

POGUMONO TECH DOC



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DELIVERY PLATFORM

Windows & Mac:

Available on windows & mac through services like steam & itch.io

iOS/Android (Mobile):

Available on the app store & google play since it's casual and short gameplay fits the mobile game market.



DEVELOPMENT ENVIRONMENT

Unity 2D

Unity has extensive documentation, easy to use tools especially for 2D games, it's free and they recently added special mobile game support. On top of this it's the program the team is most familiar with saving time.

Visual Studio Community 2019

VS is a common program used alongside Unity and is the program the programmers & designers are most comfortable and familiar with.

Git

Git is already intertwined with redmine making it easier to use and the team is already familiar with at least the basics of the program.

Photoshop CC

The artist & designers will be using Photoshop CC due to their extensive experience with the program.



GAME MECHANICS

Mechanics & Systems Overview

Pogumono is a 2D/3D casual strategy game. The player has a set number of pogs they can train up before taking them out into battle against the enemy. There's a basic set of pogs that can be evolved and adjusted during the training phase as long as you keep it happy.



GAME MECHANICS

Training Phase

Egg Selection

At the start of each training phase, players will have a set amount of pogumonos they can train and a set amount of eggs to choose from. Each egg has a base pogumono type inside and the player can see the enemies pogumonos. They can then choose the pogumonos they will want for their team.



GAME MECHANICS

Training Phase

Pogumonos

Each pogumono has a base type at the start, attack, defense and speed. They also have health and a happiness meter. As their stats increase, they can evolve into stronger pogumonos with a mix type.



Shop System

In order to keep pogumonos happy, the player can spend money they earn from battles on items for their pogumonos. Each pogumono has an item that they love and hate, giving an item they love will raise their happiness while an item they hate will lower it. You can also keep them happy by other things like keeping their room clean and making sure they have water etc.

GAME MECHANICS

Fighting Phase

Fighting System

The players and enemies Pogs will start at their respective house (base) and will move towards the others house with the goal to take it over. When a pogumono runs into an enemy pogumono, they'll start attacking them. Whoever defeats all the enemy pogumonos first wins.

Stats

The pogumono stats effect them in battle. Attack pogumonos have higher attack points, defense pogumonos have better defense & speed pogumonos attack faster.

