

# INTRO

## Background

I have been working on trying to create a game since Christmas last year. Initially, it was a platformer. Then I realized I was in over my head. So, I switched to this RPG concept to be smaller. I want to get away making this game with as little assets as possible. Let's be repetitive. It doesn't matter. This is my first game. Unlike any fan game out there, we decide the rules to this game, so we can decide how much work it needs.

This game was originally a fan game to my friend fiakaiera's series of games. You probably haven't heard of him. Why? That series of games does not exist. He has been in over his head for two years and has never actually worked on development. I dropped the idea because it's not worth following anymore. Let's make something for ourselves.

I have compiled everything here from my three notebooks that is currently relevant. It's not much, but I hope it's enough to steer in the right direction.

## Development

I know I probably can't ask from you specialized requests like music or artwork. However, I am in no position to assign roles right now. On the main website, there is a list of ongoing tasks. I hope to gradually complete this list together, instead of expect people to do certain things. One of the most important roles as a leader is to make sure everyone is working. I hope I can be the best leader I can be.

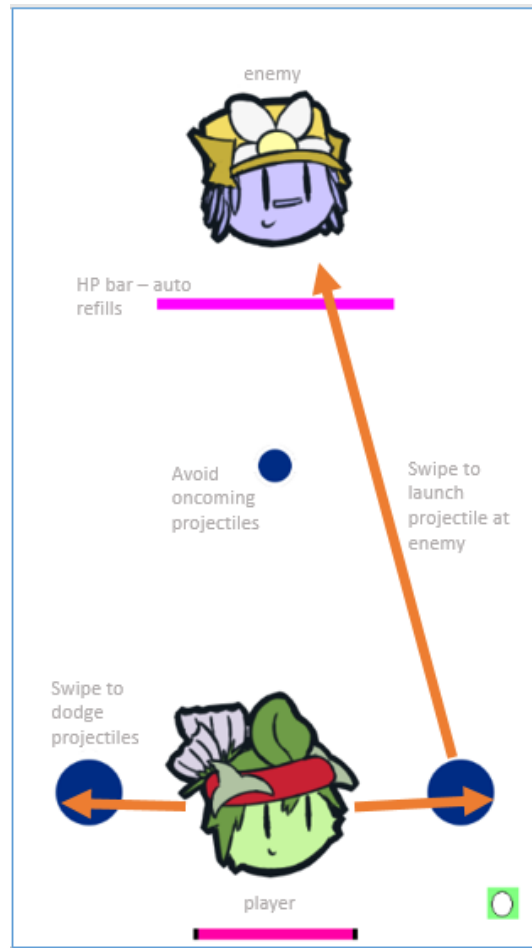
I am developing in GameMaker. I have heard that quite a few of you have it. I don't expect you to know anything about it, and I'm always here if you have a question. Most work I will probably be to come up with ideas and algorithms, as well as implement them. Code as well. Just not anything outside your comfort zone. That can be overwhelming, especially for a small project.

I am developing for mobile. That means the game will be as simple and streamlined as possible, for both the user and the developer. Or at least, it should be. Keep this in mind!

With good planning, communication, and hard work, we can make the impossible, possible. Making a video game has always been on my bucket list. We can do this!

## Battles

Simple quick paced RPG-like combat



### *System*

- Projectiles flicked at the enemy cause damage
- Projectiles flicked at yourself can heal some sort of stat
- Multiple projectiles in sequence can cause greater damage
- Enemy projectiles are small and cause damage to hero
- Projectile ammo cycles through variety as though a card deck
- Characters can be switched out in special cases

### Progression

Simple RPG-like progression. Winning gives EXP and stats. More types of attacks can be learned on each character. There will be progressively more enemies or harder enemies.

## HP System

### Speed Healing

When attacking, attacks do damage to the Current HP, but are slowly healed over time until it reaches the Max HP. However, the Max HP slowly decreases with every hit. The HP stat modifies how much the Max HP changes, while the Defense stat modifies how much the Current HP changes.



## Stats

### *Player Stats*

- HP
- Attack
- Defense

HELP: PLEASE RENAME THESE

## Level Map

HELP: NOT MADE YET

## Story

### The world

It's some fantasy world. There can be anything you want in it. But please, not furies. My friend focused way too much on that, and I believe he's going crazy. The style I'm going for is something different from those fantasies that look like Legend of Zelda. No elves or medieval things. But also, not Pokemon Mystery Dungeon, where every character has special powers. Kirby is usually my main inspiration: creative and colorful.

