

Triple Fantasy Match

Disclaimer: This GDD is WAY too extensive and has WAY TOO MANY mechanics. Because of that, some mechanics have a priority list, which goes from 1 being the most important. Some more complex mechanics, like the hero abilities or the interaction between enemies or heroes are also set as a lower priority. I have left this mechanics just in case I manage to make the basic ones, and in order to not have a disjointed GDD.

Description

Game Pillars

- **Connect 3 with candy-like powers:** The player will need to do matches of 3 or more tiles by swapping them. Doing combinations of more tiles will generate special tiles that have different effects depending on the combination. Some obstacles in the level need to be removed, and some enemies need to be killed (by doing combinations on top of them). This enemies attack the tiles or deal damage to heroes. Doing matches creates energy that can power up the heroes in order to use their special abilities.
- **Dungeon exploring and treasure finding:** Each set of levels will be exploring a dungeon, castle, cave, etc... The player will be able to unlock special levels doing specific objectives in the level, like killing a special enemy or grabbing a key. These special levels may award the player extra loot or extra coins/gems.
- **Equipping your heroes:** The player will progress by equipping his heroes with loot found on chests, either on levels, or by buying them with coins or real money. This equipment will improve the heroes' stats. This equipment can also be levelled up using coins and lower equipment.

Comparison

- **Similitudes:** Essentially, the game is a mobile connect 3 types of game, with powers and gameplay very similar to Candy Crush or Royal Match. The special tiles generated by the different combinations and the obstacles placed in the levels are also heavily inspired by these two games amongst others.
- **Differences:** The main differences Tripe Fantasy Match brings to the table is in its style, very high fantasy based, and inspired on pen and paper RPGs like Dungeons and Dragons. Related to this, is the fact that the game incorporates both a combat system similar to the one Empires and Puzzles has, with a more interactive board, like Royal Match. Finally, the progression system is also different, as the players will be able to equip their heroes with loot obtained from the levels.



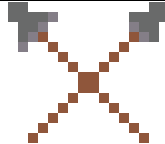
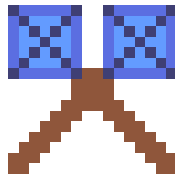
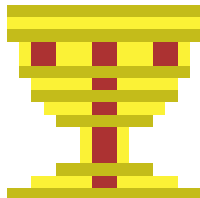
Main Game Mechanics

Controls

- Since its mobile, all the controls will be done by pressing fingers against the screen. To swap two tiles, the player will need to slide their finger. To activate special tiles, the player can either press the power, or slide the power to a neighbouring tile.

Core Mechanics

- The board is a 9x9, where all the tiles might or might not be used. In some levels, there can be different types of **obstacles** or **enemies**. When tiles disappear, new tiles fall from the top to the bottom. There are 6 different types of **tiles**.
- Tiles:

Tile	Effect when matched	Placeholder (blurry due to word)
Shield	Increase warrior's mana	
Dagger	Increase rogue's mana	
Arrow	Increase archer's mana	
Wand	Increase mage's mana	
Chalice	Increase Priest's mana	

- **Combinations:** In order to progress in the level, the player will need to make **combinations** of the same type of tile. The basic combination is 3 in a row/column, and this will reward some points and affect the board. Higher combinations will award more points, and create a type of power up in the place the swap has been done.

- Normal Combinations

Combination	Special tile generated	Effect	Priority
3 in a row	Nothing	Nothing	1
4 in a row	Cannon	Clears an entire row/column, depending if it was generated vertically or horizontally	1
4 in a square	Zeppelin	Destroys a random high priority tile	4
6 not in a row	Powder Barrel	Clears a 3x3 square	2
6 or more in a row	Magic Orb	Match it with another tile to destroy all the tiles of the same type, and fully charge that hero's mana	3

- Special Combinations

Combination	Effect	Priority
Cannon with Cannon	Clears both row and column	1
Cannon or Powder barrel with Zeppelin	The Cannon or Barrel explode where the Zeppelin lands	5
Zeppelin with Zeppelin	Generates three Zeppelins instead of two	6
Powder Barrel with Powder Barrel	The explosion is a 5x5 square	1
Powder Barrel with Cannon	The Cannon clears 3 rows or columns instead of one	2
Magic Orb with Special tile	Turns all the tiles of the same color of the special tile into that special tile, then activates it	3
Magic Orb with Magic Orb	Clears all the tiles	3

- **Heroes:** The party is comprised of a warrior, rogue, archer, mage and priest. Each type of tile will charge the mana of one of the heroes (the sixth one charges all the heroes a bit). Once the mana bar is full, the heroes can use their powers. The heroes also have HP, which the enemies will deal damage to periodically. If one of the heroes dies, the player will won't be able to use the power, and the heroes' tiles will turn grey and not affect the board or generate special tiles. The heroes also have different stats, that affect gameplay and are modified by equipment.

