**Lunar Flare (Working Name)**

An outside force watches humanity jump from galaxy to galaxy and ruin every planet they visit. Travis Harlow, the once top-gun of the Military Academy must face his past failures and, with a ragtag crew of misfits, stop this force from destroying the moon of Earth VIII in **Lunar Flare**, an exciting Top-Down World, Turn-Based Combat Action RPG.

**Characters:**

\*(PC) denotes the character will be able to join the player’s party

\*\* More characters will likely be added as more work is done on the story, including secondary and tertiary characters. Those listed here are to be considered the main characters.

**Travis Harlow** (PC)-

Travis, the main character of Lunar Flare, used to be the top student of the United Earth Coalition Military Academy until he watched as a platoon of other students died in an accident within the academy. Turning his back on that lifestyle, he wound up finding himself doing odd jobs to get by with no ambition. What Travis doesn't know is that his sharp-shooting and subtle charisma are just what is needed to save the world. At first off-putting and a loner, Travis will open up to players and characters alike as a truly driven and talented character who had just fallen off the path. Now, his path nobler than before, he finds himself with responsibility beyond that of which he could imagine, and it is up to the player controlling him to see how he deals with it.

In combat Travis favors dual laser pistols, but also wields a traditional saber when things get up close and personal. Above all, when using his pistols, Travis has exceedingly high hand-eye coordination which allows him to shoot further than most with high accuracy as well as unload a flurry of shots, reload, and continue to fire going.

**Cedric Black** (PC)-

Cedric was Travis' childhood best friend, and second to him at the Academy. When Travis dropped out, Cedric immediately became the star and graduated with the highest honors possible. He quickly advanced through the ranks as a soldier before finding himself in a commanding position. Every so often he'll visit Travis to make sure he is doing alright, and offer any assistance while trying to get Travis to rejoin and finish up at the Academy. Players will find Cedric to be extremely loyal to Travis (as he is no fool and knows that Travis was and would have been well ahead of him in the Military) but can be a bit overbearing and tries to act as a motivational force. Travis is the only one who knows Cedric's secret- that while a great soldier he has no clue when it comes to commanding and gets drunk before every major skirmish he is in charge of. Cedric has clashed with Mattieu previously when Mattieu was trying to smuggle in illegal arms to human bandits who live on the outskirts of a nearby asteroid field. If Mattieu joins, Cedric will denounce his loyalty to Travis and will arrange for his own loyal platoon to ambush and attack you.

Cedric is a very well rounded soldier, capable of adapting to almost any situation and weapon. He generally uses the standard issue rifle with upgraded components but can make a weapon out of anything. His jack-of-all-trades approach makes him a highly versatile, and therefore highly valuable, asset out in space.

**General Noland Cooper-**

General Cooper is the head general of the United Earth Coalition's military branches and once served as another father figure to Travis. Once Travis left though and Cooper was unable to get him to rejoin, he moved on. Cooper currently oversees the military protection around the Coalition's planetary mining movements. Players when they meet Cooper should see him the way that Travis does- they like him, but that he doesn't actually know what's best for Travis. While he is not a playable character, in the early game he will be a huge influence helping to direct the player and give them information as the story progresses.

**Hazel Faulk** (PC)-

Hazel is Travis' subtle love interest, though he is generally clueless to her feelings towards him. Hazel is a skinny frame of pure muscle and adrenaline and her energetic attitude largely contrasts with Travis’. Players should find her endearing if not obvious in her attempts to win Travis’ attention- especially when she joins in the combat. Having not entered the Academy to pursue a more civilian lifestyle so she wouldn’t need to compete with Travis she has taught herself to wield one of the most unlikely of weapons- the Bazooka.

When in combat, Hazel is very acrobatic and will smack enemies with her bazooka as often as she will shoot it. As a matter of fact, she will use the propulsion from the bazooka to augment her acrobatics or melee attacks with it. Because of her build and uncanny fighting abilities she tends to integrate offense and defense organically with her aiming to dodge attacks rather than wear armor.

**Mattieu Jumper** (PC)-

Mattieu is a renegade of little renown, not much more than a failure of a space pirate. He has clashed with authorities many times, including Cedric when he had just been promoted to command his first squad. Players should not like Mattieu at first as he is cocky despite all of his incompetence. However, he does have a softer side in that he is a Robin Hood of sorts and largely will help out anyone in need- so long as he isn't the one putting them in need. After a few encounters with Mattieu and after learning about the threat, he will offer to join in your mission. If he is taken up on that offer, Cedric will denounce his loyalty and friendship to Travis and promises to hunt you as though you are a criminal. If Mattieu isn't allowed to join, he will randomly attack and coordinate other bandits to get in your way. After all, if he can't join them- beat 'em.

