# Alteria (working title)

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# Overview

**Gameplay** – An army management RPG with on-location turn-based combat and character leveling system

**Story** – Follows Iris Alteria on her path to reclaiming her kingdom. Unravels the story for the player when moving locations.

# Ideas

### Basics

* Rotatable overhead camera angle
* Grid movement
* Turn based combat
* Multiple player characters
* Characters represent their troops
* Locations to explore with objectives
* Storyline tied into locations
* Captain leveling system
* Dialogue system

### Extra

* Offstory locations
* Strongholds for resources

### Ideas

* enemies with counterattacks, able to attack after player has attacked
* gained exp stored and counted only after scene is finished
* battle banner that grants buff bonus, only active while iris is in the buff area
* character has a skillset of 5 skills in their own categories (AoE damage, AoE positive, single target damage, single target positive, CHARACTER SPECIAL)
* language learning for unlocking nation-specific character skills or nation-specific shop items
* 3 trees for skills, main lines are
  + Mana-heavy spells (AoED, AoEP)
    - Effect relies on INT + skill points
  + Mana-light spells / Heavy buffs (SingleD, SingleP)
    - Effect relies on ATK + skill points
  + Character Special progress tree

# Legacy versions

## 0.0.1.0

* Turn based battle system
* Forming a party from multiple individual characters
* Categorized character combat skills
* Character skillset building
* Character leveling system
* Equipment system
* Dialogue system with multiple choice options

# DEV NOTES

## Days/hours

10/8/2016 (13h) 0.0.0.1  
 11/8/2016 (8h) 0.0.0.2  
 12/8/2016 (10h) 0.0.0.3  
 13/8/2016 (6h) 0.0.0.4  
 14/8/2016 (2h)  
 15/8/2016 (6h) 0.0.0.5  
 16/8/2016 (7h) 0.0.0.6

~ 52h / week

18/8/2016 (2h)  
 22/8/2016 (3h) 0.0.0.7  
 23/8/2016 (5h)  
 24/8/2016 (4h)   
 25/8/2016 (6h) 0.0.0.8  
 27/8/2016 (1h) 9:40

## Formatting

* Mechanic
* *Unimportant future development option*
* ~~Replaced~~
* 🡪 Patched at
* UI Feature

# 0.0.0.0 - 0.0.1.0

## 0.0.0.1 Grid, AAD, Basic Player Movement, Basic Player Attack

1. Grid generation
2. Grid cell hovering and click detection
3. Grid cell index generation
4. Player moves to a clicked grid cell on a linear path
5. Camera follow movement
6. Basic camera zoom
7. Player can be selected and deselected
8. Cells are named by their X and Z index
9. Cells surrounding player can be found by name and tweaked
   1. (Accessible Area Determination = AAD)
10. Added Character Action Panel to toggle Moving Phase
    1. Moving Phase ends after movement is completed
11. Limit moving only to Moving Phase
12. Deny movement/access to cells out of AAD range
13. Deny movement to current cell so Moving Phase isn’t wasted
14. Attack Phase using AAD
15. Move/attack pattern determination

## 0.0.0.2 Enemy AI, AAD fixes, HP/Stats system, Turn/Phase system

1. ~~Static enemies~~ 🡪 0.0.0.2, 15
2. Enemy and player stats system (HP/ATK)
3. AAD detects obstacles, making them inaccessible (environment & enemies)
4. AAD detects dead cells (out of grid), making them inaccessible and preventing errors
5. ~~Turn controller keeps track of taken actions during the turn~~ 🡪 0.0.0.3, 2
6. Ability to end player turn and start a new turn
7. AAD filters obstacles out in Attack Phase
8. Character Action Panel buttons not interactable after use on turn
9. Turn Panel to display whose turn it is
10. Enemy AI checks attackable area
    1. If player found in range, enemy attacks them automatically
11. ~~Enemy turn finishes if nothing can be done or Enemy AI attacks~~ 🡪 0.0.0.2, 16
12. Fixed pattern visual while changing between Phases
13. Enemy AI can check its Aggro Range for player characters
14. ~~Enemy AI moves to nearest cell calculated by distance~~ 🡪 0.0.0.2, 15
15. Enemy AI moves to an interlacing cell between it and a player character if possible
16. Enemy AI moves if immediate attack is not possible, then tries attacking again

