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Game Design Document of Trails of the Abyss

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# Overview

“Trails of the Abyss” is a single player RPG, turn-based genre with Randomized Elements. Players command a team of three adventurers to explore the mysterious Abyssal Dungeon, overcome its perilous trials, and uncover the secrets of the dark forces that plague the world. With five unique character classes to choose from—Knight, Archer, Mage, Barbarian, and Sorcerer—players must strategically build their team, equip powerful items, and navigate a series of battles to reach the heart of the dungeon and face the ultimate foe. This game has five stages, each stage has three random enemies, the player's team and enemies will take turns performing an action. If every character in the player team runs out of health you will lose. If you clear all five stages, you will win the game.

## Background Story

In the ancient land of Demini, whispers of a dark and treacherous place—known as the Abyss—have haunted the people for generations. A sprawling labyrinth of shifting shadows and malevolent creatures, the Abyss is said to be a prison for a powerful entity sealed away centuries ago by the Eldrin Order, a coalition of the most skilled warriors, mystics, and scholars the world had ever seen.

But time has worn down even the mightiest defenses, and the seal keeping the entity contained has begun to crack. As the Abyss churns with growing chaos, it spills forth its corruption into the surface world, unleashing monstrous horrors and spreading despair.

A prophecy emerges—a glimmer of hope amid the rising darkness. It speaks of three brave souls who will descend into the depths of the Abyss, confront its trials, and uncover the secret to sealing the entity once and for all. The prophecy doesn't name these heroes, leaving the choice to those willing to rise above fear and take the risk.

You are one of these chosen adventurers, assembling a group of three from among the bravest classes in the land:

- **Knight:** The shield of the group, unwavering and noble, their armor and sword are a beacon of hope in the darkest moments.
- **Archer:** A master of precision and stealth, they strike from the shadows with deadly accuracy.
- **Mage:** A scholar of arcane arts, their spells shape the battlefield and pierce the defenses of even the most formidable foes.
- **Barbarian:** A force of primal fury, they charge headlong into danger, smashing through obstacles with his muscle.
- **Sorcerer:** A wielder of forbidden magic, their abilities are as unpredictable as they are devastating.

Together, these adventurers must form a balanced team to overcome the unique challenges of the Abyss.

# Main Menu

The main menu is set against a vibrant, pixel-art courtyard of an ancient ruin, brimming with overgrown greenery and a sense of mystery. The intricate architecture, with tall, arched columns and sunlit stone pathways, hints at the grandeur of a forgotten era. The distant landscape of mountains and forests further immerses the player in a world filled with adventure and wonder.



## Game Title:

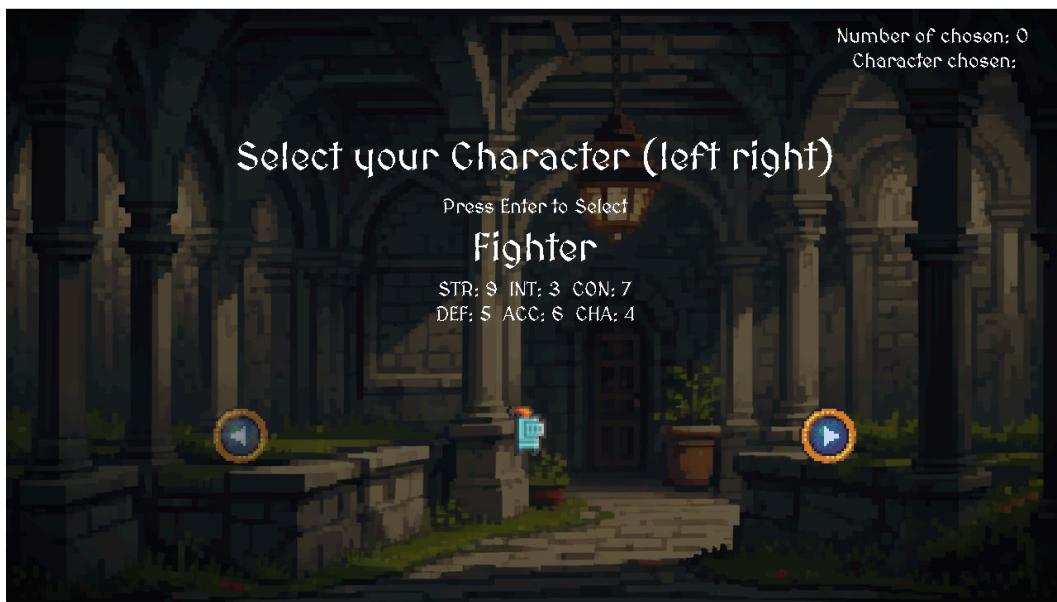
- The title, "Trails of the Abyss", is prominently displayed in the center of the screen in a bold and dramatic red font. The stylized lettering conveys the ominous and adventurous tone of the game.

