**Adventure Pals**

Game Design Document

##### 

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Game Design

## Summary

The land of Baliga is fraught with peril. As a traveller on your way to have an audience with the Empress, you will have many adventures. Fighting local beasts, uncovering hidden plots, and dealing with drunkards await you on your journey!

## Gameplay

The goal of the game is choice. Players may choose their tactics in battle and how to deal with difficult situations that arise. Each choice has a different outcome, and each outcome (in future versions) will come with different benefits and consequences.

## Mindset

The player is along for the ride. It’s meant to be whimsical and humorous, and decisions don’t affect the overall plot of the game but they will provide different outcomes based on player choice.

Technical

## Screens

1. Title Screen
2. Story Screen
3. Fight Screen
   1. Action Select Table
   2. Target Select Table
   3. Ability Table
4. Game Over
5. Congratulations

## Controls

On-screen buttons are displayed for user input.

1. Title Screen
   1. Find Devices - Searches for nearby devices to pair with.
   2. Join - Allows users to connect to another paired device for multiplayer.
   3. Single Player - Begins the story in solo mode.
2. Story Screen
   1. Previous - Displays the previous story prompt
   2. Next - Displays the next story prompt
   3. Choice 1 - Appears at the end of the dialogue. Allows the user to make a decision based on the story read.
   4. Choice 2 - Appears at the end of the dialogue. Allows the user to make a decision based on the story read.
3. Fight Screen
   1. Action Select Table
      1. Attack - Performs a basic attack on the selected target
      2. Abilities - Opens the Ability Table of the current character
      3. Defend - Increases Defensive Capabilities
      4. End Turn - Applies the effects of selected actions IF they have been made
   2. Target Select Table
      1. Warrior, Rogue, etc. - Targets a player character
      2. Squiggle, Knight, etc. - Targets an enemy
   3. Ability Table
      1. Assassinate, Holy Light, etc. - Performs an ability on the specified target

## Mechanics

Characters and enemies can become inflicted with status effects like stun, poison, and buffs such as boosted damage. Currently these are displayed to the player through the relay text at the top of the screen. Characters and Bosses are afflicted through the use of special abilities, like the Rogue’s Coated Blade.

Story

## Game Flow

Before the adventure begins, characters must first find their adventure pal through bluetooth. This happens on the title screen, where a player may connect to a friend whom they’ve connected with previously, or they can choose to find a new phone to connect with using the Find Devices feature.

Once both players have connected the adventure begins! Players are introduced to an epic tale where the player must battle enemies to save the empress! After each user is randomly assigned one of the game’s four characters, Knight, Wizard, Monk, or Rogue, players will read through the epic adventure with next and previous buttons. At the conclusion of the tale the player is faced with a dilemma. Players must discuss with each other which decision to make and proceed to the next event.

Finally, players will encounter a grueling battle where they split off to battle separate bosses individually. Players are armed with weapons and spells to survive. If one falls the screen will show the game over screen. However, if a player is victorious the player will be crowned with a congratulatory screen. The adventure then ends, but a new one begins!(players are once again taken to the first screen)

Alternatively, a player may skip connection with a friend, and go off on an adventure by themselves. Single player offers the same challenges as multiplayer, only you’re by yourself!

**Story**

The player, after being assigned their character, stops to rest at a small pub. Through witnessing a fight, players are given some insight as to which character they are. After the scene at the pub, they begin to battle monsters and encounter the various people of the Land of Baliga on their way to have an audience with the Empress. Eventually, they arrive outside the locked city of Jo Ro, where a guard informs them that they cannot possibly gain access to the city due to recent monster activity. So, the player embarks on more adventures, fighting more monsters and encountering more citizens. Upon returning to the gate with the head of a beast, the guard decides to let the players in, since the Empress would want to congratulate them. Inside the chamber, the Empress awaits our players and congratulates them for their efforts, offering a kiss as a reward. Accepting or rejecting this kiss is up to the player, as they may already know the Empress’ terrible secret.

