Game Design Doc

Intro

Easy mode RPG

Character Bios

Rough Plot

Gameplay Description

Artistic outline

Pixel FFIII style

Systematic breakdown of component

* Talking with NPC in HQ and other
  + Decisions
* Turn based battle system
* Player Stats
* Team management
* Equipment
* Ability lists
* Treasure chests
* Inventory System
* Buying Selling
* Money System
* DUNGEON DESIGN
* TOWN DESIGN
* Movement system (running) (walking) action button
* GUI DESIGN
* Beginning menu design

Asset breakdown

Art:

Text:

Sound:

Suggested Game Flow Diagram

Suggested Project Timeline

TBD

Additional Ideas and Possibilities

* Talking with NPC in HQ and other
* Turn based battle system
* Player Stats
* Team management
* Equipment
* Ability lists

Features of RPG eliminating

* Battle positioning. (all battles the same)