## Instruction Text:

- Below the title, the text "Press Enter" is displayed in a clean, white font, instructing the player on how to proceed into the game. This minimalist approach keeps the focus on the visuals while ensuring clarity.

# Character Selection

The Character Selection screen is the first step for players to assemble their party of three adventurers before delving into the dungeon. It provides a clear interface for choosing heroes from a list of available classes, with each class having unique stats and roles to complement different playstyles.



## Instruction Text:

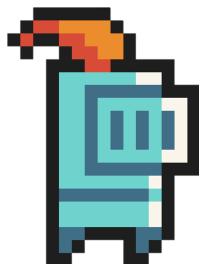
- At the center of the screen: "Select your Character (left right)" clearly instructs players to navigate through the available classes using the left and right keys.
- Below it: "*Press Enter to Select*" tells players how to confirm their choice.

## Navigation Arrows:

- Two arrow icons (left and right) at the bottom of the screen visually indicate navigation options for switching between classes.
- These arrows make the interaction intuitive.

## Characters:

- Knight



**Appearance:** An armored warrior adorned with a light blue suit of armor and a red-orange plume on the helmet.

### Class Traits:

- **Strength:** High STR for physical damage.
  - **Defense:** Exceptional DEF for absorbing enemy attacks.
  - **Role:** Tank and melee fighter who excels at protecting the team and enduring enemy assaults.
- Archer

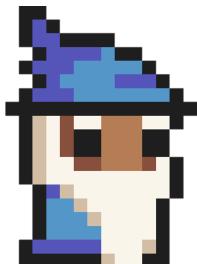


**Appearance:** A green-clad agile character with blonde hair and a sharp and focused expression

### Class Traits:

- **Strength:** High STR for physical damage.
- **Accuracy:** High ACC, ensuring hits from a distance.
- **Role:** Ranged damage-dealer, capable of striking enemies with a bow

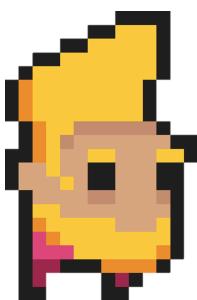
- **Mage**



**Appearance:** A robed figure in a blue wizard hat and robes with a white beard.

**Class Traits:**

- **Intelligence:** High INT for dealing devastating magical damage.
  - **Mana Pool:** Large MP reserves for frequent spellcasting.
  - **Role:** Glass cannon specializing in dealing magical damage
- **Barbarian**



**Appearance:** A rugged, shirtless warrior with blonde hair and a muscular build, emphasizing raw power and physical might.

**Class Traits:**

- **Strength:** Extremely high STR for devastating melee attacks.
- **Constitution:** Large health pool for surviving attacks from enemies.
- **Role:** A brutal melee damage-dealer who thrives in close combat and can crush enemies with overwhelming force.

- **Sorcerer**



**Appearance:** A mysterious figure with green scales and a horned appearance, representing their arcane and mystical background.

#### **Class Traits:**

- **Charisma:** High CHA for resisting magical effects
- **Hybrid Caster:** Balances magical attacks with support or debuffing abilities.
- **Role:** A versatile caster capable of controlling the battlefield with magical damage and utility spells.

#### **Class Display:**

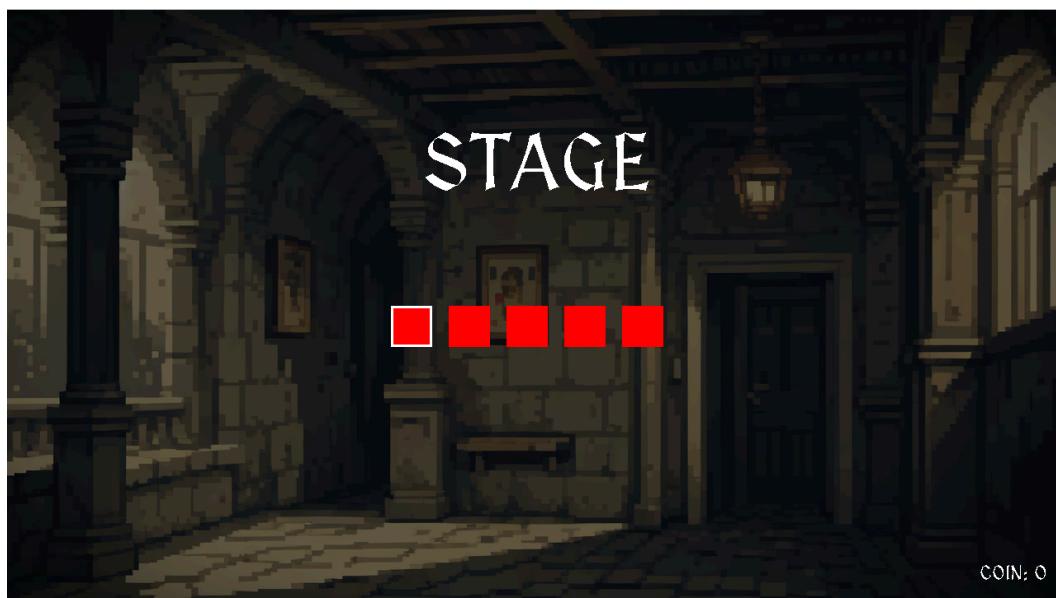
- The currently selected class is displayed prominently in the center.
- Beneath the class name, the character's stats are shown, providing vital information:
  - **STR** (Strength): Physical attack power.
  - **INT** (Intelligence): Magical attack power.
  - **CON** (Constitution): Health points.
  - **DEF** (Defense): Dodge chance to attack.
  - **ACC** (Accuracy): Accuracy to hit entities.
  - **CHA** (Charisma): Magic resistance.

