

# Haze of Overgrown Dreams

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# 1. Introduction

This document describes the design for a game with the work-in-progress title “Haze of Overgrown Dreams”, the design and development of which is led by Kevin Mortimer.

## 1.1. Scope

This document is intended as a resource for any designers, programmers, and artists working on the game, as well as a foundational plan for initial development. All names and terms referring to the game, world, story, or characters are subject to be altered or changed completely as development proceeds.

## 1.2 Revision History

Version	Date
1.0	2/27/24
1.1	4/18/24

# 2. Target Platforms

This section describes the platforms targeted by the development team.

## 2.1 Windows 10

PCs running Windows 10 will be the primary target platform.

## 2.2 Future Platforms

Android and WebGL ports are under consideration for future ports, although subject to further research and availability of testing systems.

# 3. Development Software

## 3.1 Godot

The game will be written in the Godot engine, using the latest stable version (4.2.1 as of the writing of this document).

## 3.2 Aseprite

Aseprite will be used to create the visual art assets, from in-game sprites to UI elements.

## 3.3 Jummbus

The Jummbus browser tool will be used to generate most of the sounds and music for the game.

## 3.4 Audacity

Audacity will be used to record/edit sound effects and music if necessary, for specific audio needs that can't be met by Jummbus.

# 4. Premise

## 4.1. Concept

The core premise of Haze of Overgrown Dreams is a story of three unlikely heroes who grow close and rise to the challenges they meet, while providing an engaging RPG gameplay loop.

## 4.2. Story

Three characters work together to defend their small town from a variety of threats, eventually learning to trust and rely on each other as they confront horrible truths about the world around them.

### 4.3.1 Setting

The story is set in a small town in a fantasy world, around which strange events begin unfolding.

## 4.3. Characters

This is a list of the three playable characters, their primary character traits and their roles in combat.

### 4.3.1 “Mars”

A young boy trained in the sword by his father. Not content with his quiet village life, he wants to venture out of the town, see the world, and make something of himself.

In the early game, Mars is the group's primary damage dealer. As the story progresses, he develops into a supporting role for his allies, using tactics to help them evade enemies' ailments and increasing their combat abilities.

### 4.3.2 “Heinrich”

A former paladin who was stripped of his title and discharged from duty shortly after taking his oath. Now he is tasked with figuring out how to break the news to his family, and what to do with himself going forwards.

Heinrich's early skills are entirely defensive, focused only on protecting his allies. As he learns more about his enemies, and his resolve deepens, his skills become more oriented towards offense.

### 4.3.3 “Medea”

An alchemist living in the village, Medea enjoys nothing more in life than brewing concoctions and testing their effects on the nearby wildlife. Her curiosity and recklessness naturally lead her, and the rest of the group, into several dangerous situations.

Starting off, Medea's abilities are focused around inflicting ailments that cripple and confuse enemies. As the story progresses and the characters grow closer, she also gains healing and revival skills.

## 5. Gameplay

The gameplay will be a turn based RPG, drawing inspiration mainly from the Persona and Etrian Odyssey series. The following are specifications for the systems that will form the core gameplay loop.

### 5.1. Turn-based combat

The player characters will fight by taking turns in combat to perform attacks and skills. Each character will have hit points (HP) and magic points (MP); a character is knocked out of the fight when their HP reaches 0, and they must spend MP to perform most skills.

### 5.2. Character Growth

Each character will have a set of statistics that determine their performance in combat; the damage of their attacks, how frequently they dodge, etc. After each combat encounter, the characters will accrue experience points, and when those points reach a certain amount, the characters will level up and their attributes will increase.

In addition to their stats, each of the characters will have a skill tree. Upon each level up, the characters will receive a point that can be spent to advance along the tree, unlocking a new skill for use in combat or improving a skill they've already unlocked.

### 5.3. Equipment and Gems

The player characters can further increase their combat ability with weapons and armor. Each character will have a unique set of armor and weapons. When equipped, these will grant increased attack power, defense, and potentially other side effects.

Additionally, certain weapons and armor will have slots. The player can find gems throughout the world that can be placed in these slots for a variety of additional minor effects. These effects won't change the fundamentals of combat, but they are intended to be another way for players to interact with the battle system and characters.

## 5.4. Town Development

The player will be able to meet various other residents of the main town. These NPCs will offer valuable services such as shops for weapons/armor/items, inns for healing between expeditions, and more. The NPCs may also offer sidequests as the story progresses. If the player completes these sidequests, the NPCs may start offering more advanced services.

## 5.5. Exploration

The game will feature several areas where the player can venture out from the town and explore. They will be able to find treasure such as items and money, while fighting random encounters and managing the party's resources. The player will be able to learn the area's layout and unlock shortcuts on repeated visits, making it easier to navigate further into each area.

# 6. UI and Menus

The UI for most menus will consist of several options that can be highlighted and selected with a joystick or arrow keys.

## 6.1. Pause Menu

This is the menu that appears when the player hits the pause button, allowing them to manage their items and party, as well as change settings and save the game.

### 6.1.1. Item

Allows the player to check the list of items they've collected and use any out-of-battle consumables. Features the following category of items: All, Consumable Items, Equipment, Gems, Key Items

### 6.1.2. Equip

The player may view the characters' current equipment here, and unequip items or swap them for a different piece of equipment.

### 6.1.3. Gem

In this menu the player may choose a party member and a piece of equipment with gem slots, and then slot a new gem or remove an existing one.

### 6.1.4. Skills

Allows the player to access each character's skill trees and spend skill points, or look at the overview to see the total skills each party member has available.

### 6.1.5. Party

In this menu the player can view each character, their stat overview, level, and current equipment,

### 6.1.6. System

The player may use this menu to change game settings or load a save file.

## 6.2. Battle Menu

This is the menu that appears during a battle. Each of the following options can be chosen to determine which action a character will take on their turn.

### 6.2.1. Attack

The selected character will make a physical attack.

### 6.2.2. Skill

The selected character will use one of their skills, chosen in a sub-menu.

### 6.2.3. Item

The selected character will use a consumable item, chosen in a sub-menu.

### 6.2.4. Guard

The selected character will guard, reducing the damage of the next attack they receive.

### 6.2.5. Flee

The selected character will spend their turn attempting to flee the battle, which if successful, will end the encounter and return the player to the map.

# 7. Development Plan

## 7.1. Projected Timeline

The project's development is expected to follow this rough timeline:

	Planning	Work to be done
February	Core gameplay elements	Design Doc, Repository
March	Prototype Systems	Initial Gameplay Prototype (Battle)
April	Prototype Systems	Initial Gameplay Prototype (Battle)
May	Prototype Systems	Initial Gameplay Prototype (Field)
June	Prototype Systems	Initial Gameplay Prototype (Field)
July	Art Assets	Polish Initial Prototype