**Grimoire of the Destined (working title) v0.9**

**DESIGN DOCUMENT**

**Introduction**

**Grimoire of the Destined is a game with mostly JRPG elements. It introduces a partially-configured player avatar into an open world, called “Gantus”, where he can take one of three somewhat linear paths through the game to complete it. Each path contains a distinct storyline that fleshes out the world the avatar is in, while also further detailing the origins of the avatar itself. Throughout the chosen path, the player interacts with various objects and people, whom will have varied reactions to him depending on the situation and circumstances of the game.**

**The game’s engine will be written in XNA, and may involve additional components if it makes development easier. We will use Alex McGilvray’s engine that we used in CST: Life No More, which will have to be extended upon to be useful.**

**Story**

**You are a construct from a faraway planet. An aeon ago, the planet prospered in technology, founded by one man after discovering a strange anomaly, and as a result, he was revered and worshipped by all. However, with the unlimited wealth and power he had gotten almost overnight, he soon became corrupted, and made many enemies. A great war began, and in a desperate act, he unleashed a bomb upon the entire planet, eradicating all existence within it. Now it lies a smoldering wasteland, with large craters where magnificent cities once stood. The planet was doomed to become a desolate place like thousands and thousands of others in the galaxy.**

**But there was hope. You awoke one day in a great, gilded chamber, among a pile of debris. You don’t know who you are, where you’re from, or what you were doing prior to your slumber. A large, pointed weapon lay against a wall. You picked it up, and soon after, you faded away into the void. Soon after, you found yourself falling from the sky somewhere, in a distant planet lightyears away from your own.**

**For centuries, you travelled through the ever-flowing spacetime, searching for answers and slowly knowing bits and pieces of who you are and what your purpose was. Under many stars in the galaxy, there was a common prophecy amongst its people: that a harbinger was to fall from the sky one day, and either bring fortune or calamity to everything it touches. Through these planets, you knew which ones followed the former or the latter prophecy, seeking you out for help or hunting you down to save themselves. You find yourself half the time in contempt with these creatures, yet curious of them and wishing to befriend them. Alas, your fate seems to drive you elsewhere, as your weapon seems to take you from place to place on a whim, whether you liked it or not.**

**One particular day, you fell into a planet lush with greenery. You haven’t seen grass and trees for a very long time. Knowing what you always did when setting forth in a new planet, you walked. You walked where the wind blew, hoping it will take you one step closer to your answer.**

**Environment**

***See the World Details document for further information.***

**The world map consists of a single continent in Gantus, containing three city-states and at least two or three townships within each of them. At least eight dungeons lie beneath the earth waiting to be explored as the game goes on. The city-states are three times larger than the townships, which are usually two or three maps large, not counting interiors, due to the existence of a castle or a tower within it, as well as various wards and districts of significance to the game.**

**The player is represented as a single character in an isometric viewport, but with cardinal direction movement. The player is able to enter interiors just by walking up to a door or an opening. The player can access a menu on the field in order to customize the party’s equipment or item arrangement and view stats and current objectives. If the player is on the overworld map or interacts with a special stone, he/she also has the option to save the game.**

**Interaction with objects are limited to people, shopkeepers, and creatures as well as plot-crucial objects that stand out from the scene. As an easter egg, we could put random dialog each time the player interacts with a well or a fireplace. Battle is commenced when the player interacts with an enemy or if the enemy is facing right next to the player. Facing is crucial in determining if the fight is an enemy ambush or a player ambush if whoever’s back is turned when either initiate.**

**Services given to players involve a smith, a thaumaturge, a sundry seller, a storage master, and an innkeeper.**

**Characters**

**Each character starts with a unique weapon, an attack type (melee, ranged, or magic), and a skillset. Characters with same attack types may have different skillsets, making them useful in certain situations. Three major stats determine the character’s capabilities: Strength, Agility, and Intelligence. The weapon acts as a random range boost to either the character’s Strength or Magic in battle, while the armor he/she wears affects only Agility. The reason for this is that we assume that given each character’s unique background, they are skilled in moving around in the armor of their choosing, therefore we are not including a Defense stat for the sake of simplicity. Each character also has an HP and a TP meter, which scale independently from the three stats.**

**Characters may also have four slots to carry items with. Rather than have an unlimited supply to take from, these items should be placed on-hand to further add a challenge to fights. The item repository will also have a limited amount of space for loot (I’m thinking 20). Like items do not stack. Extras will need to be sold, put in storage, or thrown away.**