### **Selected Count:**

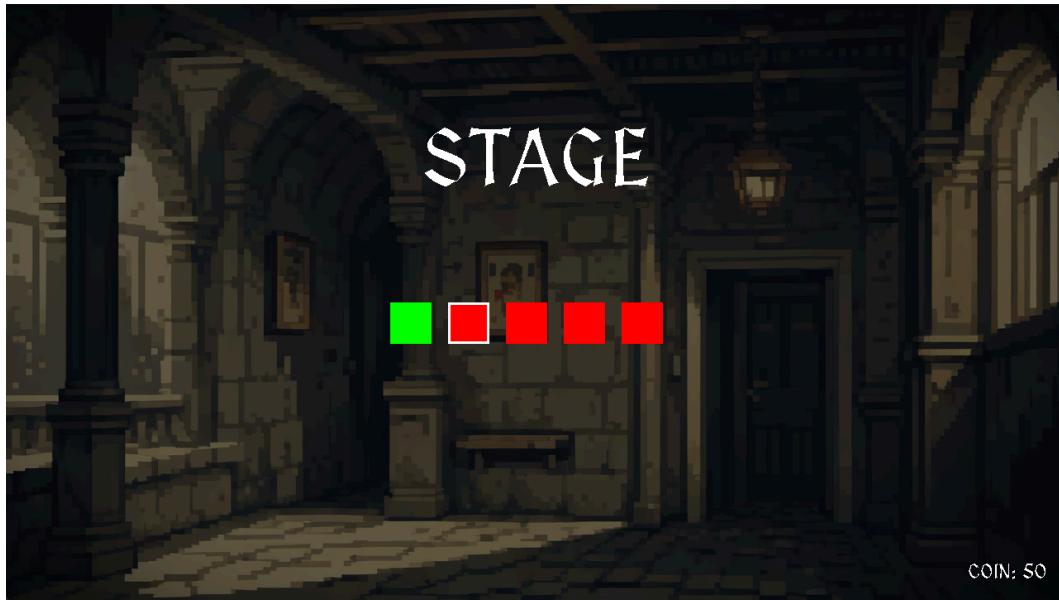
- At the top-right corner:
  - "Number of chosen: 0" shows how many characters have been selected so far.
  - "Character chosen:" is a placeholder for the names of already selected classes, helping players keep track of their choices and order.

## **Stages**

The stage selection screen is set dimly lit, evoking a sense of suspense and anticipation. The detailed stone walls, wooden beams, and lanterns contribute to an immersive, medieval dungeon aesthetic.



*First Stage*



*After Passing The First Stage*

#### **Stage Display:**

- The title "STAGE" is displayed prominently at the top of the screen in a bold, medieval-style font.
- Below the title, a row of five stage indicators represents the dungeon's stages:
  - **Red Squares:** Indicate cleared stages.
  - **Green Squares:** Indicate completed stages
  - **White Square:** Highlights the currently selected stage, showing the player's current progression or focus.

#### **Player Information:**

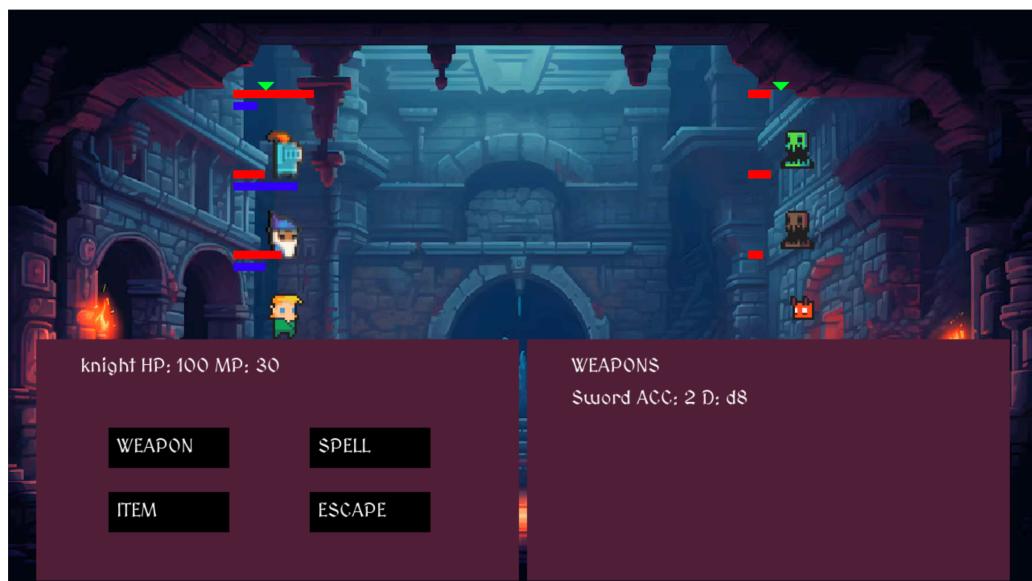
- At the bottom-right corner, the current number of coins the player has is displayed (e.g., "COIN: 0"). This lets players track their in-game currency as they prepare for the challenges ahead.