### The plot

The plot used to be based off my friend's series. However, that's boring. Let's make something for ourselves. It shouldn't be focused on the fact you're in another world, like the PMD series. That's boring, and it was my original idea.

My next idea was to make a sort of tragedy, but that can be very hard to pull off. This is a starter project.

The best games out there have an underlying mystery to the game. That can also be hard to pull off, but it's good to keep in mind. My other idea was to make this secretly a game inside of a video game.

HELP: I need ideas. Something cool, but easy to implement.

### Objective

Collect all 50 of special key items. They are 25 petals and 25 leaves, which form the logo. This is done eventually through battles.

### Underlying Moral

All good stories have an underlying moral. They help also guide the plot. I need a good one. The two I like to focus on are Trust and Fantasy vs. Reality.

HELP: I need a good underlying moral to base ideas on

## Logo



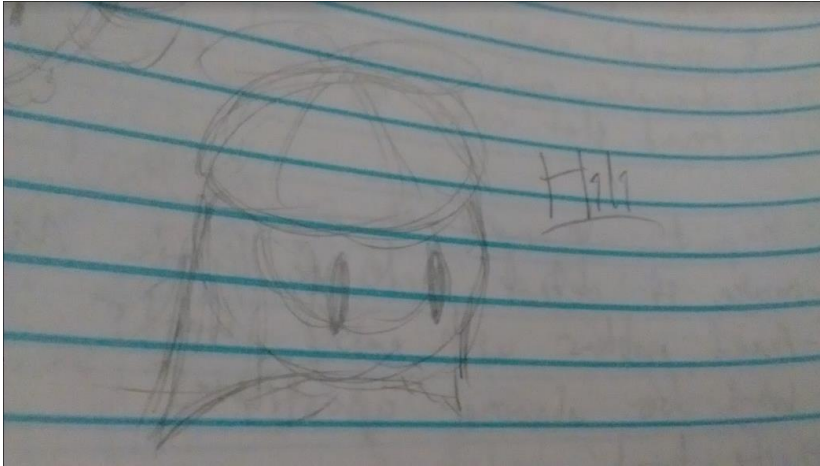
Complete logo, except with more petals and leaves



1/5 of logo, "Life Stem"

