

Game Design Document

Fantasy & Ash

[Date]

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Woad Stoat Studio

**Change Log**

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| --- | --- | --- | --- |
| **Date of Change** | **Change Description** | **Developer** | **Version** |
|  | Completed first full version of GDD | Calum, Arran | Version 1.0 |
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# Overview

## Theme/Setting/Genre

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

## Elevator Pitch

A 2D pixel art fantasy JRPG style game but the player plays as a high level adventurer who has been reborn after falling to an unknown foe in a routine quest and must build up their power and party to piece together what happened.

## Project Description (Brief)

This project is to create a 2D pixel-art RPG game based on the early JRPG games of the 1980’s, within the given timeframe.

## Project Description (Detailed)

This project has been proposed in response to the coursework given by Dr Thomas Methven as part of the Games Engineering module during the second trimester in year 3 of the Games Development course at Napier University. The goal of this project is to create a 2D game using the SFML framework while incorporating game design elements and techniques covered during the Games Engineering module and through self-study.

We will create a 2D RPG game based on the early JRPG games, such as Final Fantasy. We will include features such as turn-based combat and a character levelling system.

## Minimum Viable Product (MVP)

An JRPG style game with a overworld map that you can traverse and enter into combat with enemies. Successful combat should reward experience whereas unsuccessful combat should result in a game over. Enemies should be of varying difficulties and the game should include a final boss.

## Targeted Platforms

* PC (Windows)  
  Due to the time limitations and the current framework, we will only be targeting the Windows PC platform, however this will allow us to target a good-sized audience.

## Target Audience

For our target audience we will define an audience profile[[1]](#footnote-1). Firstly, looking at the platform we will be developing for, PC gaming has continued to increase consistently over the previous 5+ years. Looking at the age of our profile, the average age for both male and female gamers is 36/37, this is a good target age for us as those most familiar with the titles that this products takes inspiration from and would allow us to possibly tap into the nostalgia affect. However there will be nothing in this product to dissuade gamers of any age.

## Monetization Model

The game will be uploaded to **itch.io** and therefore will be free although will allow those that download the game, the option to pay anything they want.

## Timescale

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

## Licenses / Hardware

* SFML  
  We will be using the SFML[[2]](#footnote-2) (Simple and Fast Multimedia Library) as it gives us a good framework to start from.
* Visual Studio  
  Visual Studio 2019 will be used to write the code.
* C++  
  C++ will be the language of choice as it is the one both developers are familiar with and is the language used by SFML.

## Other costs

Currently there are no extra costs to this production but it may be subject to change.

## Influences

* Early JRPGs (Final Fantasy/Dragon Quest)
  + Video Game
  + The early JRPG game have influenced this title through its story telling, gameplay mechanics and graphical style. Specific influences may be prevalent in the games combat mechanics and overall style.
* Fantasy Novels (LOTR/Redwall/Grimgar)
  + Literature
  + Fantasy novels will influence this title through their world building and storytelling styles. Fantasy novels can build large believable worlds, and while that will not be in the scope of this project, it is something we will be taking influence from.
* Tabletop RPGs (D&D)
  + Tabletop games will influence this title through the different gameplay styles the player can use.

## Team Members

|  |  |  |
| --- | --- | --- |
| Member | Role | Contact Information |
| Calum Mathison | Programmer/Designer | Email: [woadstoatstudios@gmail.com](mailto:woadstoatstudios@gmail.com)  Twitter: @WoadStoat |
| Arran Smedley | Programmer/Designer | Email:  Twitter: |

# Story

## Story (Brief)

Set in the land of Kyntera, Andrel, a high-level member of a local adventurer’s guild is killed on a routine quest under suspicious circumstances. He awakens to find that they have been reborn as a level 1 adventurer. He must work his way back to his previous position by completing quests and hunting monsters, all while trying to uncover what happened.

