

RAISING OF CYNDONIA

Version: 0.2

Last updated: 11/5/2017

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Genre

Turn based JRPG with Roguelike features that has an action adventure story with comedy thrown into the mix.

System Requirements

Platforms: Windows XP SP@+, Mac OS X 10.9+, Ubuntu 12.04+, SteamOS+

Input Devices: Keyboard

Processor: Dual Core 2.4 GHz

Memory: 2 GB RAM

Graphics: D9 graphics card with 1 GB Video RAM

Storage: N/A

Game Mechanics

1. Goal

This game is a 2D top down JRPG where every battle can affect your story and party members, because if any member of your party dies they are gone forever. The game also has a skill tree which can affect your player in determining your path as a stealthy thief, crafty mage, a mighty knight, or a combination of the three.

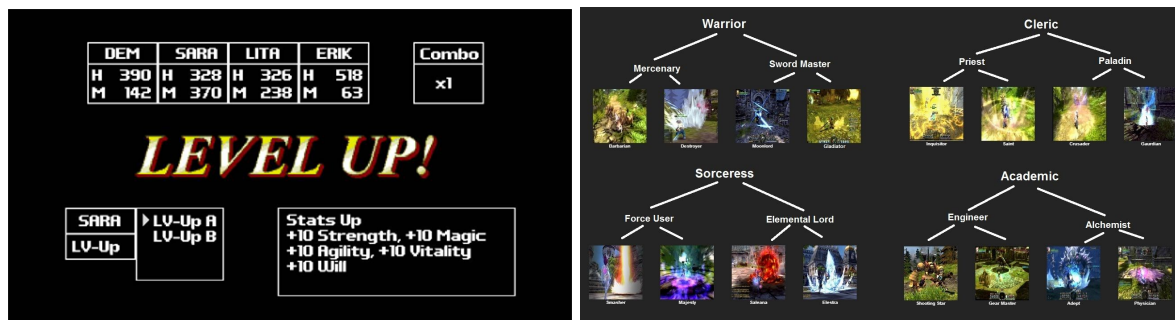
2. Gameplay

A. Progress through your own story

Once you start up the game, every decision you make will shape how the story unfolds. Depending on who you talk to first, your party members, or what level and skill you use on a boss fight, the story will change. This makes it so the player will have to play through multiple times if they want to acquire all endings or see every dialog hidden throughout the game.

B. Level up and design your character how you want him to play

The character starts as a neutral type of character that changes based off of the skills, weapons, and stats you stick into him. This makes it so if you want to be that magnificent wizard with apocalyptic spells that rain fire on his enemies or maybe the player wants to be the knight that gets hit by this spell and walks out unfazed. The decision is left to the player and how that player wants their main character's class to be.



C. The player's party can be shaped to the player's liking

As the player starts his adventure, the player runs into his beginning party members. However, as the player progress they may run into different potentially recruitable characters or even have instances of towns with heroes looking for

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work. The use of different characters will shape the story in different ways. An addition feature that makes the game play differently each time is the fact that party members have a life and story. This essentially means that party members can actually die, and when we say die we mean they will no longer exist in that stories playthrough and the adventure will change based off of it.

3. Game Mechanics

A. RNG is a core feature

In Raising of Cyndonia, the majority of the mechanics will rely on RNG (Random Number Generation). RNG will be effecting instances battle, AI behavior, loot and drop rate, and even which party members you can recruit at that time or place. Other things that can be effected by RNG would be status effects, hit chance, and even the escape capability. This makes it different each time you play through the game and even fighting the same enemy won't be the same.

B. An inventory that allows the user to change their parties gear

Equipment is always an important feature in an RPG. Our game will allow an user to find quest items, potions, gear, and weapons that will be usable during battles. However, gear and weapons are based off of the character's skill, level, and traits. This adds a bonus on how the player can really go about playing the game and unfolding the story before their eyes.



C. Traverse the world how you want

Use the W, A, S, D keys to traverse the world and be able to interact with

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the spacebar to talk to the npcs, trade, or open chests. During battle use the number keys to decide on what action you want to take. This could be attack, use a skill, use an item, or attempt to run away depending on how the battle plays out. To access the inventory, save menu, party, or exit the game just use the Esc key and it will open a window of options to take. Our game will be only using the keyboard and not the mouse giving it a old gameboy type of feel.

