Untitled NES Style RPG

Overview: A game roughly in the vein of DW2 or FF2j NES, with simple 2D tile based world exploration, turn based combat and relatively linear character and story progression. Overall meant to evoke that same feeling of exploration and discovery of games of this era, but with some advancements learned over the years (ie the games aren’t super grind heavy, players can save on world map, quick save feature for easier pick up and play, dialogue that isn’t confusingly full of Engrish making the game hard to play, spells that are actually balanced and useful). Think of this as doing sort of what Shovel Knight did with Megan Man.

Story concept: Again, simple plot, maybe some ancient evil has awakened or is awakening and you, the princess of some kingdom are the descendant of ancient hero who previously defeated ancient evil. Now you have to travel the world and reunite the four pieces of the ancient MacGuffin (maybe a sword or spear so it ends up as the ultimate weapon?) and re-seal the evil once more.

Update: I was reading Wikipedia for names of swords and I came across this, <http://en.wikipedia.org/wiki/Four_Treasures_of_the_Tuatha_D%C3%A9_Danann> I’m thinking the game will be about recovering some version of these 4 treasures and then re-sealing an ancient evil.

Story Outline:

“Legend tells of a great battle between the hero [**Cuhullin** (could maybe change this to me less Irish)] and the Lord of Darkness [INSERT NAME]. Cuhullin and his companions, armed with the Four Treasures of The Gods defeated the Dark Lord and sealed him away on the Faerie plane, bringing peace to the world. After the battle the 4 heroes parted ways and each settled down and established their own kingdom.

1,000 years have passed since the battle with the Dark Lord, and once again darkness seeps into the land. Could the seal on the Faerie Realm be weakening?

Go forth descendant of Cuhullin and reunite The Four Treasures of the Gods and re-seal the ancient evil that has awoken.”

Playable characters: The game will feature a total of four characters, the initial heroine and 3 others who join her on her journey (I’m thinking you have the full party within the first 5-10 hours of the game). The characters are as follows

(Note, I haven’t fully researched stat growth but I figure the A/B/C/D gives you a good idea of where each character excels and where they’re not good. Some JRPGs do fixed gains per level, while others do ranges. I’m open to your thoughts on this)

Name: Heroine

Class: Warrior Princess

Weapons: Sword/Boomerang

Armor: Heavy

Stat Growth

strength B

agility B

intelligence C

vitality B

luck B

hitPercentage A

magicDefense C

maxHitPoints B

Spell List:

Like in most DW games, the main character will have a mix of weaker healing and offensive magic and maybe some buff up spells for increasing damage or defense. Also will maybe have utility spells like one for escaping dungeons or another for warping to previously located towns. The main character is able to equip the best armor and weapons and in terms of raw stats is the second best physical fighter.

Bio: The princess of Nuada, descendant of the legendary hero **Cuhullin.** Like in most Dragon Warrior games she is a silent protagonist. Her personality is mostly inferred based upon other characters reactions to your choices, but I think like most DQ games she’s strong, brave, very pure of heart etc.

Name: ????

Class: Geomancer (This character is basically the black mage, we could call it something other than Geomancer. The main idea is that this is the offensive spell caster, this character will be the first one to join the main character on her quest.)

Weapons:Cauldron/Boomerang (Boomerangs are like in DQ where they hit every enemy but do less damage for each enemy hit)

Armor: Light

Stat Growth

strength D

agility A

intelligence A

vitality D

luck A

hitPercentage C

magicDefense A

maxHitPoints D

Spell List: Spells should primarily be elemental based offensive magic. Low level single target, mid level multi target and then maybe a few high level all target and one really high level single target nuke. Could also have debuff type spells (poison, sleep, blind).

Bio: I’m kind of open to ideas on this character. I was thinking they would be the first party member you meet and probably in like the second town (maybe after a cave/passage dungeon). I was considering that they should be working as a fortune teller or something else that hides their true ability as a powerful mage. Gets Dagda’s Cauldron as an ultimate weapon. I’m thinking Cauldron’s basically function like Rods in a lot of FF games, boost Magic Power and can cast low power spell for free.

Name: ????

Class: Priest (I was thinking this guy is kind of a combat priest, or maybe like a vampire hunter. He isn’t some wussy church guy, he actually goes out looking for fights with the undead and wears pretty heavy armor. I imagine that he is the third PC met and that the storyline area you meet him is in a snowy place and involves beating a vampire in a mansion).

Weapons: Mace/Flail (flails are like in DQ where they either hit a row of enemies or all enemies of a type)

Armor: Heavy

Stat Growth

strength C

agility C

intelligence B

vitality C

luck D

hitPercentage B

magicDefense B

maxHitPoints C

Spell List:

Mostly healing/buff spells with maybe offensive magic that is primarily effective against the undead or demon type monsters.

