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Basic Idea: Make a game that I can make, while learning how to make games. As I learn and get better at certain programming ideas, I will implement things into the game that use them. The biggest example will be the graphics.

Graphics Levels:

1. PC (pre-console) Graphics – 2D
   1. Similar to Ultima and Wizardry – very simple, to get the idea of the way it works
   2. Also adding in the basic outline of the game, characters, levels, HP, battles, towns etc.
   3. Basic gameplay is included and figured out in this stage (this is going to take a while)
2. 8-bit (NES) Graphics – 2D
   1. Layers
   2. Character Animations
   3. Transparency in maps
   4. Menus
   5. Sound!
   6. Music?
3. 16-bit (SNES) Graphics – 2D
   1. Complex Character animations
   2. Complex 2D level design
   3. Layers such as weather and Day/Night
   4. Spell Animations
   5. First stage of “Cut Scenes” where characters act out a scene.
   6. A larger focus on the story
4. “64-bit” (N64/PS1) Graphics – Very Simple 3D
   1. Basic 3d polygons
   2. Basic color textures
   3. 3d maps and level design
   4. Basic lighting
   5. Basic 3d animations.
5. “PS2” Graphics – More complex 3D graphics with lighting and better textures.
   1. Complex 3d polygons
   2. Complex textures and texture manipulation
   3. More complex lighting
   4. More complex animations
   5. Physics built in
   6. Water
   7. Better Camera Controls
   8. Better 3D “Cut scenes”
   9. Particles
6. This Gen Graphics - HDR
   1. Dynamic level maps (grass on fields)
   2. HDR Rendering
   3. Beveling in render
   4. Water
   5. Stuff I don’t even know about yet.
7. Others:
   1. Cell Shading
      1. This could be a bonus level after I get done with PS2 level or something
      2. Could be a secret hidden level in the game that you have to find an unlock
      3. Basically the same as PS2 level but with cell shading.
      4. Cause I kinda want to know how to do it.
   2. Minecraft world
      1. Also a secret hidden level
      2. The same world rendered in minecraft “blocky” graphics
      3. Just for fun at the end.
      4. Would have to interpret the world that already exists.

## Things I know I want to do in the game:

* Open “Consistent” world – I want the game to have a LOT of places to explore
  + I want the world to be the same world in every graphic update, with new places becoming available with each new “Upgrade” but fundamentally the same world, the same town, with the same people in it.
  + But I also want it to be open world. (I not only think this would be cool, but I think it would be easier when upgrading the graphics from level to level.)
* A lot of customization to the character, by the player
  + I want the player to be able to create a completely unique character
  + The game will require a lot of time and effort to make and thus I want it to take a lot of time and effort to beat. Not hard, but I want the player to be invested into their character and be able to customize their character to suit how they want to play the game.
    - Customized character
    - Customized classes and jobs
    - Customized Spells
    - Customized equipment
    - Customized secondary characters (although from presets)
* I know I want it to be an RPG,
  + I’m thinking an action RPG, because I can’t see it working as a turn based fight system in the later graphics systems.
  + I need to find a battle system that works in both PC (pre-console) and Current Gen graphics.
    - I know I would love it to end up as an action RPG in an open world. But I don’t know how that would work in PC gen. The graphical limitations to the PC gen are to the point where you can’t really have an action RPG, because the action you can’t really see…
    - If you have the bad-guys, roaming, in the open world, just like you would in the Current Gen graphics, then you would still walk up to them and attack them the same way, the only difference is that you would only be able to attack them in one of the four directions, or when you walked up to them it would enter “Fight mode” where you would get to type in what you want to do, instead of it being in real time…. That could work but I don’t know if I like it.
* I want there to be ADVENTURING! Since the name of the game is ADVENTURE!!
  + And by that I mean exploring, puzzles, running, jumping, saving people, collecting rare loot, fighting monsters, outrunning oncoming waves of destruction, that kind of stuff.
* I want the game to be playable outside the main storyline of the game
  + I want there to be things to work on and build and customize, (not just leveling your character) that doesn’t have anything to do with the main storyline of the game.
  + In example: (throwing out ideas here)
    - Monster farming
      * Breeding, leveling, evolving… chocobo’s meets pokemon.
    - Weapon and armor crafting
    - Spell and magic crafting
    - Rare resource crafting
    - Town building and management?
      * Upgrade the town and upgrade the town
      * Upgraded towns bring more people, more people bring better shops
      * Better shops means better items
    - You can run your own shop… open up your own shop and run it
      * Hire people and make stuff, and then customize your own weapons and armor and then sell them for more money.
    - Build things… like roads and bridges and bring towns and kingdoms together.
      * Create trade routes or something…
    - Monster hunting
      * Like the hunts from FF12 but more
      * Rare game and rare hunts that you have to find.
        + You can either kill them/ hunt them or capture them and raise them… it’s a possibility.
      * Collecting loot for quests
    - Building and excavating a mine
      * You plan the building and the excavation plan.
      * The deeper it goes the harder the bad guys you have to exterminate, but also the better minerals can be mined from it, which = better equipment you can buy in town.
      * Maybe you get to search for a place to mine, and then create the mine? A little bit of minecraft in there. I dunno.
    - Maybe clearing out a forest so they can harvest better wood or something like that?
    - Maybe also guarding a caravan with goods.
* Multiplayer??? (probably not)

