**Callam and Lee’s Brief**

**Re-inventing RPG Combat Mechanics**

In most popular RPG games such as Final Fantasy and Dragon Quest the core combat mechanic is portrayed through turn based fighting, each side performs an action, such as attacking, magic, healing etc. Rather than the player just sitting selecting actions we want the player’s actions to have more control and impact, through that player’s performance.

If we were to replace the Turn based combat with a Rhythmic style combat then we as designers have more control on how interactive the turns for both the player and the enemies can be. This is also based on the Player’s performance, for example if the player goes through the melody perfectly then their attack will do critical damage to the enemy, if they miss a bunch of notes/buttons then their attacks will be weaker depending on that player performance.

The other main goal is to give players the feeling of nostalgia, we want the player to feel as if they are playing a game from the early 90’s like in most players childhoods and our target audience is Males & Females from the Teenages to Older Adults. For this, we will be using a 16 bit graphical art style as a lot of games in the early 90’s were constricted to this art style, we feel this will be best for capturing a nostalgic feeling.

We want the players to have a continuous level of difficulty as the game progresses. Starting out at Easy fun, giving the players a sense of curiosity and wonder as they explore around in the game world, hopefully leading to awe. But as the game goes on we want the game to progress to Hard fun, being careful to not make the player Frustrated and skipping the feeling of Fiero and relief when harder enemies are beaten.

We will research into provided research sources and previous years of games design knowledge to demonstrate a better understanding of games design and how to balance out gameplay through new mechanics for RPG games.

CORE RESEARCH MATERIALS

* <http://www.gamasutra.com/view/news/273904/Why_are_so_many_devs_employing_a_retro_lowpoly_mid1990s_aesthetic.php>
* <http://www.gamasutra.com/view/feature/4066/game_design_essentials_20_rpgs.php?print=1>
* <https://gamedevelopment.tutsplus.com/articles/balancing-turn-based-rpgs-the-big-picture--gamedev-8286>
* <https://www.interaction-design.org/literature/article/repetition-pattern-and-rhythm>
* <https://gamedevelopment.tutsplus.com/articles/balancing-turn-based-rpgs-the-big-picture--gamedev-8286>