Contents

[Basic Idea 1](#_Toc398925961)

[General Things I know I want to do in the game: 2](#_Toc398925962)

[Graphics Levels 3](#_Toc398925963)

[Character Advancement (Leveling up): 5](#_Toc398925964)

[Stats: 7](#_Toc398925965)

[Weapons and Proficiencies 7](#_Toc398925966)

[List of weapon types: 7](#_Toc398925967)

[List of Armor Types: 8](#_Toc398925968)

[Abilities / Skills: 8](#_Toc398925969)

[Types of Skills: 8](#_Toc398925970)

[Anima Stone / Job Stones (Espers/Materia) 9](#_Toc398925971)

[Master Skills 10](#_Toc398925972)

[Skill Slots: 11](#_Toc398925973)

[Equipping skills: 11](#_Toc398925974)

[Equipping Magic 12](#_Toc398925975)

[Learning Skills and Spells 13](#_Toc398925976)

[Battle System: 13](#_Toc398925977)

[World: 15](#_Toc398925978)

[Story: 15](#_Toc398925979)

[Cross-Platform: 17](#_Toc398925980)

[Old Notes: 18](#_Toc398925981)

[Random Ramblings and throwing around of ideas: 19](#_Toc398925982)

Basic Idea:

Because I am a very hobbyist programmer, the basic idea of the game is to make a game I can make. To begin with the game will start off with very simple graphics until the basic game is completed… then as the gram progresses in its development, I will learn how to do better graphics, and not only implement that into the game… but do it in such a way where it is part of the plot and story of the game. The basic gameplay of the game shouldn’t change as the graphics, in game, change. But this will also help me learn game programming in steps.

Also since this will be an RPG… I will make the RPG I want to make… and to that degree: I want the game to be as customizable as possible. I don’t want you to get stuck with characters that the designer gives you, with the skills that he gives you, and you have 99 levels and that’s it. I want the game to be infinitely variable. I want the player to be able to customize his game as much as possible. There will be no levels, no job levels, and the skills and magic will be very customizable. For further information… read below.

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

\_\_\_\_\_\_\_\_\_\_ = Already implemented into the plan

\_\_\_\_\_\_\_\_\_\_ = Not already implemented into the plan.

* 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
* 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 buildings
      * 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)

Graphics Levels:

The graphics in the game will change in “levels” and they will change “in game” and hopefully as part of the story. Basically what is going to happen is this…

The game will start off with an Intro. I can’t decide if I want it to be the lowest level of graphics or the highest but basically there is an Intro to the game at some graphics level but by the time the game starts… the graphics are on the lowest “level.” As the game progresses the player thru story will unlock the next “level” of graphics. It would be awesome to make it so the player could swap back and forth between these levels as a game mechanic but I don’t know how feasibly that would work. In a perfect work that would be awesome.

Either way as the story progresses further the player unlocks another graphics level and then another. This will tie into the story. Whether or not the graphics levels are modifiable in game thru the player or not, I would like the final boss, to have to be battled in all of the different graphics levels. That would be awesome.

Ideas: If it’s a game mechanic there are a number of ways it would be possible in story, but limited or not limited. There could be a “temple” the player would have to go to in order to change the graphics level… or there could be an item he or she carries around and when they use it, it could change the graphics level. It could be a necklace or whatever and it picks up upgrades that allow for more graphics levels… or you could just progress thru the game and when it upgrades you travel to a new place… a new world or whatever and you can’t change back… which would make the final boss that much more jarring, to have to battle back thru the different graphics levels that you haven’t had to play in a long long time.

Ideas for graphics levels… just idea. Eitherway I’m starting with “PC” meaning “Pre console”

1. PC (pre-console) Graphics – 2D
   1. Similar to Ultima 1 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. Other ideas:
   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.

## Character Advancement (Leveling up):

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.

Each character starts off as a clean slate or generally leaning towards one direction. (physical fighter, white magic user… black magic user… dexterity based character… whatever)

STAT GROWTH: is not accomplished by going up levels. A character’s stats are grown at a certain rate depending on which equipment him or her has equipped. Each piece of equipment has a different stat or group of stats it modifies. When a character kills an enemy or is in the party when an enemy is defeated, that enemies drops a certain about of EXP. That EXP is applied to the equipment each player is wearing and his or her stats adjust by that much. Each stat has its own EXP and levels up on its own. Each time it levels up… that stat goes up by 1.