## Cross-Platform:

Since one of the main ideas of the game is that I want there to be a Running-a-store portion of the game, and other such, “side story lines” I think it would be a good idea if these side games were playable cross platform (such as Ipad iPhone and android so you could play them on the go.) It would keep you in the game and it would make it easier for those side plots to be long but still possible to achieve. The more I read about next generation console, I realize that there is more of a demand for mobility. Of course there is a demand for graphics, but there is also a demand for mobility, cross-platform ability, and online connectivity. It would be a great idea if you could open up your store in town, and then run your store from your iphone or android phone from work… it would keep you in the game at all time. It would be simple but it would also allow players to work towards goals like advancing your store so you can get the better equipment in the game, but it wouldn’t be mandatory, and it wouldn’t give the people who do it a great advantage over the people who don’t. Plus I think it would be fun.

## Character Advancement:

What I’m trying to do is take out the idea of “leveling” where in order to get a better character, you just fight random monsters and go up another level until you hit 99 and then you’re maxed. I want to make the characters as customizable as possible. I want the spells they cast to be customizable, to the equipment they have, to their stats and skills and abilities. I also want to implement something along the lines of a “material” type system. Where depending on which skill stones or which magical items you have embedded in your equipment or in your person or whatever, helps grow your character. I’m thinking each character should start off as a clean slate, and in order to get a character to really be swung one way, you have to set them up for it, and then put the time and effort into it to really build them into that way. Yes, technically I guess you would be able to get a healer who was wielding a sword and heavy armor after you “maxed” their intelligence and magic abilities, but it would take a phenomenal amount of time and honesty, what would be the point. I’m also thinking this would be a good way for characters to learn their abilities (the “material” type system) so that characters could learn the skills and crazy special abilities from items. Just a thought.

Stats:

* Hit Points
* Strength – (Physical Attack Power)
* Vitality - (Physical Defense)
* Dexterity – (Speed)
* Spirit – (Magic Offense)
* Magic - (Magic Defense)
* Luck?

After each battle you gain experience points

380 EXP earned

280 GP earned

These experience points are put into your stats, based on what equipment you have equipped

Three Basic Attack Styles:

Physical – Physical attacks do more damage, but also have a percentage change to miss

Magic – Magic Always hits, but is more directly effects by the character’s and enemy’s MAGPOWER and MAG DEFENSE

Speed – Based not on strength but on speed, does more randomized damage, but you can attack more often and bypass an enemies defenses, both magical and physical., based purely on your speed vs the enemy’s speed, if it’s a hit, then a random damage based on weapon’s attack power.

Base Stats:

Strength: Physical Attack power

Vitality: Physical Attack Defense

Dexterity: Attack%, and Defense%

Spirit: Magic Attack Power, White Magic Power

Magic: Magic Defense Power,

Luck: Chance of Critical Hit, Chance of finding Item after fight.

Adjusted Stats:

Attack Power: (Depending on weapon, Strength or Dexter) + Weapon attack power

Attack %: Based on Weapon attack % and Dexter

Defense: Based on Vitality and Armor%

Defense%: Dexterity and Armor Defense%

Magic Attack:

Magic Defense:

Instead of using Character Levels, you have certain proficiency levels, based on how much you level with certain equipment...

After each fight you get EXP… the Exp goes through your weapon and armor, and boosts your proficiency levels.

