**Psychic Lana Design Document**

*Hook:*

* Action RPG with monster catching/training
* Layman’s terms: *Zelda + Pokémon*

*Design Goals:*

* Use *Pokémon* style system as a base
  + Multiple creatures with evolutions
  + Limited number of known attacks (probably four at a time)
  + Type advantages
  + Team of creatures (five or six?)
* Improve on flawed systems
  + Every creature should be useful in some way, Rattata can go die
  + Higher levels should mean less
    - Focus on attack combinations, not stats
  + Difficulty options? (level scaling?)
  + NO HMs. I cannot stress this enough. Fuck those things
  + Have more challenging opponents
    - So not just gym battles are difficult
    - Generic opponents should also have a full team
* New systems
  + Hit points/Stamina system
    - Attacks can damage HP and/or SP
    - KO occurs based on combination of HP and SP damage
    - Knockout can be resisted (by stats? By choice?) temporarily, with risk of death
  + Command more than one creature at a time
    - Direct control of one, gambit control of others
  + Challenge other trainers
    - They can challenge you, and you can challenge them
    - They explore the world on their own and can “run into” you
  + Varied battle types
    - Team battle (2 – all) (reserves (send in more after others are down))
    - Single battle (single or send in reserves after some are downed)
    - Varied rewards (battle for creatures/items/money/etc)

*AI Goals:*

* Pathfinding
  + Random NPCs with pathfind through the game
  + Random enemies will explore or pathfind to the player
  + Creatures battling will pathfind to position for attacks
  + Battle AI using a weighted state machine
    - Finds effective attacks/strategies, and tends to use those more often

*Graphical Goals*

* SNES Era RPG style
  + Small graphics (320 x 240)
  + Tile-based map (16x16 tiles)
* Single isometric view (think Final Fantasy VI)
  + Indoor cutaway view (remove closest walls to see the entire floor)
* Dynamic mapping engine
  + Ease of use for creating maps and tilesets

*Story Goals*

* Modeled after *Pokémon*
  + Tournaments, Rivals, crime syndicates
  + Silent protagonist?
* Improve story
  + Less ridiculousness
    - Ten year olds shouldn’t go forth on their own, take down crime syndicates alone, become a world champion, and catching the creators of the universe and commanding them
  + More realistic themes
    - Permadeath for creatures
      * KO is still possible and more common
    - Crime syndicates will try to kill the player
      * Guns?
  + Branching paths
    - Losing a battle isn’t a gameover, but can affect later parts of the game
      * Especially losing to the rival