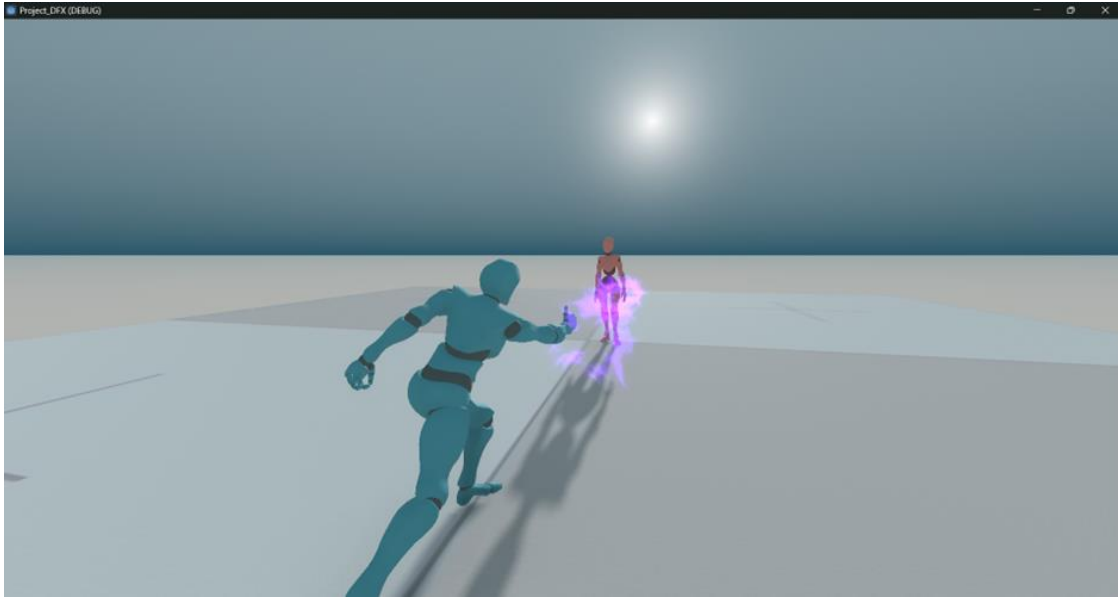


Game Overview



(*Image above is a prototype of the product*)

Working Title

Project DFX

Elevator Pitch

I'm developing a turn-based RPG game set in a variety of locations from the real world as well as fictional locations. The gameplay is heavily inspired by the games "Honkai Star Rail" & "Tekken". This game represents turn-based meets fighting games.

Concept

Overview

- **Genre:** Single-Player Turn-based RPG / Fighting
- **Target audience:**
 - **Age:** 13+
 - **Gender:** Male / Female
- **Monetization:** Free

- **Platforms & system requirements:**
 - Windows OS

Theme and Setting

Project DFX is a turn-based game imbued with fighting game mechanics. The player chooses their character from the game's pool to take on enemies of different difficulties. Each character have unique skills, and so does the enemies! Each stage is set in a different environment, matching the enemy's concept.

Learn more about the [Locations](#), and [Characters](#) of the game.

Project Scope

Dev: [@Keith Railey Rumbaua](#)

Budget

Spend Type	Planned
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N/A	N/A
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N/A	N/A
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Timeline

- Prototype by 8th of December 2023
- Final product by 10th of April 2024

Game Setting

Locations

Training Room

General description

The training room is a basic empty room. It is a place for the players to test out the characters and their abilities against a stationary dummy bot.

Inspiration



Levels that use this area

- Practice Mode

Shibuya Crossing (Night)

General description

Shibuya is a major commercial and finance center located in Tokyo, Japan. It is a lively and busy area, famous for its nightlife and its youth culture. However, the arrival of an enemy renders the area empty. The player must defeat the enemy to bring back the nightlife back to its normal state.

Lore: [Satoru Gojo](#) reaches the crossing upon sensing the nearby curse that is causing a disturbance in the area.

Inspiration



Levels that use this area

- [Level 1: Easy](#)

Dimension Crack

General description

This area is a void-like place which houses the enemy that caused a crack in the dimension, causing an instability in the multiverse.

Lore: [Dr. Strange](#) enters the dimension crack through a portal to defeat the enemy and stabilize the multiverse.

Inspiration



Levels that use this area

- Level 2: Medium

Demon Tower

General description

A fiery, hell-like tower. There are multiple floors with different enemies in each of them. However, the top of the tower is where the strongest enemy, the final boss resides. Beat this enemy and gain the title of the strongest 'player'.

Lore: [Sung Jin Woo](#) reaches the top of the tower, prepared to fight the boss and beat the final stage of the 'game'.

Inspiration



Levels that use this area

- Level 3: Hard

Characters

Satoru Gojo

Description

A sorcerer who uses the Limitless technique which enables him to manipulate space at an atomic level. This technique opens up the special abilities below.

