Trilogy SAGA  
RPG/Moba Simple yet challenging

1/26/2020

# Overview

## Project Description

The end of the game will be more of like a star wars, Diablo, and Destiny game all in one. I feel if I am to stick with this it could actually turn out to be a really great game for others. I feel this project would be more in the lines of a fiction followed along with the genre of a RPG also known as Role playing games.

Much like the demonstration in class I figured I could use a wide variety of different classes seeing as its an RPG.

There will be 3 different groups of classes all in which they can personalize customize and change throughout the game, although when they pick a certain class they must be ready to commit to it for they can not change once they have selected it. Thats being said they can make a new one, all while having the older class/character still saved. Much like other RPGs this will have multiple dungeons and raids the players will be able to create a team for, allowing them to collect loot to improve their defense and offense for the future battles that lay ahead. With most game such as this one the players must use what knowledge that have gathered from the game and use it to overcome each encounter.

Players can have a number of ways they wish to play the game and multiple difficulties for the more advanced players. I have thought of this for awhile based from the experience of myself and other players throughout similar games. It is in place so that they can enjoy the game anyway they choose. Advanced players require more skills and knowledge of the game not to mention better equipment they have gathered throughout their play time, when it comes to dealing with raids/dungeons. The dungeons are a fast way to level up and gather materials and equipment players WILL need if they wish to triumph over the raids. I have decided the raids all will be much harder and require a good setup of a team, although there are many ways the players can set up the team for it to make it easier based of the classes and equipment each player has and not require a set of players that can do the raid.

Although this game has just come to light I have a lot I wish to implement into the future but for now I wish to keep it simple due to the fact some may get lost and lose interest from all the selections of the game. I wish to keep it simple while I work on it so that the players could get and idea of what the game is about and how it functions.

The first class I had in mind would be known as a “Tank”

These will be one of my favorite classes its main role is to build a lot of defense in which they can soak up most of the damage the enemies are throwing out and getting the focus of the room to allow the others to do their jobs such as damage and healing all while not being focused so they may not die.

The second class would be a “Healers”

Most that wish to support the team without having the knowledge of a tank they can use this class in which their main focus is to keep the other players a live.

The third class are known as “Mages”

Players that wish to use this class would have a wide variety of builds the players may use and have multiple roles when it comes to raids. They will probably be the most popular class of all of them although they are the most difficult class the learn and to get and understanding of which build of role they choose to allow other plays to focus on a bigger task. They can use a variety of spells in which can pump out DPS (Damage per second) of have somewhat a role of a healer but not as important.

“Hunters” are the fourth class

Hunters are a select of heroes that will use bows and guns to be the main source of damage to bosses or any enemies that come their way, so essentially they are nothing but damage and crowd control so others won’t get overwhelmed.

Fifth and final class are knowns as “Warriors”

Main role of these warriors are to keep the fight going and to help along with the tank to keep the crowds and bosses focused on them. All while they can output damage fairly well their main role is AOE attacks and helping the hunters keep the AI’s at a minimum.

## Project Members

For now just me.

## Project Format

When I have finally finished the project I would hope that it would be able to run on all platforms. Although in my experience with other platforms some tend to run smoother then others in a certain criteria.

## Deliverables

In the end I’m sure to have come up with more ideas but as of now I have none. I do hope one day I could fully understand how much more of assistance I would be doing for my future self if I was to plan it out better followed by having notes and ideas already sorted and a general focus on what I would like the game to be.

## Database

Not really sure on which database I would have to look into but like I stated in the general focus of the game I want the game to feel more of an RPG so the main database I could use would be related more to the diablo series to get a better understanding of how they implement the focus in players and have a wide variety of classes/different preference in which the players can choose from. All while keeping the game simple and exciting for the more advance and the new comers that wish to try this game, and to keep the player base interested in the game as a whole.

## Learning

I wish to learn simply how to code this to make everything work perfectly and if not perfect close to it, also to allow me to fix any errors that might come my ways and to help the player base stay happy and involved by updating the game, making changes and keeping it balanced for all players. ONE important thing I wish to learn is how I would do all of the above to better myself it making a great game and helping understand the way of how things work and the way great games can be crafted into becoming one of the best in its genre.