

Game Design Document

Fantasy & Ash

February 22, 2020

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Smedley, Arran

Woad Stoat Studio

**Change Log**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date of Change** | **Change Description** | **Developer** | **Version** |
| 22/02/2020 | Completed first full version of GDD | Calum, Arran | Version 1.0 |
| 24/02/2020 | Added project schedule | Calum | Version 1.1 |

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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)

A 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. License information can be found here: <https://www.sfml-dev.org/license.php>
* Visual Studio  
  Visual Studio 2019 will be used to write the code. License information can be found here: <https://visualstudio.microsoft.com/license-terms/mlt031819/>
* 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.
* Xbox 360 Controllers

We will be using this hardware to test the functionality of the controller support within game. This is useful as these controllers are widespread and automatically supported by Microsoft OS. Drivers can be found here (<https://www.microsoft.com/accessories/en-gb/d/xbox-360-controller-for-windows>) but are only required for operating systems that are not Windows 10.

## Other costs

Currently there are no extra costs to this production, but this 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: ArranSmedleyWork@gmail.com  Twitter: @Azzamond |

# 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: PC03  
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: Slime  
Narrative Role: Basic Enemy  
Combat Class: N/A  
Physical Description: Sentient viscous blob. Comes in a variety of different colours, dependant on their surroundings. Body is extremely acidic.

ID: E02  
Name: Goblin  
Narrative Role: Enemy  
Combat Class: N/A  
Physical Description: Short green skinned creatures with an ugly demeanour. As scavengers they use anything they can find as armour or weaponry.

ID: E03  
Name: Skeleton  
Narrative Role: Advanced Enemy  
Combat Class: N/A  
Physical Description: Skeletal remains brought to life by magic. Hard to kill due to the nature of their life. Can occur at different stages of decay, giving them varying styles of looks. Uses weapons and armour pried from other dead lifeforms

ID: E04  
Name: Adventurer  
Narrative Role: Mini-Boss  
Combat Class: Can vary between Warrior/Thief/Mage.  
Physical Description: A player like yourself trying to do anything necessary to survive, include killing the main character

ID: E05  
Name: Beorne  
Narrative Role: Final boss/Old party leader  
Combat Class: Multiple?  
Physical Description: A corrupted adventurer who has grown in size and strength. Heavily armoured and uses others abilities against them.

### NPC

ID: NPC01  
Name: Shopkeeper  
Narrative Role: Sells the player items  
Combat Class: None

ID: NPC02  
Name: Guild Receptionist  
Narrative Role: Gives the player quests  
Combat Class: None

## Narrative

Andrel (Main character) awakens at the church of a small town after being resurrected as a low-level adventurer after dying due to mysterious circumstances. There, Andrel will meet Charity, a priestess attending to the church grounds. She will ask to accompany him and to show him around the town. While travelling around the town, Andrel can also meet Helmaer and Horo who will also agree to accompany him.

The party will accept quests and level up. Along the way they will encounter some boss enemies from Andrel’s past. Defeating them will give the player and the party clues as to what happened. Upon defeating the last boss, the party will learn that Andrel was actually murdered by the leader of his old party. This will activate one final boss which will be the leader of the old party.

# Gameplay

## 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.  
 Characters will have four attributes that determine how the perform within combat.

* Strength: This will affect physical attack damage
* Dexterity: This will affect the turn order and any speed based checks.
* Constitution: This will affect the maximum amount of health a character has and how much damage they avoid.
* Intellect: This will affect the power of any magical abilities.

### 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 (Features)

### Gold in Take

While killing enemies the player will receive an income of gold, this gold will be used to upgrade characters and buy items.

### 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 a NPC.

### 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

These enemies will be almost introduction enemies. They will do low damage and have low health. They can still pose a threat as there may be large groups of them.

* Medium

These enemies will have health and damage based on their level. They will pose a threat to the player, depending on the players level. They will use abilities and spells in a semi-intelligent way.

* Hard

These enemies include all large and boss enemies within the game. They will have high health and will use their abilities in the most disruptive way to the player.

### Character Movement

The character will be able to move up, down, left, right and will not be able to move horizontally.