# Combat

The combat scene in Trails of the Abyss showcases an engaging and tactical dungeon experience where players can control their characters to defeat enemies using weapons, spells, and items. The game will let you start to attack the enemy first but everytime that you are in the game. The following elements define the gameplay experience.

## Action Panel:

The action panel at the bottom of the screen provides multiple combat options, divided into accessible and clear buttons:



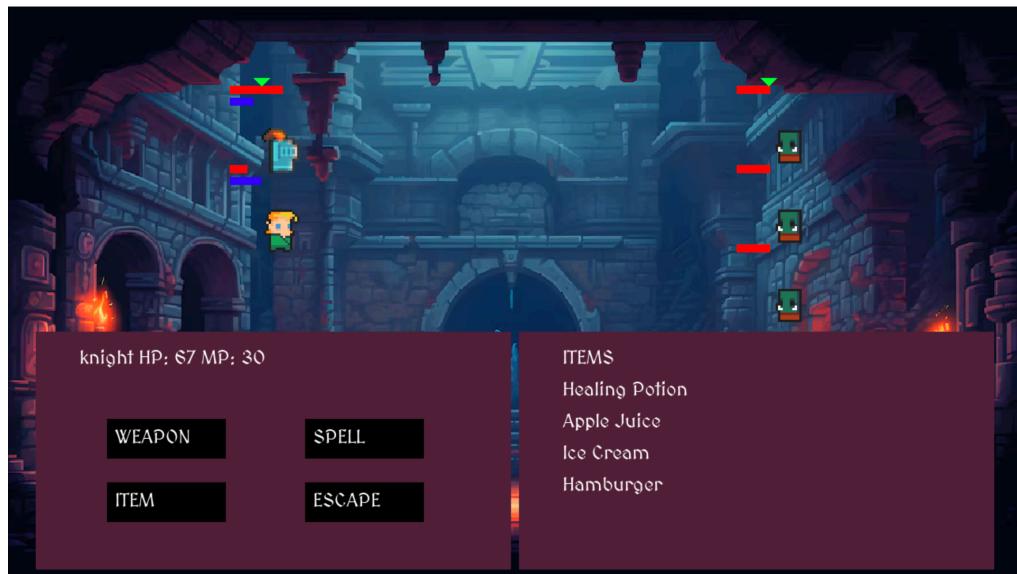
*Selecting a weapon to attack*

- **WEAPON:** Allows the player to select a weapon to attack enemies. Each weapon is displayed with stats like:
  - **ACC:** The chance to hit enemies.
  - **D:** The dice roll for potential damage (e.g., d8).



*Selecting a spell to attack*

- **SPELL:** Players can cast spells that consume MP (mana points). Each spell includes:
  - **ACC:** Accuracy for hitting enemies.
  - **D:** Damage dice.
  - **MP:** Mana cost required to cast the spell.
  - **Examples include:**
    - **Fireball:** A powerful damage-dealing spell.
    - **Healing:** Restores HP to a character.



*Selecting a Item to use*

- **ITEM:** Opens a list of consumable items that players can use for different effects:
  - **Example items:**
    - **Healing Potion:** Restores HP to an individual.
    - **Ice Cream:** Restore MP to an individual.



*Player choose to escaping from the dungeon*

- **ESCAPE:** Enables players to flee the dungeon. A confirmation panel appears.
  - **I will come back!:** confirms the escape
  - **Just kidding!:** cancels the escape

### Combat Flow:

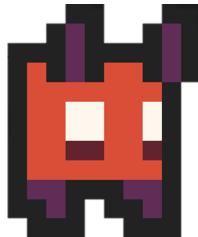
1. **Selecting a Target:**
  - Players select enemies to attack using keyboard
  - Targets are visually highlighted with clear indicators.
2. **Combat Options:**
  - Players alternate between attacking with weapons, casting spells, or using items.
  - The combat system emphasizes strategic planning, as each action may cost resources like MP or items.
3. **Enemy Actions:**
  - After all the player's characters act, enemies counterattack, targeting player characters randomly.