Special Abilities

Offensive:

- Cursed Technique Lapse: Blue
 - A strong force of attraction, similar to a magnet
- Cursed Technique Reversal: Red
 - A strong force of repulsion
- Hollow Technique: Purple
 - A technique that is a result of merging Blue and Red to produce an imaginary mass that erases anything it touches

Defensive:

- Neutral Limitless: Infinity
 - Essentially stops any attack coming towards the user

Dr. Strange

Description

A sorcerer who uses elemental powers which allows him to perform spells of different sorts.

Special Abilities

Offensive:

- Enchain

- Creates a magical chain that whips and strangles the enemy
- Musical Gust
 - Swirls a gust of elemental notes at the enemy
- Duplicate or The Ring (Tentative)
 - Duplicate: duplicate oneself, leading to multiple instances of other abilities
 - The Ring: produces a magical ring, which can act as a chainsaw or a sword that is hurled at the enemy

Defensive:

- Butterfly Deflection
 - Deflects any incoming attack into a kaleidoscope of harmless butterflies

Sung Jin Woo

Description

A player who possesses assassin and necromancer traits, allowing him to summon entities as a necromancer, as well as use daggers or swords as part of the assassin class.

Special Abilities

Offensive:

- Dagger Rush
 - A flurry of slashes and cuts using a dagger
- Lightning Strike
 - Swings a lightning-imbued great sword, calling a lightning that strikes upon an enemy
- Shadow Monarch
 - Calls upon a random shadow soldier to attack

Defensive:

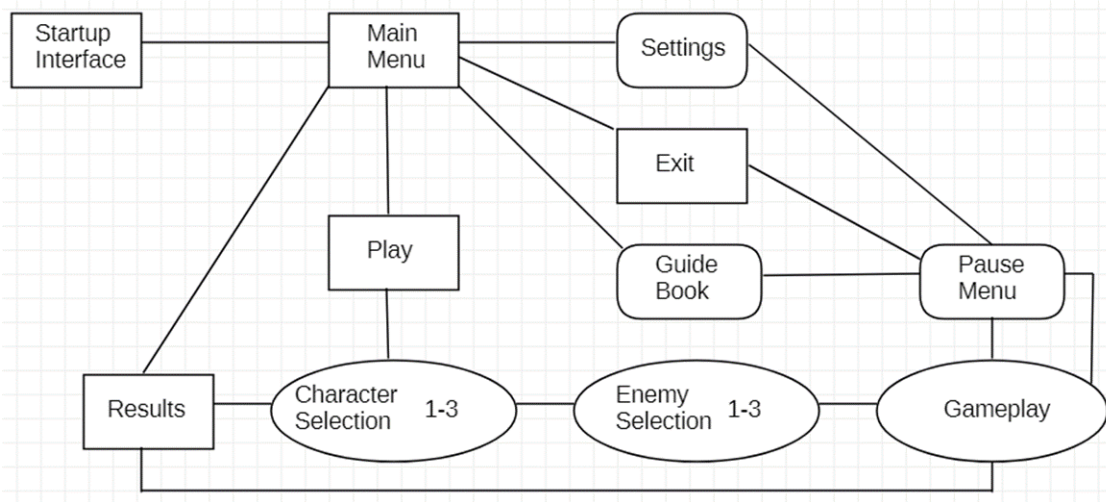
- Shadow Cloak
 - Covers the body in cloak-like layer of shadow

Gameplay & Mechanics

Gameplay

Game Progression

The game offers 3 levels of difficulty as well as 3 unique playable characters that the player will be using in the battles. The player can choose any character for any stages, as well as choose any stages without having to complete other stages prior.



(*Image above is a concept of the game interface*)

Objectives

Master the combat system of the game, as well as the unique abilities of each characters. Work your way up from the easiest difficulty, or challenge yourself by diving into the hardest difficulty.

Mechanics

Actions

Combat

Abilities

Each character has a set of offensive abilities and a defensive ability. Triggering these abilities are done by performing a specific sequence of inputs during your turn. Multiple abilities can be triggered during a turn. If a player succeeds to perform a defensive ability, any incoming attacks during the opponent's turn is blocked and will not deal damage.

Turn-based

Your turn consists of a window of time in which you can perform a sequence of inputs to trigger abilities. Once this window expires, any correct sequence that are recognized, its corresponding ability will be put on action. The turn then goes to the enemy, and this process is repeated until either the player or the enemy's HP drops to zero.

Cheats & Easter Eggs

Guide Book

Access the guide book in order to view the sequence of inputs required to perform the abilities of each character.

This can be accessed in the main menu as well as during the game when it is paused.

Levels

Practice Mode

Synopsis

Try out characters and practice their abilities in this mode where the opponent is stationary (does not perform any actions) and has unlimited health, which allows the player to practice for as long as they want.

