RPG

# Workflow

* combat system
  + attack
    - pick target and damage it
    - after the player plays a button stop any further input
    - the damage should be according to character attack and target defense
    - based on dexterity make a critical chance option
    - make attacks miss based on character dexterity and target speed ( higher speed -> increased dodge chance)
    - after you chose attack, if you press and “exit” button stop selection
  + defence
  + run away
  + enemy AI (only attack at the moment)
  + turn based system automatic flow of combat
  + clean up code and scene
* exploring system
  + data retainer system
    - remember the player’s position
    - destroy enemies that you defeated in combat scene
  + move on the map
    - players follow you with delay
  + spawn some enemies
    - spawn enemies with delay
    - make them move on the map
    - they have a line of sight
      * when they see the player the line of sight doubles in size (radius)
      * when the player exits their line of sight they stop for a couple of seconds and then they move to their original location
    - if you collide with them change scene to battle scene
      * add a delay and some text when entering / exiting combat
* inventory system
  + items
    - recovery value based
      * low, medium, high
    - elixir
      * restores hp and mp
      * low(30%), medium(50%), high(100%)
    - revival
      * revive and restore hp
      * low(30%), medium(50%), high(100%)
    - add sellable items(items gathered on the map and that will be used by quests or sold at the merchant)
    - make the item slots menu scrollable by keyboard
    - make mp bar and add all functionality for it(potion use for it, should prompt an error message when mp is full)
  + when you open the menu it displays the items in a single column like in persona ( on the right side of the screen )
  + each item has a count value denoting the number of duplicates for that item
  + there is a section on the lower left that displays the effect of the item
  + on the upper right side it will be the player select menu
    - after you select a recovery item this menu will appear and display the current health of the player and how much health will be recovered
    - if you try to recover hp to a player that has full hp it will prompt an error message and promt you to try again
  + combat item menu
    - after you pick the item option it will display a small window with the usable items
    - after you pick one it will prompt you to select a player ( inside the combat scene )
    - revival items will prompt an error message if there are no dead players
* equipment system
  + make a something that will contain the equipped items for each player, divided on categories
  + make the player use the data from the equipped items
  + when you open the menu the first player is selected and you can toggle between players
  + for each player the status will be displayed and the equipment categories together with the equipped items
  + you can select one of them and it will display only equippable item together with status difference
  + when you select one it will change the equipped item
  + add all types of equipment
* add mana to status
  + it recovers at the inn
* add all enemies and make all maps ( with placeholders of course)
* leveling system
  + get xp from monsters
  + increase status based on level
  + show status on level up inside the combat scene and as an option in the menu
* add elemental types
  + each enemy will be strong and weak to certain elements
  + each player will have an element (that will be used only by skills)
  + elements: earth, wind, water, fire
* skill system
  + add skills with attack multipliers
  + add aoe skills
  + make skills use mana
  + make them level up with usage
  + make it usable in combat
* questing system
  + receptioner
  + add a couple of D rank quests
    - ex: hunt slimes, wolves, bandits, gather certain plants wich are quest items
  + add gold system
    - enemies also drop gold
  + make it possible to complete quests
    - they give gold
  + make it possible to give up quests
    - it costs a fee
* NPCs
  + blacksmith
    - buy items which are sorted on category and price
  + mechant
    - sell items, buy potions
  + inn
    - recover hp + mp
* auto save
* manual save
* all maps implementation
  + all enemies, gathering spots, NPCs, characters
* reorganize all statuses / make the game challangeable
  + change the factor correction for dodge, guard in combat
  + this is where you make the game challengeable but not too much
  + change the values of all statuses
* animate everything, refine everything, make it shiny, and juicy
* sounds
* options

# Blender workflow

* blue means design done, green means all done
* design all characters && make all characters 3d
  + slime
    - 2 variations
  + wolf
    - 2 variations
  + spider
    - 2 variations
  + arachne
  + elementals
    - water, earth, wind, fire ( boss )
  + wyvern
    - 2 variations
  + dragon
  + Blacksmith
  + Merchant
  + Guild receptionist
  + Inn receptionist
* player party design + 3d + animate
  + animations
    - idle, walk, run, attack
  + demonoid
  + elf girl
  + beastgirl
  + warrior
* map design
  + city
  + plain
  + tower
  + cave
  + mountains
* animate enemies + NPCs
* add skill animations
* add more NPCs to fill out the game

# Project description

This game design document describes the details of a cliche and childish 3D turn based RPG.

The purpose of the game is to complete quests, defeat monsters and become the best adventurer there is.