#### 4. Defeat or Victory:

- **Victory:** All enemies are defeated, and players proceed to the shop.
- **Defeat:** All adventurers are defeated, leading to a game-over screen.

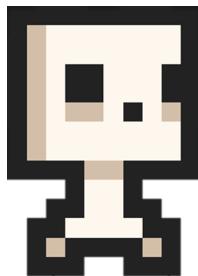
#### Monsters (Examples):

- Ghost3



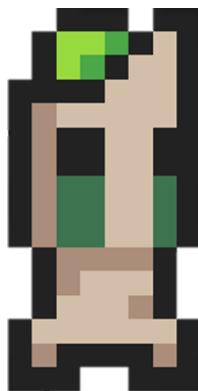
**Appearance:** A mischievous red ghost with horns and a haunting stare. Its pixel-art design emphasizes its supernatural nature with floating, disjointed features.

- Skeleton



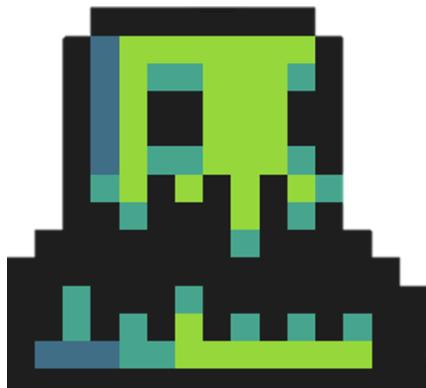
**Appearance:** A classic undead creature with a minimalistic white skull and ribcage. Its hollow eyes and clattering bones exude a chilling undead aesthetic.

- Crying1



**Appearance:** A sorrowful humanoid figure with a green cloth draped over its face, hiding its tearful eyes. Its hunched posture and mysterious aura suggest despair and grief.

- Slime1



**Appearance:** A gelatinous, bright green blob with pixelated details that showcase its slimy, squishy texture. Its simplistic form belies its durability.

- Orc2



**Appearance:** A large, muscular green-skinned humanoid with fierce red eyes and tusks protruding from its lower jaw. Its pixel-art design features a rugged look with patches of armor and a battle-hardened demeanor.

- Demon2



**Appearance:** A menacing red demon with horns, sharp claws, and glowing eyes. Its pixelated design highlights its fiery and otherworldly nature, with dark armor-like features around its body.

## **Combat Flow:**

### **1. Selecting a Target:**

- Players select enemies to attack using up and down arrow on the keyboard
- Targets are visually highlighted with a clear arrow indicator.

### **2. Combat Options:**

- Players alternate between attacking with weapons, casting spells, or using items.
- The combat system emphasizes strategic planning, as each action may cost resources like MP or items.

### **3. Enemy Actions:**

- After all the player's characters act, enemies counterattack, targeting player characters randomly.

### **4. Defeat or Victory:**

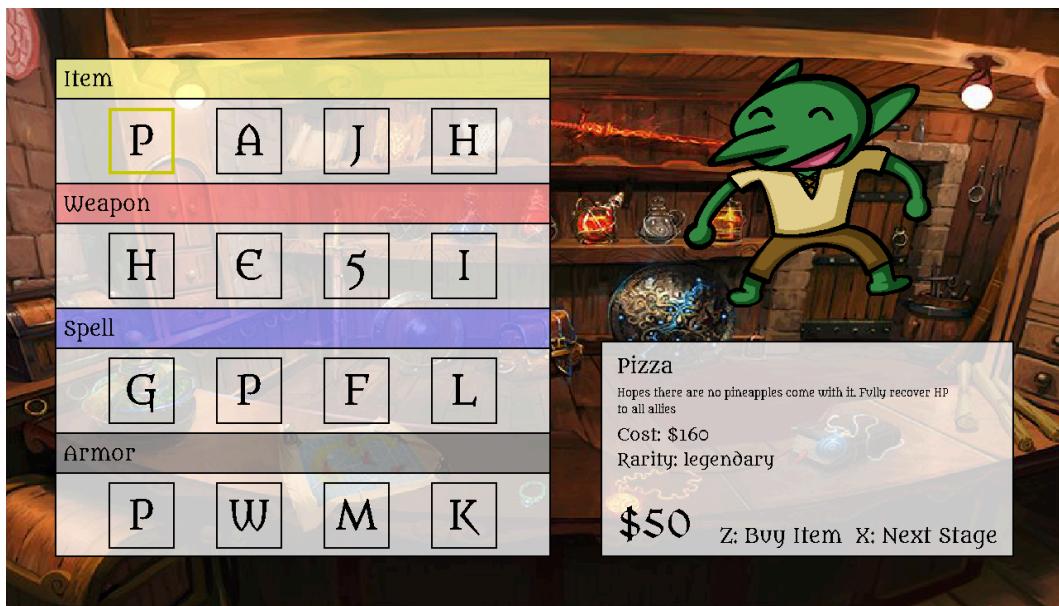
- **Victory:** All enemies are defeated, and players proceed to the shop.
- **Defeat:** All adventurers are defeated, leading to a game-over screen.

