PETANIA

A JRPG BATTLE SIM

INTRO:

- *Petah Heights* is a young warrior, stuck fighting in a bloody war against the Hikui dynasty.

- You play as Petah, in a game that pits knights against samurai.

PETANIA FEATURES:

Battle systems that homage to early retro classics, such as EarthBound, Mother and Pokémon.

NPC interactions.

"Party System" (Like having multiple Pokémon, or multiple party members in Baldur's Gate 1 or 2)

Item Managment

CORE FEATURES:

1

Battle Systems, 65% : Strategising and figuring out how to correctly utilize your party members and their unique abilities is the core gameplay mechanic.

2

Item Management 15% : Outside of battle, using your items wisely, equipping your party members and figuring out what should go where.

3

NPC INTERACTIONS 20%: NPC interactions will lead to unique battles, and increased user engagement.
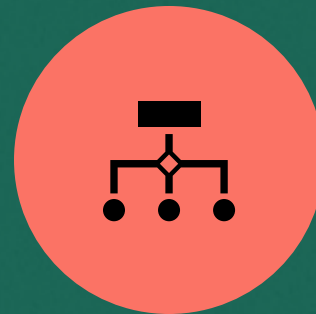
SKILLS REQUIRED:

GRAPHICS (Pixel art graphics for almost every asset in the game.)

GITHUB KNOWLEDGE (Gitbash, Gitfork, etc).

SOFTWARE (Visual Studio 2022, Photoshop/Krita, Discord for communication).

Knowledge of basic-advanced C++/SFML concepts. (Vectors, Enums, Classes, Arrays, etc.)

From my knowledge, a lot of the people in my year-group are great fans of games such as this, and I wanted to make a concept that not only I would enjoy, but they would do. After all, others could potentially be working on this. VU

I do love JRPGs, and games LIKE this. If I could make a simple game, it would be in this genre.

The strategy required to beat a boss would be enough to keep people going for a while and would give that dopamine rush once you beat it.

Why this?

Example of gameplay:

- You run into an enemy, and the screen fizzles away- he's there, in front of you. An enemy noble, Issa Badhgui. He brandishes his sword, and your party does the same.

- You throw a bottle filled with grease down in front of him, creating a slippery surface everywhere. Your next party member tosses a chain around him, and yanks. The enemy noble slips, falling into the pool of liquid underneath him.

- Your party surrounds him, and you eventually whittle him down to defeat.

Potential Break Down:

- Menu and Sub-Menu system [40 HOURS]: A robust, customizable menu system would make implementing everything else easier. Even if it was just rectangles at the start and blossomed into a more art-focused style. This also includes menu navigation code, and not just art assets.

- Fighting Gameplay [20 HOURS]: While less time, it is still possible to make a fleshed out fighting sim while keeping down on the time crunch. This would include battling, turns, party AI and enemy AI.

- NPC Interaction/Overworld system[30 HOURS]: This system would be the pre and post battle phase. You could walk around, do whatever, get items, etc.

Potential Break Down Cont:

- ASSET CREATION [20 HOURS]: This goes for visual and auditory assets. It *might* be a crunch, as I am not an artist and am only VAGUELY aware of how long art takes to make. Can be discussed with the artist to shuffle around approximate time allocated.

- PROJECT MANAGEMENT/DOCUMENTATION [10 HOURS]: As I enjoy doing this stuff myself, I am sure this is plenty of time to lock in and lock up for this project.