EXAMPLE:

Character: Dudeman-Dan.

* Hit Points 1000 (548/600)
* Strength: 20 (1024/2000)
* Weapon: Broad Sword

Broad Sword:

* Required:
  + 2H sword Proficiency of 10
* Stat Growth Rates: Strength x 1.5
* Raises 2H Sword Proficiency by 1.1
* Attack Power of 45

So by default all of Dudeman-Dan’s Stat Rates are 0…. But because he has a Broadsword equipped, He has a strength growth rate of 1.5. Since Dudeman-Dan is also crazy… he is walking around carrying ONLY a broadsword… not even pants. So oddly enough for Dudeman-Dan… the only Stat Growth Rate he has is Strength. But he doesn’t care… he just wants bigger muscles.

So Dudeman-Dan gets into a fight. Oh shit… actually as it turns out it’s a boss fight. Well shit. Dudeman-Dan gets pummeled and beat to hell (mostly because he doesn’t have any armor or clothes on) but finally off’s the bastard… And in reward he gets 4068 Gold, 700 EXP, and 20 SKAY-P

That 700 EXP gets applied to all of his Stats… Which are all zero except for strength, which is 1.5. So 700 multipled by 1.5 = 1050, and that gets added to his Strength Experience.

Dudeman-Dan’s Strength already has 1024 STR EXP, and only needs 2000 to go up a level so his Strength levels up!! His Strength increases to 21, and he now has 74 out of 3000 to go to the next level.

Now that 700 EXP goes into every stat but since Our Man Dan here isn’t wearing any… he only gets strength. But… lets say Our Man Dan realizes he needs some sort of clothes and goes back to town and equips a piece of armor that raises his Hit Points AND his strength…. Then the strength modifier from his weapon and the strength modifier from his Armor get added together. So 1.5 is technically +50% and lets say he equips something that has a strength growth modifier of 1.25 (which is technically +25%), those get added together to give a total of 1.75…

So if multiple pieces of equipment raise his strength, then he gets multiple bonuses.

IMPORTANT NOTE: all natural STAT growths are ZERO (0)!! So if a piece of equipment give a modifier of +.75… so when you get 100EXP it only gives you 75… that’s still better than not having anything. Also if you have a weapon that gives you 1.75 to strength and an accessory that gives you 0.25 …you’ll only get 1.00. But you can’t go below 0… you can’t lose a Stat.

## Stats:

* Hit Points (used to take damage, zero = dead)
* Magic Points (used to cast magic)
* Ability Points (Used to perform skills)
* Strength – (Physical Attack Power)
* Vitality - (Physical Defense)
* Dexterity – (Speed)
* Spirit – (Magic Offense)
* Magic - (Magic Defense)
* Luck? – (Higher random numbers for item drops and such)

Adjusted Stats:

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

Attack %: Based on Weapon attack % and Dexterity

Defense: Based on Vitality and Armor%

Defense%: Dexterity and Armor Defense%

Magic Attack:

Magic Defense:

## Weapons and Proficiencies

All weapons and equipment have proficiencies levels which level up the more AP you gain while you have them equipped. This proficiency level is not only used for equipping equipment but also in performing skills and magic.

### List of weapon types:

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

### List of Armor Types:

* Body Armor
  + Heavy Armor
  + Medium Armor
  + Light Armor
* Head Gear
  + Heavy Helms
  + Hats
  + Light Headgear
* Boots
  + Heavy Boots
  + Medium Boots
  + Light Boots
* Accessories

## Abilities / Skills:

### Types of Skills:

* Weapon skills: Skills that are learned for a certain type of weapon and can only be used with that type of weapon. (if you learn “Smash” from a 2H sword, you can’t unequip the 2H sword and equip a spear and use the same Smash attack)
* Default skills: Skills that are used as the default action in battle regardless of what’s equipped. (Examples: Fight, Pray, Focus)
* Anima Skills / Universal Skills: Skills that can be used, regardless of equipment, but have to be triggered by the player in order to be executed. (Examples, All Magic is Universal and things like Convert AP to MP, Steal, etc…) Also once its learned it can be used at any time.

Skills Ideas:

* Weapon Skills:
  + The list goes on and on…
* Universal Skills
  + Convert AP to MP
  + Convert MP to AP
  + Convert AP to HP
  + Convert MP to HP
  + Convert HP to MP
  + Convert HP to AP
  + Steal
  + Sense
  + Enemy Skill
  + Throw
  + Manipulate
  + Morph
  + Mime
* Default Skills
  + Pray: Slowly refills your MP
  + Focus: Slowly refills your AP
  + Aura: Slowly refills ally’s HP
  + Slowly refills allies MP or AP?
  + Slowly drain AP or MP from enemy?