### Sprite Animation

Characters will have simple sprite sheet animations, such as walking or attacking

### Random Encounters

While traversing the overworld, the player will be at a constant risk of running into unseen enemies. Enemies should not appear more than every 5 steps the player takes, this will avoid ‘Zubat’ effect

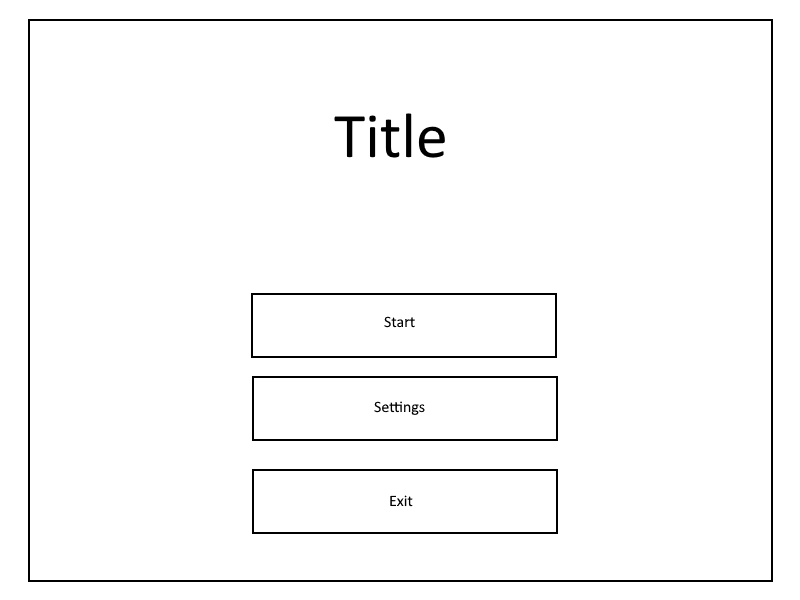
# Technical Document

## Control Scheme

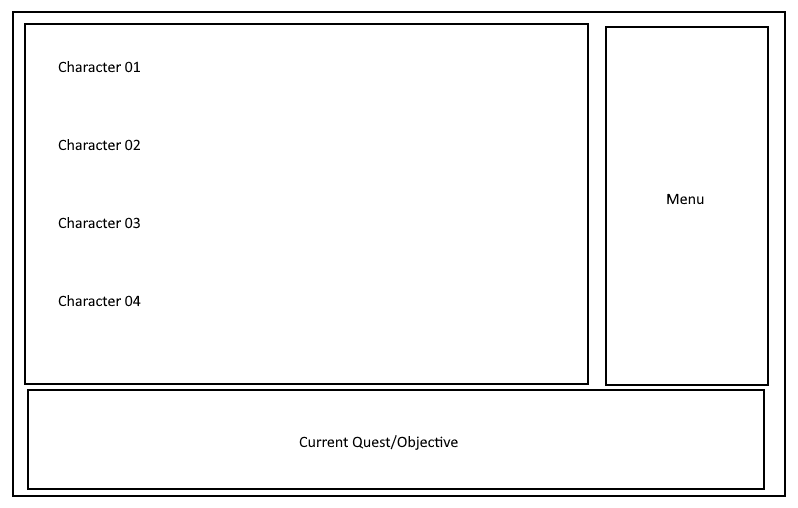
|  |  |  |
| --- | --- | --- |
| **Action** | **Keyboard** | **Controller** |
| Walk Up/Move Selection Up | W | Dpad – Up |
| Walk Down/Move Selection Down | S | Dpad – Down |
| Walk Left/Move Selection Left | A | Dpad – Left |
| Walk Right/Move Selection Right | D | Dpad – Right |
| Interact/Confirm Selection | Enter | A |
| Open In-game Menu | Tab | B |
| Pause/Open Menu | Escape | Start |