Hero	Name and Description	Ability
Warrior	Pazor, the human warrior. A fierce fighter always willing to protect his friends	Places a shield on a tile that protects it against a strike from an enemy
Rogue	Sargoria, the tiefling rogue. An outcast from society with very sharp daggers	Deals damage to a specific enemy on the board. The player can also target a tile to destroy it, including obstacles
Archer	Jarraena, the dwarven archer. A talkative dwarf with a passion for shooting at moving targets.	Deals damage to 3 random enemies or tiles
Mage	Fredrel, the elf mage. An ancient elf mage on a covenant mission, reluctantly follows the rest of the party.	Freezes an enemy X turns, making him unable to attack. If the mage freezes a tile instead, it stops the tile from doing whatever it does, and it deals damage to it after X turns
Priest	Lanwin, the gnome priest. The caretaker of the party, shines on the darkest moments.	Heals another hero

- **Equipment:** Equipment will drop from chests within the level and chests outside the level that can be opened with coins or gems. They can be equipped in the equipment screen between games. The player can level up its equipment by paying coins obtained by playing, and once it has reached the max level, the piece of equipment can be levelled up by fusing it with two of the same piece and rarity. When upgrading a piece of equipment, its level is reset to 1 but the stats and effects it provides are improved.

Stat	Effect	Equipment that changes it
HP	The amount of damage the hero can withstand	Armor (hero specific)
DMG	<ul style="list-style-type: none"> • Warrior: Amount of damage the shield can withstand • Rogue-Archer: Amount of damage their attacks do • Mage: Amount of turns the enemy is frozen • Priest: Amount of dmg healed 	Weapon (hero specific)
Crit Chance	Chance of the hero's ability to be extra effective.	Ring
Mana Gain	How fast the heroes do gain mana from combinations.	Necklace

- **Obstacles:** Some levels might contain specific obstacles that need to be dealt with. In some cases, these obstacles are part of the objective, and in other cases they are just annoying the player.

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Name	How to Break	Gravity	Special Effects	Priority
Box	Combinations next to it	No	No	1
Colored Box	Combinations of the same color next to it	No	No	3
Vines	Combinations on top of it	No	Then sometimes can propagate to neighbouring tiles	2
Turret	Special tiles or heroes	No	No	4
Cannon	Combinations next to it	No	Every X turns destroys a random special tile	5
Jar	Combinations next to it	Yes	Contains coins	5
Supplies	Making it fall to the bottom row	Yes	No	5
Key	Combinations of the same color next to it	Yes	Opens a chest	3
Chest	Combinations next to it once the key has been destroyed	No	Contains coins and equipment if the level is completed successfully	2

- **Enemies:** Enemies have a health bar that can only be affected by special tiles and heroes' abilities. Every X turns, they will attack either the heroes or the tiles on the board.

Enemy	Health	Damage	Priority
Grunt	Low	Small amount to a single hero	1
Archer	Low	Random special tile and small amount to a single hero	2
Soldier	Medium	High damage to a single hero	4
Shaman	Medium	Destroys X amount of special tiles	4
Brute	High	Deals damage to all heroes	6
Skeleton	Super Low	Deals a bit of damage to a random hero	6
Lich	High	Summons Skeletons	6
Dragon	Super High	Deals high damage to all the heroes or disables all the tiles around him	6

- **Potions:**
 - Health: Restores the party's health.
 - Mana: During the next 4 moves, the heroes will gain 3 times more mana.
 - Rage: The next 4 abilities will always crit.
- **Start Conditions:** Each level has a predefined set of obstacles and enemies, and the objectives in order to complete the level are always the same. The initial tiles are also always the same, but change from level to level.
- **End Conditions**
 - Victory: If all the objectives are completed before running out of turns, the player will successfully complete the level. All the money and items collected will be added to the player's inventory, any dead heroes will revive, and the player will get extra coins depending on how many turns were left.
 - Defeat: If the players do not manage to complete all the objectives in the set number of movements available and all the special tiles have been used, they will fail the level. All the coins and items collected from chests during the levels will be lost (but they can be collected again if the level is replayed), and the player will lose one live.

