

Project Design Document

5/20/2019

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Project Concept

1

Player Control

You control a *group of elemental adepts* in this *fantasy RPG game* gam makes the player where *Psynergy, elemental powers* *move around the screen in all directions*

2

Basic Gameplay

During the game, *Mythical creatures and elemental puzzles* appear from *ancient ruins* and the goal of the game is to *restore the elemental balance to save the world*

3

Sound & Effects

There will be sound effects *for casting Psynergy, battling creatures, and uncovering hidden treasures.* and particle effects *will accompany powerful Psynergy spells and when unlocking ancient secrets*
[optional] There will also be *an enchanting soundtrack that immerses players in the magical world.*

4

Gameplay Mechanics

As the game progresses, *the adepts gain new Psynergy abilities and summon powerful Djinn to enhance their powers* making it *formidable against stronger adversaries*
[optional] There will also be *Players can collect Djinn to customize their characters' classes, adding strategic depth to battles.*

5

User Interface

The *adepts' health* will *be displayed* whenever *they will face consequences if their health reaches zero in battles or if they expend all their Psynergy points*
At the start of the game, the title *Golden Sun* and the game will end when *all adepts are defeated in battle, but players can restart from their last save*

6

Other Features

The game will feature an expansive world with towns, dungeons, and overworld areas to explore, each with unique challenges and hidden treasures. Players can interact with NPCs to gather information, receive quests, and uncover the lore of Weyard.

Project Timeline

Milestone	Description	Due
#1	- Finalize game concept and mechanics. Set up project repository and version control. Establish core team roles and responsibilities.	05/07
#2	- Complete initial character and environment concept art. Develop basic movement controls for player character. Implement a basic camera system.	05/14
#3	- Design and implement elemental abilities (Psynergy) for player characters. Create and integrate a system for enemy AI behavior. Begin level design and layout for the starting area.	05/21
#4	- Replace placeholder assets with finalized 3D models and textures. Implement basic combat mechanics, including player and enemy interactions. Begin work on the first set of puzzles and challenges.	05/28
#5	- Integrate a dynamic weather system affecting gameplay and visuals. Implement a day-night cycle with corresponding effects on environment and NPCs. Begin testing and bug fixing for the initial game build.	06/04
#6	- Introduce non-player characters (NPCs) with interactive dialogues and quests. Implement a save/load system for player progress. Begin development of special abilities and powers unique to each character.	06/11
#7	- Integrate sound effects and background music for immersive audio experience. Implement in-game UI elements, including health bars, inventory, and minimap. Conduct extensive playtesting for balancing, bug fixing, and overall polish.	06/18
Backlog	Add optional side quests and hidden treasures for enhanced player engagement. implement a system for dynamic events and encounters based on player choices. Develop a New Game+ mode with additional challenges for replayability. Conduct final optimization and performance testing for various platforms.	

Project Sketch

Project Sketch: Golden Sun Game

Concept:

Golden Sun is an epic fantasy RPG set in the world of Weyard. Players control a group of adept heroes on a quest to save their world from impending catastrophe. The game combines strategic turn-based battles, elemental magic, and intricate puzzles in a visually stunning 3D environment.

Core Features:

1. Elemental Powers: Characters possess unique elemental abilities (Psynergy) based on their affinity with earth, water, fire, and wind.
2. Epic Quest: Players embark on a grand adventure, exploring diverse landscapes, ancient ruins, and encountering a range of creatures and adversaries.
3. Party System: Players assemble a party of skilled adepts, each with their own strengths and abilities, allowing for diverse strategies in battles.
4. Djinn Mechanics: Djinn, elemental creatures, enhance characters' powers and can be summoned in battle for devastating effects.
5. Puzzle-solving: Players navigate through intricate puzzles and environmental challenges using their Psynergy and Djinn abilities.
6. Rich Narrative: Engaging storyline, deep lore, and character-driven interactions immerse players in the world of Weyard.
7. Strategic Battles: Turn-based battles require careful planning and the use of various elemental powers to exploit enemy weaknesses.
8. World Exploration: An expansive world map with varied terrains, hidden secrets, and ancient ruins to discover.
9. Character Progression: Experience-based leveling system, skill acquisition, and customizable classes through Djinn allocation.

Development Outline:

1. Pre-production (Month 1):
 - Game concept and storyline finalization.
 - Art style and visual design direction.
 - High-level design of game mechanics.
2. Prototype Development (Months 2-3):
 - Basic movement and camera controls.
 - Elemental powers (Psynergy) and basic combat mechanics.
 - Character and environment prototypes for testing.
3. Core Gameplay Development (Months 4-6):
 - Implementation of turn-based battle system.
 - Djinn mechanics and summoning abilities.
 - Puzzle design and integration.
4. Art and Assets (Months 7-9):
 - Character modeling, animation, and texturing.
 - Environment modeling and world-building.
 - UI/UX design and implementation.

5. Narrative and Quests (Months 10-12):

- Scripting of main storyline and side quests.
- NPC interactions and dialogues.
- Testing of narrative flow and pacing.

6. Optimization and Testing (Months 13-15):

- Performance optimization for various platforms.
- Extensive playtesting for bug fixing and balancing.
- User feedback and adjustments.

7. Polish and Finalization (Months 16-18):

- Integration of sound effects and background music.
- Finalization of UI elements and menus.
- QA testing for final build.

Launch and Post-launch (Months 19-24):

- Marketing and promotional activities.
- Launch on targeted platforms (consoles, PC, mobile).
- Post-launch updates, patches, and community engagement.