Weapon Levels

Swords 1H - (DMG = ATK x Random(1~1.125) – DEF) x (1 + STR x (lvl+STR)/256)

Swords 2H - (Same, but using different proficiency)

Spears (Same)

Crossbows – SAME AS BOWS

Bows – DMG = (ATK x Random(1~1.125) – DEF) x (1+STR x (LVL+DEX)/218

Poles - DMG = (ATK x Random(1~1.125) – MDEF) x (1+STR x (LVL+STR)/256)

Maces – DMG = (ATK x Random)1~1.125) – DEF) x (1 + MAG x (LVL+MAG)/256)

Katanas – DMG = (ATK x Random(1~1.125) – DEF) x (1+STR x (LVL+MAG)/256)

Staves - Same

Axes – DMG = (ATK x RANDOM(0~1.111) – DEF) x (1+ STRx(LVL+VIT)/128)

Hammers - Same

Handbombs - Same

Dagger – SAME AS BOWS

Ninja Sword – SAME AS BOWS

Guns – DMG = (ATK x Random(1~1.125))^2

So my fighter Equips a Broad Sword

Broad Sword Stats:

(Required proficiency to equip) 2H Sword, lvl 20

Attack power: 52

Attack %: 103 (out of 255)

2H Sword Ability points + 5

Stat Boosts -> STR x .5, 2HSword Prof x 1.5

Each level of 2HSword Proficiency you have, you get 1 Ability Point to Spend on your Abilities

Abilities / Skills:

Big Hit: Power lvl 1, range lvl 2, efficiency lvl 1

You can have up to 5 skills equipped at a time… You have 5 skill slots. You can change them at any time. Each skill slot has as many points in it as that proficiency has, plus the added bonus from your weapon.

Slot1 Slot 2 Slot 3 Slot 4 Slot 5

In each slot you can place a skill… the base skill cost is X point, then each skill can be upgraded in different ways… For example

Slot 1:

Total Points to spend = 15

Big-Hit costs 5

Efficiency, which means it costs less ability points =

Fighter:

Heavy Sword – Raises Strength x 3

Heavy Armor – Raises Vitality x 3

Raises Hit points x 6

Heavy Boots – Raises Dexterity x2

Heavy Helm – Raises Vitality x 1

Raises Spirit x 1

Magician:

Lightning Wand – Raises Intelligence x 4

Wizard’s Robe - Raises Vitality x 1

* Raises Intelligence x 2

Light Boots - Raises Dexterity x 5

Wizard’s Hat - Raises Spirit x 3

The problem becomes, if anybody can equip anything, why wouldn’t you just equip the best heavy armor on your wizard and your fighter, because they CAN equip it and it gives them the best vitality bonus…. It has to give a bonus for a fighter, and not a wizard, which is strength and hit points, while the wizard, needs magic points, and intelligence… So each piece of equipment has to have a give and a take or something like that…. Also I want the equipment you have equipped to effect your skills and what abilities you can do.

How about adding in a skills / proficiency system… the sword adds a swords proficiency, while the wand add a magic proficiency, which gives you more spell points to add per spell. (I Like this) This also opens up the idea of adding in modifying your proficiencies, IE, as your sword proficiency goes up, you can customize what part goes up, You want them to do more damage, you want them to do it faster, or you want them to… I dunno, something else.

Also what could be done is something along the lines of a stats, proficiency, and then skill customization. Where the skills for the wizard are their spells, the skills for the fighter are special moves, which you could customize, (Power, efficiency, number of hits.)

Also we could add in something along the lines of mystical powers to the fighter’s ability. Depending on which weapon he has equipped and how he has the sword customized, it could do special attacks, such as meteor storm or climhazzard or something.

Also I could add in a one time choosing of a special personal limit break option during character creation. You get to pick your limit and what it does. You can’t necessarily use it right at the beginning of the game but you can unlock it or something towards the end of the game… or something like that.

What about adding in accessories, items that learn and develop, and can be traded between characters, adding effects and bonuses, but can be traded between characters. Could unlock special skills, ie summons and such.

Example: Magic Crafting: You have to first become attuned to a certain element

Elements include:

* Holy (healing magic)
* Fire
* Water
* Lightning
* Earth
* Wind
* Ice?
* Dark, unholy (pain magic, also status effects)

Once you have the ability to cast that element, you can customize your magic spells

Fire:

* Power (determines how much damage the spell will do, raises MP cost)
* Efficiency (Lowers MP cost)
* Area of effect (Raises the target area of damage effected by the skill, raises MP cost)

## Battle System:

I know I want it to be open world… I know I don’t want to get into a fight, and then go to a fight screen and have the fight there, and then return to the world map.