### Anima Stone / Job Stones (Espers/Materia)

Ok so there’s items that are basically “Anima Stone” or “Job stones” I don’t have a story for them yet but somehow they’ll work into the main story of the game in some way… but basically they are this: They are a “Stone,” each character can equip one of them. This roughly defines their “job.” Now I’m using “job” as a loose term here. Basically they do a number of things

* Supply/ Modify your Skill slots:
  + They can either add more skill slots (basically the case would be the default is 1 skill slot and these “job stones” would add more skill slots and upgrade them”
  + Skill slots can have 3 states:
    - Default: What the character does by default in battle, like fight and pray
    - Attack Skill – Does an attack
    - Combo skill – More than one skill in a row, Can also include skills from other characters. But that skill from the other character has to be
      * Upgrade combo skills slots to include more slots for skills, ie you can do more combo moves.
* Learn their own abilities
  + These are the ones that would learn the Anima / Universal abilities (needs new name because they obviously wouldn’t be universal but to be congruent with the previous section I will refer to them here as universal abilities.)
    - Convert AP to MP
    - Convert MP to AP
    - Convert AP to HP
    - Convert MP to HP
    - Convert HP to MP
    - Convert HP to AP
    - Steal
    - Sense
    - Enemy Skill
    - Throw
    - Manipulate
    - Morph
    - Mime
* Learn traits
  + These would be able to learn their own traits which would modify the character with certain boosts such as:
    - EXP Boost
    - Counter
    - Stat boots
    - Enemy Away
    - Enemy Lure
* Level up on their own.
  + Each Anima Stone or Anima or Job Stone, levels up on its own and when it levels up, each of the abilities it learns levels up too. I’m not quite sure if every level it goes up, every skill it learns goes up, or if every level it goes up, You get one more point to spend on each skill, but either way they level up and that in a way levels up its skills and traits and all that jam.

So these Anima Stones or job stones can be equipped by any character and are modifiable. You can buy “blank” stones for a lot of money and thus have as many as you want and then there are ones that you find via the story line. I don’t know where they come from but based on their backstory and how they fit into the whole story of the game will determine when and where you can buy them… but like I said they are upgradeable. But Anima stones is based off of what Default ability it comes with. You can buy Anima stones that come with just Attack, just Pray, just Focus, or whatever the other options are. This is where the basic outline for your job comes from… from there… its all customizable. You can also add and change your default skill later.

You can upgrade them in certain places and with certain items. For example, just like in any MMO where you can upgrade your job to the next level, you go to a certain town with a certain guy in it and he can add a certain thing to your Job stone. For example, this isn’t definitive but let’s say you go to a temple and meet a guy who can add the trait, “Steal” to any job stone. In order to do it he requires 100K gold and a Red Dragon Scale. You got 1 Red Dragon Scale from a boss fight you just did you can put “Steal” on one job stone” You pay the guy, and give him the item and he adds the “universal” ability “Steal” to the job stone Dude-man Dan is wearing. Dudeman Dan can now equip the ability steal into his skill slots and of course it is modifiable in the way normal skills are.

Now the skill Steal has to be upgradeable or customizable in some way… So there needs to be a way in which either the stone levels up or the skills on the stones level up but we’ll get to that later.

### Master Skills

There are certain skills throughout the game that are taught by a character to one of your characters and have certain, high, requirements. For example, there is a hidden temple somewhere with an old master living in it, and he is willing to teach you a certain master level Spear skill… but he’ll only teach it to one character, once, and it has to be a character who has a lvl 200 spear proficiency. And then bam… there you go…

I’m thinking Summons either work like this or they are an item that you find and have to equip in order to learn it. It would have to be something like a stone that the character holds as an accessory and it has massive debuffs on it and it’s a huge detriment but it teaches you the summon if you wear it for a really long time… but then you know the summon of a particular element… Kind of like the cursed ring in FF3… but without being able to uncurse it.

### Skill Slots:

So every character starts out with 1 skill slot. Well… A default skill and a Combat skill slot. But you can upgrade your Anima stone or Job stone to add more skill slots and add in different kinds of skill slots. There are a number of different types of skill slots.

