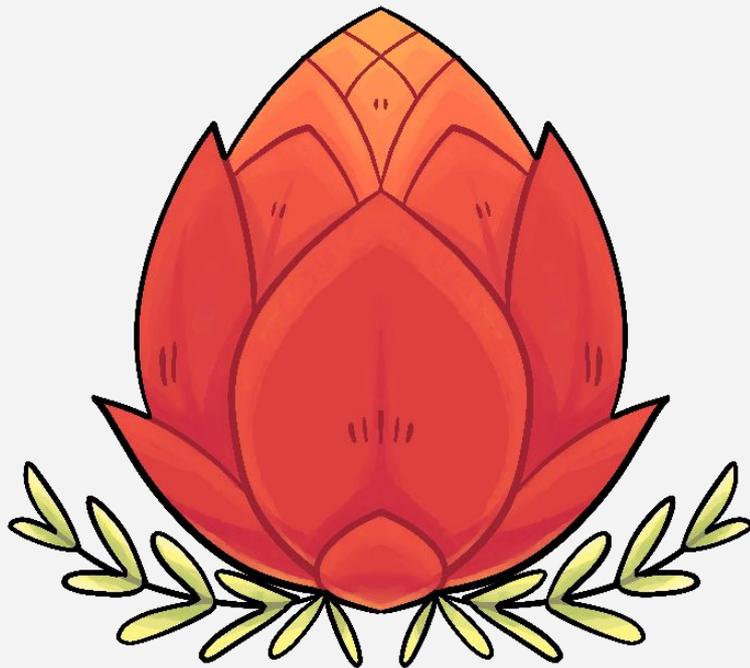
2 - The player must have completed May and Eden's quests.

After these criteria are met, the player automatically receives a new quest, "Spring has Sprung." This quest can be completed multiple times in the main festival grounds, but the player must gather these resources before it can be toggled again:

500 - Daffodil petals

500 - Tulip petals

Once the resources are gathered and put into a offering basket at the festival grounds, the egg will spawn in a random location on the map. The player who spawned it has 3 minutes to find the egg before it disappears again. Only the player who summoned it can collect it.



TREATS



STRAWBERRY TART

Restores 20 hunger points.

Sell: \$50

Ingredients: Wheat (x3), Strawberries (5x)

Acquired: Cooking (new mechanic,) May & Eden's Quests



STRAWBERRY ICE CREAM

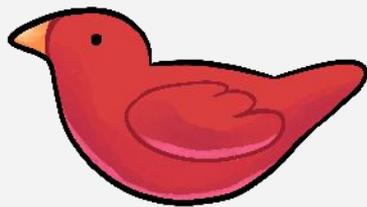
Restores 20 hunger points.

Sell: \$50

Ingredients: Wheat (x1), Strawberries (5x), Ice Crystals (5x)

Acquired: Cooking (new mechanic)

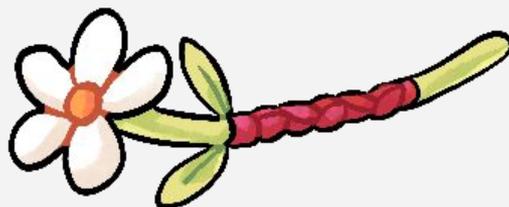
TOYS



TOY BIRD

A small toy bird your baby dragon can play with.

Acquired: Shop, mob drop (very rare)



FLOWER TUG-OF-WAR TOY

A bendy flower toy that you and your baby dragon can play tug-of-war with.

Acquired: Shop, mob drop (very rare)



BLUEBERRY BOUNCY BALLL

A blueberry bouncy ball that you can toss for your baby dragon to play fetch.

Acquired: Shop, mob drop (very rare)

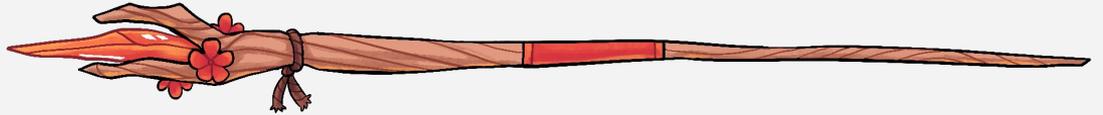
WEAPONS

SPRINGTIDE ENCHANTER'S STAFF

This Magical staff deals 50 magic damage, and has a mana bar that slowly depletes as the player uses it.