I also know I want it to be upgradeable. I want it to be able to work the same way in PC mode as well as it work in Current Generation mode… So how do I accomplish this?

Obviously the PC version is going to have to be a simplified version. No animations, no characters doing flips and hiding behind crap… But still capture the essence of the same fight as you would in Skyrim, or Xenoblade Chronicle, but in a very simplified, visually, version.

I don’t want the player to mash the attack button. So how about I put in a timing element where the player gets the most attack power if he hits the button at the right time in a combo. There could be a little bar at the bottom and every time the player hits the attack button, the character attacks and the bar empties. After that it starts to refill, based on the character’s and weapon’s speed, and the box where the prime hit happens moves and if the player hits the attack button while the bar is in the box, he gets a critical hit, or the attack power goes up depending on how close he is to the prime spot.

Also for party mechanics, the player should be able to map abilities and special attacks of any character in his party, to quick buttons. IE, the player should be able to map his healer’s cure spell to a quick button while he is playing as the fighter.

The Player should also be able to pause the game at any time and tell his other character’s what to do and their special abilities (ie, ff12)

You should be able to see which party member each monster is attacking or targeting.

You have to physically hit them with the sword or arrow to do damage. Guns and bows and long range weapons can target. What about targeting for short range weapons… I think that might be a good idea. It might help with the idea that in the PC graphic mode, if you hit the attack button, which way does the sword come out? If the enemy is targeted, I could write a simple code to figure out where the enemy is and figure out which way the sword has to come out.

I think I’m just going to have to get in there and start making it happen, in order to get it to work. The hard part is going to be the enemy AI… seeing as I have no idea how to do any of that crap.

## World:

Ok so the main character is going to have to be somewhat strongly related to a specific town. One main town that he lives near or that he kind of treats like “base camp.” This way, this main town, is the town that the player can upgrade, can buy and run a shop in, and can build up.

Main town:

* General store
* Guild hall
* Inn – small (Come On Inn, the Fat Dragon Inn, Drunk Duck’s Stumble Inn)
* Marketplace – bazaar

This town is going to be tricky because it can’t be the biggest place in the world, which mean it can’t really be the center of everything, but it has to be the kind of center of the main character’s situation, so the player keeps coming back to it… either that or it has to be like a capital city that’s gone to the dumps and you kind of bring it back to life… I don’t really know how to play this. The city needs to be at the center of the gameplay, but not necessarily the center of the storyline. Now if the town isn’t the center of the storyline, then why have the character keep coming back? I think it needs to be in the center geographically, so the character keeps coming back to it, but it doesn’t need to be the center of the story. It needs to be central so the character keeps coming back to it, and so the character keeps building it up. It also has to be centrally located so the character can go back to it easily and also so the character can connect other things to it, such as mines, and trading routes to other cities.

Drunken Eddy’s Stumble Inn: Its owned by Eddy but his wife May runs the place because he’s always plastered every night. One day he’s going to drink himself to death and May will inherit the place.

## Story:

Ok so at some point I wrote a good chunk of a storyline about a video game I wanted to make where you could play single player and then import your character into the MMO aspect of the game and then play online as well… I like that storyline and I don’t exactly remember where I wrote it but I think its somewhere in a black or yellow notebook somewhere. Eitherway I really liked the story I had drawn out and I’m debating putting that story in this game.

Basically the Idea was that the world was a giant doughnut of land and it was divided into 4 sections… 3/4th of those sections were countries that believes in magic and used magic and all that jazz and the last part was a large section of the world that had been basically walled off and secluded for a long portion of the history.

The story starts out with our main character and his friend running away from soldiers in that blocked off section of the world and they’re making a break for a section of the wall that is by the cliffs and they think they can get through. So they make it there but there’s a fight and they both fall through and fall down to the sea.