# Characters

* Demon – death scythe user (specialised on magic attacks (aka: skills))
  + high strength and intelligence, low hp and defence, average dexterity and speed
  + has a couple of aoe attacks
  + arrogant, short tempered, cares about his allies
* Elf – bow woman
  + lowest hp and defence, high strength and speed, strongest dexterity, average intelligence
  + has a lot of aoe attacks and a couple of healing skills
  + onee-sama~ (ahem.... cool headed, serious but cheerful ( reference: monika in atelier sophie))
* Beastgirl – brawler
  + high hp and defence, average strength, low intelligence, average speed and dexterity
  + has an aggro skill and one aoe attack
  + impatient, short tempered
* Warrior – dual swordsman (protagonist)
  + high hp, attack and dexterity; average defence, speed and intelligence;
  + has a single aoe attack that deals massive damage
  + happy-go-lucky, passionate
* Monsters
  + plain
    - slime blue and green
    - wolf
    - bandits
  + cave
    - spider: 2 or three types in all sizes
    - arachne
  + tower
    - fire, water, earth and wind elementals
    - boss is an elemental that can wield all 4 elements
  + mountains
    - wyvern: 2 or three types
    - dragon
* NPCs
  + blacksmith
  + guild receptioner
  + merchant
  + if possible: a couple of other NPCs to fill out the game

# Story

The story can’t be more cliche.

Before the game begins there will be a scene that shows a bit of history. (example: there are 4 races that fought a lot of wars throughout the continent, but not they made peace. The current city was estabyshet to support that peace by letting all races live side by side. Because of this a guild was established to protect the citizens living in that city and to further nurture the relationships between the races, anyone can put up quests and anyone with enough skill can register to become an adventurer.)

It begins with the daily life of the warrior. He leaves home, speaking a short monologue, afterwards he is interrupted by the elf. They hold a short conversation and then they leave for the guild. In the guild they find the beastgirl and the ddemon, they talk for a little bit after which we get a monologe inside the warrior’s head showing his determination to become the best adventurer there is.

As he is lost in thought the other 3 make fun of it.

After this scene you can go talk to the receptionist, she explains the ranking system. It goes from S-A-B-C-D-E-F. Currently your party is ranked F. The game ends once you reach rank S.

# Theme

This game showcases the lives and the freedom of the adventurers.

# Story Progression

The first big event will be the arachne subjugation.(appears after you finish all C ranked quests) Story-wise, there is a cave with a lot of spiders, it was detected by a passing party that there is an arache inside, which is a strong and intelligent monster. If not dealth with soon she may choose to invade the town.

The second big event is the elementals awakening.(appears after you finish all B ranked quests) A dark mage used power to summon a lot of elementals trying to make them his familiars, but he was overwhelmed by them and had to flee, now they are rampaging in a tower close by. You need to stop the mana crystal from spawning any more.

The third event will be your final class up quests.(after you finish all A ranked quests). You need to subjugate a dragon. It made it’s layer in the mountains and a lot of wiverns were also spotted. You need to kill him before he destroys the city.

# Gameplay

* Goals
  + complete quests, defeat monsters, become the best adventurer.
* Game mechanics
  + combat system
    - each fight will have 4 monsters and 4 allies
    - it is turn based on the speed of each character ( already implemented)
    - You can chose
      * attack
        + pick a target
      * defense
        + lower intake damage, works good with the beastgirl’s aggro skill
      * item
        + a menu opens up and you select what to use, afterwards who to use it on
      * run away
        + probability based
  + exploring/dungeon traversal
    - You can travel on the map, you can hit enemies and gather/interact to some things on the map
  + item system
    - there should be two types of recovery items, a couple of status boosts and if implemented status debuff removal
  + questing system
    - you accept quests at the guild
    - there is a limit to the number of quests you can accept
    - on the map you can see target zones for quests.
    - if you abandon a quest you have to pay a fee.
  + skills
    - are unlocked at a certain level
    - they improve based on how many times they are used.
  + NPCs
    - guild receptioner
      * can accept,complete,abandon quests
    - Blacksmith
      * buy equipment, can’t sell anything
    - Merchant
      * buy items and sell items
  + auto save + manual saving system
  + inventory
    - store items
    - equipment select
    - it has all items sorted on types
* Progression and challenge
  + improve your level, improve skills, earn gold, get equipment
* Losing
  + if your party is wiped
    - if the auto-save system works well you use that to go back
  + otherwise you send the whole party to town, you lose a percentage of gold.

# Art style

Cutesy anime style

Some enemies should look more ferocious

Arachne is sexy but not to much cause it is a game for all ages

Towns and fields should also look cutesy anime

# Music and sounds

# Technical description

# Marketing

# Demographics

# Possible

* pick which target to control on map, each has a different attack
* put more NPCs in the game to fill it out
* status buffers and debuffers, also debuff removal items
* make enemies give drops
* blacksmith can upgrade weapons and armour
* difficulty option
* make enemies pick targets according to certain criteria
* if you attack enemies without being sighted you get a speed boost
* if the attack you they get a speed boost
* add puzzles and rescue quests
* make only the healthbar of the currently focused enemy shown