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Final Project Game Plan

For my final project, I want to make a turn-based RPG roguelike. The game will be called Divine Craft and will take place in a fantasy world. The main character is the Knight who has been captured and imprisoned. The Knight is a lonely guy looking for love but his lust has gotten him in trouble. His quest to find true love sends him on a journey. After battling monsters in turn-based combat across three regions, he will arrive at the Divine Shrine to face the final boss and, if successful, be with the love of his life.

The core gameplay will be centered around turn-based battles and crafting. The world is split into different regions. In each region, the player will do a number of battles until they reach the end. Afterwards, there will be an intermediate rest stop. Here, the player can craft new weapons with the materials they collect in battle. After leaving the rest stop, a new region will begin followed by another rest repeating until the player reaches the boss.

My inspiration for Divine Craft came from me playing a lot of roguelikes. My favorite game is Slay the Spire which is a deck building roguelike. I was inspired by the player progression in that game in which there are three acts, and the player climbs floors of enemies trying to get to the final boss. The combat system I have in mind is inspired by Pokemon or really any JRPG, but instead of having a party, you have weapons that you change out.

Necessary Game Features List:
- Overworld for each region, themed appropriately, where the player can go from battle to battle, and trigger different events.
- Event system that will trigger randomly between battles to give the player a boost, or challenge, in the next fight.
- Combat system where the player uses energy to perform actions like attacking. Energy refills at the start of their next turn. Enemies attack based on a certain set of moves.
- Weapon mechanics such as durability, energy cost, damage, and crafting recipes.
- Inventory system for changing weapons, using potions, throwing items.
- Village overworld where the player can:
  - Craft
  - Repair weapons
  - Heal
  - Trade materials

- Intuitive crafting system where the player can drag and drop materials from their inventory into a crafting grid and receive the desired weapon or consumable in exchange.