Mattieu is a rogue in and out of combat, having unique abilities rather than jack of all trades combat- which is the tradeoff between him and Cedric. Rather than using heavy armor and any weapon, he has abilities such as stealth that won't allow him to be targeted and the ability to scan enemies to see their health and weaknesses. He favors a sniper rifle, but will pull out a carbine in a bind.

**Vonstel Lelulo** (PC)-

Vonstel is a Lucali- a reddish humanoid that tends to be slender with very humanlike characteristic aside from strategically placed fins that allow them to swim proficiently. Lucali also have the capability to mend objects and flesh alike, making them natural healers and mechanics. Vonstel is particular is a wanderer who wants to get off of Earth VIII. Her parents, natives of the now degrading home planet to the Lucali, had her on Earth VIII, which caused a disconnect between her and much of her people. She wishes to find herself, and when she comes across Travis she inserts herself into his mission. Players should be able to identify and like Vonstel- she doesn't know what she's looking for, but she's going to keep looking until she finds it. Many of her conversations will include idle thoughts about her experiences, and questions about the universe directed at others.

Vonstel is very much a support character, with her natural healing and mending powers. That said, she is no pushover in offense. She carries what can only be described as a digital bow and arrow, which is more effective against machines. As she grows, she will also find some of her mental powers becoming more than her kin as she gets exposed to new and different atmospheres and chemicals. She will be able to hold enemies in a tractor beam, speed up allies, and induce panic in foes.

**Gurt** (PC)-

Gurt is a golem- a race of large, blue humanoids named after their likeness to the Golems described in myths. While often described as brutes, the average golem is as intelligent as the average human, just more ham-fisted and less likely to adapt or accept technology. Gurt himself hasn't met a problem that couldn't be punched until it was fixed. Gurt will provide some of the comic relief with his interactions with the rest of the party as his simple ideologies clash with the more delicate plans of everyone else. If Kurt ends up joining, Gurt will join in with a group of renegade Golems who are sick of human rule and attempt to sabotage Travis and the party.

Gurt will punch things. To death. His naturally tough skin is armor in and of itself. Some weapon upgrades may include fist weapons, but Gurt is a simple person. For range, he can throw rocks. Seriously, this guy is pretty much a tank. He can also taunt and pull enemies to attack him.

**Kurt Perkins** (PC)-

Kurt Perkins, of course you've heard of him! He's the galaxy famous Technician and Robotics Master. He rides around in a giant mobile suit in his day to day life, claiming that humans need to keep advancing technology instead of being content without current way of life. When he hears about the force and runs into Travis, he says that Travis needs him and his amazing technology. However, Kurt hates Golems, and by now Gurt will be in the party. He will join regardless, but if you take him Gurt will refuse to stay with a racist. If you don't let him join, he will hunt you down once you are out in the lawless spaces simply for the thrill of killing Gurt. Players should never really like Kurt, but see him as an asset. He's a racist, a bigot, thinks he's always right, and despite claiming that everyone needs a giant robotic suit never lets anyone else try it out or build one for them. Ultimately, this guy is an asshole but is an asset as well.

In combat, Kurt is a machine. His giant robotic suit is about as strong as a Golem, and can take an equal beating. However, it also has additional upgrades including a scanner, missiles, the ability to place shields on others, and more. The downside, however, is that there will be a percentage of a part of the suit shutting down for combat- so the scanner may stop working or report inaccurate results, the missiles may cause damage to Kurt, etc. More on this will be explored to balance the tradeoff of these perks versus the consistency of Gurt.

**Outside Force-**

The outside force is actually group of allied races known as the

**Outside Force leader-**

In progress

**Other Aliens-**

Other aliens exist throughout the universe, but mostly are unintelligent and savage. They are all shapes and sizes, some with deadly abilities. The less dangerous are kept in zoos as something to look at, much akin to animals.

Players will encounter these in a few ways. Mostly it will be when they are off of Earth VIII, but they will experience them when they have to pass through the destroyed zoo.

**Rough Plot**:

Players will start the game in the shoes of Travis Harlow. Plot happens. Game ends. Will want to

**Gameplay Description**:

The game is to be divided into two main areas: Combat and the Overworld (Outside-combat) with minor deviations on the Overworld.

The Overworld will be an angled, top-down 3D world with 2D sprites. (Perfect example: <http://i.imgur.com/TWXXufx.png>) That shot in particular would be somewhat what it looks like in town, which is 1 of the forms of the Overworld. The Overworld in the more traditional sense will operate much like the Final Fantasy games (Two examples: <http://i.imgur.com/94st3TI.jpg> as a general POV and <http://i.imgur.com/HuyrqON.jpg> as a way to convey entering places/show towns). Outside of Towns, random encounters have a chance to happen which increases with every step. So, using something like, first 10 steps = 0%, each step after = Steps\*2 - 10 % chance, or whatever we happen to feel is balanced in not making the randoms too rare or too often. I'm sure we can do some research and see what other games use as a guideline. So, this will be the primary movement from place to place, and out of town will mostly just be from getting to Point A to Point B.