Acquired: Boss Present drop (Very Rare)

Damage: 50

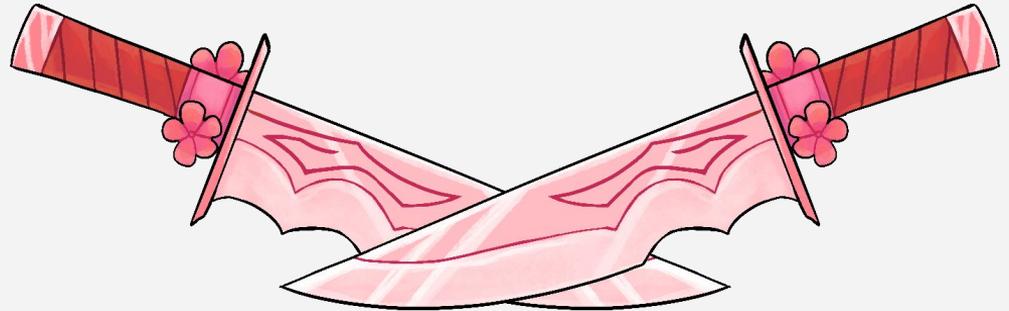


DUAL FLORAL BLADES

These beautiful floral blades deal 80 melee damage to any mob that crosses their path.

Acquired: Boss Present drop (Rare)

Damage: 80



MATERIALS



STRAWBERRY

Restores 10 hunger points.

Sell: \$15

Acquired: (Rare)

Harvesting Bushes



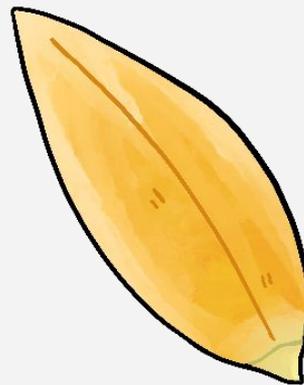
TULIP PETAL

Building Material.

Sell: \$3

Acquired: Harvesting

Bushes



DAFFODIL PETAL

Building Material.

Sell: \$3

Acquired: Harvesting

Bushes



CHERRY BLOSSOM

Building Material.

Sell: \$5

Acquired: (Very Rare)

