**Monster Master**

Game Design Documentation

Game Overview

## Story

In a world ruled by magic a young wizard sets off on a journey to master their craft by raising a team from the monsters that populate their world. Setting out from their small town, the wizard will travel a world filled with colourful characters and locations, pitching their team against other wizards and proving themselves against the world’s arch-wizards to advance their quest.

## Gameplay

The gameplay is divided into two key components: exploration and battle. In the exploration sections the player directly controls the wizards in ¾ view, 2D grid based world. Here they travel between the various towns and other locations of the world, interact with NPCs and search for items and new monsters to recruit.

In the battle sections the player issues commands to their active party member, who engages in turn based combat against their opponent using a limited set of moves that can be learned by levelling up the monster through combat. The strategy to combat lies in choosing which moves to learn and which species of monsters have inherent advantages and disadvantages over other species.