# Project RPG

My own RPG styled game with gameplay inspired by The World Ends with You and League of Legends.

Player can create a set of 6 abilities from a list of potentially hundreds of abilities from items called pins (which will have a name change). Abilities are as varied as the pins in TWEWY or the champion abilities in League of Legends. The pins work just like the pins from TWEWY, so they can level up and evolve via experience points and the player may have multiple of the same type.

An ability can change slightly based on button inputs. E.g pressing left trigger and control stick forward casts a spell slightly differently to just pressing left trigger.

The player can have 3 sets of 6 pins which they can switch at any time, even during fights. However this will have a drawback (such as a channel time and cooldown). Perhaps after a successful combo, the player can be rewarded by allowing them to switch a pinset with no cost.

How it differs from TWEWY however is that abilities can also be used outside of combat and can be used to interact with the world and solve puzzles. So a tree in the overworld could be burned down by fire, or cut down with a slice. This would mean that the puzzles can have many different solutions. There won’t be battle scenes like in other RPGs like Pokemon or TWEWY. Everything (combat, travelling, puzzle-solving, interacting with NPCs) will be done in the overworld. Abilities are also to be designed to interact with each other. The player will be figuring out endless combinations.

Player character can gain pins with new abilities as purchasable items, drops from enemies, quest rewards or treasure chest loot. The same type of pins can also have slightly different stats, sort of like IVs in Pokemon.

Enemies are planned to use many of the pin abilities when fighting the player.

Story will feature a lone spell caster travelling and building up his power as this would fit the gameplay of the game. It would be too difficult to attempt to control multiple characters in real time combat. This game will focus on controlling one character, so a lone persons journey would be the best fit. I can have friendly NPCs accompany the main character, but they should focus on support and should have abilities themselves that can be synergised with abilities that the player character can have. It’s much more fun for the player to be the carry in fights. The story will be decided upon after finalising the gameplay, as I believe that strong gameplay should be the priority. The story should revolve around the gameplay.

Gameplay > story > setting

**Potential story/area ideas**

I want to give the player unique and very different experiences to typical RPGs. While it is the main selling point, the combat with the pins will not be the only strong gameplay element. I want create a rich world full of adventure and unique experiences. I don’t care about ticking a checklist like “we must have a desert area and a snowy area” etc. The different areas should be about stimulating different emotions in the player. How can we make the player feel anxious? Curious? Excited? How can we make a world that the player wants to explore? How can we give the player something new?

Lost Woods: a randomly generated area. The path back gets regenerated as well so the player would never know where they are and get lost. The aim of this area is to truly mindfuck the player in a way unlike other games. A potential idea is for this area to be a forest of trickster fairies so that once the player character leaves and returns to the original world, years have passed.

A steampunk themed town, along with relevant enemies. Could have a sub-story here where the town is defending itself against monsters. However one of their own has betrayed them and the protagonist must fight their way through clockwork golems, spiderbots and mechs to defeat the traitor.

Memory erased arc. A plot line where you don’t remember the existence of a character, yet find all their possessions and pictures of them. Maybe start off in an unknown location but appears that the player has had encounters with the residents in the area. Some creature eliminating specific memories from people causing it. Starts off after the encounter with the memory-eater so the player has to piece the past all together.

An arc where an important character dies. Protagonist goes into the underworld to find them and obtain power/skill/information. However the protagonist must avoid the incredibly OP guards that try to hunt them down. Somewhat like the reaper in Persona.

An event based on the events of George’s Marvelous Medicine. A kid makes a potion and fed it to his family and animals. He also fed it to his grandma because she was a mean old hag.

## Controls - Controller

This game can be played with a keyboard, but is primarily designed for the comfort of a controller.

* Left Stick - Move player character, they will look in the direction they are moving unless pointed via right stick.
* Left stick click - dash
* Right stick - Player character look in direction
* Right stick click -
* Left trigger - ability 1
* Left bumper - ability 2
* Right trigger - ability 3
* Right bumper - ability 4
* A button - action
* B - button - cancel
* X button - ability 5
* Y button - ability 6
* Left pad - change ability set
* Up pad -
* Right pad - change ability set
* Down pad -
* Back - map
* Start - menu

## Notes

* I may remove the dash from the left stick and make it an ability instead.
* A prison where one of the prisoners is Mindy (the girl who trades you a Haunter holding an everstone in Pokemon Platinum), locked up for trading fraud.
* A boss that is basically the rabbit of Caerbannog from Monty Python and the Holy Grail. A little rabbit that has insane magical abilities.
* Add in unexpected rewards.
* Tell the players that they are getting better or praise their effort when they got improved scores, rather than say that they are a natural or are skilled.
* Introduce a combo system, where if the player combos a bunch of abilities together they can switch pinset instantly without drawback and continue the combo with the new pinset with increased power and obtain greater reward drops.
* Could have auto-aim instead of directional input? Like in Hades. Or rather have a mix of both where right stick is still aim but locks on to enemies.
* Player character should move slower if facing in the opposite direction to the direction they are moving, to make it harder to just kite the enemy and make the player think about their positioning more.
* Minigame or scenario: where the player runs through an obstacle course consisting of numerous enemies firing off abilities at the player to slow them down. The player wins by reaching the end. The player cannot attack (or do zero damage) and can only use agility based or defensive abilities. If the player reaches the end within a time limit, they get a special reward.