## **Dynamic Panels:**

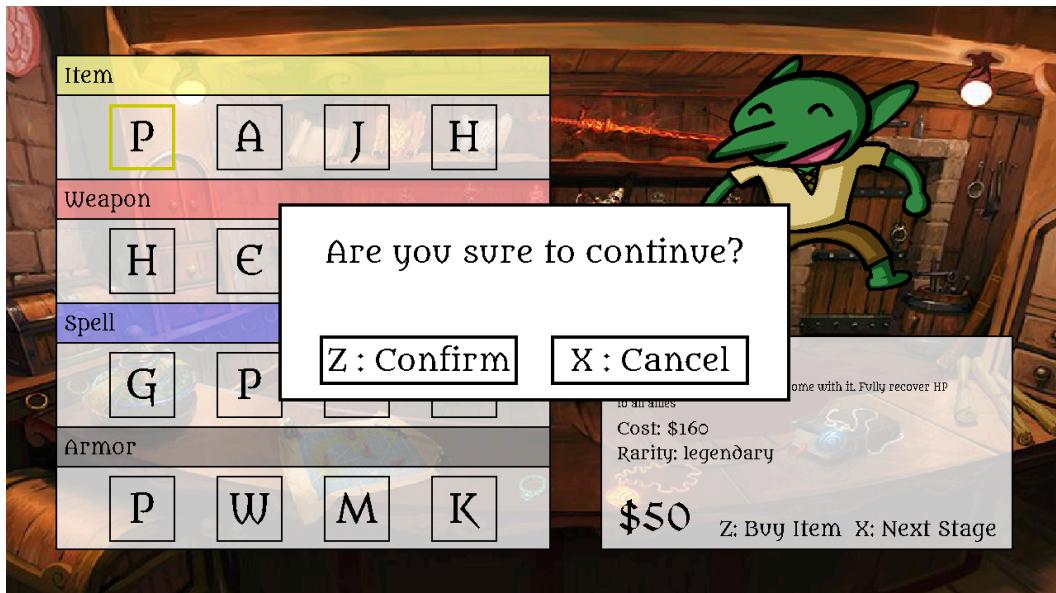
- The right-side panel dynamically changes based on the selected action:
  - Displays weapon stats when attacking with weapons.
  - Displays spell details when casting magic.
  - Displays item descriptions when using consumables.
  - Displays confirmation buttons when selecting escape.

# Shop

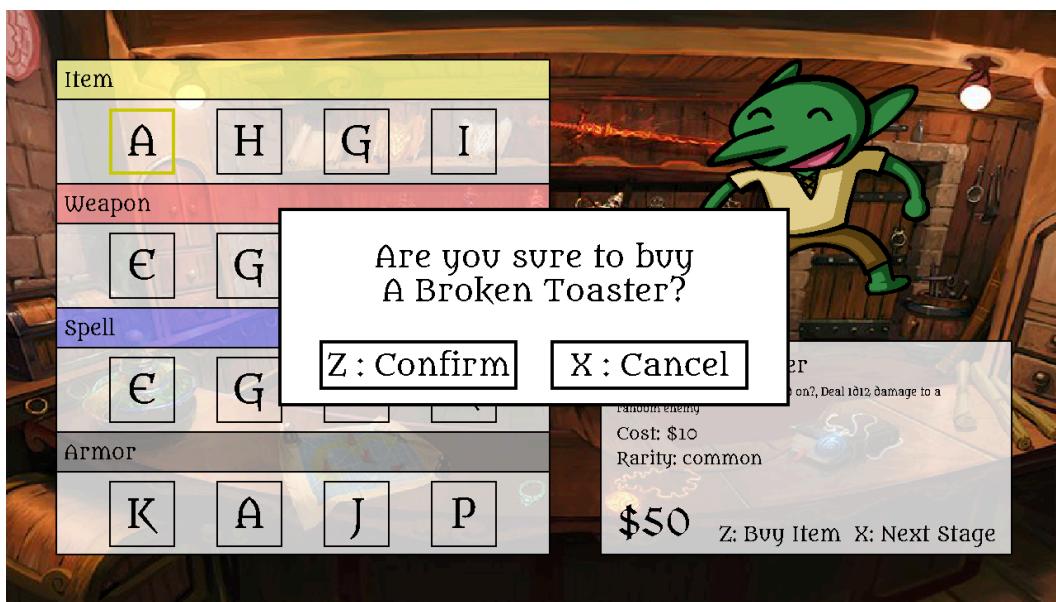
When the player defeats every monster in the stage, the player will have a chance to take a break at the seller's shop. Players may spend coins they gain from defeating the monster here. The shop screen is vibrant and filled with a warm, welcoming atmosphere, represented by the wooden interior, soft lighting, and a cheerful goblin shopkeeper. The shopkeeper adds personality to the scene with a friendly smile and engaging posture, inviting players to explore the shop's offerings.