Our main character awakes either on a boat or washed ashore on a beautiful beach on an island close to the main city of one of the countries. The island is a training temple for the elite guards that guard the royal family and the oldest of them decide to take in the main character and teach him the ways as the main character doesn’t remember anything. (he actually remembers a lot, but everything he remembers, giant cities of metal and his mother and giant flying ships… these are all things that don’t exist in this new world so he thinks they are all dreams…)

So the main character spends several years training with these men until the day comes that the princess needs an escort to some meeting. The oldest guard decides to take the main character and off they go and that’s the start of the story basically. Since the main character doesn’t really remember anything he can be the catalyst for learning a lot of things.

Anyways so this means the main city of the game would be the capital of whatever that country would be… which seems to me like they would have a number of shops and a very healthy economy… which brings to question how would the player come into this and be able to build it up? Can I make this city work or does it need to be transported to another city? Also remember I think I wanted to destroy this city later in the story… which means that it might be a good idea to have the player own a shop in another city… one less likely to get wiped off the map later in the story. So which city… and what would link the character there for a long time? Maybe since the city gets wiped off the map, the characters need a new city to live in. Maybe that’s the catalyst. And they have to start a new capital so the player can jump in and start building it. But If I remember well enough, the city doesn’t get destroyed until a decent chunk into the game, so we would still need a link to the new city. Maybe it’s the main guard’s hometown?

How about its one of the towns on the stop to where ever they are going. Its got some historical significance and it used to be the main trade city in the area before it went to shit. You get there and the guy who owns the shop says the city has been going to shit and that he wants to get out of it. He’s too old and he cant keep up anymore. Some quest later he is convinced that you are the one who should take over the shop and he either sells it to you or gives it to you… Also at this point there has to be somebody else who wants the shop and you have to compete or something (you really have to win but the competition is part of the story) and in the end you win and you have the choice of hiring him as a manager or not. If you hire him as the manager you can put it on Auto so you don’t really have to do anything and he runs the store and you get some profits… but then you can also go in and manually run it too.

From there on you realize that the metal you’re getting is coming from an old mine and the mine has filled up with monsters so they can’t get the good metals out anymore so you have to go in and clean it out. Each area you clean out makes the mine produce better materials, and unlocks the next part of the mine with even harder bad guys. I feel like there needs to be a choice in the mine though… like you get to pick where to build a new mine or something like that. I feel like you should have to start over. I think it would be more exciting for the player if that were the case. If he got to pick where the mine was. Obviously there would only be a certain number of places where it could be… or maybe not, maybe you could literally put the mine anywhere and the odds of you getting the rare stuff is all random… but that seems kinda dodgy too. You might get totally screwed there.

Final decision about the mine. One of the reasons the economy of the city dropped off was because the master merchant got old, and because the mine dried up. So a new mine needs to be dug and somebody needs to pay for it. So if you get the shop (which… remember, you don’t actually have to do at all. But if you do…) you can hire a lead miner to join your party and venture for a while. He joins your party and when you find a suitable place to start a mine, You tell him to mine here, he leaves your party and he sets up a mine. He gives you some pointers as to where to build the mine (close to mountains or hills, and he has the ability to test the ground. It takes a while but runs a test and tells the likelyhood of how rich the ground is… the richer the ground is, the more minerals and metals will be found there, and the higher the chance of there being better minerals. I don’t think this should be procedurally generated. I think this should be clearly defined so that people will eventually learn where in the wild world the best place to mine will be. There will be a lot of different options. The only thing is… the farther the distance from the town, the more expensive it is, and the more risk there is of the shipments getting attacked… so again the more expensive it is. Obviously there will be some rich patches rather close to town, but the really good stuff could be/ should be a decent distance away from town… maybe not all the way across the world or anything like this.

Eitherway you start the mine and it starts out as a small mine and you can upgrade it and tell them to dig further… at which a new section of the mine opens up but its filled with monsters and you need to clear them out before the miners can go in and mine the new stuff. The rarer the stuff, the more options to upgrade and expand the mine, the higher the level of the monsters, and the better the haul of metals and minerals is.

So once you have the mine going everything is automatic. The minerals automatically show up in the town to use. Your manager sells the resources to the market and uses them to make equipment and items for adventurers at which you can make your own. You can take over the manager’s job by using the shop’s smartphone minigame. So you can run your shop while at work or wherever.

The forest is also nearby but because the mine was empty there wasn’t a real draw for wood. You start that back up again and you also have the option of replanting better wood. It takes a while to grow but it makes better items available. Eventually you get to a new part of the world and get elven wood seeds which you can plant and then harvest and that opens up an even better type of wood for even better items.