Within Towns, there are more deviations. NPCs will talk to you, sell/buy, and these interractions will move the story along. NPC gives you a quest, the world is open to an extent, you go there, trigger some event (Boss, reach a certain point, etc.) and a "cutscene" will happen (We need to determine this too) progressing the story, and repositioning the objective to the next goal, and so on and so forth. There will be, for lack of a better word, "dungeons"- places that are not a part of the Out-of-town Overworld, but with random encounters and enemies and will be where most of the objectives will be placed. A good example might be, Space Bandits are taking refuge in the abandoned freighter, go in there and kill them. Get to the boss, fight him, you defeat him and NPC's come running up behind you congratulating you, or maybe throwing a plot twist where they give you your next mission or direct you to where you will get it. This is Sci-fi, and a few fast-travel options between familiar places makes sense.

Graphics: I'm imagining that within towns/buildings/dungeons the camera will be from a fixed angle, but in the overworld it will rotate, either with the player or freely according to how the player wants it. In terms of how the terrain is to be stylized, I'm thinking within static-camera areas we give it a bit more detail (refer to the first example), but not necesarrily that much. In the overworld, we can give it less since we need to cover it from all angles. I think the thick outline style can still work here, but we should use muddier colors and some thinner lines to contrast and make the player stand out against it, but not to the point where it looks out of place.with NPCs also appearing in the over world, access the menu, pause the game, and move around.

Sub areas of over world include dialogue screens and cut scenes with dialogue choices. These screens will have simple choices to select for the character involved to say, which will result in more dialogue.

Combat will be turn-based side view, again somewhat akin to Final fantasy. In this, whatever your 'top 3' character are will appear against the enemies, which will be random or scripted based on where you are. Each character will have HP, PP, and Time bars. Once the time bar gets full a character will act. On a characters turn, they will have a few options including basic attack, special attack, items, do nothing, and other things based on the character.

**Artistic Style Outline**:

Art will be, simply stated, 2d models on a 3d background. Inspiration is to be drawn from Final Fantasy, Paper Mario, JRPGs in general, and more references to be listed.

Characters will be 2d models, in a thick-outline style, much akin to paper Mario and alike games. We're hoping to achieve a less chibi look but rather a mix of simple with detail on the parts that netter (e.g. a general may have a plain general outfit, but detail on the medals on his chest.)

Backgrounds and over world will be 3d and models will interact accordingly. The sprite pages made for each will allow for different angles as they move about 3d. Final Fantasy games, especially early ones, are a prime example of what we are hoping to achieve in the over world and combat screen.

**Systematic Breakdown of Components**:

Unity will take care of the following components:

2D Renderer

3D Renderer

Save/Load System

Particle Effects System,

Light Effects

Shading

The following components will need to be made further into the development cycle:

UI System

Sound Effects

Background Audio

Dialouge Audio

Timing System (for combat)

Dialouge Trees

Narrative Trees

**Asset Breakdown**:

All assets will be used in various programs, to be determined as progress is made.

Art: 2D Models (Players, Enemies, Items), 3D Models (World, Environment, Lighting, Menu/UI, Particle Effects. Animations will be akin to the models in that they should remain simple except around the point of detail. As an example, a character firing a gun- the character itself should majorly have simple animation but the gun/hands/arms should have more detail and draw attention. This applies to the enemy getting hit as well- the point of impact of the bullet should show the most reaction.

Text: Menu Screen/Options, player dialogue, dynamic conversations, narration, NPC dialogue, ability descriptions, item descriptions, character sheets. The most effort will be initially on UI/Menu as the game is created, with a large shift toward quest and dialogue text, which should ultimately take up the most of the text work.

Sound: Menu sound (pause, select, etc...). Background music, combat sound, attack sound effects, hit sound effects, and voice acting.

**Suggested Game Flow Diagram**:

Start->Cutscene/opening->Overworld->Scripted-combat/tutorial->results->cutscene->overworld->combat->results->loop1(overworld->combat-results->)->new over world area->loop2 (cut scene->over world->) loop1->new over world->loop2->plot somewhere->etc...-> Final combat -> cut scene->end

**Suggested Project Timeline**:

Yeah I have no idea, this is pending on a ton of variables involving all of us. Therefore, if we get some work done we can set personal deadlines as we go. At that time we will revisit project timeline.

**Additional Ideas and Possibilities:**

We will discuss. I want to give this to you guys already.