

# PROJECT: KYOTO

**Game Design Documents**

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## Revision History

Date	Description
3.19.2023	Creation of Documentation
3.21.2023	Added Table of Contents and Glossary

# Introduction

## Game Summary

A Turn-Based RPG that takes place in post-war feudal Japan (or a Japan – inspired Fantasy). The game will feature an extensive Equipment crafting system, repayable dungeons, side quest, and a class-change system. Character strengths will be dependent on Equipment while skills will be unlocked through “Mastery” (levels).

Characters will have base states and multipliers based on their class. Each class will have two different weapon styles to equip, and different skills to support each weapon style as well as class specific skills. Each class will have its own Mastery level as well as two “Master” classes to upgrade into.

Lot dropped by enemies will consist of materials used for crafting items and Equipment, ingredients for usable items, gold, usable items, and event specific key items. Some unique items will be needed to forge specific weapons and/or armor. Treasure chest scattered across the game will hold similar items to enemies as well as unique items needed for game progression.

## Story Overview

Set in Post-War Feudal Japan. The country is in ruins after years of civil war. Warlords commissioned sorcerers to open portals and summon demons to fight in this war. These portals to the spirit realm were left open, allowing Oni, Yokai, and other creatures to come and go as they please. Monsters roam the lands feasting on the dead and living alike.

The story follows Raizo, the newest member of a Ninja core that converted to a Demon Hunter guild after the war ended. The clan’s new mission is to find and seal the portals left open. Oichi is also a member of this clan and has been tasked with accompanying Raizo on missions and to act as his guide.

As the story progresses, more characters will be added to the party.

## Project Scope

This game will require several systems to work properly: Overworld movement, menu navigation, Equipment crafting, core combat, quest, and skills. The exact number of dungeons has yet to be determined, however, they will need to be repayable (with some story specific expectations).

# Project Requirements

## Gameplay Details

Quest oriented gameplay loop with story missions unlocked after certain conditions are met. Dungeons will be repayable while specific story critical missions will not be. The main gameplay will have a central town in which the player will depart from and return to after missions. This town will have several key buildings including (but not limited to) a dojo for managing classes, a blacksmith for crafting new Equipment, and an inn / shop to obtain usable items and other supplies.

Core combat will be turn-based with 4 playable characters versus up to 6 enemies (actual numbers to be determined). Each character will have HP, MP, and AP. When characters take damage, they will lose HP; when a character's HP reaches 0, they will be Knocked Out. When the entire party is Knock Out, the party and player will be transported back to the main town. The player will lose a certain amount of resources gained and the dungeon will be reset. Special skills will cost MP with certain unique abilities costing AP. Enemies will have their own HP and MP and when all enemies reach 0 HP, the battle is won, and the player is rewarded with materials, gold, and potentially other items.

One of the key features to the game will be the crafting system. Players will use (or trade) materials collected while playing through dungeons to craft weapons, armor, accessories, and other Equipment. Fighting unique monsters will yield unique materials than can be used to craft stronger Equipment. Some craftable items will require very specific items that are only obtainable through fighting certain bosses.

This also opens the potential for a "Cooking" system for the player to use ingredients to craft consumable items.

Characters will be able to change between various classes and sub-classes (aka Master Classes). Each class will have access to specific weapons and specific skills with some overlap. Weapons and armor will be usable by multiple classes. Some skills and abilities will be specific to classes, some specific to weapons on a specific class, some will be unlocked for all classes on that character, and others will only be available when specific weapons are equipped. (More details in the class and skills sections.)

## Features

The game will need a main menu with the options for New Game, Load Game, Options, and Exit. Once inside the game, the main menu will need to have options for: Character info, party adjustments, inventory (Weapons, Armor, Usable Items, Non-Usable Items, Key Items), Skills, and Save Game.

# Items

## Weapons

- Katana
- Odachi (Classed as a Heavy Sword) – Characterized by high physical damage but lowers agility.
- Greatsword (Classed as a Heavy Sword) – Characterized by high physical damage but lowers agility.
- Dual Blades (Dual Katanas, Dual Swords) – Has the unique ability to double the number of hits for all attacks but has a lower base attack than other weapons.
- Chain-Sickle (Kusarigama)
- Mace
- Flail
- Bow
- Rifle
- Glaive (Spears, Naginata)
- Staves – Boost Magical Damage
- Gloves (Gauntlets)
- Claws

