Game Design Document

Cake Quest
[Insert Tag Line]

Version 1.03
August 05, 2024

Revision List

Version	Author	Date	Comments
1.00	Rhazi, Adam	July 10, 2024	Initial version
1.01	Rhazi, Adam	July 12, 2024	Removed the position swap gimmick.
1.02	Rhazi, Adam	July 23, 2024	Removed Take Over gimmick. Instead replacing it with the Recipe system.
1.03	Rhazi, Adam	August 05, 2024	Added section 5.3.9 about scripted battles.

Table of Contents

1. Introduction

1.1. Scope

This document is meant to be read by coders, artists, producers and all involved in the design, implementation, testing and conceptualisation of Cake Quest.

1.2. Type Conventions

Things which have been discussed and agreed on are presented written in normal ink color.
Things which have not been agreed on or discussed are presented written in this blue ink color.
Things which have been removed or scrapped are presented written in this red ink color.

2. Target System

2.1. PC

The game will start with a PC demo available for free on Steam. Upon completion of the game, the full version will receive a digital release on Steam.

2.2. Console

If the game's release goes well and is profitable, the game might receive a console port on either Xbox, PlayStation or Nintendo systems.

3. Development System

3.1. Software

Cake Quest will mostly be made using the Unity Engine. It will be coded in C# on Visual Studio while using JSON files to store save files, preferences and translation data.
Visual Studio Code is recommended for modifying JSON files.

For console ports, Unity Engine has ways to build the game for all consoles. The only requirement will be licences after and if the game has made enough money and modifying the save file system to accommodate the lack of system navigation consoles lack compared to computers.

4. Specification

4.1. Concept

Cake Quest is a top-down 2D RPG with a turn-based but still interactive battle system.

4.2. Story

4.2.1. Setting

The Game will be set in a somewhat present-day world but will seem primitive. Many things from many eras will be present in the game, example: Cowboys, anthropomorphic animals, eldritch creatures, Tech. Support companies and more.

4.2.2. Setup

The main character starts off in Tijuana, Mexico, but gets transported to another world based on cuisine called the "OuterPlate". It's like an anime trope called an "Isekai".

4.3. Game Structure

In that world, there are 4 islands based on the four tastes The game will follow a linear story setting while giving the player to expand and learn about the worlds through exploring and completing side quest.

The island will be explored in that order: Sweet, Sour, Bitter and Salty while having the climax of the game end in 2 different environments, the Vegan World and Mexico for the true final boss.

4.4. Players

The game will be entirely solo with no plans to include some kind of couch coop. And entire solo game experience with no implementation of networking except for the following considered implementations:
-Achievements
-Cloud Save
-Steam Implementation

4.5. Action

Exploration will be rewarded but the game will mostly swap between top-down mode and battle mode. Almost 50% of battles in Cake Quest will be story based and obligatory battles. All optional battles will be either for side-quest or for achievements. The game will not have random encounters or a levelling system.

4.6. Objective

The objective will be to gather the 4 parts of a split cake. Each island will have a part of that cake. The reason for that cake being so important is because first, the protagonist wants to eat it. Since the cake is from outside the Outer Plate, it doesn't respect the rules of the world, therefore is coveted by many beings.
The game will also have many sides quest that are only completable after and before certain events. Completing them might give the player new skills, better items and more!

5. Gameplay

5.1. World

The world will be large but will be split between many different scenes to save on performance. All the different environments will be unique to truly give a sense of individuality in each landscape. Each island will be split in 3 environments: Nature, Town and Dungeon. The nature environment is often where the protagonist finds himself in the beginning of arriving there. While the town is where the story starts to pick up and the story starts exposing more of the world. The dungeon is then where the climax of the island happens, where the mini-boss and the main boss battles of an island will be and where the protagonist will find the piece of cake. The player will be able to pause in only top-down mode while not in a cutscene or in dialogue.

5.2. Top-Down Mode

In top down, the environment will be in 2D, and the style will be a pixel art style like Pokémon Black and White while being more respectful of proportions.
Characters will be able to move in 8 directions and will require sprites for at least 5 directions. Up, Up-Right, Right, Down-Right and Down.

5.3. Battle Mode

We will call characters in battle, Actors.