* Default Skill slot:
  + This is a skill that determines what the default action a character takes in battle. Every Anima stone comes with 1 Default Skill.
* Combat skill slot
  + This is where you would equip any weapon skill you have learned or any magic you have learned. You can then spend the number of proficiency points on it to determine how powerful it is, how much it cost, its AoE and so on and so forth to customize the skill.
* Combo skill slot:
  + This type of skill slot enables the character to perform a number of combat skills in a row. If you want the character to stab and then jump and then slash, then you can do that. You can also level up this type of combo skill slot so that it can hold a larger number of combos. Up to level 4.
* Party Skill Slot:
  + This is where you can add in not only combat skills from one character but combat skills and magic from any character in the party. You can have both attackers use leap slash and have the magic user use fire on the same target. This counts as ONE attack and does damage ONE time. Not multiple times. Is upgradeable to include more party members. Starts out Lvl 1 to just include one other person, upgradeable to lvl 2 to include both part members.

### Equipping skills:

Each Character has a number of skills slots of different types as determined by the Anima Stone or Job stone. These can be filled with magic or attacks skills or whatever that character has learned, and they can be changed at any time. Each slot can have any skill in it or they can all have the same skill.

One skill slot is reserved for your “Default” ability and only default abilities can go in that slot. This is what the character is doing in battle if you don’t tell them to do anything else. Most everyone knows the default ability “Fight” which is “attack the targeted enemy with your weapon.” This can be replaced by abilities learned later.

Each skill has X number of proficiency points… where X is the proficiency that character has of that skill or magic type. Each skill you equip can be outfitted with the full amount of Proficiency points… or not all of them.

Some weapons or equipment can add a bonus to certain skill proficiency.

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

Skill Slot 1:

Empty

Skills known:

Big Hit:

* Base cost 5

Dudeman-Dan wants to Equip Big Hit in his skill slot 1. He has a 2H sword proficiency lvl 15. To equip it, costs 5. So he equips it and has 10 PP left.

Skill Slot 1:

Big Hit!

(hauls back and gives a big hit to the Baddies)

Cost: 5 AP

Attributes:

* Power = 0
* Range = 0
* Speed = 0
* Efficiency = 0

PP left = 10

So now that the skill is equipped it has 4 different places where you can spend the PP (Proficiency points) to customize it.

Adding points to Power increases the damage the skill does, as well as the cost in AP to perform the skill

Adding Points to Range increased the range of the skill, as well as the cost in AP to perform the skill

Adding points to Speed decreases the time it takes to perform the skill

Adding points to Cost simply decreases the cost in AP it costs to perform the skill.

So Dudeman-Dan places all of his PP on Power because obviously he just wants it to do more damage, which raises the cost significantly. He can only use it twice but it deals a crap ton of damage. If he were to split the PP between Power (5) and Efficiency (5 points) it would do less damage but it would also cost less and he would be able to use it more often.

Now lets say he wants BOTH… he can put Big Hit into Skill Slot 1, put all 10 PP on power. Then he can also put Big Hit in Skill slot 2 and put 5 points on power and 5 points on Efficiency. He can even put Big Hit in Skill Slot 3 and put all 10 points on efficiency until it costs only 1 and he can spam the hell out of it.

That is totally possible.

I think about it this way. I know how to do the move. I can haul back and hit somebody really hard. The better at doing it I get the easier it gets for me, the faster I’ll be able to do it, the more damage I’ll be able to do with it, I get better at doing the same move. Once I get really good at it, how I perform it is up to me. I can focus on making sure it just does a crap ton of damage or I can make sure I do it as physically efficiently as possible so it doesn’t use up all my energy. And I should be able to make that decision on the fly.

So at any point in time, you can set up your skills however you want.

Equipping Magic

Magic works basically the same way as skills. Once a character has learned Cure…. He can equip it in any or in any number of skill slots he wants.

The main difference is that he can then use the proficiency IN THAT SPELL to customize the spell. Each Element has its own experience level. The elements are:

Holy

Fire

Lightning

Earth

Dark

Water

Ice

Wind

Another way in which they differ is their attributes. Whereas some skills will have the attributes of Range, since Magic is all ranges, all magic will have an “Area of Effect” attribute that can be powered up instead of Range. Some skills will have this too but all magic will. This will allow you to customize whether or not it hits only one target or multiple targets.

The main weapons of the magic users (Staffs, rods, poles, etc…) Not only teach their own proficiency level but the proficiency in an element… and as that element goes up… that’s where you get the points to customize your spells.

