

## Technical Design Document - Turn Based RPG

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# Scales of Conviction

### Overview:

Scales of Conviction is a turn-based tactical RPG set on a board with random effects tiles, as well as a balancing mechanic revolving around the gathering of the aforementioned random effects during traversal phases. Effects are gathered before entering a turn based command battle phase with enemies from the board.

### Requirements:

The main features of the Game are a modular Board setting to represent the world, upon which the player and enemies traverse to gather buffs, debuffs and more. Another major feature are the titular scales which are present at the center of the board, and keep track of the Action points both player and enemy gather in the course of traversal and before they encounter one another. At which point they engage in a turn based battle, with a first person perspective from the player viewpoint.

### Non-Goals:

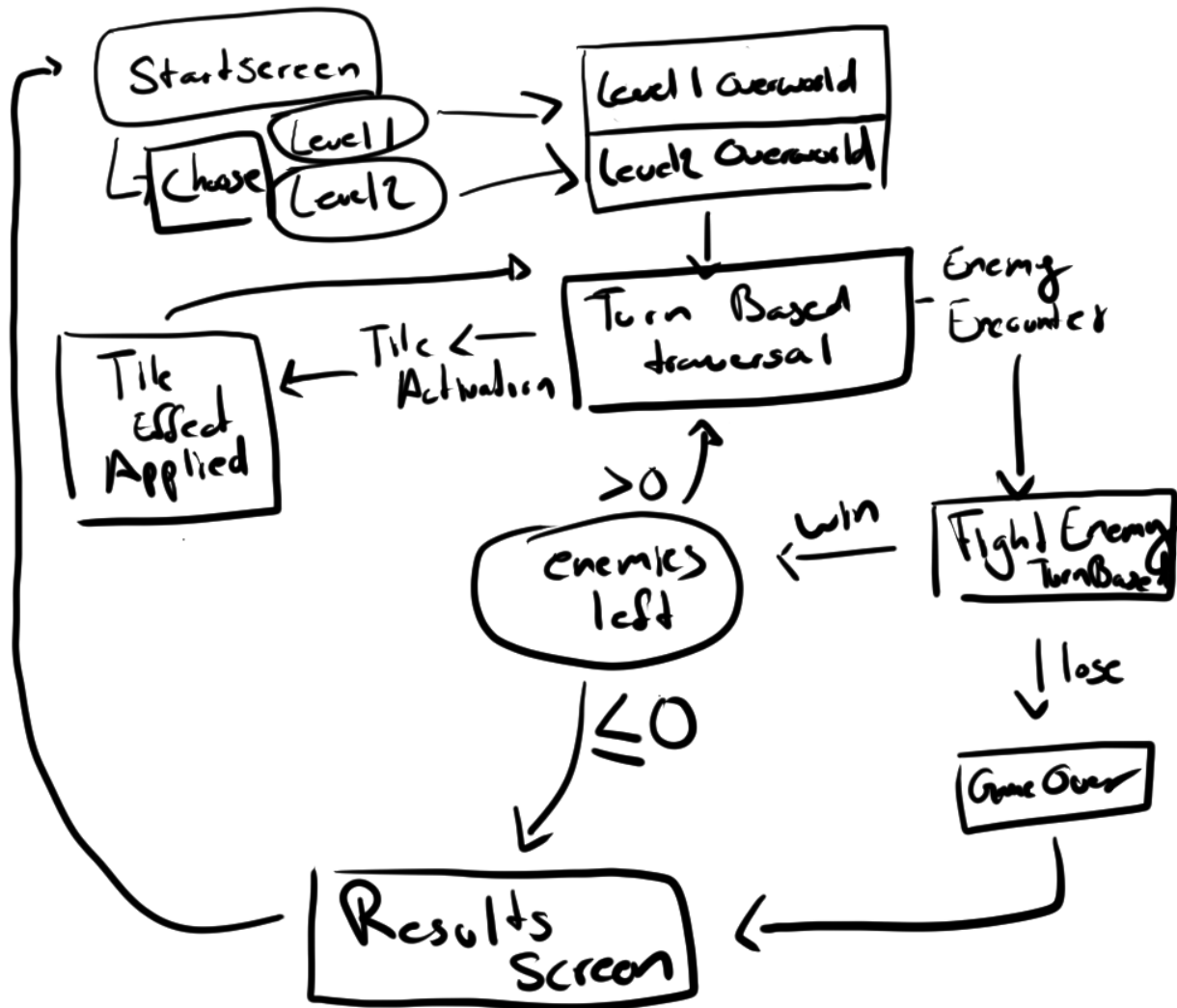
The overall scope of the game is to make a fairly simple combat system that interacts with the overworld system, in which random elements are present and obtainable by the player and enemies. Simple overall assets and design with enemies having their own behavior and states both in and out of battle.

As such we do not think complex AI and a variety of enemy models and abilities for the player are viable, and the number of tile effects are limited as is the environment design. These would be considered out of scope. Some of the above ideas may also turn out to be out of scope as we go about it. The set dressing will also be limited unless assets from prior projects are reused.

### Screens:

The plan is to have a Title screen, from which possibly two boards can be chosen. From there there will be an overworld with scattered board elements, pieces and the scales. Players then take turns moving across the board, and letting the enemy also move, once a player encounters an enemy they enter a battle phase upon which they also take turns to act based on accumulated points from the board. Once all Enemy units are defeated the end scene is displayed, displaying some miscellaneous stats such as time taken to defeat enemies and stats accumulated.

## Game Flow:



## Tools:

- For this project we are mainly sticking to Blender for asset creation, because it is free and easy to use. **(Blender 3.6.5 LTS)**
- For the Game itself we are using Unity, specifically an HDRP scene so as to be able to make use of some potential VFX systems. **(Unity 2022.3.11f1 LTS)**
- There is only a little 2D concept work but for it Clip Studio Paint was used as I have access to it. **(Clip Studio EX 2.0)**
- We want to try making use of a finite state machine and some arrays so as to have various effect tiles and the enemies having a variety of actions they can take.
- GitHub is being used for the sake of tracking changes, and user collaboration. Project GiT is: <https://github.com/RemiJu/TB-ScalesOfConviction/tree/main>

**Systems Design Document Provided Separately.**