Game Story

The year is 1497 and you are a merchant traveling from Spain to India to deliver and get goods. During your voyage you get caught in a sea storm that causes your ship to capsize, but you somehow survive the storm and wash up on a strange island that is no where on the map of the world. You look around your surrounds and see a dead barren landscape, but in the distance you see a town and you set off towards it. In the town you see many mystical creatures such as fairies, goblins, trolls, etc as well as regular folks. You walk into a nearby bar and start asking around where you are and if there is a way off the island. Everyone you ask laughs and mocks you, but a black knight stops you and tells you that you are on Cyndonia and there is no way off this land without the help of King Nastos who now rules the land with an iron fist after killing the previous king and depriving the land of all it's wealth for his own well being. The knight is part of a resistance group who are trying to dethrone the king and bring the land back to it's former glory. You decide to join the group in order to get off this land and go back to society.

Game Controls & User Interface

Keyboard	Functions
W, A, S, D	These are the movement functions that allows the player to traverse the world and inventory of the player.
1, 2, 3, 4	These are the numbers to access attacks, skills, items, or try to run away.
Space	This is the action button in order to activate, open, or chat with npcs
Esc	This is to pull up the player's menu where the inventory, party members, and how you would save the game.

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Battle Scene UI



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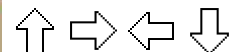
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Exploration UI



Character and Terrain
that Player is Exploring

Map and where the
player is located



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Monetization

The game will be available through Steam, in order to play Raising of Cyndonia you will have to purchase it for a suggested value of \$9.99 USD. We will be implementing DLC in the form of expansions in which the price will vary depending on the expansions.

Replayability

The main reason for coming back to this game will be the story because with every playthrough of the game you will have different characters in your party which in turn will allow you learn about the different struggles and lives that each of the characters had before they joined up in the revolution. Also another reason someone will want to play through this game over and over again is to see all the different combinations of the unlockable skills that your character will be able to harness as they progress through the game.

Sequel

At the moment there is no sequel planned because we want to make this game as good as possible and make it an amazing standalone game

Inspirations & Examples

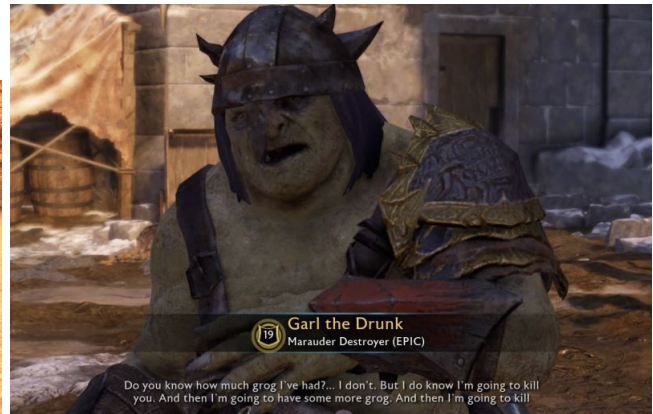
Final Fantasy, Zoids, Pit People, South Park Stick of Truth, Shadow of War



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Asset List

Artists: Jessica Ortiz (Don't have sketches to present)

Working on: 1) Main Characters

2) Boss Character

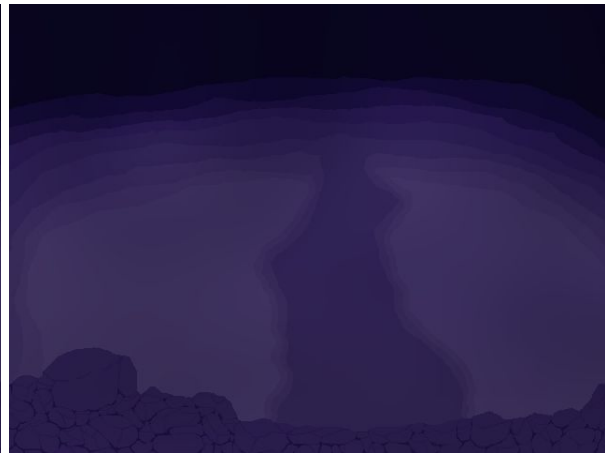
3) Minion Characters

4) Background Battle Scene

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Musician: Yarua Quintanilla

Genre: Classical Medieval Fantasy Music

Provided: 1) Boss Win Music

2) Exploration Of The World Music

3) Victory Music

Working on: 1) Start Screen Music