CIT340 Final Project Deliverable 1:

Game Plan

CURRENT TITLE: Project BODY, MIND, and SOUL (WIP)

GENRE: Top-Down, Narratively Driven, Action RPG

INSPIRATIONS:

* Undertale/Deltarune: gameplay, narrative-structure, art style.
* Yo-Kai Watch: Idea for the “Incorporeal World”(not a die-hard fan, or anything, but it’s the best way to describe my setting).
* Jojo’s Bizarre Adventure Heritage To the Future: partial gameplay inspiration

SETTING: Mildly Carbonified Modern America

PLOT: Stylo was a normal twenty-something just trying to survive his job as unpaid intern. One day, a mysterious figure forces upon him the ability to see the souls and auras of people and objects around him. However, in the process, his very spirit was fractured into two “shards” respectively named Pathos and Logos. Now, Body, Mind, and Soul must all get along and work together to fend off incorporeal threats and navigate the mundane life searching for a way to mend his very being.

FEATURE LIST

* The game will feature one playable character (STYLO) and two companion characters (PATHOS & LOGOS) each with their own set of traits moves/commands (anything marked with “\*” effectively is in the pony list).
  + STYLO: The Corporeal Commander
    - Controlled directly by the player
    - Controls/Commands the two shards by using the MOUSE
    - Instant Game Over if his health reaches zero
    - Walking/Running
    - Interacting with world Objects
    - Dodging\*
  + LOGOS: The Lance of Logic
    - Uses LEFT CLICK for all attacks and actions
    - Can be commanded to autonomously target specific enemies with the mouse\*
    - Usually follows the mouse during combat but…
    - Can be commanded to autonomously target specific enemies with the mouse\*
    - Has the most movement range of the two
    - Fast Movement Speed and Attacks but has little Defense
    - Starts with a quick melee slash that deals reliable damage.
    - Can be upgraded to unlock a flamethrower-like attack that sprays projectiles in a cone in front of him.\*
      * Deals HIGH damage but drains energy meter quickly
  + PATHOS: The Sentinel of The Soul
    - Controlled with RIGHT CLICK for all attacks/actions
    - Focuses on defending Stylo and cannot move very far from him
    - Uses ranged attacks that are slower but more powerful and usually push enemies back
    - Loses less energy for taking attacks
    - Starts with a projectile that deals moderate damage and has slight knockback.
    - Can be upgraded to have a melee attack that covers all directions but drains high amounts of energy meter\*
* Each Shard is tied to an energy bar that limits how much they can use their attacks.
  + Basic attacks will be free
  + Passively recharges over time but dealing damage with one refills the energy of the other.
  + If a shard takes damage their bar is drained according to the damage.
* Killing enemies grants XP and upon level-up, the player will unlock new attacks and upgrades for the shards
  + Maybe even a few for STYLO himself! \*
* The game will feature 2-4 unique enemies and (hopefully) one boss
* The game will either feature ONE large area that is fleshed very well or TWO smaller areas with a decent amount of content each
* The narrative will be delivered through text-based dialogue and will cover the beginning events of the game.

STORY-CONCEPT  
Just like Undertale/Deltarune,player choices during both dialogue and gameplay will have a direct impact on the narrative which will allow for multiple branching paths to enhance replability. However, while those games focus on how the player interacts with external factors like the world and its characters, the ending of this game will be based on how the player manages the two soul shards.

The main will progress rather linearly for most of the game, but after completing specific milestones, the player will be prompted to choose between upgrade one of the shards. Behind the scenes, the game will track the difference between the two, and after it gets large enough, the more dominant shard will become more controlling toward the other during internal interactions. If toward the end of the game, it would get the point that it will begin to affect the player’s external choices by overriding or removing dialogue options that they don’t agree with.

Here's an example: At this point in the game, the player has upgraded Logos 7 times while Pathos had only gotten 2. For, the sake of this scenario, let’s say that something in the main story has left our main character, Stylo, feeling troubled and anxious. When talking to an NPC, they notice the expression on his face and they ask to see if something is wrong. The player is then given the option to either say “No, I’m fine. Sorry for worrying you” or “I mean, now that you mention it…” If player chooses the ladder, the player is instantly to select again; only, this time, the second option is gone. Selecting it displays the message,“…It’s for the best” before continuing the conversation.

PONY LIST

* Plenty of NPC characters to talk to and objects to inspect with witty dialogue
* Scripted Cutscenes
* Currency and Item Shop
* Alternate dialogue/endings depending on how the player balances the upgrades between the Shards
* Most actions having pixel custom animations and sprites attached
* Controller support
* MAYBE one original song