

Game Design Document

Fantasy & Ash

[Date]

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Woad Stoat Studio

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# Overview

## Theme/Setting/Genre

[Fantasy & Ash] is a 2D high fantasy RPG.

## Targeted Platforms

* PC (Windows)

## Monetization Model

The game will be uploaded to **itch.io** and therefore will be free although subject to donations.

## Project Scope

* Time Scale

The time scale for development is 7 weeks, between the 24th of February and 6th April.

* Team Size
  + Core Team
    - Calum Mathison
      * Programmer/Designer
    - Arran Smedley
      * Programmer/Designer

## Licenses / Hardware

* SFML

## Influences

* Early JRPGs (Final Fantasy/Dragon Quest)
  + Video Game
  + The early final fantasy games have lent influences to this title through its story telling and game mechanics, as well as its JRPG style. Specific influences may be prevalent in the games combat mechanics.
* Fantasy Novels (LOTR/Redwall/Grimgar)
  + Literature
  + Fantasy novels lend influence to this title through their world building and storytelling styles.
* Tabletop RPGs (D&D)
  + Tabletop games lend influence to this title through different gameplay styles.

## Elevator Pitch

## Project Description (Brief)

## Project Description (Detailed)

# Story and Gameplay

## Core Gameplay Mechanics (Brief)

## Core Gameplay Mechanics (Detailed)

## Story (Brief)

## Story (Detailed)

## Gameplay (Brief)

## Gameplay (Detailed)

# Technical Document

## Control Scheme

## User Interface

# Assets/Media List

## 2D

## Sound

## Code

# Schedule