Harvesting Bushes, Mob
drops

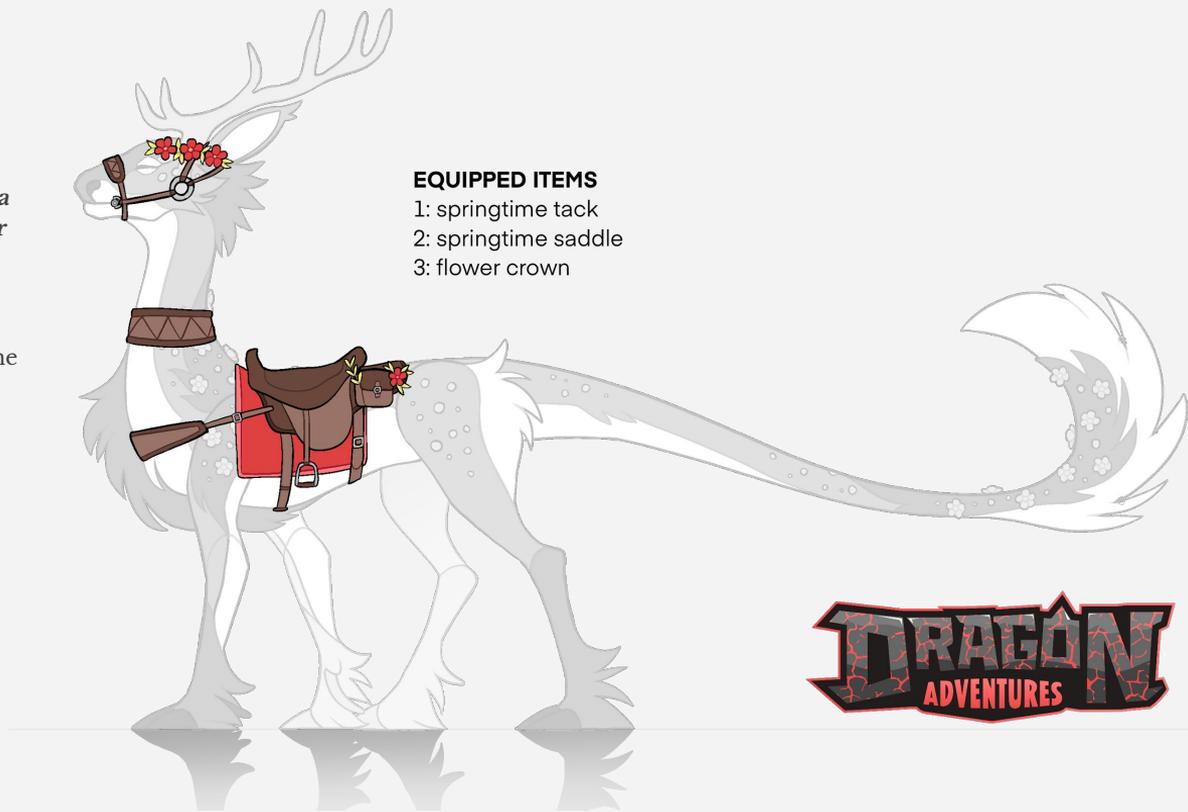
NEW ITEMS

Please note that objects are not to scale with the roblox character model, Hanashka was just used as a reference from which to work from (they're mother dragon sized.)

The spring event introduces 3 new items: a hat item: flower crown (3 color variants,) a tack item: springtime tack (1 color variant), and a saddle item (with 3 color variants.) These 3 items are exclusive to the springtime event.

Color variations for event items shown:

- 1 - #df4040 Pink (shown in image)
- 2 - #ffcb33 Yellow
- 3 - #8cc7e5 Pastel Blue



EQUIPPED ITEMS

- 1: springtime tack
- 2: springtime saddle
- 3: flower crown

SPRING BASE ITEMS



CHERRY BLOSSOM PICNIC SET

Materials: 50x cherry blossom, 30x strawberries, 5x wood



DAFFODIL JAR

Materials: 10x daffodil petals, 1x fairy jar



TULIP PLANTER

Materials: 10x tulip petals, 5x standstone

FINAL NOTES

As stated in the foreword, any and all work shown here is able to be edited + have additional references and concepts provided for ease of the developers.

Hello, Sonar Studios staff! We're The Bean Team, comprised of two members; Maiarkey and Lucameyo (we're siblings!) We're long time players of Roblox and aspiring developers. Luca spearheaded the 3D modelling aspects of our entry, along with concept work and helping with writing. Maia did all of the final artwork as well as a lot of the writing and conceptual work.

As an extra note, we referred to the in-game world as Sonaria, as we had no other lore on the game. This can always be changed (obviously.)

Thank you for reviewing our entry!

We're available to talk things over through Discord & other channels;

Maiarkey (malarkey#8177)

Twitter: maiarkeyRBX

Lucameyo (lucameyo#5733)

Twitter: lucameyo



lucameyo



maiarkey

EXTRAS: EDEN AND MAY CONCEPTS

May's color scheme

- 1 - **#aa004c** Rubellite
- 2 - **#8a024a** Raspberry
- 3 - **#f4d6f6** Petalite
- 4 - **#fb5e79** Bubblegum (crest)



Eden's color scheme

- 1 - **#8c272d** Cranberry
- 2 - **#652127** Rose
- 3 - **#ffe2e8** Macaron
- 4 - **#e22d18** Vermillion (crest)

EXTRAS: RACE!



EXTRAS



There would be more here, but by the time we were done, we were busy with life stuff.

I graduated after making this, woohoo! –Maia

I did not :) –Luca

Thank you for reading!