5.3.1. Battle Phase

The Battle will be split in many phases:
Action Choice State: When the current actor is a member of the player party, the player will be able to navigate through a menu and pick and action between:
    -Attack
    -Skill
    -Items
    -Swap
    -Observation.
All these actions EXCEPT observation consumes the player's turn.
Target Choice State: When the actor picks the target of his action IF NECESSARY.
Performance State: When the action is performed.

5.3.2. Battle Pacing

The battles are turn-based. The actors have 2 phases, Acting and Not Acting. The order will always be the same. The hero party members all act first, then the villain party member will go one by one.

5.3.3. Actors

Each Actors have different base damage, skills, voice lines and sound effects.

Actors have 3 attributes:

Health, Energy and Focus.

Health and Energy won't have the same name for every character, for comedic effect.

Health is self explanative, it's the Actors health and when it falls to 0, the actor faints.

Fainted actor may wake up if a wake-up skill or item is used on them.

Energy is needed to use skills. Skill will vary in cost, damage and effect (One or all targets, targeting allies, enemies or all OR status effects)

Focus is used for 2 things.
First, on the last member's turn of the hero's party, if a member of the hero party is currently NOT acting and has a filled focus bar, they may trigger a "Take Over" which is a bonus turn that consumes the entirety of the Focus bar but lets the actor act again. A Take Over initiated turn may not trigger another Take Over unless needed for the story.
Second, when observing an enemy, you can consume your whole focus to reveal their entire recipe (Go to 5.3.7 for a more precise explanation)

5.3.4. Elements
The battle system has elemental attributes based on the four tastes and more. (Slicing, Bashing, Sweet, Salty, Acid, bitter and support.)
Most actions have an elemental attribute necessary for the Recipe System and more. (Support is for all support items (Healing, buffing, more)).

5.3.5. Skills
Skills are actions with their own animations unique to an Actor. These skills may have effects and more. Skills all have a base damage, an animation file, a set of particle effects and sound effects and an element.

5.3.6. Items
Items are actions with a multitude of effects. All actors have one unique animation for using items. Like skills, items have an element if they aren't supporting item.

5.3.7. Recipe System
At the start of a battle, every actor on field generates their Recipe. The Recipe is a chain of elements consisting of 3 to 9 elements. (Depends on the difficulty of the boss). IF every attack matches the order and the Recipe's elements (Except for multi hit moves and some exceptions), each attack gets a damage increase going from 1.1x to 2.5x until the final hit which gets a 4x multiplier and generates a new recipe.

5.3.8. Observation
Observation allows the player to see the amount of health, energy and steps the enemy's recipe has. Every time a recipe step is matched, it's revealed in the observation, allowing you to keep track of where you currently are on the recipe.

5.3.9. Scripted Battles

Some battles must be directed to happen a certain way. Whether it's not letting the enemy die or forcing the enemies to target a specific party member. Scripting some battles must be implemented.

5.4. Control

In Battle Mode, directional input will be used to navigate through actions, skills, items and targets.

6. Front End

6.1. Intro and Cutscenes

The game will start with a pre-drawn rendered animated musical intro like Persona. Also, animated cutscene may be part of the game.

6.2. Menus

Menu will be simple but may be improved once the game's visual design and artistic direction gets more original and decided.

7. Development Tools

7.1. Editor

Unity Engine will be the only engine.
Developer Tools will be made In-Engine to make work easier.

Example:

A Dialogue Line Creator tool that will help modifying existing and creating new lines while having a preview of it.

A Skill Creator tool to help create the animations for skills for the turn-based battles and placing events and triggers, without manually placing each frame.

A tool to export translation data for skills, items, quests and more.

8. Team

8.1. Main Team

It is important to note that anyone may help with anyone else's tasks.

Project Managers	: Adam R, Ryadh K
Game Developers	: Adam R
Concept Artists	: Adam R, Ryadh K
Pixel Artist	: Ryadh K

Music Producers   : Adam R
Game Designer   : Adam R, Ryadh K
Producers   : Adam R, Ryadh K

8.2. Additional Members

Voice Actors, Singers.

9. Time Table and Deadlines

Official Start Date   : December 30, 2023
Complete Game Design : July 20, 2025

Milestone 1 - Engine   : August 1, 2025
Milestone 2 – Look & Feel : April 1, 2026
Milestone 3 – 1st Play   : September 1, 2026
Milestone 4 – Public Demo : January 1, 2027

End of Project   : To Be Determined

References

No References for now