## Ability ideas:

* ‘Fist of the Flame Princess’ that fires blue fireballs. Reference to Azula from The Last Airbender.
* An ability that makes the player invisible when they stand still. “I've mastered the ability of standing so incredibly still, that I become invisible to the eye”
* A lightning ability that jumps to nearby metal objects and can chain on enemies. “Just aim for the horn”
* ‘Sniper’ that causes the camera to move forward so the player can aim their shot at foes that are normally off-screen, though that also mean that they cannot see behind them.
* ‘Shield’ that moves with the player and blocks projectiles. Like Braum’s shield.
* Water wall. Creates a wall of water that blocks fire projectiles. Will turn into ice when hit by an icy ability.
* Ice breath. “What it feels like to chew 5 gum.” A short range area of effect attack that freezes objects.
* ‘Spear’ that on first cast is thrown forward. On second cast, player dashes to the spear to pick it up and reset its cooldown.
* Holy water ability. Evolves into Holy water pistols.
* A charge up super punch move. The ability is more powerful the longer it is charged.
* Abilities that create temporary terrain, like rocks, trees, rivers, etc.
* An ice beam that temporarily freezes water, like a river.
* ‘Frozone beam’ ice rails are created for the player to grind on.
* A skateboard ability that grinds on the edge of terrain at high speed. Could also make a fun enemy with this.
* A jump ability, allowing the player to traverse gaps or walls and avoid projectiles.
* Annie’s passive. A passive ability that makes every 5th attacking ability stun.
* ‘Breakout’. Basically Alistar R. This is given to some enemies to stop them from being stun locked. Will have anticipation animation before they can attack back, giving the player some time to back off.
* ‘Summon’ to summon an ally creature to attack the enemy for the player.
* ‘Telekinesis’ first cast to pick up an object. Second cast to throw it at an enemy.
* ‘Gust’ blows wind, pushing enemies and objects in front of the player.
* ‘Spike ball’ throw out a spike ball that damages enemies that touch it and lasts for x seconds. This ball is an object that can be moved around by external forces like magnetism, wind and telekinesis.
* ‘Egg’ this is literally just an egg. A joke ability. Does no damage but gets the enemy attention. Could put in a quest where the enemies must be hit by an egg before being defeated.
* ‘Footsteps of the Messiah’. Walk on water for x seconds.
* Abilities based on the allomantic abilities from Mistborn. Steel pushing, iron pulling, etc.
* Portals. One cast to set up one next to the user, next for the other. Objects, NPCs and the player can go through and out the other portal.
* Time field. Everything in a radius is slowed down. .
* Pocket dimension. Effectively Morderkaiser’s ult. The player and all enemies in a radius are warped into a pocket dimension and stay there for x seconds, which then all entities are placed back. Time outside of the dimension is paused.
* Thor’s Hammer.
* Fly. “Let go of your earthly tether.”
* “Make love and war.” an ability that heals the player and damages enemies. Could have it evolve from a healing pin with the caption: “Make love, not war.”
* Spellthief. Copy an ability used by the opponent, then recast to cast that ability once.
* Melody of Healing. “You’ve met with a terrible fate, haven’t you?” Plays a song that cleanses status effects and curses in a radius.
* Kinetic Launch. Blasts player in a direction while also knocking back objects behind.
* Hookshot. Fire a hookshot to pull the caster closer to whatever object or terrain it hit while also doing some damage.
* Lasso. Channel ability that when cast, snares opponents in an area and bunches them together. The longer the channel cast, the larger the area.
* Short distance teleport. “Nothing personal, kid.”
* Teleport everything in an area in front of you.
* Anti-dash field. Works like Poppy’s W. Creates a field in an area where if the opponent uses a movement ability, the ability gets cancelled and they take damage.
* Sneaky pebbles. Creates a minefield that damages any enemy that comes into contact, moreso if they dash into it. Lasts for a long time.
* Strawman. Summon a strawman that draws enemy attention. It is easily flammable.
* Explosion. Megumin’s massive explosion. Long channel time and cooldown. Massive damage in a large area.