# Syntax

Concept document
V.1

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# Introduction

Syntax takes place in a small suburban town where all the adults one day mysteriously disappear and many dark shadow creatures start attacking the town. The children must stand together to put up a fight and eventually defeat the enemy together. The game is a coming of age story that briefly resembles the story of Jesus.

# Design Statement

The main purpose of this game is to create a JRPG gameboy adventure game. There are elements of other art forms such as books and music that I've always enjoyed such as coming of age stories and subtle Christianity. These are elements I want to try and implement into a game.

# Audience

The target audience would be young adults that enjoy JRPG adventure games.

# GamePlay

I would like to make the gameplay similar to many JRPG games with a party system and leveling of characters. As you progress through the stages you can find more and more companions to help you defeat stronger and stronger enemies.

# Core Mechanics

In syntax the core mechanics involve attacking, leveling up, and gaining more companions for more damage and powers as you level up. There is a random chance that characters can get a critical hit for more damage. The more characters you have in your party the more over all damage you can do.
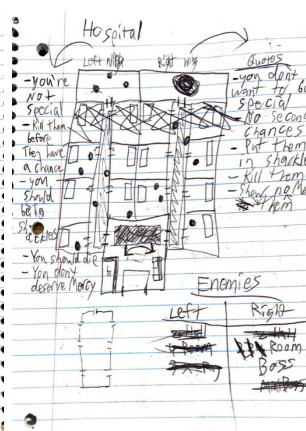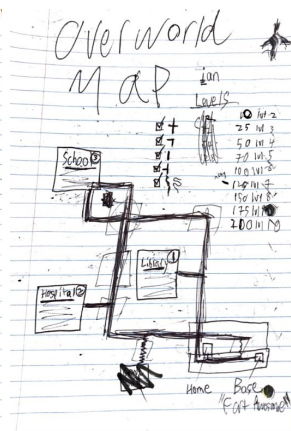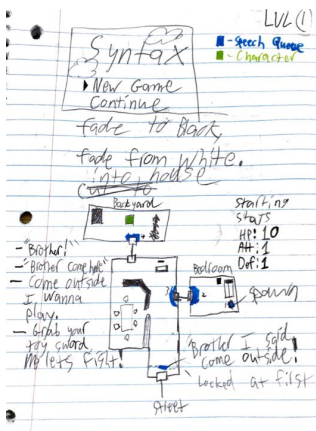
# Look and Feel

      The artstyle of Syntax is similar to that of the first Pokemon games. Inspiration is taken from Pokemon, Earthbound, and Undertale.
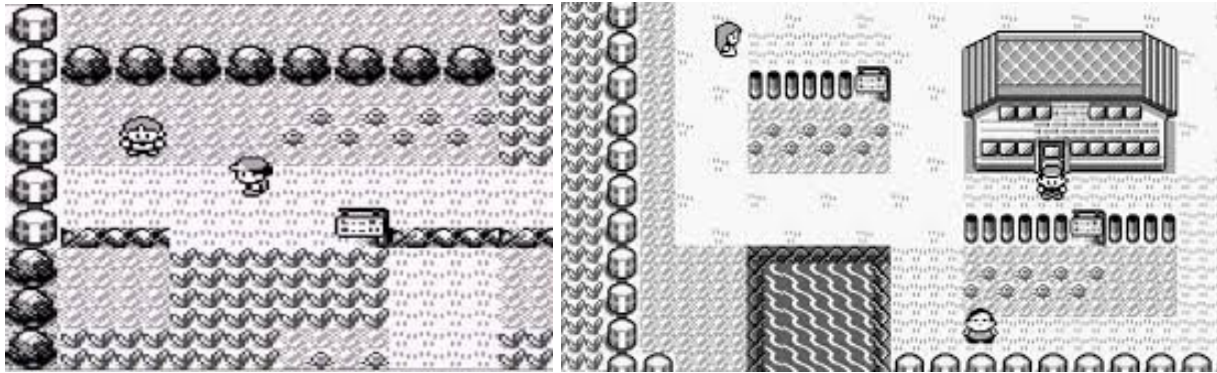