## User Interface

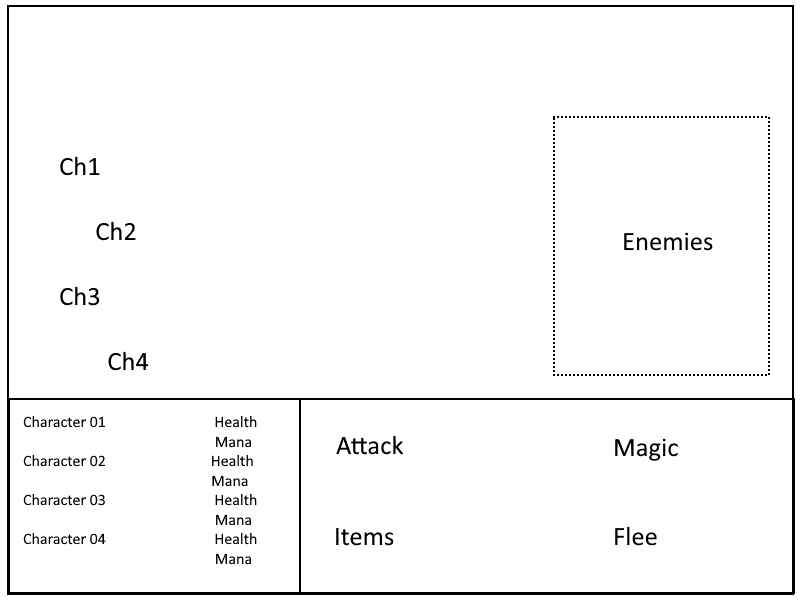
### Title Screen/Main Menu

This UI will consist of three menu buttons (Start, Settings, Exit). The start button will launch the game, while the exit button will close the game. Settings will open another menu which will allow the player to view a variety of settings for the game such as controls and audio.

### In-Game Menu

This UI will allow the player to view the current status of their party and current quest. It will display the stats for each party member such as health etc and show their sprite and name.

### Combat UI

This UI will display when the player is in combat. It will display the players current party health and mana. It will also display the combat menu for the party member who’s turn it currently is. Enemy health will not be shown and will be hidden from the player.

