Project Design Document

1) Team Members  
Chris Klassen – Team Leader  
Nav Bhatti   
Alex Kabak  
René Ye

2) Player profile

A typical player of this game is an individual, male or female, that is familiar with and enjoys Japanese RPGs or rhythm games. This game is not necessarily targeted towards core gamers; it is intended to be available and appealing to people of all skill levels.

The typical player will likely be between the ages of 12 and 30. The amount of time that they have available to them to play games is not important; the game is intended to last for as long as the player wants.

The target market will be researched by pitching the game concept to friends and peers that fit the target audience. The quality of the idea and the degree to which it matches the proposed audience will be determined based on whether or not the pitch is responded to with interest or excitement.

Accessing members of the target audience for testing, design and investigation will not be difficult. Our friends fit the target audience perfectly, allowing us a large selection of testers with varied opinions and approaches to playing the game. The size of the tester pool will depend entirely on how much time we have to seek individuals out.

2) Game

## Mechanics

This game is an action-JRPG focused around turn-based combat with attacks and combos driven by timed user inputs. The player will enter a series of arenas, in which they will seek out enemies to fight and enter into combat with them.

During combat, the player’s party will take turns attacking the enemy. Each party member will have different attacks based on who they are. The potency of an attack will depend on the player’s ability to hit timed button presses that appear as they are attacking. Missed presses will result in a less powerful attack.

The same concept applies to defending against enemy attacks. Timed button presses will allow the player to defend against some or all damage.

Each arena is a tile-based dungeon comprised of distinct blocks that the player and enemies move between in real-time. Players enter into combat by colliding with enemies. Combat can be initiated with player or enemy favor depending on which side initiates an attack from the arena.

Defeating all of the enemies in an arena will move the player on to the next arena. As the player progresses through the game, they will be exposed to a light story that is partially told through gameplay.

High scores will be calculated at the end of the player’s campaign, regardless of whether they complete the game or fail during one of the levels. Scores are added to at the end of each level based on the player’s remaining health, percent of the arena explored, and number of enemies killed. These numbers will be used to formulaically calculate the player’s score for that level.

High scores and ongoing game rounds are saved when the player quits the game. This allows the player to always know the best score they’ve achieved, and to resume games that they have stopped previously.

## Story

The story of the game is based around a trio of characters that wake up at the bottom of a mysterious dungeon. None of the characters have met each other before, and nobody knows how they got there. They are greeted by a mysterious voice that informs them that the only way they can survive is to fight their way through the dungeon, together.

As the player progresses through the game, the voice taunts and threatens the characters until they ultimately escape the dungeon and reach the conclusion of the game.

## Art, Sound, and Platforms

The art style of the game will mimic the hand-drawn and simplistic look of board games. Characters will be represented in the game as three-dimensional game pieces. This art direction will allow for a strong and visually striking game despite minimal time allotted for asset creation.

Sound will be designed to accompany this aesthetic. All player-driven sounds will be chunky and heavy-feeling. Environmental sounds will strive to strengthen the feeling of being in a dungeon, while also reinforcing the idea that the game is meant to feel like a virtual board game.

This game will be supported on Xbox and Windows. The Windows version will not require the use of a gamepad, but will support it natively as well as the keyboard.

3) Roles

## Chris Klassen

Chris will be responsible for working on the arena system. He will be working primarily on the generation of the arena and overall level progression.

Chris will also be working on the game’s art, audio and story.

## Nav Bhatti

Nav will be responsible for working on the battle system. Nav will be working on implementing menu system and turn order for combat.

Nav will also be responsible for working on the main menu and pause menu.

## Alex Kabak

Alex will be responsible for working on the arena system. Alex will be working on player movement, collision, and combat initiation. Alex will also be working on the game’s story.

Alex will be responsible for game saving and loading, as well as high scores.

## René Ye

René will be responsible for working on the battle system. René will be working on timed combat actions and general combat flow.

René will also be responsible for working on content creation with regards to player and enemy skills.

# 4) Milestones

The project will be divided into weekly scrum ‘sprints’. Each sprint will be completed with the intention of achieving a weekly milestone in the project’s development. The milestones that this project will be divided into are:

|  |  |
| --- | --- |
| Date | Task |
| September 23, 2015 | * All preliminary design work completed |
| September 30, 2015 | * Game Scene functionality completed * Scene transitions completed * Asset loading systems in place |
| October 7, 2015 | * Basic arena tile-based movement system completed * Basic combat turn order in place * Combat menu functionality completed |
| October 14, 2015 | * Timing-based combat events prototyped * Arena generation completed * Arena combat initiation prototyped |
| October 21, 2015 | * Basic party skills in place * Basic enemies completed * Level scores and transitions * Project Alpha completed |
| October 28, 2015 | * Response to alpha feedback completed * Player art completed and integrated * Arena art completed and integrated * Party skills completed |
| November 4, 2015 | * All enemies completed * Enemy art completed and integrated * Game progression completed |
| November 11, 2015 | * High score saving completed * Game completion functionality complete * Basic menu completed * Menu art completed and integrated * Player sounds completed and integrated |
| November 18, 2015 | * Enemy sounds completed and integrated * Menu sounds completed and integrated * Game saving and loading complete |
| November 25, 2015 | * Miscellaneous art assets completed and integrated * Miscellaneous sound assets completed and integrated * Combat effects started * Arena effects started * Story and dialogue systems in place * Dialogue written and integrated * Project Beta completed |
| November 28, 2015 | * Buffer week: Polish and testing |
| December 2, 2015 | * Buffer week: Polish and testing |
| December 9, 2015 | * Project completed |

5) Features

The features of this game are:

## Turn-Based Combat System

Combat takes place in a turn-based environment in which party members use a menu to select attacks to perform. Each party member gets one attack per turn, and every attack has an accompanying timed input set that will improve or hinder the quality of the attack.

Enemies will also take turns attacking, and the player can perform timed button presses to block some or all of the enemy attacks.

Each attack will reduce the health of the targeted character. Any character with health reduced to zero will be removed from the arena for the duration of the level. If all party members die, the player fails the level.

## Arena Movement and Battle Initiation

Each arena is a tile-based dungeon in which the player and enemies move between blocks in real time. Combat is initiated whenever a player and an enemy collide, but can be initiated neutrally or in favor of one side depending on the nature of the collision.

Once an arena has been cleared of enemies, the player moves onto the next map. This process is done automatically.

## Story Presentation

The story will be delivered via short cut scenes that feature basic character discussion. These will occur during the arena-segment and will tell the story of the game as the player progresses.

## Level Progression

The player progresses through the game by moving between arenas. Each new arena will be slightly more difficult than the one before, forcing the player to be more strategic in their party attacks, and more skilled in their timed button presses.

Once the player has completed all of the arenas in the game, they will reach the end of the game and will have won.

6) Tools

The tools that will be used to develop this game are:

* Visual Studio
  + Visual Studio will be the primary IDE used to develop and debug the game.
* XNA/XNA Game Studio
  + XNA will be the framework used to develop and deploy the game
* Xbox 360
  + An Xbox 360 will be used to test the game for proper console support
* Adobe Photoshop
  + Photoshop will be used to create some of the graphical assets for the game
* Blender
  + Blender will be used to create simple models for in-game characters
* BFXR
  + BFXR will be used to create basic sound effects for the game
* Audacity
  + Audacity will be used to modify and mix audio samples and effects
* SVN
  + SVN will be the primary source control method used for the game’s development
* Redmine
  + Redmine will be the primary issue tracking software used for team management and task distribution
* Slack
  + Slack will be used for team communication purposes