**FURRY RPG**

**Game Design Document**

Content

A game design document may be made of text, images, diagrams, concept art, or any applicable media to better illustrate design decisions. Some design documents may include functional prototypes or a chosen game engine for some sections of the game.

Although considered a requirement by many companies, a GDD has no set industry standard form. For example, developers may choose to keep the document as a word processed document, or as an on-line collaboration tool.

Structure

The purpose of a game design document is to unambiguously describe the game's selling points, target audience, gameplay, art, level design, story, characters, UI, assets, etc. In short, every game part requiring development should be included by the developer in enough detail for the respective developers to implement the said part. The document is purposely sectioned and divided in a way that game developers can refer to and maintain the relevant parts.

The majority of video games should require an inclusion or variation of the following sections:

Story

Characters

Level/environment design

Gameplay

Art

Sound and Music

User Interface, Game Controls

This list is by no means exhaustive or applicable to every game. Some of these sections might not appear in the GDD itself but instead would appear in supplemental documents.

**Story**

On learning that a »ghost« haunts their village as of late, scaring the kids and stealing food from unlocked pantries, best friends Alec Marlowe, a young hunter (lion), and skeptic scholar Lilac Pondicherry (tigress) join foreign soldier Primus Greyfur (wolf) for a trip into the vast forest just beyond their doorstep. Bent on hunting down and uncovering the villain, whom they suspect to be very fleshly in appearance (although furred, of course), the three venture deep into the woods, where they eventually make a discovery that will forever change their destinies as well as the history of their country, the Republic of Librefur. For in an abandoned military outpost, unbeknownst to anyfur, Reinhold von Pappenheim (fox/coyote?) has been living a secret life, with an unsightly fennec puppet named Dorothy as his sole companion.

Initially posing as a trickster and ventriloquist, Reinhold is soon revealed to be the exiled heir to the throne of Fleckenstein Kingdom, beyond the Republic’s eastern border. He tells Alec and his friends of an uprising in his home country. The rebel forces are supposedly led by »the Badger,« whose sole purpose in life appears to be to overthrow the reign of the Pappenheim line of kings, and plunge the realm into chaos and destruction.

Convinced that his new friend should be lent a paw returning to his people, claiming back the throne and restoring peace to Fleckenstein, Alec and his comrades join Reinhold on a journey back to the kingdom—only to find it in full preparation for war against its three neighboring states: the Furderal Empire, to the south, the Free County of Coathill in the north, and the Republic of Librefur, due west.

Shocked about this finding, Alec and Lilac agree to return home in order to warn both the Palace and the population of Librefur of the impending invasion. But before they can even leave the capital of Fleckenstein, the four friends are all arrested and put in separate jails, knowing they will be publically executed on the very next morning for alleged high treason. However, Alec, Lilac and Primus are found and liberated at night by nofur else than »the Badger« himself, a.k.a. Kilian Lacrimo della Valle (cheetah), who tells them that Reinhold was nowhere to be found and has most likely already been killed.

During their journey back to the Republic of Librefur, the remaining three tell Kilian about Reinhold’s identity. Kilian, in turn, explains that nothing of what Reinhold told them was true. According to »the Badger,« the Pappenheim reign is actually a ruthless and cruel dictatorship that needs to keep up its outward saber-rattling so as to remain credible to its large amount of faithful citizens, and that the rebels indeed intend to rid the country of its unfurvorable leader. He reminds Alec that he and his friends are far too deeply involved within the conflict to go back to their normal lives anymore—as Fleckenstein assassins have already been sent out to track them down—and instead convinces them to retreat to the abandoned outpost in the forest, fortify it in case they are discovered by Fleckenstein spies, and aid the resistance from there.

In time, they are joined by others hoping to stop Fleckenstein: young Jonathan Fleck (jaguar/leopard?), a martial artist who is loyal to his home kingdom, yet afraid the Pappenheim’s war-mongering might wreak havoc on it; Tara of Idenmarch (lynx), a Fleckenstein refugee who saw her family being murdered by Pappenheim’s henchmen; Gregory P. E. H. Eindhoven Dubois Quaoar van der Muhlhausen Nido sulle Colline (bear), a would-be Coathill aristocratic who gets debunked quickly by Kilian and, being a carpenter, decides to help rebuilding the outpost; Kit, an orphan foxling whose flute-playing ensnares friends and foes alike; and several others (i.e., secret characters).

When the motley crew around Alec finally re-enter Fleckenstein Kingdom to confront Reinhold in the hopes of ending the war before it really begins, they appear to succeed—only to realize that hardly anyfur amongst them is actually what he or she pretends. Not only that, but the real threat is found to stem from deeper than the deluded minds of those few who seek to conquer the lands around them.

