Isekai

The story of a non-main Character

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# Overview

## Theme / Setting / Genre

* + Isekai but you are not the main Character
  + Fantasy world
  + RPG => JRPG

## Core Gameplay Mechanics Brief

* + Rebuild the Adventure Guild/City
  + Fighting mechanics
  + Gathering and Managing Resources

## Targeted platforms

* + PC

## Monetization model (Brief/Document)

## Project Scope

* + <Game Time Scale>
    - <Cost?> /How much will it cost?/
    - <Time Scale> /How long will it take to make this game?/
  + <Team Size>
    - <Core Team>
      * <Team Member Name>
        + /What does he/she do?/
        + <Cost to employ them full time or part time>
        + <etc.>
      * /List as many core team members as you need to/
    - <Marketing Team>
      * <Team Member Name>
        + /What does he/she do?/
        + <Cost to employ them full time or part time>
        + <etc.>
      * /List as many marketing team members as you need to/
  + <Licenses / Hardware / Other Costs>
  + <Total Costs with breakdown>

## Influences (Brief)

* + Shield Hero
    - The Protagonist is in the beginning a anti-hero.
  + Harverst Moon
    - Resource Management and Rebuild the Farm
  + Secret of Mana
    - Fight and Magic Mechanics

## The Elevator Pitch

A RPG Isekai game in which you are not the main Character and have to rebuild the Adventure Guild.

## 

## Project Description (Brief)

A Game in a Isekai RPG style. The art style is 2D. Your main Goal is to Rebuild the Adventures Guild and with it the City. To do so you can gather resources and give up missions for other adventures.

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + You are not the main Char
  + Build an Adventure guild
  + Give missions that NPC can do

## Core Gameplay Mechanics (Detailed)

* + Fight
    - You fight in realtime by start attacking near the enemy and damage him.
    - Press Attack button near the enemy to hit him and try to avoid being attacked
  + Magic
    - You can use magic to attack the enemy or heal yourself.
    - Press and hold the magic button to first choose the spell and then to chose the target.
  + Adventure Guild manage
    - You have to build and manage the Adventure Guild.
    - You have to gather resources and fulfill missions from the Headquater. With a better Guild you can attract more and better adventurers
  + Rebuild City
    - You have also to rebuild the City
    - Works more automatically. With a better Guild and story ongoing the city will rebuild itself. From time to time there will be option from which you can choose like blacksmith or trader.

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Level assets tiles
    - City tiles
    - House tiles
    - Forest tiles
    - Mountain tils
  + Chracter List
    - Main character
    - Non-main character
    - Old guy

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.