# Game Design Document (GDD) – Journey to the Throne

**Title: *"Journey to the Throne"*  
Genre: 2D Turn-Based Tactical RPG / Adventure  
Platform: PC (Windows, macOS)  
Target Audience: Fans of tactical RPGs (Ages 12+)  
Engine: Unity 6  
Programming Language: C#**

**1. Game Overview**

**Concept:  
A 2D turn-based tactical RPG where players control a four-hero party on a quest to reclaim a fallen kingdom. Instead of managing armies and cities, players must carefully manage limited resources (supplies, gold, EXP) while navigating a dangerous world.**

**Core Gameplay Mechanics:**

* **Turn-based tactical combat**
* **Four unique heroes with distinct roles (Tank, Healer, DPS, Support)**
* **Resource management ( potions, gold, EXP)**
* **Hero progression (skills, talents, equipment)**
* **Branching story with meaningful choices**

**Unique Selling Points:**

* **Small-scale, hero-focused combat**
* **Survival elements**
* **Dynamic events (random merchants, gears, relics)**
* **Permadeath mode (optional hardcore difficulty)**

**2. Story & Setting**

**Setting:  
A war-torn medieval kingdom where the royal bloodline has been wiped out—except for the player’s party, who must reclaim the throne.**

**Plot Summary:  
The four heroes—exiled survivors of a coup—must travel across the land, defeat the evil forces in tactical battles. Choices affect which factions aid them in the final battle for the throne.**

**Key Characters:**

* **The Knight (Tank): A disgraced royal guard seeking redemption.**
* **The Apothecary (Healer): A former court alchemist with forbidden knowledge.**
* **The Outlaw (DPS): A rogue with a personal vendetta.**
* **The Scholar (Support): A bookish mage researching lost magic.**

**3. Game Mechanics**

**Controls:**

* **Movement: Mouse / Keyboard (WASD)**
* **Combat: Turn-based actions (attack, skill, item)**
* **UI: Quick-access hotkeys (e.g., 1-4 for hero selection)**

**Turn-Based Combat:**

* **Action Points (AP): Each hero has AP for movement, attacks, and skills.**
* **Resource Costs:**
  + **Potions heal but are scarce.**
  + **Purchasing gears with gold**
  + **Leveling heros with limited EXP**

**Hero Progression:**

* **Skill Trees: Unlock active/passive abilities.**
* **Equipment: Swords, bows, staves, armor (limited inventory space).**
* **Morale System: Heroes gain buffs/debuffs based on events.**

**Exploration & Survival:**

* **Random Encounters: Bandits, merchants, cursed shrines.**
* **Resting: Recovers HP but consumes food.**

**4. Art & Audio Style**

**Visual Style:**

* **Hand-painted 2D characters & environments (dark fantasy tone).**
* **Animations: Smoothed pixel-art for combat actions.**

**Sound Design:**

* **SFX: Sword clashes, spell chants, inventory sounds.**

**5. Level Design**

**Game Modes:**

1. **Story Campaign: 20+ handcrafted battles.**
2. **Challenge Mode: Survival gauntlets with scaling difficulty.**

**Example Scenario:**

* **"The Bridge of Betrayal": Ambushed at a crumbling bridge, the party must fight while the structure collapses each turn.**

**6. Technical Specifications**

**Engine: Unity 6 (2D URP for lighting effects).  
Save System: Checkpoints + manual saves.  
AI: Behavior trees for enemy tactics (flanking, focus fire).**

**7. Development Timeline**

1. **Pre-Production: Prototype combat + art tests.**
2. **Production: Core systems, 50% of campaign.**
3. **Polish: UI/UX, balancing**
4. **Release: summer 2025.**

**Conclusion**

***Journey to the Throne* offers a tight, tactical experience where every resource matters, blending RPG depth with survival strategy.**