In the end, Alec has to make a decision the world he knows depends upon—as do both his own life and the lives of all his friends …

**Storyboard (game events)**

Storyboard from the beginning (new game):

* Intro???
* Cut-scene: Alec's house. Alec joins the party.
* Mini game: Chasing rabbits/gathering firewood/sth. similar
* Cut-scene: Lily appears and tells Alec about the »ghost«. They decide to do something about it. Lily joins the party.
* Cut-scene: In the village, they get instructions from the mayor/elder, and meet Primus. Primus joins the party.
* Dungeon: The forest pt. 1.
* Mini-boss battle: 3 gorillas.
* Cut-scene: First night in the forest.
* Cut-scene: First morning in the forest.
* Dungeon: The forest pt. 2.
* Cut-scene: Abandoned outpost
* Boss battle: Fennec puppet
* Cut-scene: Reinhold appears and explains his situation. Reinhold joins the party.
* ...
* ...
* ...
* ...
* ...

**Main characters**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Alec Marlowe | Lilach Pondicherry | Primus Greyfur | Jonathan Fleck | Reinhold von Pappenheim | Tara of Idenmarch | Kilian Lacrimo della Valle | Gregory Perpetuus Ebenezer Hrabanus Eindhoven Dubois Quaoar van der Muhlhausen Nido sulle Colline |
| **Nickname** |  | Lily | Grey Sabre | Mickey | Reynard |  | »the Badger« | Bob |
| **Species** | Lion | Tiger | Wolf | Jaguar/Leopard | Fox/Coyote | Lynx | Cheetah | Bear |
| **Age** | 19 | 18 | 22 | 17 | 27 | 21 | 26 | 33 |
| **Sex** | Male | Female | Male | Male | Male | Female | Male | Male |
| **Orientation** | Males | Males | Bisexual | Bisexual | Males | Bisexual | Females | Females |
| **Job** | Hunter | Scientist/skeptic scholar | Soldier | Martial artist | Trickster | Healer | Running vehicle (w/o random encounters) | Carpenter/cook |
| **Height** | 186 cm | 175 cm | 185 cm | 182 cm | 179 cm | 167 cm | 189 cm | 212 cm |
| **Weight** | 192 lbs (87 kg) | ??? | 165 lbs (75 kg) | 172 lbs (78 kg) | 148 lbs (67 kg) | ??? | 123 lbs (56 kg) | 271 lbs (123 kg) |
| **Favorite Food** | Wild boar roast | Parsnip stew | Black pudding | Steak tartare | Roast partridge with spiced apple/walnut sauce | Chicken soup with soy sauce and bread | Smoked trout with horseradish sauce | Chili salmon fillet with honey mustard dressing |
| **Favorite Drink** | Well water | Iced tea | Brown ale | Egg white | Apple cider | Milk | Milk | Brandy neat |
| **Personal Quote** | »There’s nothing I can’t do!« | »Unless you can describe something in writing, there is no evidence to believe it exists at all.« | »Hey-ho, Leonido …« | »I don’t care what you say!« | »Count on me … and you’re done for!« | »Fever be gone!« | »Run, boy, run!« | »Never forget your own roots!« |
| **Misc. Info** | Main character. Self-confident, lighthearted, sincere and up-front. Lives in a sunny, subtropical region. | Grew up with and has a long-time crush on Alec, who won’t realize. | Wary, but apparently loyal and faithful. | Youngster. Strong. Stubborn, yet double-minded. | Cunning. Not what he seems to be. Has a Fennec puppet named Dorothy. | Has a rather dark backstory. Admires Reinhold for his ruthlessness, and Lilac for her b… you get the idea. | Develops a crush on Tara, who rejects him. Betrays Alec and/or dies at some point, only to show up later again (talked Reinhold into helping him fake his own death). | Orphan. Really proud of his (imaginary) ancestry and lineage, but nevertheless one of Alec’s most loyal friends. |
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1 kg = 2,2046226 lbs

**Secret characters**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Kit | ??? | Ruby Stolzenberg | Temba |  |  |  |  |
| **Nick** | Kiddo | Fluffy | Blue |  |  |  |  |  |
| **Species** | Fox | White dragon/giant eagle hybrid | Arctic Wolf | Lion/snow leopard hybrid | Humanoid/Were-Beast |  |  |  |
| **Age** | 12 | 270 | 24 | 19 |  |  |  |  |
| **Sex** | Male | ??? | Female | Male |  |  |  |  |
| **Orientation** | n/a | n/a | Males | Males |  |  |  |  |
| **Job** | Musician | Flying vehicle | Adventurer | Fighter |  |  |  |  |
| **Height** | 148 cm | 22 m (length from head to tail) |  | 184 cm |  |  |  |  |
| **Weight** | 84 lbs (38 kg) | ??? |  | 176 lbs (80 kg) |  |  |  |  |
| **Favorite Food** |  | ??? | Vegetable soup with sour cream | Venison ragout with beet/cranberry salad |  |  |  |  |
| **Favorite Drink** |  | ??? | Vegetable stock | Waxflower nectar |  |  |  |  |
| **Personal Quote** |  | »Kiiiyaaah!« |  |  |  |  |  |  |
| **Misc. Info** | Orphan. Loves to play the flute, with which he can ensnare enemies or whatever. Easiest to find. | Non-talking character. 2nd-easiest to find. Required for some later missions. |  | Very hard to find (also requires the player to make several correct decisions in the course of the game). Best fighter in the game, and Alec’s true love interest. Also needed for Alec to reach the highest fighting level/technique. Maybe even some ultimate dual-tech ... |  |  |  |  |
| **Required for best ending** | no | yes | hmm … | yes |  |  |  |  |