Note, I’m thinking that either we could have the stone of fal as an item like the Sage Stone in DQ games that heals all party members when used as an item in battle. OR we could call it Lia’s Flail (which is a play on Lia Fail the Irish name of the stone) and it could be this guys ultimate weapon.

Name: ????

Class: Lumberjack (I dunno if Lumberjack is right, but I want this guy to be a big dude who uses axes and is not a magic guy. As you can see from the stat growth he’s meant to be a big strong tanky guy who primarily attacks with his axes)

Weapons: Axe/Spear

Armor: Medium (his lighter armor restriction is made up for by the fact that he has the highest vitality meaning his natural defense is already really high)

Stat Growth

strength A

agility D

intelligence D

vitality A

luck C

hitPercentage D

magicDefense D

maxHitPoints A

Spell List:

I’m thinking he won’t have magic but will have a lot of combat based physical abilities that have tradeoffs like taking an extra turn to prep, or temporarily lowering his defense or having a high chance to miss, or doing a portion of the damage done to enemies to himself. I can point to sample skills from past DQ games for examples. Update: With the whole Four Treasures of the Gods thing I’m thinking he gets the Spear of Lugh and it is the second best physical weapon after the Sword of Nuada. Maybe so its not weird that he suddenly gets an Spear as his best weapon have some other spears he can equip through the game. Maybe his story is he used to be a soldier for his kingdom and he failed to protect someone so he quit and became a lumberjack/woodsman and then he joins your party because you have the strength to help him atone for his past failure.

Map Design/Analysis

Here are my incomplete notes on the maps from the games I want to style this after:

FF1

Map size: 4096x4096 pixels, each tile is 16x16 pixels. http://www.gamefaqs.com/nes/522595-final-fantasy/answers/324302-how-many-tilesor-steps-is-the-world-maps-height-and-width

8x8 grid for enemies, http://www.fforigins.com/ff1/maps/enemymap/index.html

Two sets of river monsters, one for northern hemisphere, one for southern hemisphere. ocean enemies always the same.

Total number of unique locations: 27 if you count the Dragons' caves as 1 location and the two castles (Elfland and Corneria) as unique from their towns.

-Towns: 8

-Castles: 2, only counting friendly castles

-Dungeons: 11, only counts the sky tower and temple of chaos once

-Friendly locations, non Town: 4 (Matoya, Dwarfs, Melmond Sage, Dragons)

# of Tiles that are ocean

# of Tiles that are lakes

# of Tiles that are rivers

# of Tiles that are untraversable and not water (ie mountains most of the time)

# of Tiles taken up by towns/castles

DW1

Map size: 1984x1984 pixels, each tile is 16x16, 8x8 grid for enemies

Total number of unique locations:

-Towns: 5

-Castles: 1

-Dungeons: 5 (includes the derelict town but not Loto's cave)

-Friendly locations, non Town: 3 (includes Loto's cave)

# of Tiles that are ocean

# of Tiles that are lakes

# of Tiles that are rivers

# of Tiles that are untraversable and not water (ie mountains most of the time)

# of Tiles taken up by towns/castles

FF2

Map size: 4096x4096 pixels, each tile is 16x16. Probably has an 8x8 enemy map grid.

Total number of unique locations: 24

-Towns: 7

-Castles: 3 but I don't think any of them are friendly

-Dungeons: 12 (not including castles)

-Friendly locations, non Town: 1 (Chocobo forest)

# of Tiles that are ocean

# of Tiles that are lakes

# of Tiles that are rivers

# of Tiles that are untraversable and not water (ie mountains most of the time)

# of Tiles taken up by towns/castles

DW2

Map size: 4096x4096 16x16

Total number of unique locations: 27

-Towns: 6

-Castles: 7 (3 friendly, 4 quasi dungeons)

-Dungeons: 6 (not including castles)

-Friendly locations, non Town: 8 (The monoliths)

# of Tiles that are ocean

# of Tiles that are lakes

# of Tiles that are rivers

# of Tiles that are untraversable and not water (ie mountains most of the time)

# of Tiles taken up by towns/castles

As you can see, 4096x4096 is a pretty reasonable map size to shoot for in terms of total overworld size. I think roughly 30 unique locations with a split of about 55% dungeons, 40% towns, 10% non town/dungeon story locations (think temples/shrines/simple caves). One thing that DQ games had before FF games were connecting dungeons, basically caves or mountains that block you from traversing from one spot of the world map to another. These tend to be more early game in their placement because usually mid/late game the player has a boat or airship so world map traversal gets easier. Anywho world map design and balance is something I’ve only done some early research on so there’s a lot to be done there.

