Sage Derby

Professor Summers

Game Programming II

Motus Battle Scene GDD

Note:

* This game is meant to be an extension of a fuller game that isn’t complete yet. A side project. This is only the battle scene is the whole “game” for this project, but is a test of a battle scene for a side project I’ve been working on.

Game Analysis

* This game is meant to be a small battle simulation where the main goal is to beat an enemy in a game that can be described in a way as “a pokemon game with real time turns instead of turn based mechanics.” The player can choose an action as can the enemy. The player can defeat the enemy in many ways, but the best option will get the lowest time, the lower the time, the better the score.

Mission Statement

* A game where turn based elements and real time combine. Where players can battle a challenging enemy. A game where being turned into a ghost gives the player a boost of power.

Genre

* Real Time RPG

Platforms

* For PC only

Target Audience

* The primary target audience includes those who grew up on older rpg games and likes those sorts of games. This game, this includes a pixelated aesthetic, several fixed options, and an hp and mana bar that determine health and magic (required for any action) respectively.

GamePlay

* Overview
  + There are two entities, the player and enemy. Both can do actions that can alter the stats of each other.
  + When health of either entity depletes, then gp takes over as the health. Gp regenerates and acts as the game's stamina, and gives the player and entity a boost when dead. This causes two things. If the player cleared through the enemy easily, then the enemy gets harder by providing a boost. If the player loses all of their hp, they become stronger, giving them a better fighting edge.
  + Gp also is the stamina/magic of the game. All actions cost GP and it is possible to loose because the player did an action that cost more than the gp available.
* TimeScore
  + The time score is a performance score to tell how well a player did. This means that the player does better when the enemy is defeated sooner. This is a sense of a point system.
* Player Experience
  + The player goes through a main menu, a battle scene, a win or lose screen (depending if the player wins or looses), and a credits scene.
  + When entering, you enter the battle scene. There are a list of options and you can see yourself on the left and an enemy on the right. When you win, you get to the win screen, you can see your time score and gain the ability to go back to the main menu.
* Gameplay guidelines
  + The main guidelines of this game is to try and separate the games much as possible. Examples include the music handler handles the music and the event handler handles many of the update functions. The methods inside the event handler are designated to the game components and should only be called, minimal interaction of the event handler is the goal.
  + Small stuff such as text can have their own update functions if it is only used to display or update a text.
* Control Scheme
  + The player can click to change the music and interact with the screen, but to choose an option, the player can choose an option by using the number that the option corresponds to.
* Game Aesthetic
  + The main aesthetic of the game is supposed to look like older pixelated RPG games. This means that, unless it’s text (because of limitations), the aim of the aesthetic is to be pixelated.

Sources:

Asset: Pixel UI Bars by WriseGame at

https://assetstore.unity.com/packages/tools/gui/pixel-ui-bars-69409

Audio: Boss Battle Loop #3 by Sirkoto51 at

https://freesound.org/people/Sirkoto51/sounds/443128/

Game Engine: Unity Game Engine by Unity at

https://unity.com/

Game: Making the game by Sage Derby at

Unity