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# **Game Design Document**

## **Pokémon Fire Red Godot**

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### **Date**

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# **Game Overview**

## **Title**

Pokemon Fire Red Godot

## **Genre**

Monster catching Role-Playing Game

## **Platform**

PC

## **Target Audience**

Fans of Pokemon and similar games. Developers with an interest in Pokemon Rom Hacks, Enhancements and other feature injections.

## **Game Summary**

Exact replica of Pokemon Fire Red, capturing the essence of the original game including turn-based battles, overworld exploration and Pokemon collection.

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## **Why?**

The benefits of recreating such a game in a modern game engine are endless. Ease of use for fans of the game, feature implementations for future fan-games, etc. Quality of life enhancements, multiplayer/network capabilities and so much more are made possible with a recreation such as this.

## Document Structure

# **Game Mechanics**

## Core Mechanics

These are base game mechanics from the original games that should be implemented using Godot

* Overworld controls include:
  + Walking
  + Running
  + Biking
  + Surfing

## Exploration

WIP

## Battle System

WIP

## New Mechanics

WIP

# Story and World

## Story Summary

WIP

## World Overview

WIP

## Key Locations

WIP

## New Additions

WIP

# Characters

## Player

WIP

## Rivals

WIP

## Trainers

WIP

## NPCs

WIP

# Art

## Sprites and Tiles

WIP

## Animations

WIP

## Battle Scene

WIP

# Audio

## Music

WIP

## SFX

WIP

# Technical Requirements

## Platforms

WIP

## Engine

WIP

## System Requirements

WIP

## Development Tools

WIP

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