# CHARACTERS

## Hili



Floating enemy with propeller beanie

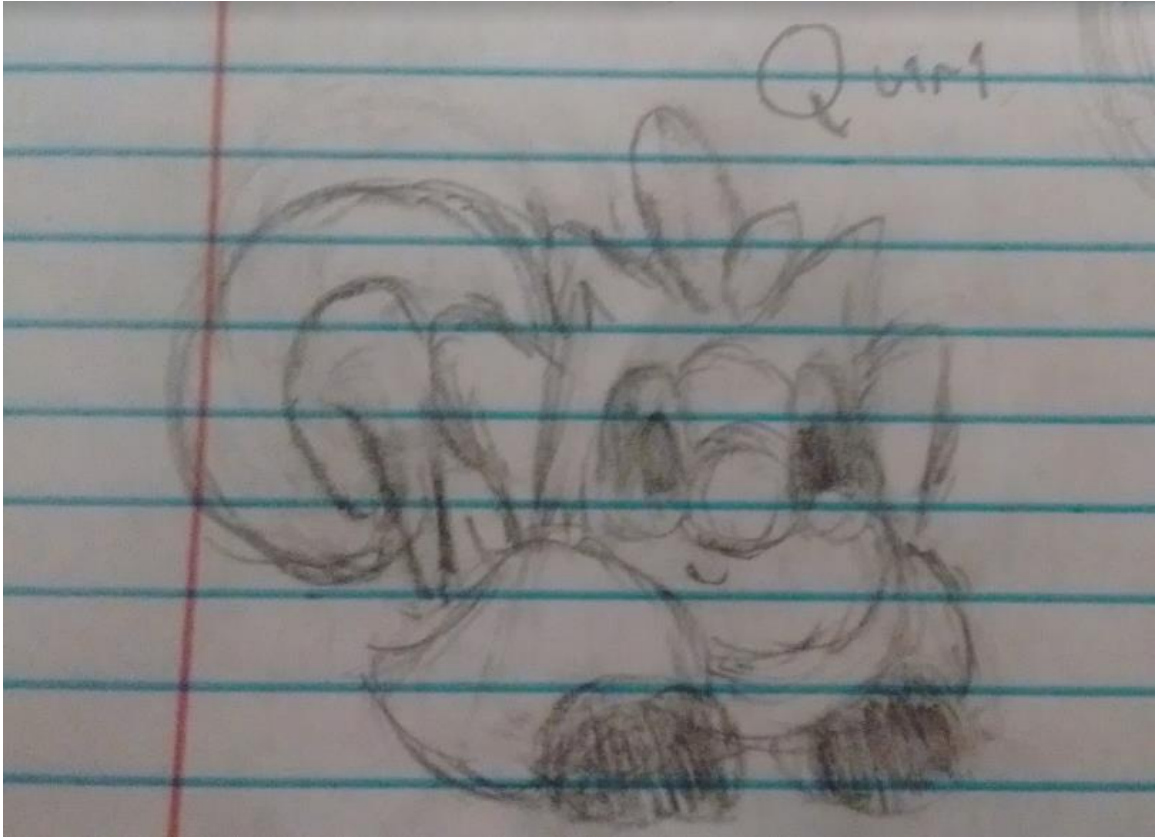
## Triki



Fast enemy

# CHARACTERS

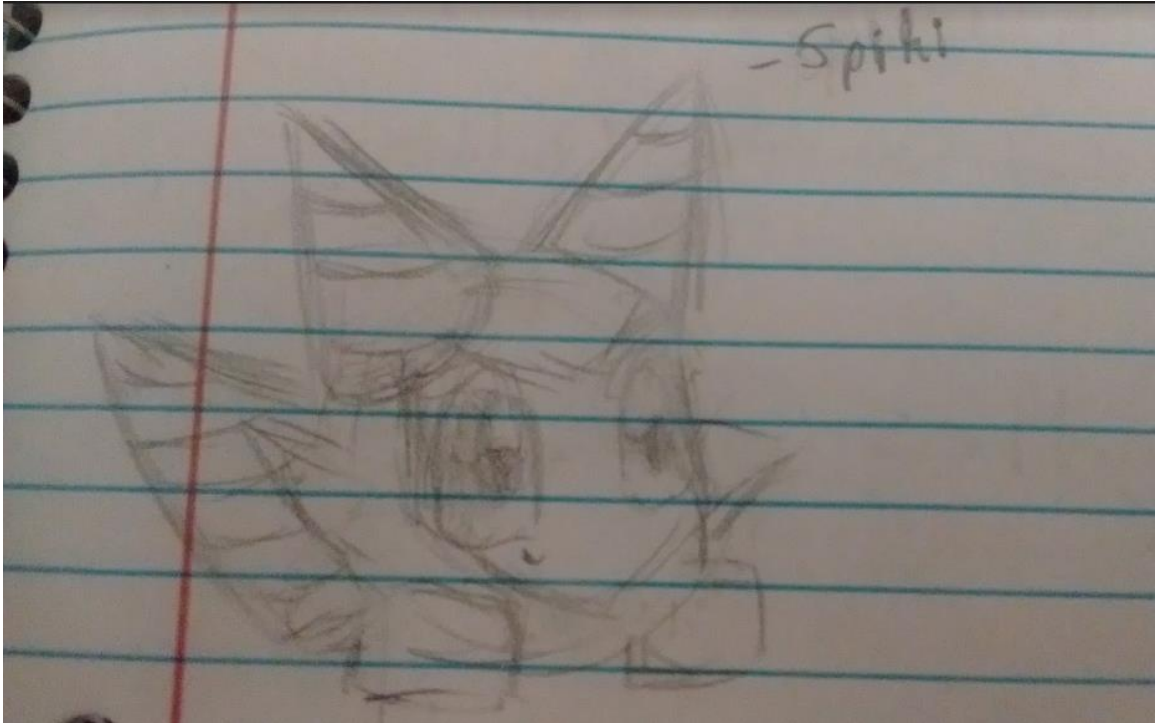
## Quiri



Standard enemy

# CHARACTERS

## Spiki

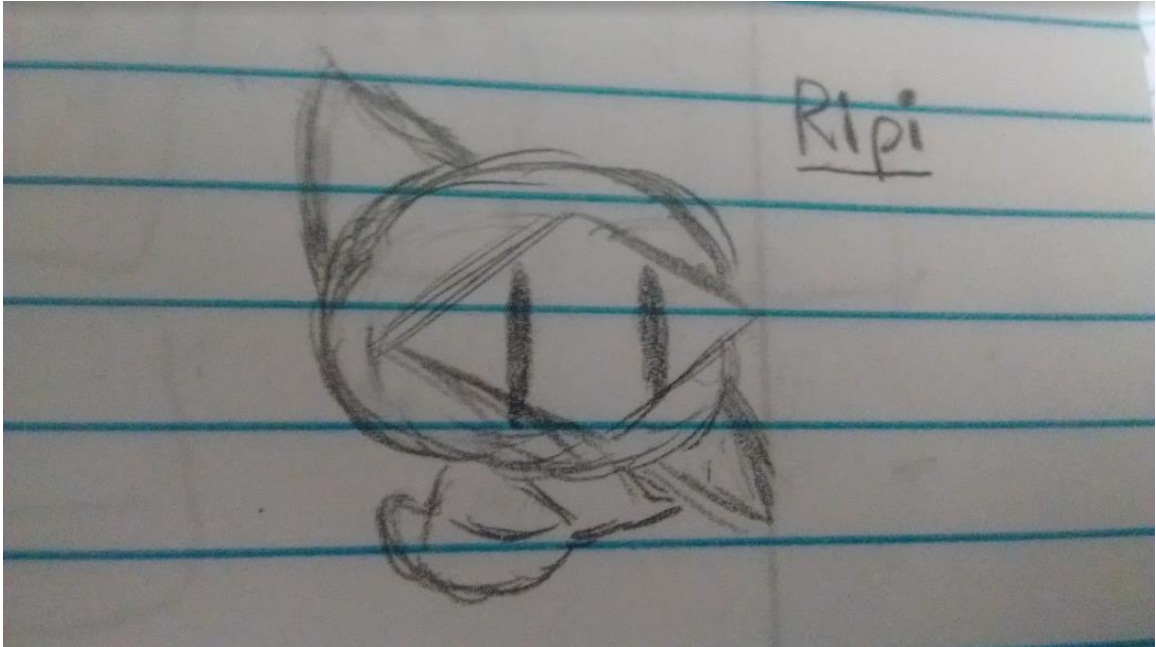


Spiked enemy



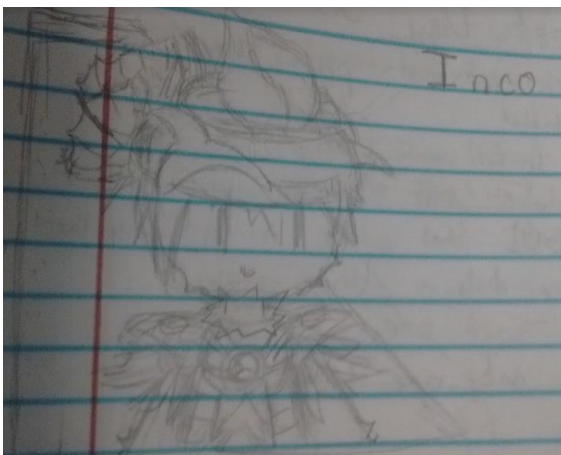
# CHARACTERS

## Ripi



Ghost enemy

## Inco Pitanya



Male Hero, based on cactus. Initially shy, cowardly, frightened.