The actual weapon proficiencies of Rods and Poles and all those are more used to determine what poles and rods the character can equip.

(IDEA TO CONSIDER: Maybe the proficiency level of an element also is your “immunity” to that element as well… if you know a 234 level fire proficiency… maybe that makes you take way less fire damage… and if you have a higher holy proficiency you get healed for more when cure is cast on you… just an idea.)

### Learning Skills and Spells

Skills and spells are taught by equipment!! That’s what SkayP is for!! Not only do you have to raise the proficiencies for spells but you also have to find the item to teach it to you. And that Item is going to have its own requirements for equipping it too.

The skills learning system is very similar to the way Final Fantasy 9 works. You equip a certain piece of equipment and that piece of equipment teaches a certain skill after an X amount of SKP is earned. Each time an enemy is defeated its drops SKP and that SKP gets applied to the equipment that is being worn until the character earns X amount of SKP and then the skill gets added to their learned Skills list.

## Battle System:

Three Basic Attack Ideologies, at least for me, I don’t know what the player is going to do, but for my game design mentality… I’m looking at it as three different ideologies:

Physical – Physical attacks do more damage, but also have a percentage chance to miss. Also this is influenced by the enemies defense, if the enemy has a high defense or a really high speed and you can’t hit him or do very little damage… you might want to try something else.

Magic – Magic Always hits, but is more directly effects by the character’s and enemy’s MAGPOWER and MAG DEFENSE. If the enemy has high magic defense, you’re fucked. But also it is open to elemental weaknesses. But that also means that if the enemy is elementally strong to your magic, or absorbers it, then you’re screwed…

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.

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.

## 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.

## Old Notes:

From Old Skills/Magic Subject

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 affect 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)

## Random Ramblings and throwing around of ideas:

I would really like there to be some sort of Skill crafting type system. I like the way the magic is set up because you can really craft your spells into whatever you need them to be but doing that to skills seems rather simplistic. It doesn’t do anything I don’t like… I like the way it works but here’s what it doesn’t do that I would like to add: I would really like there to be a way to add in some type of Dual techs (basically from Chrono Trigger) but in a way that was craft-able as well, where you weren’t limited by the few ones that the game developers put in. That and I like the idea of being able to craft up combo’s, not a system where you can infinitely combo over and over and over again but in a way that would let you do a couple of things in a row…

Now… why do I want this? What does that add to the gameplay and style of battle that doesn’t exist before? What can I do with bosses and enemies that would require this and make the game really benefit from this? Well I could make enemies have certain weaknesses to an element but strong against magic, where you had to add an element to your weapon before you physically attacked it. Also I guess I‘m just turned off by the idea of a person going thru auto attack, then pushing a button and skills going off and then waiting until the skills countdown refills and then pressing a button and doing it over again. I don’t want the game to be monotonous.

Ok… so how do I achieve that? Well the actual using of the skills could be a lot more involved. You have to aim them and select a target. That would make the game more hands on. Also making it so that there’s no auto attack. You have to get in there and press the attack button. Then mashing becomes a problem and the solution to that would be the attack timer… where you have a little bar that fills up and you have to wait till a certain point before you can attack again and if you hit the “Sweet spot” you get a bonus and f you just spam you get a penalty…

That would help break down the monotony… but I still have it stuck in my head that I would like the character to be able to “craft their abilities” and I guess I basically don’t know what that means.

Well what does that mean? Well… you could make it a system where your learn “basic moves” from your weapons… like stab, jump, slice, and then your skill slots have x number of slots where you can put those into it based off of your proficiency in whatever weapon you have equipped. You could have a certain number of “combo techs” in you can add in skills, one after another and they go off in the order you put them in. You could put Stab, and then Jump, in it, in that order, and the character would basically climhazzard, or you could put Jump, then Chop, and the character would do Braver.

I dunno it could work. The thing is you could have to customize, each individual skill before it got added into the combo. Because it would be awesome and would totally work if you could add in anybody’s skills in the parties into that Combo Tech Timeline. You stab then I jump, then you cast fire on me and then I slash and the bad guy dies. But based on that system… how would you go about customizing that magic before it went into the combo? How would the combo know which to do. Each little piece would have to be customizable, which means that each little piece has to be its own piece to stand on its own. You couldn’t learn just “jump” because how would that be useful by itself. It wouldn’t. So…