Pokemon Red (Above) Earthbound (Below left) Undertale (Below Right)
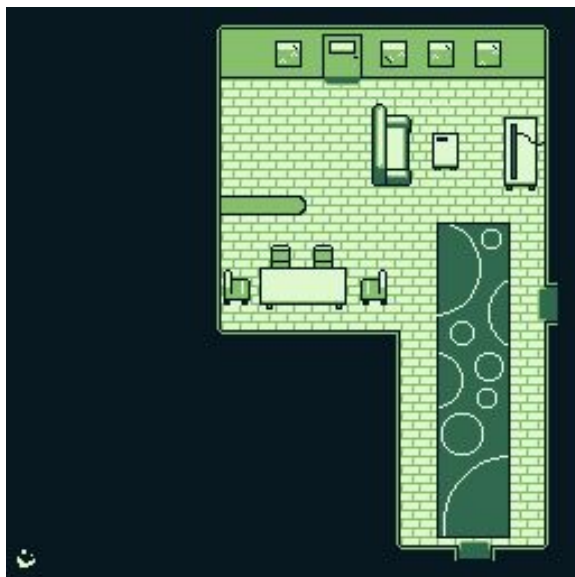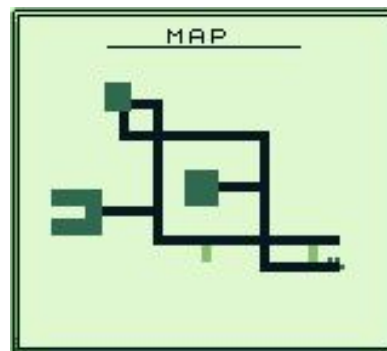


# Maps

# Gameplay Scenes



The main title screen of the game, the first thing the player sees when booting up the game. (Left)

A map of the overworld available to the player at anytime in the game. (Below)





The first area the player walks into, their own house. (Left)



A road, part of the overworld, that the player must traverse.

A boss the player must fight at the end of the first major level. (Left)

The end credits, shown after the game is completed. (Below)



# Post Mortem

While making Syntax I learned a ton. There were some things that went right, such as the story, I feel as if it conveys exactly what I wanted it too. I also feel as if the graphics at times can be as good as the gameboy will allow, however there is always room for improvement.

I knew I wanted some sort of combat in the game, however that was difficult to make with such limiting software, and that caused combat to be basic and somewhat boring at times.

During the making of this game I worked more on quantity over quality, which I have found is wrong, in the future I'm going to try to have a heavier focus on gameplay. Next I'll try to make fun gameplay before working on a story, or at least spend more time making the gameplay fun and interesting.

As for the future of Syntax, there are a lot of things that I still want to do. I will try to fix any bugs that pop up, and I might try to add more music to the game as the soundtrack only has four songs currently. I will continue to work on the game until I am completely satisfied with it.

# Design Notes

The idea for this game is something that came from deep personal feelings and emotions. As a young adult I struggled with growing into an adult and it caused me to go through some

hard times. I wanted to try and explore those feelings and the coming of age story through a story based roleplaying game.

Originally the strange shadow monster creatures were created to represent the coming of age, or loss of innocence. At one point in development I thought about making them fears of a child, hence why some of the creatures are based on things like spiders or the dark. I also thought about making them real things, however I decided it would be better for players to make their own interpretations of what these creatures are. That way the game not only has meaning, but different meaning for different people through their different interpretations.

There were a couple things that didn't make it into the final game. One of those things was an event where of of the characters would hold off a horde of creatures, sacrificing themselves in order to save everyone else. I decided against this for a couple reasons. I thought that the topic and theme of sacrifice would make for a better ending of the game, it would also allow me to make different endings based on player choice. Finally, I thought it would be rude or unfair to take away a companion the player worked hard to obtain, in the event that the player had no choice or impact in.