Also, I noted the enemy map grid sizes for the games if you look at: <http://www.woodus.com/den/gallery/graphics/dw1nes/maps_overworld/dw1nes_world_monster_map.pdf> and <http://www.woodus.com/den/gallery/graphics/dw2nes/maps_overworld/dw2nes_monster_map.pdf>

These should give you an idea of what I’m referring to. Basically the world maps are segmented and each block contains info about what types of enemies the player will encounter. Something to think about when designing the world map, as you could inadvertently create your own “Peninsula of Power” like in FF1 if you’re not careful.

Monsters

DQ1: 39 (the final boss has two forms so technically this is 40) (15

DQ2: 82 (I may have miscounted, also there are 3 boss monsters)

FF1: 124 (I may have miscounted, the game has 12 boss encounters but some of the boss encounters use regular enemies)

FF2: 126 according to a FAQ I checked.I think there are about 23(!) boss encounters, although a lot of them are normal enemies that you are forced to fight earlier instead of one off enemies.

DW7 has 298 monsters that show up in the monster book. There’s one regular enemy and a couple of bosses that do not show up so there’s like 300+ enemies in the game.

Unique enemy sprites

DQ1: 13 regular enemies, 2 unique bosses

DQ2: 30 regular enemies, 3 unique bosses

FF1: 45 regular enemies, 7 bosses

FF2: 45 or so regular enemies, 7ish unique boss sprites

Based on these numbers it seems like roughly 40-50 unique enemies with 3 pallette swaps is about normal. And then another 7 unique bosses (think the 4 fiends and Chaos in FF1). Using a regular enemy as a sort of mini boss early in the game is a pretty common strategy as well. FF1 also had an optional super boss called Warmech and most of the later FF and DQ games have had optional super bosses.

Magic

DQ1: 10

DQ2: 21

FF1: 64

FF2: 40 (every spell had 8 levels and for the buff/debuff spells they gained extra properties with each level)

DW7 numbers

70 spells

121 skills (may have miscounted)

A lot of these skills aren’t really unique, as many have the same effects just different names.

Equipment

DQ1 7 weapons, 7 body armor, 3 shields, 5 consumables, 10 story items, 3 other items (2 pieces of cursed equipment and the dragon scale which is equippable for +2 defense)

DQ2 16 weapons, 11 body armor, 4 shields, 2 helmets, 14 consumables, 17 story items

FF1 40 weapons (6 types, sword, knife, staff, nunchuck, hammer, axe), 16 body armor, 9 shields, 7 helmets, 8 gauntlets, 6 consumables, 16 story items

FF2 53 weapons (6 types, sword, knife, staff, axe, bow, spear), 19 body armor, 9 shields, 10 helmets, 10 gauntlets, 12 consumables, 19 battle items, 14 story items,

For comparison DQ7 numbers

87 weapons

64 body armors

23 shields

29 helmets

30 accessories

Music (how many tracks per game)

DQ1 Woodus lists 46 tracks but most of them are SFX, I think 26 of them are actual songs, some are short fanfares though.

DQ2 26, mostly the same music and short fanfares as the first game.

FF1 21 (includes short jingles/fanfares)

FF2 28 but 4 were never actually used, also includes fanfares/jingles

Useful resources:

Design:

<http://www.gamefaqs.com/nes/522595-final-fantasy/faqs/57009>

<http://www.gamefaqs.com/boards/522595-final-fantasy/41701255>

<http://gamedevelopment.tutsplus.com/tutorials/introduction-to-tiled-map-editor--gamedev-2838>

Art

<http://www.dragon-warrior.com/Images/Tile_Sets.shtml>

<http://www.mapeditor.org/>

Programming

<http://www.cocos2d-x.org/>

<http://gamedevelopment.tutsplus.com/articles/how-to-build-a-jrpg-a-primer-for-game-developers--gamedev-6676>

<http://www.raywenderlich.com/30561/how-to-make-a-rpg>

Sound

TBD

Other

<http://rpgclassics.com/>

<http://www.woodus.com/den/home.php>

Unity Asset Store

[**https://www.assetstore.unity3d.com/en/#!/content/18139**](https://www.assetstore.unity3d.com/en/#!/content/18139)

[**https://www.assetstore.unity3d.com/en/#!/publisher/585**](https://www.assetstore.unity3d.com/en/#!/publisher/585)

<https://www.assetstore.unity3d.com/en/#!/content/18598>

<https://www.assetstore.unity3d.com/en/#!/content/17467>

<https://www.assetstore.unity3d.com/en/#!/content/9125>

**User research:**

<http://www.neogaf.com/forum/showthread.php?t=908507>

<http://www.neogaf.com/forum/showthread.php?t=908120>