Michael Gray

GAME 615 Final Project Design Document

Game Description

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

Input

Keyboard + Mouse

Controller

Visuals

Simple

Audio

Not sure.

Story

Goals

Low Bar

At least 2 unique enemies and a boss to fight.

A simple level to place the enemies into.

Expected

3 unique enemies and one boss.

A full level

High Bar