**Pokemon-Style Turn-Based RPG Battles GDD  
  
  
Overall Vision:** Players will explore different regions, capture and train various Pokemon with unique capabilities and powers, and engage in strategic battles and storytelling. As players progress, they will gain special powers and abilities.

**Specific Features:**

* **Explore Random Encounters:** Battles will begin while exploring different environments, terrains, and dynamic battle scenes.
* **Creature Capture and Training:** Players will capture unique Pokemon, each with its own abilities and elemental types, train them, and engage them in battles.
* **Turn-Based Battle System:** Players can choose from various attacks, ability options, and tactics to defeat opponents.
* **Character Progression:** Leveling up creatures unlocks new abilities and powers.
* **Quest System:** A series of main and side quests will drive the story and offer rewards.
* **Inventory Management:** A dynamic inventory system will manage Pokemon and resources found throughout the world.
* **Save and Achievement System:** Players can save their progress and unlock achievements as they explore and battle.





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