Objectives

- Get familiar & hone your skills with the ability input system
- Test out the characters' abilities and try out different combinations

Location

Training Room

Level 1: Easy

Synopsis

The player will have plenty of time (5 seconds) to perform abilities. The opposing AI for this level will not be able to perform defensive abilities. They also have a higher chance to not perform any offensive abilities.

Objectives

- Defeat the curse that has appeared in the crossing to restore the area's normal state
- Get familiar with the turn-based system of the game

Location

[Shibuya Crossing \(Night\)](#)

Level 2: Medium

Synopsis

The player has a reduced amount of time during their turn (3.5 seconds) to perform abilities. The opposing AI can now perform defensive abilities. They also have a higher rate of performing offensive abilities in comparison to [Level 1: Easy](#)

Objectives

- Defeat the opponent to fix the crack in the dimension and stabilize the multiverse
- Improve on performing more abilities in quicker succession
- Get an experience on the defensive abilities of the opponent

Location

[Dimension Crack](#)

Level 3: Hard

Synopsis

The player has 2 seconds during each turn to perform abilities. The opposing AI will always perform an offensive ability (Thus, it is recommended to always perform a defensive ability on the player's side). They can also perform defensive abilities better than the previous [Level 2: Medium](#)

Objectives

- Defeat the final boss of the game to become the strongest player and the king of the tower
- Execute abilities in perfect manner
- Execute multiple abilities in a short succession

Location

[Demon Tower](#)

Assets

Art

Concept Art

Locations

[Training Room](#)

[Shibuya Crossing \(Night\)](#)

[Dimension Crack](#)

[Demon Tower](#)

Characters

[Satoru Gojo](#)

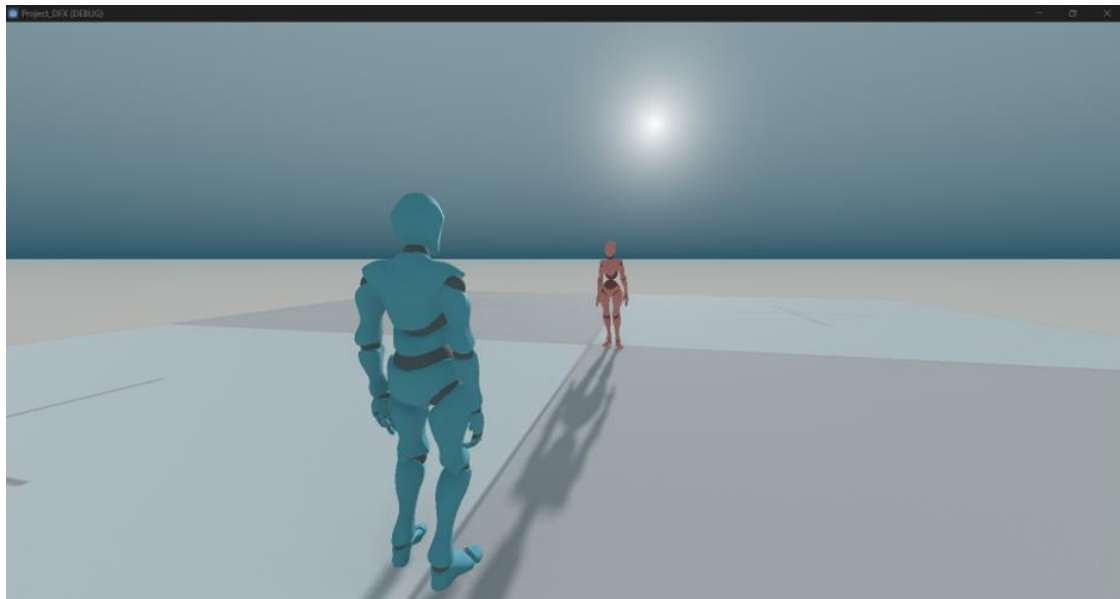
[Dr. Strange](#)

[Sung Jin Woo](#)

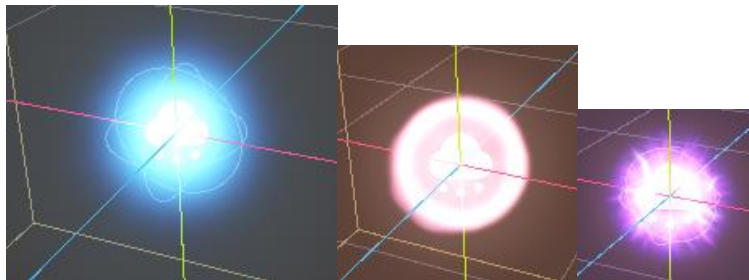
Models and Textures

Prototype

Models



Textures



Sounds

Sound Effects

Music

Voice