Theme

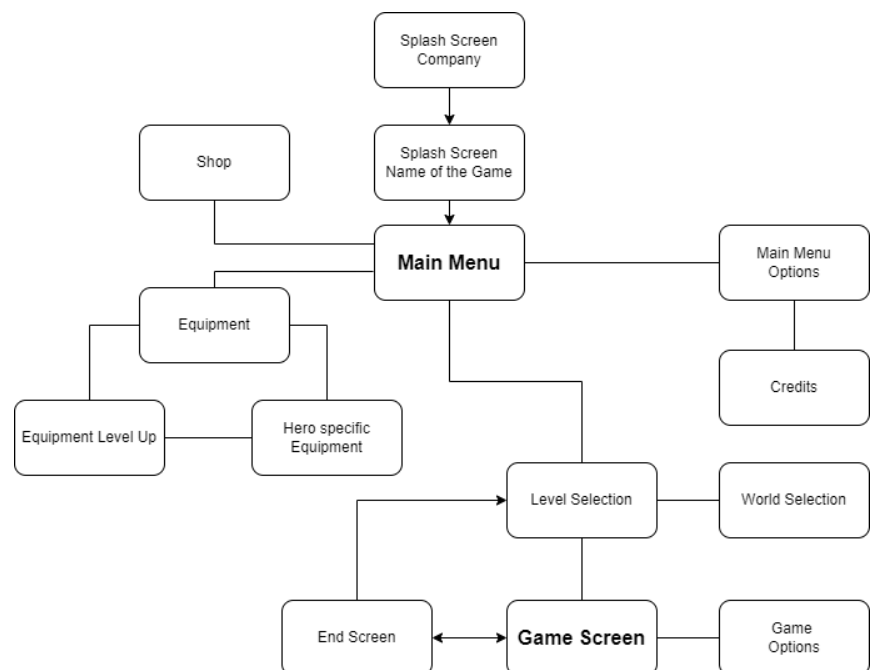
The whole aesthetic of the game is based around high fantasy and Dungeons and Dragons, with the main heroes being the archetypical party of this type of setting.

- The visuals of the game will be fully done in a 16 bit pixel art style.
- The music and sound effects should also have the same fantasy style as the rest of the game.
- **Narrative:**
 - Very simple, cliché DnD party exploring the world. Each zone has a small narrative story (kill the lich on the dungeon/kill the dragon/save the queen, etc...). There won't be narration at all, and the visuals and progression of the levels should be enough to convey a sense of story to the player.

Game Progress

- The game will be divided into maps with levels in each map. Each map will have a specific theme, and in order to access other maps, the player will need to clear previous ones.
- Each world will be more difficult than the previous one, with newer and more obstacle and enemy variety. Within each world, the first levels should introduce the new obstacles and enemies, and the later ones really challenge the player, which according with the internal narrative of the world, should coincide with the resolution of the conflict in each world.
- The initial game should have 3 worlds with 10 levels each, and 1 bonus level each, but this is subject to change.
- World 1: Goblin Camp
- World 2: Lich's dungeon
- World 3: Dragon's Lair

Game Navigation



Economy

Outside of the levels, the player will have different resources to manage.

- Lives: The way the player's progress is limited daily.
- Coins: Main currency of the game. The player will be able to get coins from completing levels as many times as they want, and from opening chests in the levels and completing bonus levels once. It is used to level up the heroes' equipment and buy chests from the shop
- Gems: Premium currency of the game, used to buy potions during levels, refill lives and buy premium chests from the shop. Earned by paying real life money or occasionally on chests or events.
- Equipment: Used to improve the heroes' stats, and to level up other pieces of equipment. Obtained from opening chests, both during levels and in the shop.

Meta Game

- Daily Progress Limitation: The player will have X number of lives, and one is lost each time a level is not completed. They recharge individually after X amount of time, or gems can be paid to refill all of them.
- Monetization:
 - Equipment chests
 - Daily Chests: The player will have access to three chests daily. One is completely free, while the two others require a video to be played in order to collect them. The chests contents value will be the same as coin chests
 - Weekly Chests: Each week, the player will have the option to watch a video and open a weekly chest, with the content's rarity being the same as Premium Chests
 - Coin Chests: They contain a piece of common or uncommon equipment. They cost X amount of coins.
 - Premium Chests: They contain a piece of uncommon, rare or epic equipment. They cost X amount of gems.
 - Potions
 - Every level, the player has the option of paying gems to use these potions a set number of times. Some free uses can also drop from chests outside the level or special events.
 - Extra moves
 - At the end of each level, if the player lost, an option to watch a video and get X extra moves will appear.