**Prismatic Annihilation**

**Team Lead**

Jordon Kopp

**Lead Programmer**

Vince Smeraldo

**Programmers**

Derek Finch

Josh Kopp

Mark Muniz

Matt Kalafut

**Designers**

Marco Malek

**Scope Statement**

**Project Objective**

* To develop a standalone, functioning prototype for a top-down 2D fantasy RPG on the Android platform

**Deliverables**

* Battle system
* Functioning UI (User Interface)
* Two working classes to choose from
* Two playable zones with enemies
* Completed inventory system

**Milestones**

* Finalized GDD (Game Design Document)
* Finalized TDD (Technical Design Document)
* Finished UI
* Finished battle system
* Finish character class
* Finished playable zone
* Finished major city
* Finished completed game

**Technical Requirement**

* Application must not crash
* Application maintains 30 FPS (Frames Per Second)

**Limits and Exclusions**

* Demo will be built to the specifications of the GDD and TDD
* Demo will not include micro-transactions
* Four of the playable zones and five of the playable characters will be reserved for the full release

**Meeting Notes**

* Meetings
  + Weekly Skype meetings
    - Monday
    - Wednesday
    - Friday
  + Physical meetings
    - To be announced
* Game Details
  + Platform
    - Android
  + Type
    - Top-down RPG
    - Turn based
      * Menu system
  + Controls
    - On-screen D-pad
  + Story
    - Needs refinement
    - Dragons have awakened in each of the regions and the local hostile tribes now worship them as Gods. It is the duty of the player to defeat the dragons in each of the regions, shattering the hostile tribes that worship them in the process. This eventually leads to defeating the Elder Dragon to rid the world of dragons forever.
* Party system
  + Dynamics
    - Main player and two party members allowed at once
* Classes
  + Warrior
    - Type
      * Damage
    - Primary attribute
      * Strength
    - Resource
      * Stamina
    - Armor
      * Heavy armor
    - Weapons
      * One-handed swords
      * One-handed axes
      * One-handed maces
      * Two-handed swords
      * Two-handed axes
      * Two-handed maces
  + Ranger
    - Type
      * Damage
    - Primary attribute
      * Dexterity
    - Resource
      * Energy
        + On critical hits, gain x amount of energy for next turn
    - Armor
      * Medium armor
    - Weapons
      * Longbows
      * Shortbows
      * Crossbows
      * Arrows
  + Mage
    - Type
      * Damage
    - Primary attribute
      * Intelligence
    - Resource
      * Mana
    - Armor
      * Light armor
    - Weapons
      * Wands
      * Orbs
      * Staves
  + Knight
    - Type
      * Tank
    - Primary attribute
      * Vitality
    - Resource
      * Stamina
    - Armor
      * Heavy armor
      * Shields
    - Weapons
      * One-handed swords
      * One-handed axes
      * One-handed maces
  + Cleric
    - Type
      * Healer
    - Primary attribute
      * Intelligence
    - Resource
      * Mana
    - Armor
      * Light armor
    - Weapons
      * Wands
      * Orbs
      * Staves
  + Assassin
    - Type
      * Damage
    - Primary attribute
      * Dexterity
    - Resource
      * Energy
    - Armor
      * Medium armor
    - Weapons
      * Daggers
      * One-handed swords
      * One-handed axes
      * One-handed maces
  + Engineer
    - Type
      * Damage
    - Primary attribute
      * Dexterity
    - Resource
      * Stamina
    - Armor
      * Medium armor
    - Weapons
      * Two-handed swords
      * Two-handed axes
      * Two-handed maces
* Encounters
  + Wandering enemies
    - Aggro (attention drawn)
      * Collision = combat
  + One enemy can represent one to three enemies
  + Turn order
    - Playable Characters have a base 100 Haste
    - Faster enemy types have > 100 Haste
    - Slower enemy types have < 100 Haste
    - If Player and enemy have same Haste level turn is RNG
  + Each side takes turns
    - Continues until combat ends
  + Pop-up occurs at end of combat
    - Experience
    - Battle rations
      * Consumed on pickup
      * Health/resource gain
        + Does nothing if player has full health and full resource
    - Loot and inventory
      * Drag the desired items from loot box to inventory
* Combat
  + Combat begins
    - Player turn
      * Use skill
      * Swap to ally
      * Use consumable
      * Flee
        + Chance to escape fight

Enemy level dictates ability to escape

Higher chance to escape lower level enemies

Lower chance to escape higher level enemies

* + - Enemy turn
      * Use skill
  + Combat ends
    - Win
      * Large experience gain to participating party members
      * Screen showing player and enemy inventory
        + Drag and drop loot
        + Battle rations

Gain health and resource

* + - Loss
      * Whole party dead
      * Sent back to nearest major town
    - Experience check
      * Level up
        + Level up check

Gain skill point

* + Stationary enemies
    - Walk-up interaction
    - Line of sight aggro
  + Random encounters
  + Death
    - Main player
      * Next party member becomes lead
      * FIFO (First In First Out)
    - Ally
      * Gain less experience on win
  + Battle effects
    - Blind – chance to miss – 2 turns
    - Daze – reduced damage – 2 turns
    - Poison – damage per turn – 2 turns
    - Burn – damage per turn – 2 turns
    - Chill – reduces defenses – 2 turns
    - Stun – blocks all attacks – 1 turn
    - Bleed – damage per turn – 2 turns
* Items/Consumables
  + Item slots
    - Helmet
    - Upper torso
      * Chest
      * Gloves
      * Shoulders
    - Lower torso
      * Belt
      * Pants
      * Boots
    - Main hand
    - Off hand
    - Accessories
  + Stores
    - Blacksmith
      * Heavy armor
      * Weapons
      * Shields
    - Tanner
      * Medium armor
    - Tailor
      * Light armor
    - Artificer
      * Staves
      * Bows
      * Arrows
    - General store
      * Health Potion
        + Minor
        + Major
        + Superior
      * Resource Potion (mana, etc)
        + Minor
        + Major
        + Superior
      * Revive Potion
        + Basic