# Assets/Media List

## 2D

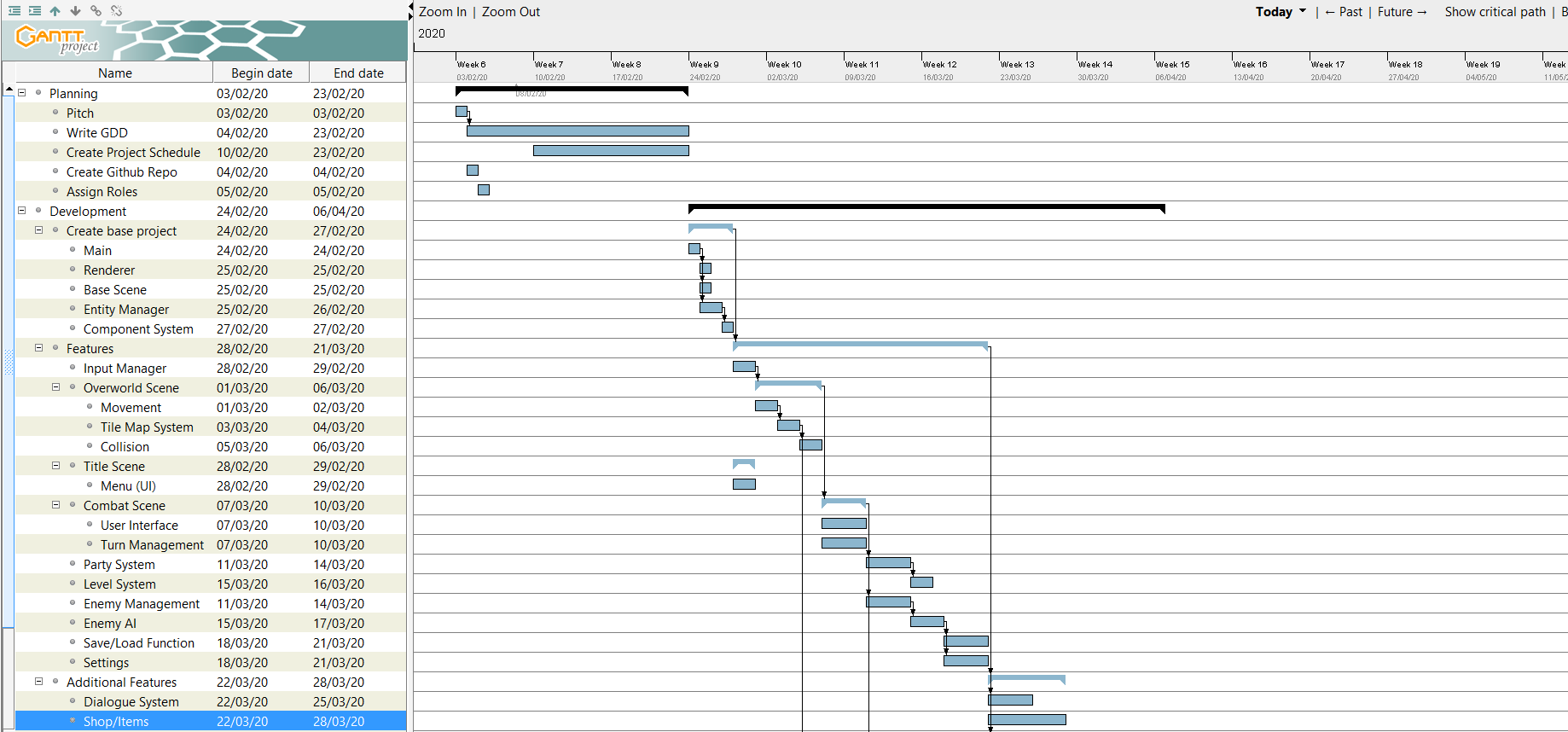
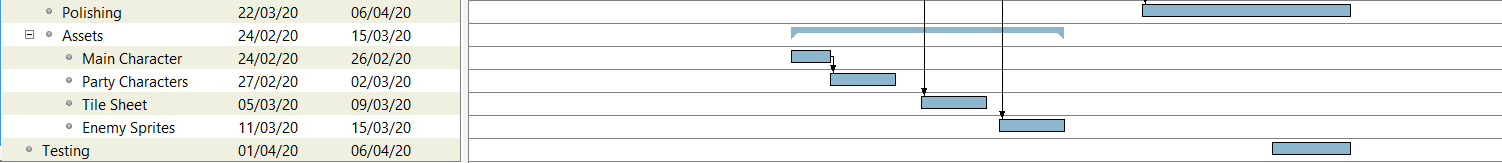
|  |  |  |  |
| --- | --- | --- | --- |
| ID | Name | Description | Format |
| PC01 | Andrel | Main Character: Thief/Rogue | .PNG |
| PC02 | Charity | Party Character: Priest/Cleric | .PNG |
| PC03 | Helmaer | Party Character:  Warrior/Knight | .PNG |
| PC04 | Horo | Party Character:  Mage | .PNG |
| E01 | Slime | Sentient viscous blob. Comes in a variety of different colours, dependant on their surroundings. Body is extremely acidic. | .PNG |
| E02 | Goblin | Short green skinned creatures with an ugly demeanour. As scavengers they use anything they can find as armour or weaponry. | .PNG |
| E03 | Skeleton | Skeletal remains brought to life by magic. Hard to kill due to the nature of their life. Can occur at different stages of decay, giving them varying styles of looks. Uses weapons and armour pried from other dead lifeforms | .PNG |
| E04 | Adventurer | A player like yourself trying to do anything necessary to survive, include killing the main character | .PNG |
| TILE01 | Grass | A basic grass tile for the map. | .PNG |
| TILE02 | Mud | A basic Mud tile for the map. | .PNG |
| TILE03 | Rock | A basic rock tile for the map. | .PNG |
| TILE04 | Snow | A basic snow tile for the map. | .PNG |
| TILE05 | Water | A basic water tile for the map, in which the player can collide with. | .PNG |
| TILE06 | Wall | Environmental wall tile in which player can collide with. |  |
| ENV01 | Tree | A tree sprite in which the player will collide with. | .PNG |
| ENV02 | Bush | A bush sprite in which the player will collide with. | .PNG |
| ENV03 | Rock | A rock sprite in which the player will collide with. | .PNG |
| ENV04 | House | A house sprite in which the player will collide with. | .PNG |
| UI01 | Text | Text within the user interface in which the player can interact with | .TFF |
| UI02 | Image | A background image for the user interface. | .PNG |
| NPC01 | Shopkeeper | Provides the player with information and equipment. | .PNG |
| NPC02 | Guild Receptionist | Provides the player with quests. | .PNG |

## Sound

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Name | Description | Format |
| SD01 | UI Music | Music in which the UI will have. | .WAV |
| SD02 | Main game music | Music in which will play in the background of the main game scene. | .WAV |
| SD03 | Combat music | Music in which will start as a combat scene takes place. | .WAV |
| SE01 | UI Button press sound effects | A sound effect will play on button press. | .WAV |
| SE02 | Combat sound effects | Sound effects will be played within combat if the player is a sword-based player it will sound like a sword. If a magic user will sound like spells being cast. | .WAV |
| SE03 | Enemy sound effects | When battling an enemy will create grunts of whatever class they are. | .WAV |

# Schedule

Below is the project schedule. The whole file can be found on the github at: <https://github.com/NapierGamesEngTeamA/Coursework/tree/master/Documents>



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)