**Project Proposal**

**Project name:** Zaletros

**Team name:** (ง'̀-'́)ง

**Team members:** Courtney: Main Game Designer, Amanda: Main Graphic Designer, Anna: Main Developer

**Team Github repo link:**[**https://github.com/Amanda-Truong/RPG\_Project**](https://github.com/Amanda-Truong/RPG_Project)

*Project Description*

**What?**

Zaletros is an RPG turn based game. It will be a 2D open world game that is about a party of four, each with a different class, hunting down monsters that the guild assigns them. It will be a solo game with the user controlling the party of four.

**Why?**

Zaltetros will be focused on the user picking branches in skill trees for each party member to build the party the way they want to. It will also be focused on re-killing bosses for better gear rather than most turn based games being focused on buying gear and skills without the flexibility of changing how a class plays.

**How?**

Zaltetros will be a PC game made using Godot with sprites being made with Aseprite and Photoshop. Values for skills, gear, and boss stats will be stored as well as fight mechanics.

**Front End/ UI:**

* **GDScript**

**Back end:**

* **GDScript**

**Tools:**

* **Godot**
* **Adobe Photoshop**
* **Aseprite**
* **Git/Github**

*Related work and key contributions*

Final Fantasy 1 has the open world and sprite look this game will have with the Borderlands games having the skill trees and re-killing of bosses feature.

Our key contributions are:

* Letting a user have flexibility on a class’s role in the party with skill trees
* Letting the user kill most bosses whenever they want (even outside of the story)
* Allowing a user to kill a boss more than one time for gear

*Deliverables*

* Documentation on game design
* User can roam the map and enter special areas
* User can spend experience on skills
* User can enter boss fights
* User can encounter random battles
* User can equip gear
* User can follow story to unlock content
* Game Application
* Documentation and Testing

*Plan*

|  |  |  |  |
| --- | --- | --- | --- |
| Week | Amanda | Anna | Courtney |
| 5/19-5/26 | Design main party sprites. (At least 2 of them) | Design and make world map (Optional make maps for dungeons to bosses) | Design skill trees for each class (Optional: Start working on overall plot) |
| 5/27-6/2 | Design Main part sprites (Finish main party sprites. Optional: work on boss sprites) | Decide on if we have dungeon maps or not. Make at least 5 boss spots. Work on how to implement the classes and skill trees. Design main menu | Map out overall plot of game. Start working on potential values for boss health and what gear stats characters should be at for each boss |
| 6/3-6/9 | Work on boss sprites and dialogue for the story | Start implementing gear drops from bosses as well as exp points. Do not have to have the value correct just need the function in place | Get the gear values characters should be at for each boss. Work out the gear values random battles should drop for what boss they are near, and gear values bosses should drop |
| 6/10-6/16 | Work on random mob sprites and dialogue for story | Work on implementing random battles and add in gear values to dropped gear | Finalize initial gear values and work on boss values and monster values as well as boss mechanics and monster abilities |
| 6/17-6/23 | Work on random mob sprites and dialogue for story | Start testing initial values and report feedback. Start importing sprites to game for each role(party, npc, boss, monster) | Work on random mob sprites and help finalize dialogue for the story |
| 6/24-6/30 | Work on any sprites that need to be added to the game at this time | Import all made sprites into game as well as dialogue/story | Fix values based on feedback, work on any sprites that need to be added |
| 7/1-7/7 | Finalize any sprites in the works and start testing the game | Continue importing sprites and story. If time, make sprites  . Change any stat values that were changed | Test the game |
| 7/8-7/14 | Test game | Test game | Test game |
| 7/15-7/21 | Create any additional sprites that may need to be added | Work on importing any last minute additions and changes | Change any stat values that need to be fixed |
| 7/22-7/28 | Test game | Test game | Test game |
| 7/29-8/4 | Create poster | Create poster | Create poster |
| 8/5-8/11 | Poster Present | Poster Present | Poster Present |