50%

* + - * + Full

100%

* + - * Antidote
        + Cures all debuffs
* Inventory
  + Designated starting inventory size
  + Size increased by buying bags at general store
    - Further size increased by micro-transaction
* Enemies
  + Types
    - Neutral – engage by choice
      * Stationary
      * Harder than random encounters
        + Better gains
      * Health/damage modifier
    - Hostile – line of sight aggro
      * Stationary
      * Same difficulty as mobs in zone
* Skills
  + Warrior
    - Basic Attack
      * No resource
    - Cleave
      * Attacks all enemies
      * 75% base damage
    - Lunge
      * Single target
      * Chance to stun
    - Execute
      * Full depletion of resource
      * Damage based on resource depletion
    - Rend
      * No initial damage
      * Chance to bleed
    - War Cry
      * Increases party damage
      * Costs half of total stamina
  + Ranger
    - Basic Attack
      * No resource
    - Fire Arrow
      * Less base damage
      * Chance to burn
    - Poison Arrow
      * Less base damage
      * Chance to poison
    - Spread Shot
      * Attacks all enemies
      * 75% base damage
    - Charged Shot
      * Charges for one turn
      * Chance to deal 2x-5x damage
    - Stun Arrow
      * No initial damage
      * Chance to stun
  + Mage
    - Basic Attack
      * No resource
    - Fire Bolt
      * Chance to burn
    - Frost Bolt
      * Chance to chill
    - Lightning Bolt
      * Chance to stun
    - Mana Barrier
      * No mana cost
      * Incoming hits deplete mana instead of health
      * Able to be toggled
    - Meteor
      * Attacks all enemies
      * Charges for 1 turn
      * Costs substantial mana
  + Knight
    - Basic Attack
      * No resource
    - Shield Slam
      * Chance to stun
    - Taunt
      * Taunts one enemy for 1 turn
    - Defensive Stance
      * Increases defenses
    - Battle Cry
      * Increases base vitality of all party members
    - Retaliate
      * Returns damage dealt
        + Capped
      * Cooldown
        + 3 turns
  + Cleric
    - Basic Attack
      * No resource
    - Heal/Life Syphon
      * On party pick
        + Heals 1 party member
      * On enemy pick
        + Deals base damage
        + Half damage dealt converted to health
    - Revive
      * Resurrects a fallen party member
    - Healing Chant
      * Charges for 1 turn
      * Heals entire party
      * Costs substantial mana
    - Empower
      * Boost to all primary stats to party
      * Costs substantial mana
    - Mend
      * Heal over time
  + Assassin
    - Basic Attack
      * No resource
    - Eye Gouge
      * Chance to blind
    - Throat Cut
      * Chance to bleed
    - Backstab
      * Charges for 1 turn
      * Chance to deal double damage
    - Stealth
      * Unable to be targeted for 1 turn
    - Disembowel
      * Full depletion of resource
      * Damage based on amount of resource used
  + Engineer
    - Basic Attack
      * No resource
    - Smoke Bomb
      * No damage
      * Chance to blind all enemies
    - Flash Bomb
      * No damage
      * Chance to daze all enemies
    - Incendiary Bomb
      * Chance to burn all enemies
    - Shrapnel Bomb
      * Attacks all enemies
      * Chance to bleed all enemies
    - The Motherload
      * Charges for 3 turns
      * Detonates and deals massive damage
      * Full resource depletion
* Attributes
  + Strength
    - Increases physical damage
  + Dexterity
    - Increases physical damage
    - Physical critical strike chance
  + Vitality
    - Increases base health
  + Intelligence
    - Increases spell damage
    - Spell critical strike chance
* Zones
  + Types
    - Safe
      * No loss of items on death
    - Hostile
      * Possible loss of inventory items/coins on death
  + Areas
    - Desert
      * Town
        + Bazaar
      * Enemies
        + Cactus people
        + Scorpions
        + Thieves/bandits (sand people)
        + Buzzards
        + Lizards
        + Fire elementals
      * Boss
        + Fire dragon
    - Mountains
      * Town
        + Cottages
      * Enemies
        + Yetis
        + Mammoths
        + Thieves/bandits (eskimos)
        + Dire wolves
        + Dwarves
        + Ice elementals
      * Boss
        + Frost dragon
    - Forest
      * Enemies
        + Werewolves
        + Fairies
        + Treants
        + Bears
        + Oozes
        + Thieves/bandits (elves)
        + Battle frogs
      * Boss
        + Elder dragon
    - Tropics
      * Enemies
        + Thieves/bandits (land sharks)
        + Crabs
        + Turtles
        + Sea gulls
        + Nagas
        + Water elementals
      * Boss
        + Water dragon
    - Plains
      * Enemies
        + Thieves/bandits (tribes people)
        + Maggots
        + Lions
        + Cheetahs
        + Rhinos
        + Wasps
        + Air elementals
      * Boss
        + Air dragon
    - Caves
      * Enemies
        + Thieves/bandits (dwarves)
        + Bats
        + Spiders
        + Goblins
        + Earth elementals
      * Boss
        + Stone dragon
* Fast travel
  + Allows travel between previously visited towns
  + Possible mount to increase movement speed
* Micro-transactions
  + Currency
    - Diamonds
  + Allows instant access to content
  + Bundles
  + Remove ads
* Future additions
  + Professions/crafting
  + Ally inventory
  + Persistent poison damage after battles