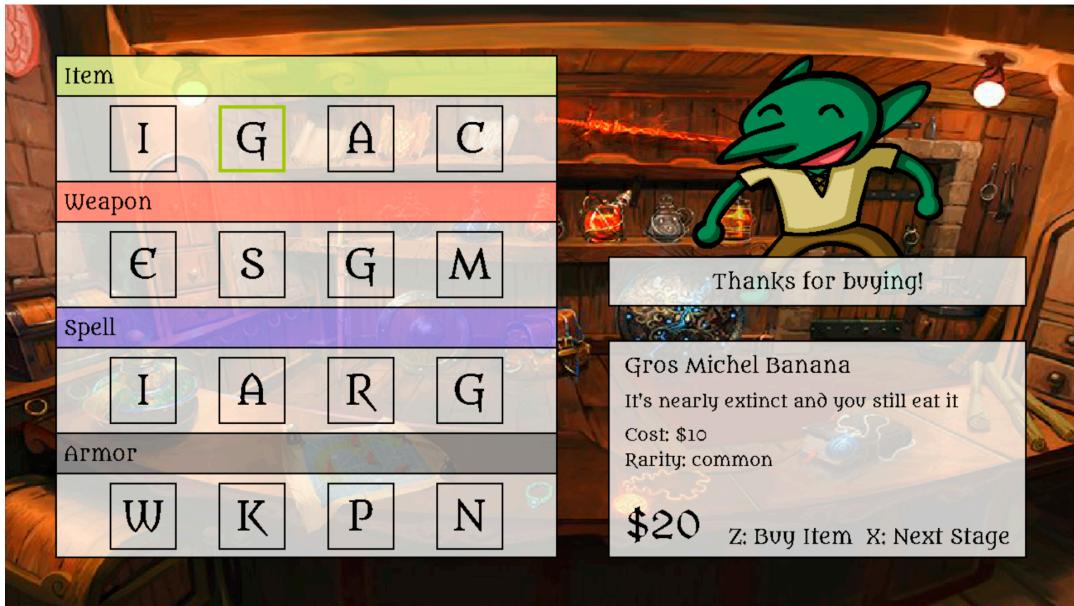
*Shopping with Gob the seller*



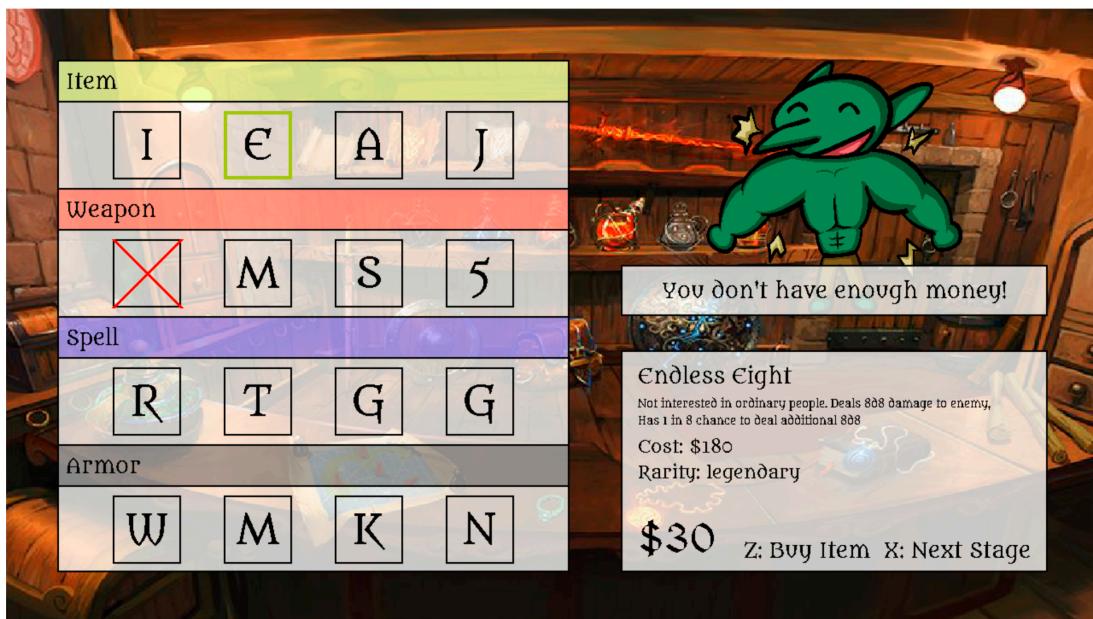
*Going to the next stage*



*.Buying the item*



*Gob : Thanks for buying!*



*Don't mess with gob*

### Gob the seller:



- **Appearance:**

Gob is a cheerful and quirky green goblin with a wide smile and lively expression. His features include pointy ears, a large nose, and expressive eyes that exude friendliness. Gob wears a simple yet practical outfit consisting of a beige shirt with a criss cross tie and brown trousers, reflecting his approachable and down-to-earth personality. His posture is energetic, with arms slightly raised as if welcoming customers or showing off his wares.