1 kg = 2,2046226 lbs

**Gameplay**

**Open-world design**: No linear route. The player can choose which places to explore (event-based limitations apply).

**Day-night cycle** with specific events requiring the player to be at a certain place at a certain time. (CHECKME: use sd2snes RTC, if available?)

The clock is suspended in the following cases:

* whenever the player enters a building
* whenever the player flies around the map

**Real-time battles, featuring**:

* a speed gauge???
* a „rush“ gauge (or whatever), which increases whenever the character gets hit (???) and enables them to do cool things when it’s full (e.g., Alec might be freely controlled around the battle screen and hit enemies repeatedly, while his „rush“ gauge gradually decreases down to 0).

**No annoying scripted-loss battles**: Whenever the story requires the characters to lose a fight, enemies make their deadly strike first, winning the battle instantly without the player being able to interact.

**Dialog affects story**: In some situations, the player can choose one of up to 3 different reactions to a certain dialog. Depending on the choice made, one or more of the following can happen:

* the protagonist's "sympathy level" with any one (or more) of the other characters changes
* the player may or may not trigger certain cut scenes
* the game's ending sequence is affected

**Novelty factor:** The player may even be given the option to back out of a choice and instead have one of their sidekicks reply, which affects cut scenes and/or sympathy levels in a way appropriate to the nature of the reply (which is of course unforeseeable by the player.)

RANDOM IDEAS:

* Final dungeon: Each character has to solve a puzzle matching their job
* Items in shops can be bought on credit

**Furry dialog**

**Recurring phrases:**

* Alec: »Know what? / Kleiner Tipp (???)«
* Primus: »Hey-ho, Leonido ...«
* Mickey: »You whatta?! / Bitte was!? (???)«

**Species conventions (Species: Noun, Adjective / Substantiv, Adjektiv-Präfix)**

* Lion: Leonid, Leoniden / Leonide (Leonidin), Leoniden
* Tiger:
* Wolf: Wolf(en), Wolfen / Wolfen, Wolfen
* Fox: Fox(en) (cub: Foxling), Foxen / Fuchs (Welpe: Fuchsling???, Fuchsen
* Leopard: Parden, Parden / Parde (Pardin), Parden
* Snow Leopard: Snowpard, Snowparden / Schneeparde (-pardin), Schneeparden
* Lynx:
* Cheetah:
* Bear:

Regular animal terminology is used in a derogatory way, e.g., »You stupid wolf!«

**Interjections:**

Yikes! (huch, oje!)

Yelp! (Kläff!)

Woof! (Wau!)

Rawr! ~

Wräffs!

Wruff!

**Vocab & idioms:**

to yap (kläffen)

yapping (Gekläff)

yap (Maul [slang])

Shut your yap! [sl.] (Halt's Maul! [sl.])

His bark is worse than his bite.

barking mad (total verrückt)

to bark up / be barking up the wrong tree (auf dem falschen Dampfer/Holzweg sein)

to turn tail and run (Fersengeld geben)

caterwauling (Katzenmusik)

Ladies and gentlefurs

**Cut-scene scripting language**

|  |  |  |
| --- | --- | --- |
| Command | Argument(s) | Effect |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| GSS\_TRACK\_FADEIN | Speed |  |
| GSS\_TRACK\_FADEOUT | Speed |  |
| GSS\_TRACK\_PLAY |  |  |
| GSS\_TRACK\_STOP |  |  |
| LOAD\_GSS\_TRACK | Track no. # |  |
| LOAD\_MSU\_TRACK | Track no. # |  |
| MOVE\_OBJ | Obj. no. #  Direction(s)  Speed |  |
|  |  |  |
| MSU\_TRACK\_FADEIN | Speed |  |
| MSU\_TRACK\_FADEOUT | Speed |  |
| MSU\_TRACK\_PLAY |  |  |
| MSU\_TRACK\_STOP |  |  |
|  |  |  |
|  |  |  |
| SCR\_EFFECT | Effect no. # |  |
| SCR\_EFFECT\_FADEIN | Fade effect no. #  Speed |  |
| SCR\_EFFECT\_FADEOUT | Fade effect no. #  Speed |  |
| SCR\_SCROLL | BG(s)  Direction(s)  Speed |  |
|  |  |  |
| WAIT\_JOY1 | Button(s) |  |
| WAIT\_JOY2 | Button(s) |  |
|  |  |  |
|  |  |  |