The next thing that was taken out were small notes with drawings on them. I wanted to have these scattered around the map and the player would be able to find them. They would have images on them that were symbolic of something. However this idea was scrapped as I thought it would make the gameplay less fun and there was no real reason to have them. Instead they were replaced with the doctors notes in the hospital for world building.
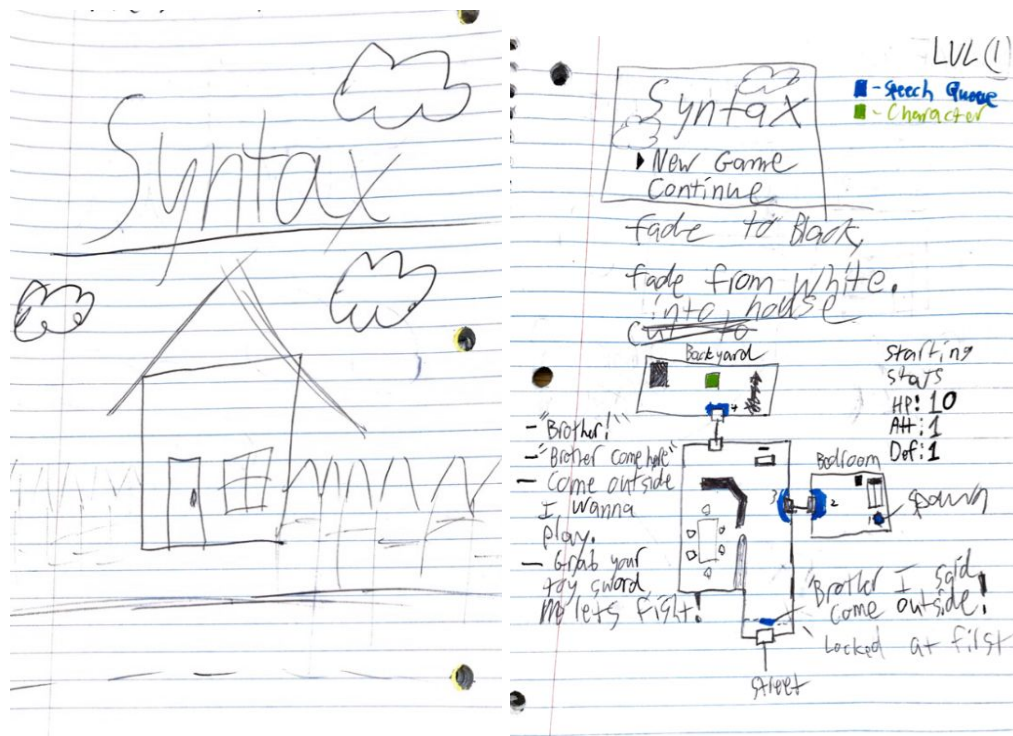
Monsters can Miss 18% 20
10% 5% 28

- math + XP
- if XP ≥ 20, 40, 80, 100,
   130, 160, 200, 250
- Math player lvl +1

✓ 5 Player | 5 dmg | 10 crit | 10% Chance
   Shake dmg     of
① ✓ 6 Nathan | 1 dmg | 15 crit | 10% Chance
   Flash 3 times
③ ✓ 11 Dylan | 5 dmg | 10 crit | 1-0% Chance
   Shake dmg  30%
④ ✓ 16 Steve | 5 dmg | 10 crit | Chance
   Shake 3 times
⑥ ✓ 16 Isaac +50 hp heals +2 each turn
   Flash once
⑦ 21 Trent          Charge Attack
   10.2 mg | crit 10% crit
⑧ ✓ 36 Kriv | 15 dmg | No Crit
⑨ ✓ 51 Ian | 1-30 dmg | Random %
   Shake + Flash
⑩ 53 Remy | 2 dmg | 5 crit 10%
   flash
   Black      Max = 100
             dmg
Average dmg
(40) Minimum dmg  Max LvL