## Characters

### Party Characters

ID: PC01  
Name: Andrel   
Narrative Role: Main Character  
Combat Class: Thief/Rogue  
Physical Description:

ID: PC02  
Name: Charity  
Narrative Role: Party Character  
Combat Class: Priest/Cleric  
Physical Description:

ID: PC02  
Name: Helmaer  
Narrative Role: Party Character  
Combat Class: Warrior/Knight  
Physical Description:

ID: PC04  
Name: Horo  
Narrative Role: Party Character  
Combat Class: Mage  
Physical Description:

### Enemies

ID: E01  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: E02  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: E03  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: E04  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

### NPC

ID: PC02  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: PC02  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: PC02  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

ID: PC02  
Name:   
Narrative Role:   
Combat Class:   
Physical Description:

## Narrative

# Gameplay

## Design Pillars

## Core Loop

## Core Gameplay Mechanics (Brief)

* Turn-based combat
* Levelling system
* Party System

## Core Gameplay Mechanics (Detailed)

### Turn-based Combat

We will implement a turn-based combat system where each combatant will go in order of their dexterity rating. This can allow us to mimic a faster character’s ability to react faster, as well as adding some more strategy to the game.   
 Combat will be divided into two forms, physical and magic. Physical mimics the characters/enemies attacking with weapons. Weapon damage will be affected by a character’s strength stat. Magic will allow characters to use spells. These spells should be selected from a menu within the combat screen. The player should also have the option to flee or escape from combat to allow them to escape situations that they may feel are too dangerous for their current power.

### Levelling System

After battling or completing quests, the players party will gain experience (exp). After gaining enough experience, each character will increase in level. Characters will only gain experience if they are alive or part of the party at the time of receiving that experience. Enemies should not scale to the party’s level but should rather be levelled on their location. This will allow us to create the feeling of surprise when running into an enemy who is too powerful.

### Party System

The narrative will progress from the perspective of the main character however the player will control a party of four members throughout the game. The player will recruit these members near the beginning of the game. If all party members health reaches zero in a single battle the player will receive a game over.

## Gameplay (Brief)

## Gameplay (Detailed)

# Technical Document

## Control Scheme

Player Controller (Left, Right, Up, Down)  
The player controller will allow the player to venture the open world map by movement such as up, down, left and right ensuring that the player can move wherever they want by using the WASD keys on the keyboard.

## User Interface

# Assets/Media List

## 2D

## Sound

## Code

# Schedule

Notes

### Levelling Up

Levelling up within the game will be determined on the amount of enemies being killed, while levelling up in game enemies will be getting stronger so it is imminent that the player has attained a certain level by killing smaller enemies and as you progress you can kill the larger enemies.

### Gold in Take

While killing enemies the player will receive an income of gold, this gold will be used to complete the game for the player to pay his/her way to a haven. The tougher the enemy the more gold the player will receive.

### Small Open World Map (Tile map)

The map is going to be a small open world tile map that will consist of multiple terrains (Grass, Mud, Lakes, Snow), that the player can venture around finding small, medium and large enemies to fight, reason it being a small open world map is because if a large one was to be implemented, not enough content would be available In game to apply an immersive experience for the player making the game very boring and a lot of running around with nothing happening.

### Collisions

The collision will be minimal within this game as the combat system is turn based and wont really require collision. The main collision that will be within this game will consist of:

* Collision against water, lakes, boundaries where players aren’t allowed to be in.
* Collision detection when a player walks into an enemy NPC.

### Turn Based Combat System

A turn-based combat system will be implemented where the player can choose rather to fight (Melee or Magic), Heal or Run. Where the enemy will base decisions based on the player disadvantages for example if the player is low on health or just attacking.

### NPC(Enemy) Interaction

Enemy interaction will be very much player orientated as the player will be able to choose if they want to fight the enemy or leave it be (The enemy won’t be chasing the player). The enemy will be roaming around the map around a certain area of the map (So if the enemy is based in the snow it stays within that biome).

### NPC(Enemy) Artificial Intelligence

The artificial intelligence within the combat system will be all about decision making, deciding what to do next if the player is making reckless or rash decisions the AI should take advantage of that for example if the player is low on health always attack or if the enemy Is low on health the AI will heal.

### NPC(Enemy) Types

There will be three enemy difficulties and multiple types of enemy. The three types will consist of:

* Easy
* Medium
* Hard

The harder the enemy the bigger the sprite will be.

1. For more statistics see here: <https://www.wepc.com/news/video-game-statistics/#gamers-demographic> [↑](#footnote-ref-1)
2. Further information available at: <https://www.sfml-dev.org/> [↑](#footnote-ref-2)