

## Design Statement for *Project Crimson Hunters*

### Project Summary

The game project, codenamed *Project Crimson Hunters* is a narrative-rich, party-based RPG that follows the journey of Edmond, the last descendant of the Crimson Hunters—a secretive order of vampire slayers brought to ruin. As an ancient vampire lord rises again, players embark on a quest to uncover the mysteries of the order's fall and defeat the looming threat once and for all. The game combines dynamic combat with deep storytelling, allowing players to forge relationships, make pivotal decisions, and unlock multiple endings. The game features a unique Time Progress Wait (TPW) battle system, a flexible class progression mechanic tied to character backstories, and a dynamic difficulty system that adapts to player choices and progression. Designed for players aged 16 and older, *Project Crimson Hunters* aims to captivate fans of Japanese-style RPGs who enjoy strategic gameplay and branching narratives.

### Project Intentions

This project represents my first serious foray into the world of independent game development. Every aspect of the game has been and will continue to be crafted solely by me, leveraging RPG Maker MZ as my primary tool. Storytelling has always been a passion of mine, whether through writing novels or sharing tales with family and friends. I've come to view video games as a uniquely powerful medium for storytelling, blending narrative depth with player-driven interactivity. With *Project Crimson Hunters*, my goal is to create a JRPG that combines a well-defined, linear narrative with open-world exploration and a versatile class system, inviting players to engage deeply with both the story and gameplay. Through this project, I aim to develop essential game design skills and gain firsthand experience of the challenges and rewards that come with independent game development.

### Lessons Learned from the Project

Working on *Project Crimson Hunters* has provided me with valuable insights into the complexities of game design, particularly in the area of balancing gameplay systems. One of the most significant challenges I've encountered is crafting a balanced numerical system for the game's mechanics. Designing interconnected elements such as battle systems, classes, skills, and equipment requires careful consideration of numerous factors. For example, when balancing a single piece of equipment, I've had to evaluate its cost relative to in-game currency drops, assess how it affects the player's power without encouraging excessive grinding, and ensure it aligns with the health and strength of enemies at various stages. This intricate process has taught me the importance of iteration, testing, and finding equilibrium across multiple systems to deliver a cohesive and enjoyable player experience.

### File Listing

- The current version of the Game Design Document (version 1.1)
  - GitHub Repository to the Current Release: <https://github.com/StarryDust-02/Project-Farming-Public>
- Project source codes and assets available upon request.*