Basic Documentation will include

* genre or style
* summary brief of game mechanic
* motivation why try to win
* sample art
* sample game play flowchart
* sample game screen or layout

Turn based RPG – mostly just focused on a functional combat system.

Summary: Combat system like a classic JRPG with different commands, magic, party members, etc. It would have two different areas, a overworld where you can walk around, interact with NPCs, etc. Combat screen would be a classic rpg turn based fight, you can use commands, enemy has weaknesses or resistances. Probably would be a dungeon that you go through and get stuff. Nothing too complex design wise as in terms of characters or progression, just getting systems in place.

Different maps to move into

Different enemies

Overworld interaction with NPCs, traps, etc.

“Party Members” – Members of your party that have a class, unique skills, and attributes like attack and defense

“Enemies” – Enemy NPCs controlled by AI that have attributes and unique skills.

“Skills” – Special things that party members and enemies can use

“Items” – Consumable items that party members can use

“Equipment” – Things you can equip onto your party members to change their attributes

Motivation: Human brain see big number. See big number go up. Human brain is happy.

Unity’s UI system sucks so do some GameObject stacking like you suggested

Good opportunity to learn how to wrangle Unity when working with more complex things.

How to do GameObject stacking for UI for Unity, don’t you need a canvas? They could be world objects but then it gets weird when you want to have stuff in specific places

Map would probably be multi-layer dungeon so I can do scene switching and figuring that out.

Separated “game” and “battle” logic, battle system can be arbitrary and easily convertible to a different game engine?

Battle Manager would handle actual battles: Holds a list of enemies/players, figures out turns, waits for responses, might be some way to handle this more gracefully

“Battler” class which would hold data about each battler, HP/MP/Skills/Etc.

“BattlerTemplate” which would function as a “class” for members, ie data about when they level up, their base skill growth, skills they learn, etc.

Take a page out of roguelikes where players and enemies are functionally the same thing: On a code level, a player is just a mob that’s player controlled: No major difference between enemy/player. This gives the opportunity for AI controlled party members or……………… pvp

Battler Stats

HP

MAX HP

MP

MAX MP

ATK

DEF

MATK (Magic)

DEF (Magic)

SPD

Battle System would have multiple “phases”

Start Battle

[Start Turn

Queue for command input

Resolve commands

End Turn]

End Battle

Enum/state machine?