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.

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