Gladiator:

(Story details changeable, characters not described but assume multiple important, but optional, npc storylines).

Inspiration: Long Live the Queen, Persona.

Overview:

You’re a former soldier turned gladiator, finally set to prove your worth for the next 4 weeks. The once glorious kingdom has turned for the worse recently - members you were once friends with have either disappeared or shut you off entirely, and the kingdom is now filled with corruption, and you stripped of your titles. However, there’s still hope - every month a series of fights are held to determine the next captain of the guard, a position which you once had. You don’t know why the kingdom’s gone downhill for so long, but you aim to find out and restore your own honor.

Design:

* 2D, sprite based
* Character focused. You spend each day working on yourself, choosing specifics to focus on to win your end of the week battle. At the same time, you can form friendships with other people in the vicinity, who in turn can open up either new routes, or teach new combat skills/magic/ideas.
  + “Other routes” include potentially characters that can sneak you out of the colosseum town to obtain different items, characters with motives to overthrow the kingdom that you can befriend (thus skipping the latter few fights altogether), etc.
* 30 days.

Gameplay Loop:

* At the end of every 7 days, a scheduled match will take place on the 7th day. You know the opponent’s basic description before this day, and are encouraged to spend the week planning for the fight (whether it’s finding out weaknesses, powering yourself up, etc).
* During each day, you can spend the morning doing a task, midday a task, evening a task, and midnight a task (if you want to risk it).
* The “task” can be either talking with an characters with a background (“Important Characters), spending time in the library (“Learning magic”) -> which can eventually lead to better tasks to learn magics, training (“Improving raw stats and physical handling”).
  + Other “tasks” can be unlocked given enough time talking to certain characters.

The Fight:

* 2D, very rigid 1 on 1 (no free form jumping all over, you can hop but it’s super limited. Aim to give the feel of an armored warrior). Think roughly the final fight in Ghosts and Goblins vs Satan. Stats can improve movement speed, blocking windows, etc.
* Magic is a thing to learn, but require proper setup before the fight (during the week) and cannot be spammed unless you’ve heavily, heavily specced this way.
* Your 1v1 opponent has a set pattern pertaining to their character (pattern a, b , c ,d, etc) - this can be discovered prior based on your own research.
* 3 solid hits for you or your opponent determines a win.
* You can block, roll, and do a light or heavy attack. Heavy attacks will break blocks, light attacks comes out faster. Armor will absorb 3 light hits or one heavy. (subject to change).
* Perma-death for the most part, so plan very carefully (can be turned off).

The Routes (for now):

* “Valor” (Normal Ending) - You simply were successful in gaining the skills necessary to beat each weekly fight, and regained your title.. Something still feels hollow about this victory, as the kingdom is still different than the one you once knew. As you wear your badge of honor, a horrifying grip latches onto your heart from the inside, right where the badge is placed.
* “Uprising” (Chaotic Ending) - You side with the insurgency and kill the king/queen during the final weekly fight, after successfully disabling the barriers prior. As they fall, you notice their necklace badge fall slowly to the ground, and go to pick it up.
* “Free” (True Ending) - You discover the shadowy organization (name TBA) that took hold of the kingdom from behind, and break in the night before the final fight.You fight the advisor (it’s always the advisor), and break the king/queen from their control, and successfully shatter the organization’s control over the royalty. You regain your titles (etc etc).
* “Failure” (Bad Ending) - You die in the weekly fights, unable to surpass and reclaim the titles you once held. As you lay bleeding, you notice a flash of darkness from the royal viewing throne above.
* “So Close” (Failed Ending) - You attempt to find the truth during a nightly raid into the castle you joined, spurred on by individuals who seem to know more than you. Unfortunately you die in the process. So close, yet so far.
* “Omniscient” (Cheat Ending) - You’ve edited the stats early on and managed to jump and destroy the barrier on the first fight. Ripping the necklace off the king/queen, you shatter it immediately and watch as the dark energies dissipate. How the hell did you do this? Must’ve been hacking.
  + If you go to the library for three times during the day, find a hidden book, and then go to the training during midnight and select the hidden book to modify specifically your jump stat and intelligence on the night before the fight, you can achieve this ending.