Development

## Abstract Classes / Components

1. Characters
   1. Character
   2. Effect
   3. EndTurnResult
   4. Item
   5. Move
   6. MoveOutcome
   7. MoveResult
   8. Stat
   9. StatusEffect
2. Events
   1. EventHandler
3. Stories
   1. Story

## Derived Classes / Component Compositions

1. Character
   1. EmpressBoss
   2. GhostBoss
   3. KnightBoss
   4. Monk
   5. RobotBoss
   6. Rogue
   7. SkeletonBoss
   8. SquiggleBoss
   9. Warrior
   10. Wizard
2. StatusEffect
   1. Burned\_StatusEffect
   2. Cleanse\_StatusEffect
   3. Defend\_StatusEffect
   4. Esuna\_StatusEffect
   5. HardBody\_StatusEffect
   6. HumanShield\_StatusEffect
   7. MagicBarrier\_StatusEffect
   8. Poison\_StatusEffect
   9. Rage\_StatusEffect
   10. Slowed\_StatusEffect
   11. SmokeScreen\_StatusEffect
   12. Stunned\_StatusEffect
   13. ThroatSinging\_StatusEffect
3. EventHandler
   1. ClientEventHandler
   2. HostEventHandler
4. Story
   1. Stories (Plot)
   2. Story (Individual Event)

Graphics

## Style Attributes

The overall style will be cartoony-pixels, reminiscent of older games from the 1980s and 1990s. Our project was limited to pixels so graphically our game will be as simple as possible and should provide some comedic relief. Specifically it will have pixelated characters, simple animations and a static background.

The backgrounds for the game’s events will be real-life images. These images will be shot by Dakota and will be of different locations on Rowan’s campus. Almost all actions the user does will be done textually. When a player makes a move it will notify the user at the top. When a player presses a button the button will likely change color, change the text of the button(s), or another screen will appear.

## Graphics Needed

1. Characters
   1. User
      1. Warrior
      2. Rogue
      3. Wizard
      4. Monk
   2. Bosses
      1. Squiggle
      2. Guard
      3. Skeleton
      4. Ghost
      5. Empress
      6. Robot
   3. Non-boss
      1. True Empress
      2. Drunkard
      3. Mustache Man
      4. Other
2. Backgrounds
   1. Gate
   2. Throneroom
   3. Forrest
   4. Lake
   5. City
   6. Others
3. Ability Animations
   1. Staggering Slash
   2. Pyro Blast
   3. Ice Blast
   4. Magic Barrier
   5. Cleanse
   6. Attack
   7. Defend
4. Other
   1. Status Effects
   2. Health Bar
   3. Power Bar
   4. Unique Screen Effects

Sounds/Music

## Style Attributes

Music should match the mood of the screen presented to the user. All music will be electronic, reminiscent of arcade-style games.

The start screen will play music similar to your typical adventure game. It’ll be generally uplifting and complement the start screen logo as to get the user excited to play.

The story screen will mostly be low and steady “background” music while the user reads the presented story text.

For the event screen, the music should be fast-paced and exciting, much like turn-based games of the same style.

Sounds Needed

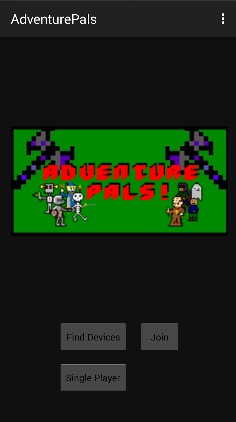
1. Decent intro start screen song
2. Chill story song
3. Fast fight song
4. Darude - Sandstorm
5. Misc Noises for attacks etc

Schedule

1. First Sprint (2/20 - 3/6) - create a simple working application that displays a start screen where the user has the choice of hosting or joining a lobby in which to connect to other application users through Bluetooth. When connected, both the host and those joining the host’s lobby should be aware that they have connected successfully so that they may begin the game
   1. Start Screen
      1. Find Players
      2. Join
      3. Single Player
   2. Bluetooth
      1. Connection Lobby
      2. Find Players
2. Second Sprint (3/6 - 3/20) - build the core parts of our game. With Bluetooth covered, we’ll focus on playability and story. We’ll find an artistic “style” that we will stick to for the remainder of the project, and begin implementing the random & choice aspects of the game
   1. Bluetooth
   2. Stories
   3. Characters
      1. Artwork
      2. Abilities
   4. Status Effects
   5. Events
      1. XML Layout
      2. Combat
      3. User Interaction
3. Third Sprint (3/20 - 4/3) - expand upon the core of our game. Increase variability in events, specialize events and “quest” paths
   1. Bluetooth
      1. Get Working with Events
   2. More
      1. Stories
      2. Characters
         1. Bosses
   3. Events
      1. Boss Battles
      2. Non-Combat
4. Fourth Sprint (4/3 - 4/9+) - perform final tests and quality assurance, and continue working on what doesn’t work 100%

*Screenshots*



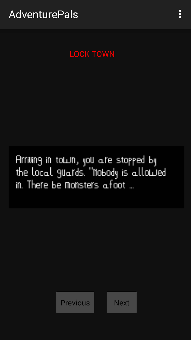


App Icon



App Welcome Screen

XML Event Layout



Event Screen Story Screen