## Armor

- Light Armor
- Mid-Armor
- Heavy Armor
- Magic Armor
- Shield

# Classes

## Samurai

- Traits: Increased Critical Rate
- Equipment: Katana, Odachi / Greatsword, Mid-Armor, Light Armor
- Skills / Abilities:
  - Meditation – Recovers MP
  - Counter – Deals damaged when attacked by enemies
  - Sharpen – Increases Attack Power
  - High Stance – Increases Atk and Agil; decreases Def and M.Def
  - Low Stance – Increases Def and M.Def; decreases Atk and Agil
  - Mid Stance – Neutralizes Stance state

## Ninja

- Traits: Increased Evasion, Decreased Def and M.Def
- Equipment: Katana, Dual Swords, Chain-Sickle, Light Armor
- Skills / Abilities:
  - Smoke Bomb - Increase Evasion
  - Chain Grab - (Chain-Sickle Only) Damages one enemy. Inflicts Stun and Bleeding.
  - Shuriken - Damages 3 Random enemies. Inflicts Bleeding.
  - Kunai - Deals Piercing Damage to single enemy.
  - Poison Coating - Adds “Inflict Poison” to each attack for 3 turns.

## Knight

- Traits: Increased HP, Decreased Agility and MP
- Equipment: Mace, Flail, Mid-Armor, Heavy Armor, Shield
- Skills / Abilities:
  - Shield Bash - (Shield Equipped) Damages one enemy. Inflicts Stun.
  - Protect - Reduces damage for entire Party for one turn.

## Mage

- Traits: Increased MP, M.Atk, and M.Def, Decreased HP, Atk, and Def
- Equipment: Staves, Glaives, Light Armor, Magic Armor
- Skills / Abilities:
  - Fire – Magic Fire Damage. Targets Single Enemy
  - Blaze – Magic Fire Damage. Reduced Damage, Targets All enemies.
  - Water – Magic Water Damage. Targets Single Enemy.
  - Tidal – Magic Water Damage. Reduced Damage, Targets All enemies.
  - Bolt – Magic Thunder Damage. Targets Single Enemy.
  - Spark – Magic Thunder Damage. Reduced Damage, Targets All enemies.
  - Heal – HP Recovery. Targets Single Ally.
  - Cure – Status Recovery. Targets Single Ally.

## Archer

- Traits:
- Equipment: Bow, Light Armor, Magic Armor
- Skills / Abilities:
  - Poison Coating – Adds “Inflict Poison” to each hit for 3 turns.
  - Piercing Shot – Deals Piercing damage to a single enemy.
  - Reign of Arrows – 5+ hits spread randomly among all enemy targets.
  - Scatter shot – Hits all enemy targets.

## Monk

- Traits: Increased HP, MP, and Agil; Decreased Def and M.Def
- Equipment: Gloves, Claws, Light Armor
- Skills / Abilities:
  - Meditation – Recovers MP (Self)
  - Iyashi – Recovers HP (Self)
  - Counter – Deals damage when hit by enemy
  - Chi Strike – Deals neutral Magic Damage
  - Double Strike – Damages 2 random enemies
  - Triple Strike – Damages 3 random enemies



- Fist of Fury – Deals 5 Hits to 1 enemy target (Reduced Damage)
- Transfer Chi – Transfers HP and MP to 1 ally. (User loses HP and MP)
- Inner Fury – Increases Atk and M.Atk (Self)
- Chakra Wave – Deals damage to all enemies and heals HP of all allies.
- Dragon Fist – (Cost AP) Combines Atk and M.Atk to deal piercing damage to 1 enemy.

## Master Classes

Master Classes (aka Sub-classes) are character classes that can only be unlocked by reaching a specific mastery level in both corresponding classes and can only be upgraded from one of the two corresponding classes. Master classes have a unique blend of abilities and have access to skills from previous classes.

Ex: Dark Knight has access to both Samurai and Knight skills that are NOT tied to weapons and Equipment.

### Dark Knight

- Traits: Increased HP; Decreased Agil
- Equipment: Odachi / Greatswords, Mid-Armor, Heavy Armor
- Class Path: Samurai, Knight
- Skills / Abilities:
  - Seppuku – Deals damage equal to 50% of max HP to self. Massively increases Atk and Crit.
  - Soul Eater – Deals damage to a single enemy. Recovers HP equal to half the damage delt.
  - Soul Crusher – Deals damage to a single enemy. Deals more damage at lower HP.