HELP: I NEED TO REDESIGN INCO WITH PANTS

# CHARACTERS

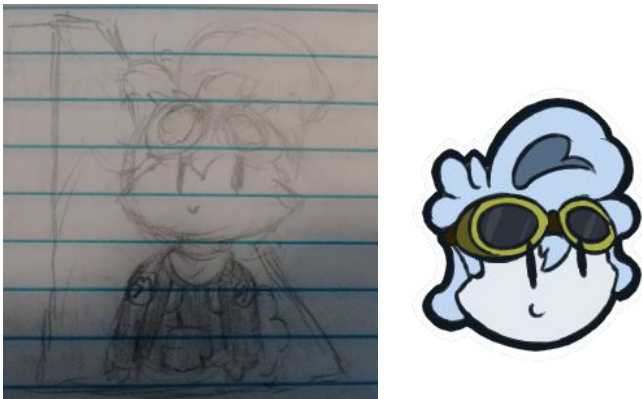
## Revelle (Revi) Arundi



Female character, based on bamboo. Very outgoing and cheerful, yet easily irritated.

HELP: I NEED TO REDESIGN WITH A SKIRT, WHAT THE FLUFF WAS I THINKING?

## Woosh Keeto



Literal kite surfer, helps as tutorial man. Based on some random cloud.

HELP: I NEED TO REDESIGN AND MAKE FULL REFERENCE