**GDD: Paladin Rescue Team**

**Shpiel:** You control a group of “paladins”, heroes in a fantasy world who assume the role of police, ambulance and fire brigade and respond to emergencies. In each emergency, you must defeat any enemies, extinguish any fires, and rescue any civilians.If you succeed, your paladins gain XP, and you can hire any civilians you rescued.

**Meaningful decisions:**

1. You can approach emergencies in multiple ways. For example, if you act quickly, you may get to rescue a civilian who can then join your team… but you’re also putting your own people at risk of activating traps or falling into ambushes.
2. Over time, by hiring people and making advancement decisions, you get to build your own squad composition. You can have a hit team of melee fighters, a cautious team of water-casting snipers, or a balanced party.

**Fun:** You get to lead your customized party of characters in an emergency where you see fires gradually decrease, enemies get killed and survivors led away; you also see a progression of more difficult levels and more powerful heroes. Most of the fun is thus in the “see the progress you have brought about” aspect that many games have.

**Screens:**

* Main menu
  + PALADIN RESCUE TEAM
  + Campaign
    - Respond to emergency: Haunted House
    - Respond to emergency: Cultists of the Flame
    - Respond to emergency: Wildfire
    - (you can only choose the one that’s next in progress for you)
    - (except if you use cheats)
  + Enter your monastery
    - Move to MONASTERY
  + Reset all progress (saved as Treasure)
    - Ask to confirm
  + Help
    - Move to HELP
  + Quit game
    - Ask to confirm
* Help
  + You lead a rescue team of **magical paladins** in the world of Lonaelon. You must train and maintain your team, and help defend Lonaelon’s loyal citizens from criminals, fires and injury. Begin your service by responding to the Haunted House emergency.
  + In the **monastery**, you can train your paladins, hire new paladins from among rescuees and dismiss paladins from the rescue team. Whenever a paladin successfully completes a mission, you can choose a new **power** for that paladin. Each paladin has a single **class** which represents what they are good at. You may want a mix of classes to have a balanced party.
  + During an **emergency**, your goal is to defeat all enemies, extinguish all fires, and rescue or heal all injured. You lose the mission if all of your paladins die, the fires spread out of control or too many civilians die.
  + During an emergency, left-click a character to select them. Then, right-click any tile to move the character or to interact with whatever’s on that tile.
* Monastery
  + List of paladins
  + Actions:
    - Choose a power for a paladin
    - Dismiss a paladin/rescueM
    - Button “Go to main menu”
* Respond to emergency
  + You get the emergency sheet info.
  + You get to select the paladins that go respond to that emergency.
* Emergency itself
  + You get a scrollable 2D tile map. Parts entirely surrounded by walls and out of your line of sight are **black** until you open doors into them or approach
  + You get in bar information about:
    - Number of people rescued / dead / hurting / standing around
    - Number of tiles under the effect of fire / number to fail
    - Everything with tooltips
  + Button “Pause”
  + Button “Objectives”
    - You **win** when all fires are extinguished, there is no injured, trapped or panicked civilian, and there is no threatening enemy.
    - You **lose** when all of your paladins are helpless, when too many civilians die or when too many tiles are either burning or burnt out.
    - Left-click a character to select them.
    - Right-click an empty tile to move the selected character there.
    - Right-click a character or a nonempty tile to have the selected character interact with that character or tile.
  + You get a lower bar with information about the single selected unit
    - Name
    - HP
    - Conditions
    - Powers
    - Held items
* Post-emergency screen
  + Your XP gain per paladin
  + Your dead paladins
  + Your live rescuees
  + Status of mission objectives
  + Button “Go to monastery”

**Paladin sheets:**

* Name (unchangeable)
* Class (unchangeable)
* Exhausted
* Wounded
* Powers
* XP
  + As soon as your XP reaches 100/200/300, you are entitled to an upgrade
  + Each upgrade, you choose from among two upgrades.
  + Possible upgrades are determined by class.

**Emergency sheet:**

* Name
* Story intro
* Map + scenario
* Minimum number of paladins
* XP given

**Idea:** In mission one, if you go by front door, you trigger a trap, but if you go by back door, you lose time

**Three missions:**

* Emergency 1: Haunted House
  + A group of children have decided to spend the night in a haunted house.
  + But there is a zombie with them, and they can’t get out!
  + Choose front door (trap) or back door (cobwebs).
  + Either way, fire breaks out as you step on a trap in the children’s chamber.
* Emergency 2: Fire Cultists
  + A group of cultists of the Evil God of Fire set fire to a village.
  + Save the village, and the hostages, and slay the cultists.
    - Attacking the cultists will leave the village fire to spread further.
    - Saving the village will allow cultists to complete the ritual and sacrifice the children in a Blood Fort.
* Emergency 3: The Graveyard, the Forest, and the Town
  + Cultists raise zombies in the graveyard
  + Lesser Fire Elemental spreads fire in the forest
  + Murderer spreads murders in the town

**Time schedule:**

* **Saturday**
  + 7:00 Entry
  + 9:00 All menu screens fully complete except in-game, including art, including functionality, including save/load and cheat
  + 10:00 All art for first level created
  + 11:00 Basic map created in Tiled
  + 12:00 Map drawn, move by arrow keys or mouse, characters drawn, overlay drawn, bars drawn
  + 13:00 Lunch rest complete
  + 15:00 Dijsktra’s algorithm working and you can left-click characters and right-click to move
  + 17:00 Right-click to interact + water spray
    - Open door (reveal blackness)
    - Talk to civilian
    - ~~Lay on hands~~
    - Melee combat
    - Cast water
    - Stabilize
    - Speech bubbles
  + 18:00 Fire + fire proliferation d
  + 19:00 NPC movement, actions (incl. combat, dying), and traps
  + 20:00 First level complete: victory conditions, loss conditions
  + 21:00 Reserve time + planning of next day
* **Sunday**
  + 7:00 Entry
  + 9:00 Refactored Monastery + GameOver/GameLost
  + 10:00 Polish + bugs + documents
  + 12:00 Second level
  + 13:00 Break? (or +second level?)
  + 14:00 Submission

**Characters:**

* Warrior Paladin
  + ***Strong body****.* You deal +100% damage in melee and you take half damage from all sources.
  + Choose powers:
    - ***Lay on Hands.***Lay hands on an injured person near you to heal them. Laying on hands is faster than stabilization and causes the injured to recover consciousness.
    - ***Second Wind.*** Once per emergency, catch second wind and immediately heal of all injuries. Use this ability by right-clicking yourself.
  + Choose powers:
    - ***Flight.*** You levitate above ground, moving at double speed. You can also move across water and ignore difficult terrain.
    - ***Favored Enemy:*** ***Supernatural.*** You deal an extra +100% damage to supernatural enemies in any combat.
* Blue Wizard Paladin
  + ***Cast water.*** A ray of water springs from your hands and douses a distant flame or hurts an enemy.
  + Choose powers:
    - ***Water affinity.*** You create triple as much water while adjacent to a well or a body of water.
    - ***Summon water elemental.*** *Once per emergency, summon a water elemental that tries to extinguish nearby flames. Cast this spell by right-clicking yourself. The elemental disperses after some time.*
  + Choose powers:
    - ***Lay on Hands.***
    - ***Flight.***
* *then:*
* White Mage Paladin
* Sneak Paladin