### Paladin

- Traits: Increased HP; Decreased Agil
- Equipment: Mace, Flail, Shield, Mid-Armor, Heavy Armor
- Class Path: Knight, Mage
- Skills / Abilities:
  - Guardian – Takes Damage for target ally.
  - Crusader – Deals Physical and Holy Damage to one enemy.
  - Lion's Wrath – (Shield Equipped) Deals damage based off  $(\text{Def} + \text{M.Def}) / 2$

- Protector – (Cost AP) Decreases the amount of damage the party receives for 1 turn and applies HP Regen to all allies for 3 turns.

## **Sharpshooter**

- Traits: Increased MP, Atk, and M.Atk; Decreased HP, Def, and M.Def
- Equipment: Rifle, Light Armor, Magic Armor
- Class Path: Mage, Archer
- Skills / Abilities:
  - “Elemental” Shot – (Fire, Bolt, Water, etc.) Deals Physical damage + Magic “Element” Damage to a single enemy.
  - Piercing Shot – Deals Piercing Damage to a single enemy.
  - Power Shot – Deals heavy physical damage to a single enemy. Inflicts Stun.
  - Stun Grenade – Inflicts Stun to ALL enemies.
  - Rapid Fire – Deals physical damage to 3 random enemies.

## **Shinshoku (Shinto Priest / Priestess)**

- Traits:
- Equipment: Bow, Light Armor, Magic Armor
- Class Path: Archer, Monk
- Skills / Abilities:
  - Heal All – Recovers HP for entire party.
  - Cure All – Recovers status for entire party
  - Revive – Recovers an ally from Death / Knocked Out
  - Purify Shot – Deals Magic Damage and removes all buffs from single enemy
  - Healing Rain – Applies HP and MP Regen to entire party for 3 turns.

## **Shihan (Martial Arts Master)**

- Traits: Increased HP, MP, Evasion, and Agility; Greatly Decreased Def and M.Def
- Equipment: Gloves, Claws, Glaives, Light Armor, Magic Armor
- Class Path: Monk, Ninja
- Skills / Abilities:

- Afterimage – Increases Evasion. All attacks hit 3 times at 1/3 damage until hit.
- Taunt – Enemies target this character for 1 turn.
- Tokkuri – Recovers HP, MP, and grants “Drunken State”
  - Drunken State – Increases Atk, Evasion, and Crit. Decreases Def, M.Def, and Agility
- Astral Separation Strike – Inflicts Stun, inflicts Silence, and removes buffs from a single enemy.

## **Ronin / Jonin**

- Traits:
- Equipment: Katana, Dual Blades, Light Armor, Mid-Armor
- Class Path: Samurai, Ninja
- Skills / Abilities:
  - Precision – Increases Crit and applies “Inflict Bleeding” to each attack for 3 turns.

## Developer Notes

- The first iteration of this game was made using RPG Maker MV because of its simplicity and a library of graphical assets ready to use.
- Because of the limitations in RPG Maker's menu system, an elaborate tree of If statements was needed for the crafting system until the proper plugin is found.

## Glossary

- Accuracy – The likeliness a character, or enemy, will land a hit.
- Action Points (AP) – A resource that builds over the course of a battle that is used to perform unique skills, spells, or abilities.
- Agility (Agil) – Character state determining the order of which character and/or enemy goes first, second, etc. during the turn.
- Attack (Atk) – Character state that determines physical damage.
- Critical (Crit) – Character state that determines the likeliness of landing a critical hit.
- Critical Hit – Deals a great deal more damage than a normal hit.
- Defense (Def) – Character state that determines resistance to physical damage.
- Evasion – The likeliness a character, or enemy, will avoid being hit.
- Health Points (HP) – Character state that determine how much damage they can take before entering Knocked Out / Death state.
- Magic Points (MP) – Character state that is a resource to casting spells and performing skills.
- Magical Attack (M.Atk) – Character state that determines magical damage.
- Magical Defense (M.Def) – Character state that determines resistance to magical damage.
- Mastery – This game's version of a traditional leveling system. This level is tied to classes that character has used and not the character itself. Influences when a character unlocks certain abilities and when it can upgrade to related Mastery Classes.
- Mastery Classes – Also known as Sub-Classes. Classes that are only obtainable by reaching specific Mastery level in corresponding classes. (See Mastery Class Section)
- Piercing Damage – Damage delt to a target ignoring their defenses. Attacks with piercing damage are often weaker than normal attacks but deal more damage due to lack of resistance.
- Silence – Target is unable to perform skills and magic.
- Stun – Target is unable to perform any actions for one turn.