## 0.0.0.3 HP indication, Scene building, Handling multiple characters

1. HP slider & text indicator
2. “Able to Move” & “Able to Attack” values now character specific
3. Enemies take individual turns
4. Enemies are spawn from resources with given grid coordinates
5. Player character is spawn from resources
6. Environment objects are spawn from resources
7. Player HP bar and Enemy HP bar are instantiated on spawn
   * And destroyed when their target is destroyed
8. Scene is set up before Turn system awakes
9. Movement refactored to singular script
10. Accessible Cells now an Array List
11. Turns for Player Characters now individual
12. Camera locks and moves accordingly to a selected Player Character

## 0.0.0.4 Individual character stats, Basic menu UI

1. Menu screen can be brought up by pressing Escape
   1. Interchangeable sub-menu canvas
   2. Blocks any ray cast in play area
2. Character screen displays some character stats
   1. Character selection buttons generated according to player spawner
   2. Keeps up with real-time character stats
3. Mana system, indication bar
4. Characters are set up with individual
   1. This enables individual moving/attack patterns
5. Moving and attack patterns are now separated when called for determination
6. Player HP/MP bars now combined to one class

## 0.0.0.5 Scene and data loading, Persistent UI

1. GameController now singleton
2. Data saving and loading implemented
3. ~~Fixed references when loading BattleScene from MainScene~~ 🡪 0.0.0.5, 8a
4. Combined Player Attack and Enemy Attack to a Character Attack class
5. GameControl keeps track of player stats and saves/loads them
6. Overworld scene with terrain and map texture
7. ~~Persistent Canvas class for Menu UI~~ 🡪 0.0.0.5, 8b
8. Heavy refactoring and cleaning up extra code
   1. All Gamecontroller components must be referred to GameControl
   2. All UIs parented to Gamecontroller so they are persistent

## 0.0.0.6 Dialogue, game progression

1. Dialogue system, loads text from file, displays speaker and text
2. Gamecontrol keeps track of story progression
3. Dialogue checking:
   1. Story progression = dialogue chain
   2. If no more lines in chain, end dialogue
4. Added options for dialogue system with different simple dialogue paths
5. Character Data now saved as an object with an character index (super safe)

## 0.0.0.7 Item, inventory, equipping

1. Created Item class & Item controller
2. Player inventory, inventory screen for menu
3. Equip weapon from inventory
4. Inventory screen on character canvas for ease of equipping
5. Unequip or switch weapon from inventory
6. Character-specific item equip
7. Added Ring class
8. Inventory can be saved and loaded
   1. Replaced Sprite variable with spritePath which is used when ui loads graphics
9. Weapons have a damage variable
   1. Updates for addressed character, displayed on character stats

## 0.0.0.8 Skills, Area of Effect, Temporary Buffs, Character menu

1. Created Character Skill class
   1. Determines AoE area with AAD and deals damage to all enemies in area
2. Combined all filter functions to one function with filter parameter
3. Created Skill Library, Skill class and ~~5 subclasses~~
   1. AoE damage, AoE positive, Single target damage, single target positive, character special
4. Added Skill Panel to Character Action Panel for choosing skills
5. Hovering Skill Button shows the affected area, pressing skill button executes the skill
6. Skill spritepath set by type and index
7. Special skill function takes skillset index parameter
8. Character stats update to control after battle, doesn’t support equipment changes during battle
9. Different functions for dealing AoE damage and single cell damage
10. Skill categories reduced to 4 (AoED, AoEP, SingleD, SingleP) while Character Special falls into one of these categories and has a type only for sprite pathfinding and skillset building
11. Progression handler for unlocking skills when leveling up
12. Character menu separated from Menu
13. Character menu shows character skills
14. Skills can now be equipped and unequipped from the character menu

## 0.0.0.9 Party system, Pre-battle screen, Multiple Battle scenes

1. Character menu design tweaked, viewed character is now selected from an arrow menu
2. Dialogue canvas redesigned
   1. Title of the conversation
   2. Environment image
   3. Full speaker image
3. Pre-battle screen to form party
   1. Party is formed automatically at first
   2. Party can be manually formed from all available player characters in playerlist
   3. Party members’ character screens can be brought up from the party forming panel
4. Spawn Position class for dynamic player spawning by scene
5. Return button for Pre-battle menu to return to Overworld
6. New battles unlock with story progression
7. Organized resources folder

## **To-Do**

* 1
* create subclasses for uicontroller for ease of use
* unlock characters via storyprogression
* have objectives in battle scene
* Camera rotation in battle scene
* 2
* Determine stat curves
* *Enemy targeting*
* 3
* *Make Turn Panel display taken actions*
* universalize character selection scripts

## **Other notes**