- **Role:**

Gob serves as the shopkeeper in *Trails of the Abyss*, offering players a variety of items, weapons, spells, and armor. Despite his mischievous goblin appearance, Gob is an honest merchant, always eager to help adventurers prepare for their perilous journey through the abyss.

- **Gameplay Presence:**

- **Shopkeeper:** Gob appears in the shop scene between stages, guiding players through the purchasing process.
- **Interface:** He points out available items, helps players confirm their choices, and bids them farewell with encouraging words as they leave for the next stage.
- **Flavor:** Gob adds personality to the game through his dialogue and playful animations, making him a favorite NPC among players.

### Gob's "No Coins, No Deal" Pose:



- **Appearance:**

Gob takes on an exaggerated, intimidating pose to discourage the player from attempting to make purchases without enough coins. His arms are bulging with cartoonishly oversized muscles, his chest puffed out, and his six-pack abs prominently displayed. Despite his over-the-top physique, Gob retains his cheerful smile, making this pose humorous rather than threatening. Golden sparkles surround him, emphasizing his absurd transformation.

- **Role:**

This pose appears when players try to buy an item without sufficient coins. It's Gob's playful way of saying, "No coins, no deal!" without breaking his friendly demeanor.

- **Gameplay Presence:**

- **Trigger:** Activated when the player tries to confirm a purchase without enough coins.
- **Feedback:** Reinforces the importance of managing coins while adding a touch of comedic relief.
- **Impact:** This moment strengthens Gob's role as a charismatic and memorable character, keeping players engaged even during a denial scenario.

### Item Categories:

- The shop's inventory is categorized into four distinct sections, each color-coded for clarity:
  - **Items (Yellow):** Consumable items with various effects like healing or buffs.
  - **Weapons (Red):** Tools for enhancing physical attacks.

- **Spells (Purple):** Magical abilities for offense or support.
- **Armor (Grey):** Equipment for increasing defense.

### **Item Display:**

- Each category displays a grid of items represented by initials or icons.
- Items highlight when selected, with a glowing border indicating the currently chosen item.

### **Item Information:**

- When an item is selected, detailed information about it is shown on the right:
  - **Name:** The item's name (e.g., "Pizza" or "A Broken Toaster").
  - **Effect Description:** Explains the item's function (e.g., "Heals everyone" or "Deals 1d12 damage").
  - **Cost:** The price in coins to purchase the item.
  - **Rarity:** Classification such as "common" or "legendary."

### **Player Actions:**

- **Purchase Confirmation:**
  - Upon selecting an item to buy, a confirmation box appears with the message: "Are you sure to buy [Item Name]?"
  - Players can press Z to confirm the purchase or X to cancel.
- **Next Stage Option:**
  - If the player decides to proceed without buying anything else, a confirmation box asks: "Are you sure to continue?"
  - Players can press Z to move to the next stage or X to stay in the shop.

### **Player Information:**

- At the bottom-right corner, the current coin count is displayed, allowing players to track their available currency while shopping.

# Victory

The updated victory screen features a stunning and serene landscape with lush green valleys, cascading waterfalls, and majestic mountains in the background. The natural scenery evokes a sense of triumph and peace, symbolizing the end of a challenging journey and the reward of overcoming adversity. A small wooden cabin is visible on the right, adding a rustic charm and hinting at a safe haven for the adventurers.



## Victory Message:

- The word "Victory!!" is displayed prominently in bold black text, capturing the player's sense of achievement.
- The cheerful goblin character from the shop appears alongside the message, giving a thumbs-up with sparkles around it, reinforcing the celebratory tone.

## Coins Earned:

- A text at the top-center of the screen shows the player's current coin count, e.g., "Coins: 100," rewarding the player for their efforts.

## Instruction Text:

- At the bottom of the screen, the text "*Press any key to return to the main menu.*" guides the player on how to proceed after celebrating their victory.

# Defeat

The Defeat Screen uses the same grayscale forest background as the Victory Screen, with silhouetted trees and distant ruins creating a moody and immersive atmosphere. However, this time, the tone is more somber, emphasizing failure and loss.

The dark and eerie forest, along with the desolate ruins in the distance, conveys a sense of hopelessness and reflection, reinforcing the player's defeat.



## Defeat Message:

- The word "Defeat!!" is prominently displayed in large, bold red letters at the center of the screen.
- The sharp red font contrasts against the muted background, symbolizing the harshness of failure and the end of the journey.

## Player Instruction:

- At the bottom of the screen, the text "*Press any key to return to the main menu.*" is displayed in red, guiding the player to restart or reflect on their experience. The matching red color reinforces the mood of defeat.