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If I have a situation

Locked    Heal House

Companions
Save

Save
Companions

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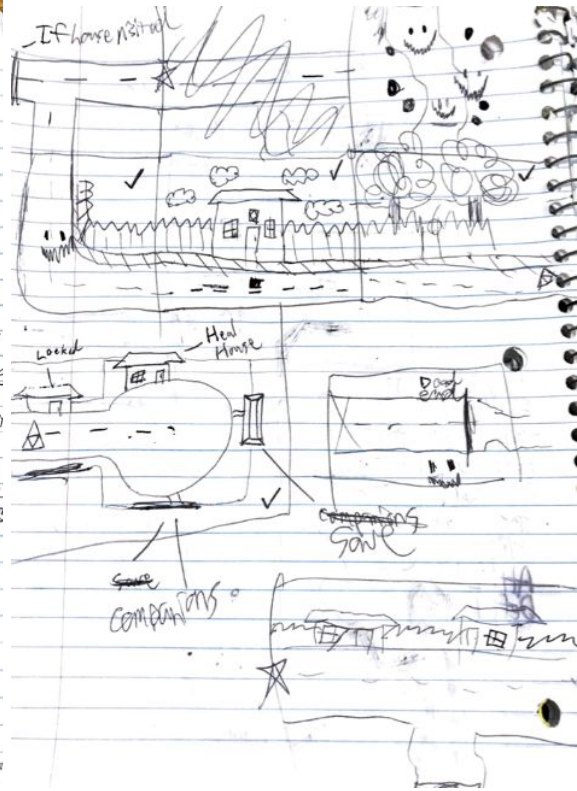
☑☑ Isaac - Loving, humble, kind      (Large)
☑☑ Dylan - Awkward, Nice, Selfless (Average)
☑☑ Ian - Sans (Comic Relief)        Skinny
☑☑ Steve - Lonely, Nice, Secretly depressed (Average)
☒ ~~Kriv~~ - crazy, good at combat   (small) (Brg)
☑☑ Trent - Realist, funny, Self sacrificing (Large)
☑☑ Remy - Selfish, Mean, evil
                                    (Average)
☑ The first time I felt like I had
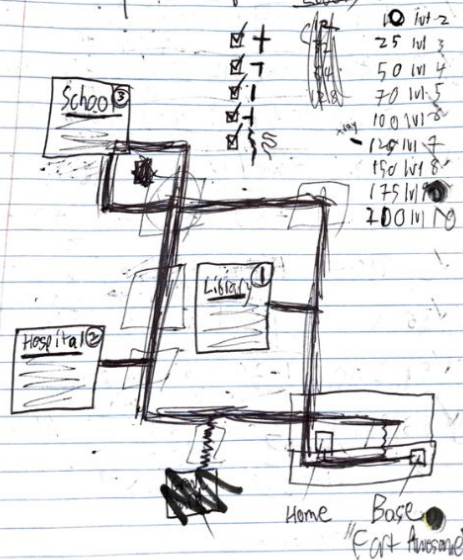   something to give...

                        one
                        Room
                        Houses
   Heal
                        companions
Missions

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Overworld
Map        Ian
           Levels
       crit
☑ +         1O lvl 2
☑ T         25 lvl 3
☑ |         50 lvl 4
School③     70 lvl 5
☑ |        100 lvl 6
☑ + 20     125 lvl 7
           150 lvl 8
           175 lvl 9
           200 lvl 10

Library①

Hospital②

                Home Base
                "Fort Awesome"

# X-Ray Room

X-Ray → Turn on X-ray



Boss Battle



## Hospital

Left Wing          Right Wing          Quotes



- you're not special
- Kill them before They have a chance
- you should be in shackles
- You should die
- You don't deserve Mercy

Quotes:
- you don't want to be special
- No second chances
- Put them in shackles
- Kill them all
- Show no Mercy to them

### Enemies

| | Left | Right |
|---|---|---|
| | Hall | Hall |
| | Room | Room |
| | | Boss |
| | | Mini Boss |

# King of Shadows

Player 70 hp \ about 50 dmg turn
KOS: 150  dmg 20 dmg turn

We'll still win!

Remy Fight

"Shut up! I'll kill you!"