**The player character’s name, by default, is Cletus. He is an amnesiac automaton who came from a faraway country that fell into extinction after a great calamity brought forth by war. Since his awakening, he wanders through spacetime with a spear as a memento, looking for answers, or running away from authorities who fear that his coming was a bad omen. One day, he fell from the sky into a planet called Gantus. Looking to find the answer he is looking for, he sets off in this new planet, unknowing of the destiny he is about to fulfill.**

***Characters will be fleshed out soon***

Ishtar Path

* **Cirrus Pluvia** is a vagabond hireling who was recruited into a rebellion that is growing inside the city’s slums. He is a heavy, musclebound sort, but often keeps to himself. He serves as **Rosa Aressus’s** right-hand man and often accompanies her in critical missions, which often involve taking down critical elements of the Coven’s army and resources to further their goal of overthrowing the government. What Cirrus doesn’t know about himself is that he is actually an artificial vessel for an ancient one, who sought one day to use him to invoke the **Everlasting, Perseus.**
* **Rosa Valencia Aressus** is the youngest daughter of the fifth generation of the Aressus clan, which held dominion over Ishtar for 250 years. Though having lived a sheltered life in various family estates, Rosa often wished a life of adventure outside its walls and hoped that one day she would leave the city-state in order to free herself from what she considered to be the tyrranical rule of her parents, particularly her mother, Victoria.
* **Victoria Carmelita Aressus**
* **Albert Lycantros**
* **Zane Ohiviel**
* **Nimbostrata**: a volatile empty vessel

Bar-Oniel Path

* **Thurian**
* **Clerian**
* **Rasteena**
* **Emperor Augustus**
* **Leonid Rex**
* **Azrael**

Kaful Path

* **Kasim ibn Sulaiman**
* **Champ Aturas**
* **Farouq**
* **Khayana**
* **Malakar**
* **Sayeed**

**Battle System**

**The game borrows most of its aspects from Romancing SaGa, as well as portions from Final Fantasy. I chose the former game because its mechanics are obscure and not as well-known as other JRPGs that are ported in North America. I was opting for an action RPG, but that may be beyond our skill level, so we’re going with priority turn-based combat instead.**

**There are at maximum four characters in a party, with one reserve member. The battle scene has the standard fare of having enemies to the left and the party to the right. The party chooses their commands, and once everyone has chosen one, the fight begins whoever has the most Agility. If an enemy ambush occurs, the formation is voided and the party is vulnerable to attack with the enemy always going first. The same stat could also be determined when the party is escaping (find the lowest stat) or dodging/blocking attacks (percentage success).**

**Basic attacks take from the character’s Strength plus the factor of the weapon and any temporary buffs to the stat from spells. There will be no accessories and weapons are improved and synthesized, not bought as new.**

**There are three “elements” in the game: Sun, Moon, and Star, and each spell corresponds to one of the three, its power affected by the character’s Intelligence and any added buffs to the stat. Basic attacks are non-elemental and deal normal damage compared to spells, unless the character’s weapon is synthesized to be a specific element, in which case the normal Strength calculation is done, with a percentage increase or decrease in damage depending on the enemy’s strength or weakness. Having a “rock-paper-scissors” type of weakness works very well to balance gameplay.**

**Status effects involve**

**To avoid spamming, techniques and spells, including multi-party techs, have individual cooldown timers, bringing strategy into play. Items will be provided that can replenish such cooldowns, but they will be rare and hard to find.**

**Each character is skilled with a specific weapon. Their weapon gives them a unique set of skills to learn and use as they go through many battles. The chance of learning a new skill increases dramatically if the enemy is stronger than the character. At the end of a battle, a character has a random chance of increasing his/her stats, maximum HP and TP included, only if the enemy is stronger or equal of strength to each party member based on the average of their three base stats.**

**If the party is defeated in battle, the player has the option of redoing the battle again, or loading from a previous save, or quitting the game.**

**Interface**

**The interface will involve presentation of the stats of each character, as well as applied sprites or portraits. Playtime will be shown on the bottom-left alongside the currency you accumulate in the game: Gel (not spelled Jel). There will be an equip menu that allows you to equip armor and items to your character, a skills menu that will show a character’s current skillset (magic or techniques) and weapon, and an artifact menu that will show plot-specific items. These will not be added up to the player’s item repository. Of course, you have the option of saving and loading here.**

**Items**

**Items include restorative items and damaging items. We want to limit the different kinds of items out there, so as to shorten the scope while at the same time, not make anything useless or add complexity to the game.**