Michael Gray

GAME 615 Final Project Design Document

Game Description

Game Title:

Overview

For my final project, I will aim to build a turn-based RPG with action elements similar to the Paper Mario and Mario and Luigi series.

Gameplay

Gameplay will be in 2 modes. The first will be a free roam where the player can navigate from a top-down view of the main character. The second will be a battle mode where the player will look at their character and opponents from the side. During combat, the player will decide what move they want to perform. These will include sword, bow, and magic attacks. For each move, a different short interactive event will play where the player will have to make decisions in the moment. For example, sword swings will require a directional input to effectively bypass the enemy’s defenses. Bow attacks will have the player release an arrow with timing to attack different parts of the enemy. The key is that these events are more than just single reaction inputs. They will also be an element of decision making in them.

Input

Keyboard + Mouse

Controller

Visuals

2.5D visuals, similar to the game Wildermyth. Character models will be 2D sprites. Weapons and spells will appear as separate pieces from the character and enemies and only when in use.

Audio

Sound effects for the battle system will be implemented first. These are the most important as they are integral to communicating

Story

The player will take on the role of a prisoner who has been

Goals

Low Bar

* At least 2 unique enemies and a boss to fight.
* A simple level to place the enemies into.
* Players can fight with either a sword, bow, or magic attack.

Expected

3 unique enemies and one boss.

A full level that has at least a few different weapons and items to find and add to the player’s arsenal.

High Bar

4 unique enemies and one boss.